

Wyrd

D Penny dreadful

ONE SHOT

— LAST —
REMAINS

THROUGH THE BREACH

Through the Breach books:

The Fated Almanac
The Fatemaster's Almanac
Into the Steam
Under Quarantine

Through the Breach adventures:

In Defense of Innocence
Northern Aggression
A Night in Rottenburg



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DPenny
readful
ONE SHOT

— LAST —
REMAINS

CREDITS

WRITING

David (Tanja) Ivey

DESIGN

Mason Crawford

EDITING

Justin Gibbs

CREATIVE DIRECTION

Nathan Caroland

TTB LOGO ARTIST

Patrick Guinane

ART

Hardy Fowler, Jorge Gomez, & Bram Sels

LAYOUT

Aaron Darland

GRAPHIC DESIGN

Jorge Gomez

PLAYTESTING

Paul Lippincott & Adam Rogers

WHAT IS A PENNY DREADFUL ONE SHOT?

The *Through the Breach* roleplaying game is continuing to grow and expand the world of Malifaux with new rules and adventures.

Our expansion books, such as *Into the Steam*, highlight large new areas of the world to explore while also providing a host of new mechanics for players.

The Penny Dreadful line is intended to focus on a specific area or story in the world, providing Fatemasters with the tools to take their players quickly into the action.

The core Penny Dreadful line, which is released in print and PDF, has full, multi-session adventures for a party of Fated. They are made to be the campaign or a part of the campaign for a group.

Penny Dreadful One Shots, on the other hand, are single-session adventures for a party that are only released as PDFs. They often include pregenerated characters (though this one does not), allowing Fatemasters to choose whether to insert them into an ongoing campaign or to run a quick and dirty standalone session of *Through the Breach*.

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INTRODUCTION

Corpse disposal is a tricky thing in Malifaux City. The threat of necromancy makes it important to gather up and dispose of corpses of the deceased as quickly as possible, lest they fall into the hands of a Resurrectionist and become dangerous zombies. Becoming a zombie is distasteful to the family of the departed, none of whom are usually interested in having a beloved relative shuffling about in service to a cackling villain, and to the Guild, who consider the Resurrectionists and their undead minions to be a significant threat to their control of Malifaux.

To this end, the Guild has enacted a number of policies to ensure that people dispose of their corpses in a quick and acceptable manner. This has led to laws which restrict the amount of time a citizen has to report a corpse before they are considered to be a Resurrectionist (twelve hours) and the employ of Bag Men, special Death Marshal agents whose purpose is to dig up and decapitate corpses after their burial, rendering them unable to be animated by any future grave robbers.

Someone still has to dispose of those corpses, however, and to that end, the Death Marshals give special permits to funerary directors, undertakers, and crematorium operators who have passed their inspections and been certified to be free of any necromantic inclinations. The certification process is quite long and involved, and the few that have passed frequently do steady business both with the Guild and with unaffiliated citizens. If there's one thing that Malifaux does not lack, it's ways for a person to become a corpse.

Sometimes, however, the process fails and the unthinkable happens. The Guild has begun to suspect that there might be a force at work in Malifaux, tempting those with a close association to death into becoming Resurrectionists, but it remains little more than an unproven theory at this point. When someone with ready access to a steady supply of corpses falls to this particular brand of madness, the results are rarely pretty... and never end well for the families of the unfortunate departed.

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER I: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

This adventure begins with the Fated being called to the home of Dianna Byrne, who wants the Fated to obtain her mother's ashes and bring them to her from the crematorium that was supposed to handle them.

Scene 1 gives the players a chance to speak with Dianna a bit, while Scene 2 takes them to Vaquera Cremations, a business that has seen better days.

Scene 3 takes the Fated into the Quarantine Zone in their search for Vaquera, and there, they might be able to pick up some unusual allies before finally confronting Vaquera and the monster he's created.

CHAPTER 3: FM CHARACTERS

This section contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure, providing a quick reference to make it easier for Fatemasters.

[illegible]

CALL OUT BOXES

There are many call out boxes like this one scattered throughout the adventure.

These boxes have two main functions. Boxes like this one highlight rules or special notes for the Fatemaster.

Boxes like the box on the right are used to show dialogue or description. They are intended to be read by the Fatemaster aloud to the players. Be careful, though; some are only intended to be read if the Fated take certain actions or are successful at certain challenges.

"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It only lasted a moment, and I still don't know how I lived through it. There was only the one Ortega, but she was so fast with that gun of hers..." He shakes his head. "Two of the bandits were dead before they even realized she had drawn on them."

His gaze becomes distant as the memory comes back to him. "It was a ballet of death."



LAST REMAINS

Vaquera Cremations has a bit of a corpse problem, in that it's a crematorium that doesn't have any corpses... or an undertaker, for that matter. This adventure deals with the consequences of necromancy and shows the players just how much grief can come about from a missing corpse, even before it's been animated and sent on a violent killing spree.

In the course of trying to unravel this mystery, the Fated will visit the abandoned crematorium and then head into the Quarantine Zone, where they will have a chance to confront Vaquera and his insane creation. Fortunately, the Fated aren't alone in their search, and if they play their cards right, they stand a chance of recruiting some unusual allies in the form of a trio of mutilated Nephilim.

Though ostensibly enemies of humanity, these Nephilim are also seeking a missing corpse, and they are not above working with humans to retrieve it. This can make for a very unique roleplaying encounter, and Fatemasters are encouraged to take the necessary time to let the Nephilim interact with the Fated, both during the adventure and afterwards, once Vaquera has been defeated.

If Vaquera manages to escape at the end of the adventure, he could prove to be an interesting recurring character, especially if the Fated befriended the Nephilim trio. Working with such unusual allies might be a good way to introduce the characters to Nephilim culture, such as it is, and even to give the Fated a taste of working alongside Neverborn. There are many strange alliances that must be forged to survive Malifaux, and this adventure can be the first step on that journey.

PROLOGUE:

MISSING ASHES

The Fated are contacted by Dianna Byrne, a surveyor for the Miners and Steamfitters Union, to investigate a crematorium that has been holding her mother's ashes and personal effects. If the Fated have ties to the M&SU, then they can be recommended by a mutual acquaintance, but she also filed numerous complaints with the Guild, which makes it easy for Fated with ties to that organization to get involved. Alternatively, if the Fated are mercenaries or have ties with another organization (such as the Ten Thunders), then Dianna will turn to them after both the Guild and the Union seem unable (or unwilling) to help her.

Dianna is a firm believer in Union solidarity and will be initially friendly towards any fellow Union members, but this also leads her to be a bit suspicious towards characters with Guild ties; she's never had any personal problems with the Guild, but she's heard stories from her Union friends and is wary.

When the Fated arrive at Dianna's modest home, she invites them in and offers them something to drink before explaining her situation.



Read the following text:



Dianna Byrne's eyes are bloodshot from tears, and as she sits down opposite you in her parlor, you can tell that she hasn't been sleeping well. "About a month and a half ago," she explains, "I received news that my mother had passed away. It... wasn't unexpected - she was getting old - but it still came as a surprise. She had already paid to have her body cremated at this small-time operation, Vaquera Cremations... she liked to support people like that, said she had a duty to help others whenever she could."

Dianna's hand tightens around the glass of whiskey. "A couple weeks later, when I'm back in town, I go to the place, and the mortician there says that my mother's ashes and personal effects were in storage and it'd take a week to get 'em. Seems fine, right?" She grimaces and takes a long sip from her drink. "Well, I come back a week later and no one's there. I tried the next day and same thing, no one. The place isn't boarded up or anything, just locked and closed. So maybe the guy's sick, right?"

"Well, I went back every day for a week and still nothing. I put in a request with the Guild to look into it, but of course they're busy, so I wait and wait, and I go back there every day, and there are other people who have been having the same problem, and..."

She takes several deep breaths, followed by another long drink from her glass. Her brow furrows with anger while tears moisten her eyes. "I just want my mother's ashes back. And the necklace that she wore. It's the only thing the Guild let her bring with her when we came through the Breach. She got it from her mother, and her mother before her, so it's an heirloom. I'm willing to pay you, of course; mother left me some scrip, and I've saved some myself."



SCENE I:

GATHERING INFORMATION

Dianna offers the Fated 10 scrip to help find her mother's remains and an additional 5 scrip if they find her necklace. The Fated can attempt to capitalize on her grief for a greater reward with a TN 10 Barter or Convince Challenge or a TN 12 Intimidate Challenge. Dianna is willing to pay more to have this horrible chapter of her life ended, but she's learned to push back against those who try to intimidate her. Should the Fated succeed, Dianna offers them an additional 5 scrip, and, if the Fated achieve at least one Margin of Success, she promises to throw in something else that will make it worth their while, though she keeps the details of what that might be to herself (as it could likely get her fired).

If the Fated agree to help her, Dianna shows them her mother's paperwork, which consists of a written agreement between Leona Byrne and Vaquera Cremations to have her remains cremated after her death. A stamp on the agreement notes that Vaquera Cremations has been approved for the proper disposal of corpses by the Death

Marshals. If the Fated succeed at a TN 8 Bureaucracy Challenge, they can verify that the agreement seems pretty standard for these sorts of things. Fated that are associated with the Guild (or who have had run-ins with the Death Marshals in the past) can confirm that the stamp on the document seems legitimate.

Dianna can provide the Fated with the address of Vaquera Cremations - it's on Carter Street, in the Riverfront Slums - along with directions. Additionally, she shows them a framed photograph that her mother had taken not long before her death, in case they need to identify her necklace... or her corpse. She's hesitant to let the Fated take the photograph with them, but can be convinced to part with it if they promise to return it unharmed.

The photograph is black-and-white and depicts an older woman in her sixties or seventies, with short-cut blonde hair. She bears a strong resemblance to Dianna, and she's wearing a pendant shaped like an empty circle with four lines extending from the top, bottom, and sides.

SCENE II:

VAQUERA CREMATIONS

Traveling to Vaquera Cremations from Dianna's home takes about half an hour by foot, or only ten minutes if the Fated hire a carriage (which costs half a scrip).

The crematorium is surrounded by residential buildings, though most of them are abandoned; few people are interested in living near such a place. The only business which seems to be doing well for itself is The Diptych Feather, a small saloon at the end of the street that serves as a good place for the Fated to speak with the locals or otherwise gather information.

When they arrive at the crematorium, read the following text:



Dianna's directions lead you to a sparsely populated street in the Riverfront Slums. Nestled between two taller buildings is a squat, single-floor establishment that has the look of a small restaurant or café. Effort has been taken to make the building's exterior appear inviting, from the size and placement of the shuttered windows to the design of the door. A large sign hanging over the door declares the building to be "Vaquera Cremations."

Unlike the boarded-up buildings beside it, the crematorium appears to be closed, rather than abandoned. Even so, it appears as if it has been closed for some time, judging by the number of letters and slips of paper half-shoved beneath the front door.



Most of the letters beneath the front door are messages written by Dianna, but a number of other people have followed her lead and taken to leaving their own messages for the crematorium's owner. They range from polite requests for a family member's remains to begging pleas for the same. A

few even make threats against the owner's life if the ashes of their loved ones aren't returned. It's clear that no one has bothered to read any of the messages.

THE NEIGHBORS

Searching for the people who left the other messages takes about an hour (most of them left their names and addresses for the crematorium to contact them) but doesn't reveal any new information to the Fated. Most of the people are just as upset with Vaquera Cremations as Dianna, but if the Fated succeed at TN 10 Barter Challenges, they can convince a grieving mourner to pay them a few scrip in return for retrieving the remains of a loved one from the crematorium.

Should the Fated decide to ask around, The Diptych Feather is the easiest place for them to find the neighborhood's residents, though knocking on doors once the work day has ended will also turn up a few tired people. With a TN 7 Bewitch or Intimidate Challenge, the Fated learn that the crematorium has been closed for "a couple of weeks." Most people assume that the owner, Aerin Vaquera, has simply fallen ill, but if the Fated achieve a Margin of Success, the person they're speaking with mentions that Vaquera had been acting "a little off" the last time they'd seen him: he was mumbling to himself as he pushed a cart stacked with chemicals down the street toward his business.

If the Fated think to ask about these chemicals - or simply inquire about how the crematorium goes about its business - they are directed to Jordan's Chemycals, a small Riverfront business that provides medical supplies to freelance doctors. The eponymous Jordan freely admits to doing business with Vaquera, who regularly purchases industrial cleaning solvents to keep his furnaces clean. If the Fated succeed on a TN 10 Scrutiny Challenge, they can tell that Jordan is holding something back, and mentioning this causes Jordan to admit that Vaquera's last order was a bit strange: he ordered a lot of formaldehyde and other chemicals that are most often used in corpse preservation. At the time, he assumed that Vaquera was planning to expand into the funerary business proper, but now that the crematorium has been closed for so long, he's starting to have his doubts.

BREAKING IN

Staking the crematorium out in the hopes that Vaquera returns is an exercise in futility; no matter how long the Fated wait, he doesn't return to his place of business. The only way to get inside is to break in.

The crematorium features a front and a back door, the latter of which adjoins a cramped, dark alley. Both doors can be opened with TN 10 Lockpicking Challenges or forced open with TN 10 Athletics Challenges. If the Fated attempt to enter from the front, the character opening the door must also succeed at a TN 8 Stealth Challenge or one of the neighborhood's residents takes notice of their entry and alerts the Guild Guard; see the Guild Patrol section on page 11 for more details.

Alternatively, the Fated can pry the shutters off a front window with a TN 8 Athletics Challenge and then break the window to gain entry, but in this case, the Stealth Challenge to avoid being noticed has its TN increased to 10.

INSIDE THE CREMATORIUM

Once the Fated have entered the crematorium, read the following text:



The interior of the crematorium is still and silent. A thin film of dust coats everything from the urns displayed in the welcoming front to the large oven doors in the back. The only indication that anyone has been here recently are footprints in the dust running between the back door and a small office near the ovens.



The crematorium hasn't been used in some time, and all three furnaces are cool to the touch. If the Fated open the ovens to inspect their contents, they find some ashes and bone shards within each of them; a TN 9 Doctor Challenge identifies the larger bone fragments as belonging to a dog's vertebrae.

There are no human remains in the crematorium, and all of the urns are empty.

A door in the back leads down to a cool basement containing four waist-high wooden tables. Wooden coffins are stacked up against one wall, but they're all empty. This is where Vaquera stored corpses prior to cremating them, but he hasn't used this room in some time, as the dust on the floor and tables can attest.

The main clue to Vaquera's whereabouts can be found in the office. When the Fated enter the office, read the following text:



This small, windowless office contains a simple desk and a large filing cabinet. An oil lamp, a battered ledger, an ink pen, and a few scattered papers lay out in plain sight on top of the desk. The air smells stale, a fitting compliment to the faded and unremarkable artwork hanging on the wall. A single wooden chair stands behind the desk.



If the Fated search the file cabinet, they find files for all of Vaquera's customers, going back about three years. If the Fated succeed on a TN 9 Bureaucracy Challenge, they can ascertain that Vaquera seems to have kept his paperwork tidy until about five months ago, when his work started to become sloppy. The last few contracts - including the one with Leona Byrne - date back a month and a half ago and are just shoved haphazardly into the drawer with no attention given to filing.

The ledger contains the detailed accounts of Vaquera's Cremations. A TN 8 Mathematics Challenge reveals that Vaquera has been operating a modestly successful business, but the accounting becomes sloppy around five months ago and stops entirely a month and a half back. Near the back of the ledger, notes about connecting tissue and stitch sizes are scribbled haphazardly in the margins, along with comments about how the "voices" suggested a different approach, which is then described. By

the time the Fated reach the end of the ledger, it's become a rambling journal, the words written right over the top of the pre-printed columns and rows that would normally be used for bookkeeping.

With steadily degenerating penmanship, the author discusses his experiments upon the cadavers sent to his crematorium, often with crude sketches, some of which are crossed out with the words "WRONG" scrawled across them in large letters. At first, the author seems to have burnt the bodies after experimenting on them, but eventually he decides to keep them and send the ashes of incinerated dogs back to their families in their place. Eventually, he seems to stop doing even that, as the time spent chasing dogs through the neighborhood was cutting into his experiment time.

Near the end of the ledger, the author mentions having to find somewhere else to do his work, as the people pounding on the door to the crematorium have become distracting. There are a few addresses scribbled down as possible options, and one of them - the one on Carter Street, the same street as the crematorium - has been circled.


Any character that studies the ledger will discover that Vaquera's scrawled notes and experiments have become a Grimoire with the Raise Undead and Drain Life Magia and the Increased Damage and Increased Duration Immuto.

Since the address and the crematorium are both on Carter Street, the Fated can just follow Carter Street south to reach the author's new laboratory. About halfway there, however, they encounter the barricade that separates the Riverfront Slums from the Quarantine Zone; it would seem that Vaquera has relocated into the Passage district of the Quarantine Zone.

GUILD PATROL

If the Fated cause too much noise at the crematorium, the neighbors send for the Guild Guard, who arrive within about ten minutes after the Fated alert the neighbors to their presence; the crematorium's proximity to the Quarantine Zone ensures that they take such reports fairly seriously.

There are two Guild Guard per Fated, and they arrive at the crematorium's front door. If it (or a window) has been opened, then they draw their weapons and hurry into the building, arresting anyone in sight. The Fated can attempt to talk the guardsmen into letting them go, but doing so will require either a TN 12 Bureaucracy Challenge (if the Fated are members of the Guild and claim that they're on a mission) or a TN 15 Deceive Challenge (if the Fated attempt to come up with a false reason that justifies their presence). Telling the truth - that they were hired by Dianna Byrne to investigate the crematorium - doesn't do them any favors, as it means that they're still breaking and entering.

If the Fated decide to attack the guardsmen, their stats can be found on page 23. They fight until reduced to one third their number, at which point the survivors attempt to withdraw and summon more reinforcements. Unless the Fated are able to stop them, the entire area will soon be swarming with Guild Guard looking for murderers, and if any of the guardsmen got a good look at the Fated's faces, wanted posts with their likenesses will be posted at the Guild Enclave and around the crematorium by noon of the next day. Getting into a firefight with the guardsmen (regardless of success or failure) spooks the locals, resulting in a  penalty to all Social Skill Challenges made with them for the next few days.

If the Fated surrender to the guardsmen, they get to spend the next twelve hours being marched to the Guild Enclave, charged with their crimes, and then walked through a rushed court date in front of a bored judge. The end result is a 15 scrip fine for each character for trespassing, and any character who cannot pay is condemned to manual labor in the Soulstone mines until they can pay the fee (which, needless to say, probably prevents the character from continuing this adventure). If the Fated attacked or killed any guardsmen before they were arrested, the charge is instead attempted murder or actual murder, in which case the Fated will need to find a lawyer and go through a (slightly less rushed) trial in order to avoid an untimely end on one of the branches of the Hanging Tree (the scope of which is beyond this adventure).

THE PASSAGE BARRICADE

The barricade separating the Riverfront Slums from the Quarantine Zone is twenty five feet tall and manned by four Guild guardsmen, two of whom patrol the top of the wall with rifles, while the other two wait at ground level in front of the closed clockwork gate.

Fated who are allied with the Guild can approach the gate and attempt to gain permission to enter by claiming they're on a mission with a TN 14 Bureaucracy Challenge. On a failure, the guardsmen insist that they need the proper paperwork to allow the Fated to enter, which will take days to acquire through the proper channels.

Other Fated can feign Guild Membership and attempt this same tactic, but doing so requires one of them to first succeed at a TN 15 Deceive Challenge. If the character fails, the Guard tell the Fated that they need the proper paperwork, as noted above. If the character achieves a Margin of Failure, however, the Guild Guard see through the ruse and attempt to arrest the Fated for impersonating a Guild officer. The guardsmen atop the wall gain a **+** on any attack they make on Fated characters on the ground, thanks to their height advantage.

Alternatively, the Fated could attempt to bribe the guards to let them pass, which requires a TN 12 Barter Challenge and 5 scrip per person in the Fated's group. If the Fated achieves a Margin of Success on this Challenge, she is able to talk the guards down to 2 scrip per person. If she achieves a Margin of Failure, however, the Guard attempt to arrest the Fated for bribery, which likely leads to a fight as noted above.

The Guild Guard are unable to open the barricade gate (they don't have the clockwork device that serves as a key), but there are ladders leading up to the top of the barricade and rope there that they can use to lower the Fated down into the Quarantine Zone.

Should the Fated choose to bypass the Guard and climb over the wall, they can find an unpatrolled section with fifteen minutes of searching and climb over with TN 12 Athletics Challenges. The wall is twenty five feet tall, and each successful Athletics Challenge allows the character to climb a number of yards equal to half their Walk Aspect, plus one yard per Margin of Success. If a Fated achieves a Margin of Failure on this Challenge, she falls to the ground; if she falls at least 3 yards, she suffers 2/4/6 damage, +1 damage for each additional 2 yards fallen above 3.



SCENE III:

THE QUARANTINE ZONE

The Passage district of the Quarantine Zone is noted for the large number of wandering undead which lurk in the crumbling buildings and overgrown vegetation. The Fated fortunately won't be traveling far enough into the district to encounter any of these horrors (the guardsmen on the barricade do a good job at keeping the immediate area clear of mindless zombies, and the smarter undead avoid it for that reason), but the oppressive atmosphere is still enough to send a shiver up even the toughest person's spine. Read the following text:



The atmosphere of the Quarantine Zone is much different than the civilized part of the city. The dark alleys might be dangerous, and the Guild may be oppressive, but there's at least a sense of security on the other side of the barricade. The Quarantine Zone lacks even that illusion. The shadows seem longer and darker, the air carries the tangy scent of blood, and the buildings around you vary in condition, many of them on the verge of collapse. While all of them appear to be empty, you can't shake the feeling that you're being watched.



Once the Fated are in the Quarantine Zone, they only have to locate the address circled in Vaquera's ledger. The street signs are still in place from the days of the first Breach, so even if the Fated had to take a detour to hop over the wall, it's not difficult for them to get back onto Carter Street and find the indicated address.

THE NEPHILIM TRIO

The Fated aren't the only ones who are trying to find Vaquera to recover someone's remains. A trio of Nephilim - Nira, Iskra, and Tahan - are also hunting him down in order to retrieve the corpse of one of their fallen brethren. Unlike most Nephilim, they're willing to work with humans if the situation demands it, which means that the Fated might have some unexpected assistance in their quest.

As the Fated make their way toward the laboratory, have the characters each make a TN 11 Notice Challenge. Any Fated that succeed overhear the Nephilim talking amongst themselves outside the building. Read the following text:



"We'll find him, and then we'll kill him, brother," speaks a female voice, just loud enough to be heard. The voice is heavily accented, though the exact accent is difficult to place. A moment later, the source of the voice comes into view: a teenage girl with blue skin, horns sprouting from her forehead, and large, powerful-looking wings.

She's not alone, either, as two more of the creatures follow behind her, one a male with a single, tattered wing, and the third a female that not only lacks any wings, but who also has cloth covering her eyes, indicating that she's been blinded.

"Slowly," the blind female cautions, her accent matching that of the other Nephilim. "The blasphemer is near. I can smell the stench of the chemicals he uses in his experiments."

The other two half-nod, half-bow to the blind creature, showing her deference before spreading out to search the area.



If the Fated fail the Notice Challenges, they end up more or less walking right into the midst of the surprised pack. Read the following text instead, using the name of the Fated in the front of the group where indicated:



You turn the corner to find yourself a scant handful of yards from a Nephilim hunting pack. There are three of them, but they seem injured from a previous battle: one female has a bandage around her eyes and is missing both wings, while the male is missing a single wing. The second female appears intact, and it's her who pounces on [FATED], clawing at [him/her] with talons as she hisses a challenge.



Nira, the blind Nephilim, is the oldest of the three and is therefore their pack leader. The other female, Iskra, is the next oldest, and the male is Tahan.

If the Fated failed their Notice Challenges, this begins Dramatic Time as Iskra attacks the noted character. Otherwise, the Fated can approach the Nephilim on their own terms, and if they aren't overtly hostile, the encounter might go peacefully.

If the Fated are hostile when they approach the Nephilim (or if they fail their Notice challenges and end up in combat), Nira holds her hands up on her turn in the first round of combat, bidding the Fated to cease their attack even as she motions for her siblings – who seem eager for a chance to vent their frustrations with humans – to hold back. She claims that they are hunting a blasphemer of the dead and have no quarrel with the Fated.

The other Nephilim take Pass Actions on their turns until the Fated have either lowered their weapons or continued to attack; Iskra and Tahan have no love for humans, but neither is willing to violate their pack dynamic by attacking when Nira has bid them not to do so.

If the Fated attack the Nephilim, Nira motions to her siblings, who throw themselves into combat with roars of savage vengeance. All three Nephilim use the Mutilated Nephilim stats on page 24. If Nira is reduced to one Wound or less, she signals a retreat and the Nephilim attempt to flee from combat. If she doesn't give the signal – or if she is slain before she can give it – her siblings fight to the death.

If the Fated agree to listen to the Nephilim, read the following text:



The blind female holds her hands out to her side in an attempt to appear nonthreatening. “My brood does not seek violence with humans. Such foolishness has cost us dearly, as you can see.” She motions to her face, her missing wings, and then in the direction of her one-winged sibling.

“Two moons prior, our nest was attacked by the walking dead. My siblings and I fought bravely to repel them, but they slew my brother, Lahar, and escaped with his corpse. We have been tracking their scent since.” Moving slowly, she turns her hand toward you. “Perhaps we have the same enemy? It would be wise for our packs to combine their strength until we have brought down our prey.”



If the Fated refuse to cooperate with the Nephilim, Nira says that she understands their hesitation to work with an enemy of their people. The Nephilim attempt to peacefully withdraw from the encounter, and unless the Fated attack them, they do not interfere with their investigation. The Fated may still catch sight of the Nephilim following them at a distance or watching them from the shadows; they haven't given up their search for their brother's corpse.

If the Fated agree to work with the Nephilim, they prove to be reliable, if strange, allies. Nira is the most conversational of the three and speaks for the group, while Iskra and Tahan mostly just glare at the Fated and grumble half-hearted threats about how little they like humans. All three remain visibly cautious around the Fated, particularly if any of them are Invested or Stitched.

If the Fated ask about the Nephilim or their injuries, read the following text:



Nira motions to the bandage covering her eyes. “My siblings and I were captured by humans who did many terrible things to each of us. Experiments. Cutting. Chemicals.” Nearby, the male Nephilim’s face twitches at a memory.

“It might have made us bitter,” Nira continues, “had we not also been saved by humans. They killed our captors and were surprised to find us, huddling in our cages. They could have killed us with their fire-arms, but instead, they tended our wounds and released us.”

She inclines her head toward the others. “We cannot return to our own kind with these injuries. They would kill us for our weakness, for weakening the brood.” Nira seems as if she is about to say more, then thinks better of it. “We have seen the best and worst of your people,” she says instead.



VAQUERA'S HIDEOUT

The address the Fated found in the crematorium belongs to an old, single-story clinic. Read the following text as the Fated arrive at the laboratory:



The stench of rotting meat and filth taints the air outside the building, which – judging from the faded sign above the door – appears to have once been a clinic, back in the days of the first Breach. What was once a place for healing and the protection of life has become a charnel house, and peeking through the filthy windows, you can see limbs and bones strewn about the floor. Light spills out from an open door at the rear of the room.



The door to the clinic is locked, but it can be opened with a TN 10 Lockpicking Challenge or forced open with a TN 10 Athletics Challenge. Alternatively, the Fated can just break one of the windows and climb inside, but doing so will alert Vaquera to their presence.

Vaquera has set up a tripwire just inside the door to alert him and his creations of any intruders. It’s set about a foot back from the wall and is attached to a series of cattle bells that hang from the ceiling, so opening the door will set it off, as will climbing through the windows. If a Fated succeeds at a TN 13 Notice Challenge as they peek or climb through a window, however, they catch sight of the tripwire or the cattle bells. A TN 10 Stealth Challenge allows a character to quietly enter the room, avoid the tripwire, and disarm the crude trap. On a failure, the character accidentally steps into the tripwire or drops the cattle bells and alerts Vaquera to their presence.

Fated who go through the door do not get a chance to notice the tripwire; by the time they would notice the crude trap, it’s already been triggered.



THE WAITING AREA

Read the following text once the Fated have entered the clinic:



Severed limbs and mouldering bones are strewn across the floor of the entry room, and the stench of rotting flesh hangs heavy in the stale air. A door at the room's rear hangs partially open, allowing light to spill out across the macabre scene in the waiting area.



If the Fated triggered the cattle bells, then Vaquera sends his two Flesh Constructs (pg. 25) out into the waiting area to deal with the Fated. Read the following text:



You've no sooner entered the room than an emaciated, haggard man appears in the doorway of the far room. "Leave us be!" he shouts, his voice desperate. "She's not finished yet!"

He ducks back into the room as two shuffling creatures of rotting meat and bone spill out of the room and lumber toward you. They're sewn together in an insane, haphazard way, and it's clear that most of them are comprised of body parts from multiple corpses.



If the Fated have the assistance of the Nephilim, then they team up to fight one of the Flesh Constructs, leaving the other to the Fated. The Nephilim hit with each attack and deal Weak damage to the Flesh Construct, but it automatically hits any Nephilim it attacks and deals Moderate damage to them.

As the Fated fight the Flesh Constructs, Vaquera flees into the sewers with his Patchwork Nephilim via the rope in the supply closet (pg. 18).

THE HALLWAY

Beyond the Waiting Area is a short hallway with three adjoining rooms: an Examination Room, a Supply Closet, and a Doctor's Office. The Examination Room is nearest to the Waiting Room, while the Doctor's Office is at the end of the hallway. Read the following text:




A lantern stands on an end table alongside the wall of this hallway, providing illumination along its windowless length. There are two doors to your right - both of them open - and a third, closed door at the end of the hallway. The scent of rotting meat is even stronger here than in the waiting room.



The hallway is only two yards wide, so any fight that takes place here will be somewhat cramped. If the Fated are fighting alongside the Nephilim trio, they might find it difficult to avoid being splashed with their corrosive Black Blood as their allies are injured.

THE EXAMINATION ROOM

The Examination Room is where Vaquera keeps his two Flesh Constructs when they're not needed. While initially excited about their creation, he has since decided that they are imperfect creations. His work on the Patchwork Nephilim is his true calling, in his mind, but he keeps the Flesh Constructs around to serve as muscle and security against wandering threats.

If the Fated haven't encountered the Flesh Constructs yet, looking into the examination room will alert them to the Fated's presence and cause them to attack. If the Fated are attempting to be stealthy, each of them that peeks into the room or moves past the door must attempt a TN 10 Stealth Challenge. On a failure, the Flesh Constructs notice their presence and attack. If the Fated are carrying some source of light with them (such as a lantern), they have a  to this flip.

If the Fated disturb the Flesh Constructs, read the following text (or just the first paragraph, if they've already faced the Flesh Constructs):



The examination room is dark, but in the shadows you can tell that the walls are stained with dark fluids. Rotting lumps of flesh that might have once been internal organs are smeared across the grimy floor, and flies buzz lazily in the air overhead.

A low groan emanates from the darkness, followed by a second, and then two hulking creatures of rotting meat and bone are lurching toward you, their bloated, meaty fists reaching out toward the light. Their moans increase to a howl, and the door to the doctor's office swings open, revealing an emaciated, haggard man framed in the room's light.

"Stop them!" he shouts, before disappearing back into the doctor's office. "She's not ready yet!"



The two Flesh Constructs (pg. 25) attack the Fated and maneuver to block the hallway as best they're able. If the Fated have the assistance of the Nephilim, then they team up to fight one of the Flesh Constructs, leaving the other to the Fated. The Nephilim hit with each attack and deal Weak damage to the Flesh Construct, but in turn, it automatically hits them and deals Moderate damage to each Nephilim it hits.

On the second round of combat, Vaquera appears with his Patchwork Nephilim and guides it to the Supply Closet, intending to get it down into the sewers in order to escape from the Fated. Read the following text to the players:

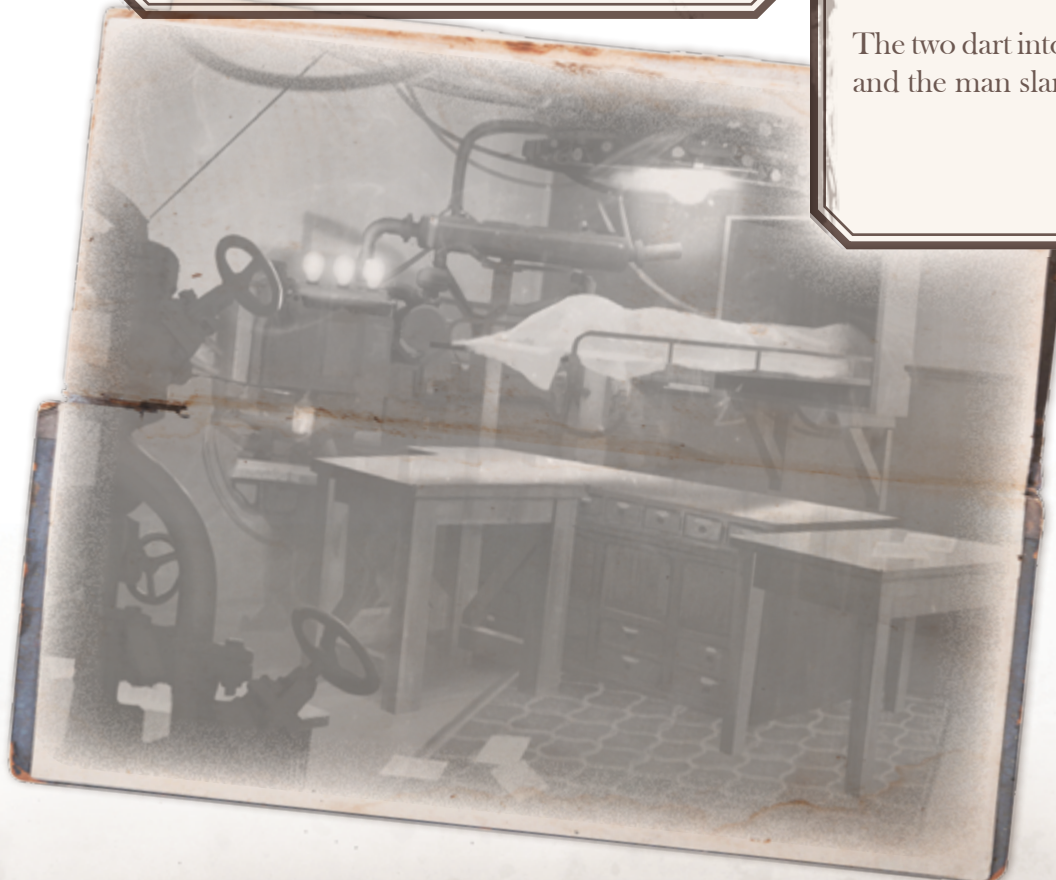


The haggard man darts out of the far room, a lantern in one hand as he leads a sewn-together amalgamation of rotting body parts with the other. You can make out the decaying features of Dianna's mother in the gruesome creature, but she's hardly the only one. Most noticeable are the swatches of purple flesh and large, leathery wings that must have at one time belonged to a Nephilim.

The two dart into the middle room in the hallway and the man slams the door behind them.



On the third round of combat, they both descend the rope (Vaquera more easily than his creation) and flee from the clinic; see The Sewers (pg. 19) for more information.



THE SUPPLY CLOSET

The Supply Closet is a small room, about ten feet wide by ten feet deep. Read the following text when the Fated enter:

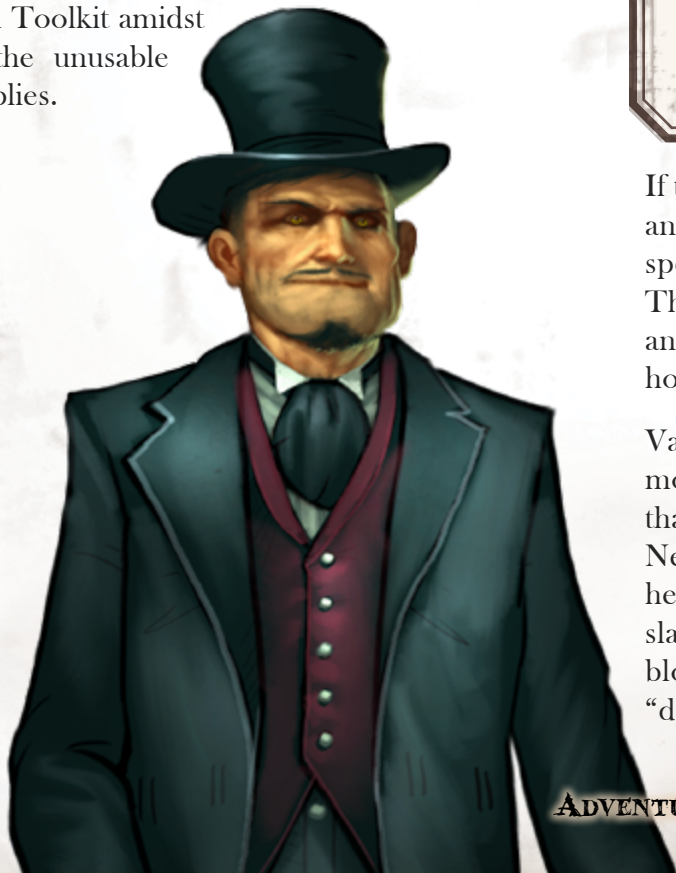


This room must have once been a supply closet of some type. Wooden shelves have been overturned and smashed, and medical supplies such as dirty gauze and rusted tweezers are scattered across the floor in a disorganized mess. At the center of the room, a four-foot-wide drainage basin has been opened up, and a fetid stench rises up from the open shaft leading down into the sewers. A length of rope leads down into the darkness, its other end tied securely around a heavy shelf.



The rope leads down into the sewers; if Vaquera is threatened, he will attempt to escape with his Patchwork Nephilim into the sewers via this shaft.

If the Fated take ten minutes to search the room, a TN 12 Notice Challenge will turn up a Doctor Skill Toolkit amidst all the unusable supplies.



DOCTOR'S OFFICE

Vaquera has turned this room into his private workshop. If the Fated have alerted Vaquera to their presence, then he has likely already fled the room with his Pathwork Nephilim in an attempt to reach the safety of the sewers. If not, read the following text:



A haggard, emaciated man stands over a desk in this office, muttering to himself. His clothing is stained and dirty, but he doesn't seem to notice or care. A lantern rests on the desk next to him, providing him with light as he looks over a collection of scrawled notes.

The man isn't alone in the room. Hunched in one corner is a creature of rotting meat and sewn-together body parts. You can make out the decaying features of Dianna's mother in the gruesome creature, but she's hardly the only one. Most noticeable are the swatches of purple flesh and large, leathery wings that must have at one time belonged to a Nephilim.

The creation gurgles as it notices you, drawing the man's attention to it. "Yes, my dear," he assures it. "You'll be finished soon, don't worry."



If the Fated attack Vaquera (pg. 27), he is surprised and is **Slow** on the first round of combat (and spends his AP grabbing his gun from the desk). The Pathwork Nephilim (pg. 26) is not so hindered and charges the nearest enemy in range while howling in rage.

Vaquera attacks whichever Fated he feels is the most dangerous, which is usually the character that is dealing the most damage to his Patchwork Nephilim. If his creation is killed before he is, he goes into a rage, focusing all of his efforts on slaughtering the character that dealt it the killing blow... all while screaming about how the character "destroyed his masterpiece."

If the Fated have the assistance of the Nephilim, they focus all of their attention upon the Patchwork Nephilim, which they consider an abomination. Iskra and Tahan hit with each attack and deal Weak damage to the undead monstrosity, but in turn, it automatically hits them and deals Moderate damage to each Nephilim it hits. Nira hangs back to avoid being a hindrance to her sighted brethren.

If the Fated search the Doctor's Office, they will find Leona Byrne's necklace in one of the desk drawers; Vaquera had originally intended to pawn it off in order to purchase more medical supplies, but as his sanity slipped, he forgot about it.

If the Fated defeat Vaquera here, see the Conclusion section (pg. 21) to determine how the adventure wraps up.

THE SEWERS

If Vaquera and his Patchwork Nephilim escape into the sewers, the Fated will have to give chase in order to retrieve Leona Byrne's remains, which have been incorporated into the Patchwork Nephilim. The sewers can be reached via the rope in the Supply Closet (pg. 18).

The Fated will need a torch or lantern in order to find their way through the darkness of the sewers; the lantern that rests on an end table in the hallway is the most likely candidate for this. Once the Fated have a light and have descended into the sewers, read the following text:



While the darkness of Malifaux's sewer system is overwhelming, it can be handled at least somewhat by lanterns. The same can't be said for the foul, ever-present stench of sewage and rotten flesh. Nor can the uncomfortable sensation of danger be denied, as if one of the city's many horrors lurks just outside the range of your lights.

In the distance, you can see a rapidly diminishing light, no doubt belonging to Vaquera's lantern.




Catching up to Vaquera is handled with an Ongoing Challenge.

CHASING AFTER VAQUERA

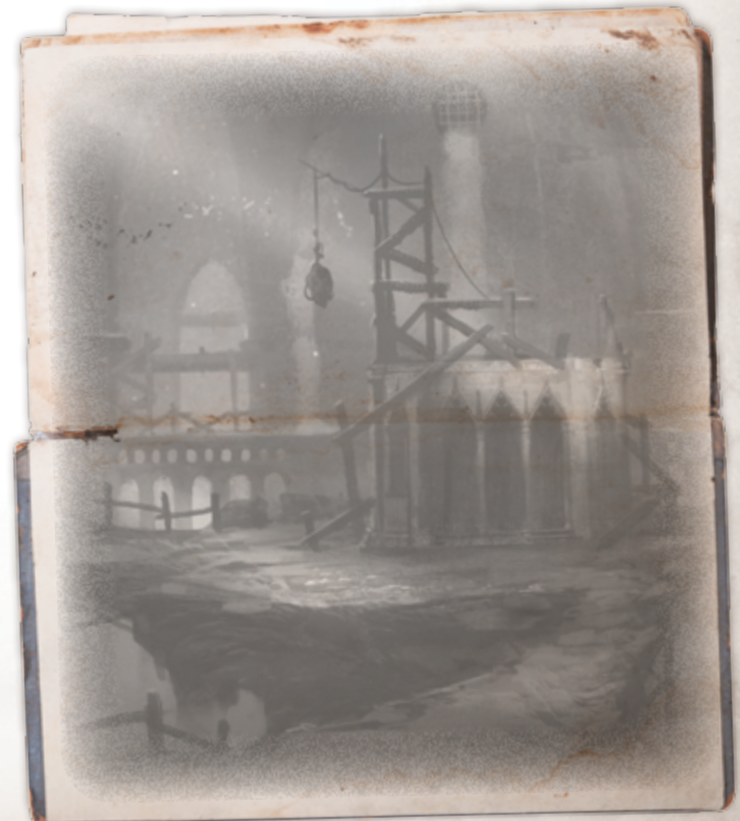
- **SKILLS ALLOWED:** Athletics, Navigation, Notice
- **TARGET NUMBER:** 10
- **DURATION:** 1 minute
- **SUCCESS REQUIREMENT:** 8
- **FAILURE REQUIREMENT:** 2

Every character present must participate in this Ongoing Challenge.

If the Fated don't have a source of light, they suffer a  to any Challenge made as part of this Ongoing Challenge. If the Fated have the assistance of the Nephilim, Iskra and Tahan each add a single success to the Ongoing Challenge each Duration.

If the Fated succeed at the Ongoing Challenge, they catch up to Vaquera and his creation; see The Sewer Confrontation on page 20 for more details.

On a catastrophic failure, the Fated lose track of Vaquera and have no choice but to backtrack to the clinic. See the Conclusion on page 21 for more details.



THE SEWER CONFRONTATION

When the Fated catch up to Vaquera, read the following text:



After chasing Vaquera's lantern through the stench-filled darkness of the sewers, you finally catch up to him at a dead end. Pillars and spikes of broken, slime-coated stone rise from the foul, black water ahead him, hinting at a stone walkway that has since been destroyed.

Vaquera is fumbling with a gun as he tries to put himself between you and his patchwork creation. "Why can't you let me be?!" he shouts, dropping a handful of bullets onto the ground as he struggles to load his revolver without dropping his lantern. "All I wanted was to make something beautiful!"

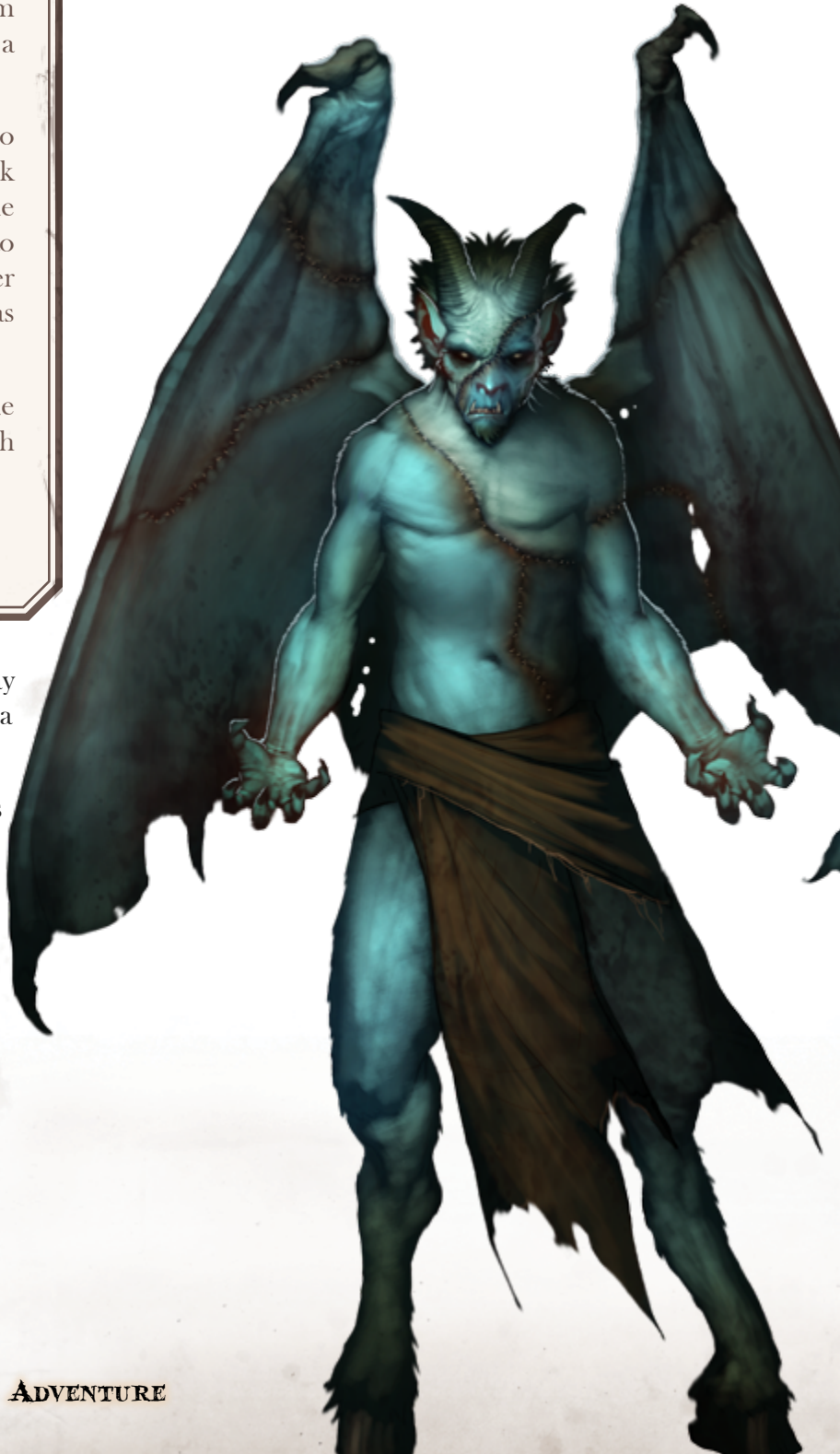
The twisted abomination pushes him aside as it stumbles toward you, its inhuman mouth opening to release a bestial roar of anger.



The Fated begin the encounter eight yards away from the Patchwork Nephilim, and Vaquera stands two yards behind it.

Just as if they had cornered him in the Doctor's Office, Vaquera attacks whichever Fated deals the most damage to his Patchwork Nephilim. If his creation is killed before he is, he flies into a rage and focuses all of his efforts on slaughtering the character that dealt it the killing blow, all while screaming about how the character "destroyed his masterpiece."

If the Fated have the assistance of the Nephilim, they focus all of their attention upon the Patchwork Nephilim, which they consider an abomination. Iskra and Tahan hit with each attack and deal Weak damage to the undead monstrosity, but in turn, it automatically hits them and deals Moderate damage to each Nephilim it hits. Nira hangs back to avoid being a hindrance to her sighted brethren.



CONCLUSION

Once Vaquera and his creation have been taken care of, the Fated will have free reign to explore the clinic. Leona Byrne's necklace can be found in a desk drawer in the Doctor's Office, but otherwise, the clinic stands as evidence of the mortician's grisly slide into necromancy.

If the Fated have the assistance of the Nephilim, then the trio will tear into the creation to gather those parts of their kin that can be identified. They will also gather up any other discarded Nephilim body parts from the clinic and leave peacefully. Nira expresses her appreciation for the Fated's assistance and offers their aid in the Fated's future endeavors. They reside in the Passage district of the Quarantine Zone, in a partially-collapsed building, and will be hesitant to travel into the occupied parts of the city, but they will be more than willing to assist the Fated with anything they do in the Quarantine Zone.

If any of the Fated suffered damage from the Black Blood of the Nephilim, they might contract Blood Sickness, as described in *Under Quarantine* (pg. 152). If this happens, the Nephilim trio could become valuable allies as an infected character tries to understand what is happening to her... or even a new family, if the condition progresses to its later stages.

If the Fatemaster wishes to throw a twist into the story, the Nephilim might attempt to take Vaquera prisoner after he is defeated (or at the very least, claim his body after he is killed). If the Fated allow them, the Nephilim give him to Nira, who devours the Resurrectionist and grows into a Mature Nephilim. Whether the transformation restores her wings and sight is up to the Fatemaster, but either way, she will be quite powerful in her new form...

Due to Vaquera using the bodies of the deceased for his experiments, there are no ashes to bring back to Dianna. The Fated can attempt to separate her mother's remains from the rest of the Patchwork Nephilim, but doing so is a grisly business requiring a TN 12 Doctor Challenge. Particularly empathic characters might even return to the crematorium to give her mother's remains a proper cremation.

Dianna pays the Fated the agreed upon 10 scrip if they return with her mother's ashes, plus an additional 5 scrip if they return the necklace. If the Fated had previously convinced Dianna to pay them more than she provides the additional 5 scrip, and if they achieved a Margin of Success, she tosses in a map. She explains that the map leads to one of her survey locations where the Fated may be able to find some Soulstones, but she warns that, while she hasn't turned the location in to her superiors just yet, she will have to do so eventually, so the Fated will only have a short time to take advantage of the lead before the Union shows up.

If, on the other hand, the Fated tried to threaten or otherwise intimidate Dianna, or if they just come across as rude or uncaring about her plight, she still provides them with a map. This map, however, leads to a location that she had written off as being too dangerous for Union excavation, which should make for a surprise when the Fated investigate it.

If the Fated agreed to bring back ashes for any of the crematorium's neighbors, there are none to be found... or at least, none that have not been rendered unidentifiable by their transformation into a Flesh Construct. Unless the Fated fire up the crematorium and burn the remains of the undead creatures, they're unlikely to complete these secondary investigations.





FATEMASTER CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster.

These stat blocks should provide Fatemasters with everything they need to run the adventure and provide a challenge to the Fated.

If the Fated earn the assistance of the Mutilated Nephilim, remember that their Black Blood could prove to be dangerous to their human allies in close combat.

Fatemasters with *Under Quarantine* are encouraged to use the Blood Sickness Condition (page 152) to deal with any Fated characters who are splashed with the Black Blood of the Mutilated or Patchwork Nephilim.

Depending on the situation, Fatemasters more familiar with *Through the Breach* may want to adjust some of these characters' Rank Values ahead of time to create more or less of a challenge for their players.

In general, Fatemasters should be wary about increasing the Rank Values of the characters in this adventure by more than a few points; if you wish to provide a more robust combat experience for the Fated, increasing Vaquera's Flesh Constructs from two to three or giving him a second Patchwork Nephilim are both good ways to make those battles significantly harder.



GUILD GUARD

The Guild Guard are comprised of the men and women who have sworn an oath to protect Malifaux (and more specifically, the Guild's holdings in Malifaux) from native threats and criminal elements.

Typically traveling in pairs, they patrol the streets of Malifaux City, looking for trouble to stop and injustice to squash. Or at least, that would be the case, were the ranks of the Guild Guard not notoriously corrupt. Often times, the amount of justice one receives depends entirely upon one's allegiances, the guardsman in question, and the size of the bribe slipped into his or her hand.

Dressed in their distinctive red and gray uniforms, the Guild Guard are well-armed and well-trained. While this makes them easy to spot in a crowd, the Guild believes that this conspicuousness serves a purpose in deterring crime, though some might argue that it just encourages criminals to practice their activities in areas the Guild doesn't care about (and thus, doesn't patrol).

Most of these guardsmen have only been patrolling the streets for a year or two. Most succumb to unpleasant deaths or earn a promotion to a safer position by that time, though there are a few stubborn individuals that have been protecting Malifaux City since the day the second Breach opened.

GUILD GUARD

Minion (5), Living, Guardsman

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -1	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 5 (10)	<i>Charge</i> 4	<i>Wounds</i> 5	

Skills: Athletics 1, Evade 3, Melee 3, Notice 2, Pistol 2, Toughness 1, Stealth 1.

Armor +1: Reduce all damage this character suffers from Ranged Combat attacks by +1, to a minimum of 1.

(1) Refurbished Infantry Sword (Melee)

AV: 4 (9) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/3/4 damage.

☛ **Critical Strike:** When damaging, deal 1 additional damage for each ☛ in the final duel total.

(1) Collier Single Action Army (Pistol)

AV: 4 (9) ===== Rg: ♣ 12 ===== Resist: Df

Target suffers 2/3/4 damage and gains the following Condition until the end of its next turn: "**Arrest:** This character must discard a card to perform a movement action." Capacity 6, Reload 2.



MUTILATED NEPHILIM

These three Nephilim are bound by a common past. Each had been captured by humans and subjected to experiments, study, and outright torture. They surely would have died in captivity if Fate hadn't intervened.

When their captor's laboratory was raided by desperate mercenaries, the attackers found the Nephilim trapped in cages and nearly dead. After securing their agreement not to attack her, one of the female mercenaries tended to the trio's wounds and freed them from their shackles.

Though free, the Nephilim were too broken to return to their kind, so they chose to stay within the Quarantine Zone. They maintained contact with the woman who had freed them, even learning her native language. None of them particularly care for humanity, but they've come to tolerate some humans and have come to understand that not all of them are terrible.

Nira is the oldest of the trio, both in terms of actual age and how long she had been captured. Over the course of her imprisonment, her wings were surgically removed and she was blinded by a particularly sadistic human. The loss of her vision left the rest of her senses heightened, specifically her sense of smell. Ironically, she's the calmest of her companions and holds no malice towards humanity as a whole.

Iskra spent the least amount of time in captivity, and as a result, she only has a collection of scars to serve as a visual reminder. Her captors cut the membranes in her wings, rendering her unable to fly, but Nira has assured her that once her wounds heal, she will once again be able to soar high in the sky. She considers humans to be inferior to Nephilim, but she's begun to see the merit in working alongside them.

Tahan is the sole remaining male of the pack. He's a gravel-voiced, angry creature that still retains much of his original hatred of humanity. This is due largely to the fact that he was proud of his wings before the experiments and torture destroyed them. He considers himself the protector of the two females and will not tolerate anyone harming them again.



MUTILATED NEPHILIM

Minion (6), Living, Nephilim

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 5 (11)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Acrobatics 1, Athletics 2, Evade 3, Melee 2, Navigation 1, Notice 2, Pugilism 3☛, Toughness 2, Track 2, Wilderness 2.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Thirst For Blood: This character receives the Fast Condition when a Living character within 3 yards is killed by another friendly character.

(1) Talons (Pugilism)

AV: 6☛ (12☛) ===== Rg: ☛ 1 ===== Resist: Df
Target suffers 2/4/5 damage.

☛ *Blood Frenzy:* After damaging, take this Action again against the same target.

☛ *Toss Away:* After damaging, push the target up to 4 yards in any direction.

FLESH CONSTRUCT

Flesh Constructs are undead that have been assembled using parts from multiple corpses. These walking nightmares are an amalgamated mess of limbs from multiple victims, each chosen for its particular qualities (resilience, speed, brute strength, etc.). Intelligence tends to be a low priority when it comes to assembling a Flesh Construct, and as a result, these creatures often appear to be slow and shambling.

Once engaged with its target, a Flesh Construct uses its size and strength to tear pieces away from its prey using its bare hands. It often consumes the meaty remains of its victims, though the exact reason for this hunger has never been fully explained; if not fed, a Flesh Construct does not seem to suffer any particular physical disadvantage.



The psychological benefits to feeding Flesh Constructs, however, are noticeable. Regular meals of raw meat serve to keep them docile and subservient, and as a result, most necromancers tend to toss any spare limbs or left over parts to their Flesh Constructs for easy disposal, effectively killing two birds with one fleshy stone. Those who do not often find themselves devoured by a hungry Flesh Construct in the middle of the night.

FLESH CONSTRUCT

Minion (6), Construct, Undead

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> 2
<i>Defense</i> 3 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 1 (7)
<i>Willpower</i> 4 (10)	<i>Charge</i> 5	<i>Wounds</i> 11	

Skills: Pugilism 2✕, Toughness 5.



Embalmed: When this character would suffer damage due to the **Poison** Condition, it instead heals 1 damage. At the start of Dramatic Time, this character gains **Poison +5**.

Hard to Wound +1: Damage flips against this character suffer .

Too Dumb to Care: This character is immune to Horror Duels and the Manipulative Ability.

(1) Meaty Fist (Pugilism)

AV: 5✕ (11✕) ===== Rg:  2 ===== Resist: Df
Target suffers 2/3/5 damage.

✕  *Rend Flesh:* When damaging, gain  to the damage flip.

(1) Devour (Pugilism)

AV: 5✕ (11✕) ===== Rg:  1 ===== Resist: Df

This attack may only target a **Paralyzed** or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.

PATCHWORK NEPHILIM

Minion (6), Undead, Nephilim

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> 0	<i>Tenacity</i> 3
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (10)
<i>Willpower</i> 5 (11)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Evade 3, Navigation 2, Notice 2, Pugilism 3✕, Toughness 2, Track 2, Wilderness 2.

Flight: This character is immune to falling damage and may ignore any terrain or other characters when moving.

Hard to Wound +1: Damage flips against this character suffer ☐.

Black Blood: All characters without Black Blood within 1 yard suffer damage when this character suffers damage.

(1) Filthy Talons (Pugilism)

AV: 6✕ (12✕) ===== Rg: 1/11 ===== Resist: Df
Target suffers 2/3/5 damage.

✕ *Infect:* After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

☞ *Frenzied Clawing:* After damaging, take this Action again against the same target.

(2) Feast (Pugilism)

AV: 6✕ (12✕) ===== Rg: 1/11 ===== Resist: Df
Target suffers 3/6/7 damage. If the target is killed, heal all damage on this character.

(0) Weak Stitching

This character suffers 1 damage (which triggers its Black Blood Talent).

PATCHWORK NEPHILIM

Aerin Vaquera's creation is a horrid creation of rotting meat and bones sewn together in an insane, haphazard way. At least two full bodies were used as a base, and the resulting creature is a terrifying combination of Leona Byrne and the Nephilim known as Lahar.

The creature has a sort of dim intelligence to it, but it primarily relies upon Vaquera for orders. Without the Resurrectionist's guidance, it is little more than a beast of violence that will try to destroy anything it can, starting with the living.



AERIN VAQUERA

Mortician Aerin Vaquera was once a complete gentleman dedicated to his work. He opened his crematorium to provide families of the deceased a chance to ensure that their relatives' remains wouldn't be used by some twisted necromancer as part of a depraved experiment. As with so many others, however, he began hearing whispers in the back of his mind. He attributed these voices to the dead he worked with, and when they began to beg him to bring them back to life, he found that he couldn't reasonably refuse their request.

He first began to experiment with stray dogs and cats, ensuring that he had a firm grasp of the techniques involved before he turned his attention to the unclaimed dead. From there, he moved on to the dead who still had families, at first burning his experiments after he was finished with them, and later sending his customers the burnt remains of his animal experiments in place of their loved ones.

Vaquera's mental state continued to deteriorate with each newly risen corpse, and soon he had moved his experiments to the Quarantine Zone, where he began hunting those foolish or desperate enough to travel in that forsaken area.



As the voices in his head taught him greater secrets, they began to ask more of him. It was no longer enough for him to animate single, ordinary corpses. No, they wanted something bigger, something greater. Eventually, Aerin gave in completely to the voices and began working on his greatest creation to date.



AERIN VAQUERA

Henchman (9), Living


<i>Might</i> 0	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 0	<i>Cunning</i> -1	<i>Tenacity</i> 2
<i>Defense</i> 5 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (13)
<i>Willpower</i> 4 (13)	<i>Charge</i> 6	<i>Wounds</i> 7	



Skills: Acrobatics 1, Barter 2, Doctor 2, Evade 3, Literacy 2, Melee 2, Navigation 2, Necromancy 2, Notice 2, Pistol 2, Stitching 3, Toughness 2.


Macabre Infusions: This character may count as Undead when he wishes. Undead creatures treat him with disinterest, rather than attacking him.

The Whisper: This character gains  to Necromancy duels or Spell duels with Undead targets, but suffers  on all Intellect checks. This bonus has been taken into account in this character's Drain Life spell.

(1) Collier Single Action Army (Pistol)


AV: 4 (13) ===== Rg:  12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

 **Critical Strike:** When damaging, deal 1 additional damage for each  in the final duel total.

 **He's Gone Nuts!:** Take this Action again. This character gains Terrifying (Living) 10 until the start of his next turn.

(1) Drain Life (Necromancy)

AV: 4 (13) ===== Rg:  1 ===== Resist: Df

If the target is Living, it suffers 2/3/4 damage, and this character heals an amount of damage equal to the damage inflicted (after reduction). Characters suffer a  on their Df duels to resist this spell.

IT REMAINS TO BE SEEN...

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...whether the Fated will be able to locate the corpse of Dianna Byrne's mother, which seems to have gone missing. The crematorium that was handling things has gone silent, and Dianna is beside herself in grief.

Closure is difficult to find in Malifaux, though, and the Fated will have to go to great lengths to solve this mystery.

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Last Remains is a fun One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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