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D Penny Dreadful

ONE SHOT

BAD MOON RISING

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THROUGH THE BREACH - PENNY DREADFUL ONE SHOT: BAD MOON RISING



BAD MOON RISING

D Penny Dreadful

ONE SHOT

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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

The Quarantine Zone is a place of mystery and fear. Nestled up against the so-called "civilized" parts of the city, it serves as a reminder to the citizens of Malifaux that not even the prodigious might of the Guild can completely hold back the influence of Malifaux's native races.

Because of the size of the Quarantine Zone - nearly half the city has been deemed too dangerous for human occupation and hidden away behind tall barricades - the Guild has divided it into different districts according to the architecture, inhabitants, or shared threats present in each area. Patrols take much different steps to protect themselves from the hordes of rats which infest the Warrens than they do when preparing to enter the undead-choked streets of Passage. Some districts, such as Cold Street and Scapetown, are heavily populated by refugees who are distrustful of Guild personnel, while others, such as the haunted mansions of Strangerskeep or the cursed Forlorn, contain threats that not even the Witch Hunters have managed to fully understand.

Beggartree, however, has always been unique among its peers. The most western of all the Quarantine Zone districts, it presses up against the edges of the Knotwoods. In the hundred years between the closing of the first Breach and its reopening, the forest crept into Beggartree and claimed it for its own. The streets are carpeted with moss and thorny shrub, and the buildings are suffocated by clinging vines and creepers, making the district almost seem to be part of the forest rather than the city.

More importantly, however, is the importance that the district seems to hold for the Neverborn. Whenever the dark moon Delios reaches its full brilliance, the Neverborn creep into Beggartree to perform mysterious rituals. The Guild doesn't know the exact purpose of these rituals, but they know that they can't allow them to be completed, whatever their function. Every full moon, mercenaries and Guild troops venture into Beggartree to drive the Neverborn away, inadvertently watering the hungry plants of Beggartree with their spilt blood.

WITHIN THESE PAGES

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

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure is divided into three scenes detailing the Fated's dealing with the Neverborn located in the Quarantine Zone.

The first scene presses the Fated into Beggartree, angering a native Waldgeist.

The second scene continues the travel through Beggartree, culminating in a fight with some young Nephilim.

The third and final scene reveals the Neverborn ritual that the Fated must stop or face disastrous consequences.

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.

The character sheet is divided into several sections:

- TOP LEFT:** FATED NAME, CURRENT PURSUIT, STATION.
- TOP RIGHT:** PLAYER NAME, GUILD SCRIPT, DESTINY STEPS FULFILLED (5 circles), EXP.
- MIDDLE LEFT:** ASPECTS, split into PHYSICAL and MENTAL. Physical includes Might, Grace, Speed, Resilience. Mental includes Intellect, Charm, Cunning, Tenacity.
- MIDDLE RIGHT:** DERIVED ASPECTS including Defence, Walk, Wounds, Willpower, Charge, Height.
- BOTTOM LEFT:** ATTACKS table with columns for NAME, AV, DAMAGE, RANGE, SPECIAL, RELOAD CAPACITY, TN.
- RIGHT SIDE:** SKILLS table with columns for SKILL, AV, RATING, ASPECT.

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."



BAD MOON RISING

The Fated have been recruited by the Guild to help clear out some Neverborn from the Quarantine Zone. They might be employed by the Guild (especially if they've upset one of their superiors in recent weeks), working as freelance mercenaries (in which case the Guild has promised them five scrip each for their assistance, plus a bonus of two scrip per Neverborn head they turn in upon the mission's completion), or helping out in exchange for the Guild pardoning them from one (or more) previous crimes.

The Guild don't give the Fated much in the way of information about the operation, save that it has something to do with the Quarantine Zone and that they should be prepared for heavy fighting. The monthly raids into Beggartree are fairly well known among mercenary circles as being easy money, so if you wish to set up a bit of foreshadowing before running this adventure, one of the Fated's mercenary associates might participate in the Guild's raid of Beggartree during the full moon prior to the one that happens during this adventure.

This adventure takes place in the summer, but the Fatemaster is welcome to change the season to fit his or her campaign. For the most part, this just involves adjusting the text boxes to alter the level of vegetation present within Beggartree and on the Waldgeist the Fated encounter in the first scene.

This adventure is combat-focused. It's intended to challenge Fated with tough combats and strong adversaries. During the battles, take advantage of the Black Blood ability of Leshy and the Nephilim. For example, have them position themselves next to multiple characters, ensuring that every time they are wounded their blood will burn their enemies.

If your group has access to *Under Quarantine*, then Fated who suffer damage from Black Blood might contract Blood Sickness, a supernatural disease which is described on page 152 of that book. Even if the Fated emerge victorious over the Nephilim, they might carry the scars of their victory with them for the rest of their lives.

PROLOGUE:

INCURSION

The Fated find themselves in the western Riverfront Slums in the late evening, near the barricades of the Quarantine Zone, along with a large crowd of gathered mercenaries and Guild Guardsmen. Read the following text:



The warm summer evening has brought out fireflies that zip and weave between the members of the gathered crowd, seemingly unconcerned with their presence. The fireflies are fat little creatures with larger bottoms than the insects back on Earth, and as you watch, a woman wearing a duster slaps one of the bugs as it lands on her arm. She's rewarded with a smear of phosphorescent goo across her arm and hand, which only serves to draw a grimace of revulsion from her.

The low, muffled conversations of the crowd are silenced when a bald man in a long, gray coat steps up onto a soapbox, puts two fingers in his mouth, and releases a piercing whistle. "Everyone, listen up!" The crowd shifts as they turn to face him, giving you a glimpse of the ram's head pin on his lapel and the epaulets on his shoulders that mark him as a Guild sergeant.



The crowd around the Fated is mostly comprised of mercenaries and bounty hunters, but there are a few uniformed members of the Guild Guard mixed in with their number, moving among the crowd to make sure that everyone is paying attention to the sergeant, Bristol Daughtery. If the Fated are noticeably disrespectful towards the sergeant, one of the Guild Guard will cast them a glare to let them know that it's not appreciated.

As Sergeant Daughtery continues, read the following:



The sergeant gestures to the tall barricade behind him and the large clockwork gate set in its side. "I know that we've got some veterans here, but for you new recruits, this here is the wall that separates us good, decent folk from the Quarantine Zone and all of its assorted horrors. The section of QZ next to us is called Beggartree, for reasons that you'll figure out soon enough."

There are a few chuckles from the crowd, and the sergeant smirks as he continues. "Now, most of the time, Beggartree is pretty quiet, as far as the QZ goes, but every time the first moon is full, those thrice-damned Neverborn sneak in and start performing their unwholesome rituals. So every full moon we go in, guns blazing, and drive them off. We don't know just what they're trying to do, and we're never going to find out because we're never going to let them finish."

The crowd murmurs its agreement. "Now," the sergeant continues, with another gesture toward the barricade, "we're going to take this slow and careful. The gate opens at 11 o'clock, but once it shuts behind us, we can't open it again until tomorrow night. If you want out of the QZ, you'll have to return to the gate with a Guardsman, who will clear you and instruct the Guardsmen on the barricades to lower ropes for you to climb up." He pauses to give a meaningful look to the assembled crowd. "Bottom line, you don't get out without a member of the Guild at your side. Remember that when it comes to evacuating wounded Guardsmen, folks."



If the Fated are members of the Guild, they'll have around a dozen or so mercenaries attach themselves to their "unit," most with a fair amount of grumbling about how they don't understand why the Fated's lives are worth more than their own.

SCENE 1:

INTO THE FOREST...?

Once the Fated are ready to enter the Quarantine Zone, read the following text:



One of the guards on the barricade looks up from her pocket watch and calls down to the sergeant below. “Three minutes ‘til the hour, sir!”

The sergeant raises a hand in silent thanks, then walks to the barricade’s clockwork gate and removes a small fob watch from his pocket. Instead of opening the watch, he slots it into a small depression in the clockwork gate and takes a step back. “Everyone get ready,” he warns.

The next few minutes pass in tense silence and ends in a loud click from the clockwork gate. You can hear the large gears within the gate groaning in protest as it slowly swings open, revealing the dark, forbidden part of the city beyond. The sergeant snatches up his watch from the gate and motions to the crowd with one arm. “What are you waiting for? Move it, move it! Get in there!”



Even for the Quarantine Zone, the district designated as Beggartree is unique. The streets are broad and paved with cobblestones, and were it not for all the plants, it might almost be distinguished in the right light. In a very real sense, however, Beggartree is overrun with vegetation, from the thorny scrubs and thick moss that covers the streets and iron fences to the winding creepers that wrap around rusted gaslights like choking parasites. Here and there, stout trees have shoved aside entire buildings to make way for their bulk. The entire district feels as if the city picked a fight with the nearby forest... and lost.

Have the Fated make TN 12 Centering Challenges. On a failure, the strange environment, creepy shadows, and full moon overhead end up unnerving the character, causing her to suffer a -1 penalty to her final duel totals for the rest of the night. If the character achieves a Margin of Failure on this Challenge, the penalty is increased to -2.

In any case, it doesn’t take long for the Guild forces to be noticed by the Neverborn and set upon by the district’s guardians.

If the Fated are Guild members, then read the following text:



Each time the Guild forces come to a vine-choked cross-street or darkened courtyard, Sergeant Daughtery motions to one of the Guardsmen, directing them to take a dozen Guardsmen to sweep the area. Rather than waiting for their return, he pushes onward, gradually spreading his forces across the district in search of his Neverborn quarry.

“I don’t like this,” he says after half an hour. Your group has dwindled down to just Sergeant Daughtery, yourselves, and five nervous mercenaries who are trying to act brave to protect their reputations. “It’s too quiet... we should have heard gunfire by now. One of the teams should have...”

His concerns are interrupted by the tree branch that strikes him in the chest, knocking him against the side of a partially collapsed building all the way across the street. One of the mercenaries swears as the tree that struck the sergeant lurches forward, its branches creaking in protest as it uproots itself from the ground.



The tree is actually an old Waldgeist named Leshy. It considers any intrusion into its realm - namely, this particular neighborhood of Beggartree - to be a threat to its "forest" and responds with deadly force. Its wrath was not just limited to humans, however, and it had no compunction against attacking the Nephilim that wandered into its realm... much to their surprise.

Each time it smashed a Terror Tot beneath its roots or smashed a Young Nephilim to the ground with its branches, however, it would be splashed with the Nephilim's Black Blood. It took longer than it usually does with humans, but eventually, the Black Blood got into Leshy's sap and transformed it into something resembling a Nephilim hybrid.

There are a number of Terror Tots - small, immature Nephilim - riding in Leshy's upper branches. They throw things down at the Fated and jeer at them during the fight, and occasionally get knocked from their perches and down into the battle below. Leshy's stats can be found on page 19.

The Fated have the assistance of five subordinate Mercenary characters during this fight. A Fated character can command a single Mercenary with a (1) Order Action, in which case the player controls and flips for the Mercenary as it takes its full turn after the character's turn. The player may not Cheat Fate for a subordinate Mercenary. Your players may find it easier to control these Mercenaries if you have copies of their stat blocks (pg. 21) ready to hand out to them at the start of the battle.

During the battle, Leshy focuses on the Fated while the Terror Tots that fall from its branches attack the Mercenaries. If you need to give your Fated a moment to catch their breath, however, feel free to have Leshy turn

its attention toward the Mercenaries for a round. Keep track of how many rounds this battle lasts, as it impacts how close Sergeant Daughtery will be to death once the Fated check on him.

The moon is bright enough that the Fated do not suffer any penalty for fighting at night.



THE WOUNDED SERGEANT

Once the battle is over, the Fated hear a groan from Sergeant Daughtery. The Guild officer survived Leshy's attack, but only just; a TN 12 Notice Challenge or a 10 Doctor Challenge reveals that his back is broken and that he's Bleeding Out. When the Fated find him, he only has a certain number of rounds (ten rounds minus however many rounds the fight against Leshy lasted) until he perishes from blood loss, to a minimum of one round. Even if the fight lasted ten or more rounds, the Fated will still find him alive (even if just barely).

The Fated can use healing magic to keep Daughtery stable; each point of damage he heals extends the number of rounds until he bleeds out by one round per point of healing. The Mend Critical Magia is more effective in this instance and will either mend Daughtery's back or stop his bleeding.

A character can also attempt to staunch Daughtery's bleeding and save his life with a TN 15 Doctor Challenge. On a failure, the character may make another attempt in a subsequent round, provided that Daughtery does not die at the end of the round. If a character achieves a Margin of Failure on this Challenge, however, they make a gross mistake and end up killing the poor Guild officer.

Read the following text, choosing the Fated that attempted (or succeeded) to help him as the target of his gratitude:



Daughtery coughs as he reaches into his blood-spattered coat and pulls out an intricate fob watch. "You have to keep this safe," he murmurs, pressing it into [FATED]'s hand. "Can't let the wrong people... or Neverborn... get ahold of it..." He pulls his hand back to his mouth and coughs blood into it. "...need to rest," he murmurs, closing his eyes. "Finish... the mission. Make me... proud..." The sergeant makes a vague gesture toward the west before his hand falls weakly into his lap.



If Daughtery dies, he coughs up another gout of blood and then perishes. If he survives, he just passes out, and his shallow breathing indicates that he survived the operation.

THE BARRICADE WATCH

Daughtery's fob watch is one of the special clockwork devices that are used to open the gates leading into and out of the Quarantine Zone. His particular watch is attuned to the gate leading from the western Riverfront District into Beggartree, so it can only open that gate, and even then, only at 11 pm. This double redundancy (triple redundancy, if you include the Guild Guard posted at the gate) helps to protect the people of Malifaux City from the horrors that lurk beyond the barricade walls.

SCENE 2:

THE FOUNTAIN

The Fated can continue westward, as Daughtery suggested, or attempt to retreat back to the barricade. The latter option is unlikely to work; the Guild Guard refuse to allow the Fated back up onto the barricade without a Guardsmen to vouch for them.

If the Fated are Guild members or have Daughtery with them, however, the Guard will lower ropes and haul everyone back up to the safety of the barricades. The Fated can abandon the adventure here, if they so choose, though the Guardsmen at the wall will make note that abandoning the mission before its conclusion seems cowardly. If they remain persistent in their desire to abandon the mission, see the Conclusion section to determine the consequences of their Actions. Heading back into the Quarantine Zone allows them to continue with the rest of the adventure.

Continuing westward, the Fated eventually come across an open plaza containing a fountain.

Read the following text:



The sounds of distant gunfire punctuate the night, always in small bursts, never lasting very long. You're not sure whether that means the Guild forces are cutting their enemies down in quick bursts of violence or if they're getting ambushed and killed before they can fight back, but either way it's unsettling.

The moon is still high in the sky when you come to the fountain. It's built from white stones that have become grimy with age, and the statue rising up from its center - a hunched beast with a tentacle face and four spindly arms - sends a shiver up your spine whenever your gaze settles upon it.

One side of the fountain has collapsed beneath the weight of a fallen construct. From the look of its blocky body and multiple limbs, you're guessing that it's one of the Guild's Peacekeepers, but from the moss covering its sides and the vines that have twisted themselves between its arm servos, it appears to have been here for some time.

Hunched down in front of the inactive construct are two of the Guild's mercenaries, one binding a wound in his leg and the other reloading his pistol. The second, a man with a large mustache and sideburns, snaps up his pistol as he senses your presence, only to lower it a moment later as he exhales in relief. "I guess we found the regrouping point, huh? You get attacked by the little purple ones, too?"



The mercenaries are Manfred Strand and Stanley Garret; Garret is the one with the wounded leg. They are members of the Guild force, but their commander was killed in an ambush by “small, purple-skinned Neverborn.” The two of them retreated back to the fountain to find another group to join; as far as they’re aware, the rest of their unit is dead.

Strand and Garret will mention that as they were fleeing, they passed a few of the small creatures that were eating their fallen comrades and growing larger right before their eyes. “I don’t know what was happening,” Garret will say, “but it weren’t natural.” He doesn’t relish the idea of fighting larger versions of the creatures that attacked his unit.

What Garret doesn’t realize, however, is that the actual Manfred Strand perished along with the rest of their unit. The creature pretending to be Strand is actually a Doppelganger who had been preparing to shoot Garret in the head with Strand’s looted pistol when the Fated showed up. For now, the Doppelganger bides its time and plays along with being Strand; its deception is good enough to fool Garret, and the Fated, having never met the real Strand, have no reason to doubt that he is who he claims to be.

THE FALLEN PEACEKEEPER

The construct that has collapsed against the fountain is a Peacekeeper, one of the large constructs the Guild uses to hunt dangerous criminals. The Peacekeeper is a casualty from an earlier mission, but the Guild delayed its attempts to retrieve the machine over and over again, effectively condemning the construct to an undignified retirement.

The Fated can attempt to repair the Peacekeeper, but doing so requires some scrap (likely scavenged from nearby buildings), twenty minutes of work, and a TN 14 Artefacting Challenge. On a success, the Fated manage to get the Peacekeeper operational again; its servos whine and clank as it pulls itself upright and waits for orders from the Fated. The Peacekeeper chooses one character to be its master (most likely a character wearing a Guild uniform or, failing that, the character that repaired it) and becomes a subordinate character for that Fated. Control of the Peacekeeper can be passed to another character (or characters) simply by ordering the Peacekeeper to obey someone else’s commands. The stats for the Damaged Peacekeeper can be found on page 22.

Alternatively, the Fated can attempt to crack open the Peacekeeper’s armor to retrieve the Soulstone that powers it. The hatch is locked and rusted, requiring both a TN 12 Lockpicking Challenge and a TN 10 Labor Challenge (in that order) to open it. Once the hatch has been opened, the Fated can loot the coin-sized, dull yellow Soulstone (Size 2, Quality 1, Total Lade 3), from its mounting within the Peacekeeper.

Removing the Soulstone renders the Peacekeeper nonfunctional.



THE BETRAYAL

Once the Fated are ready to head out (possibly with their new Peacekeeper), the Nephilim that ambushed Garret's unit catch up with them and attack. Read the following text:



“We have company,” Garret says, lowering himself down behind the edge of the fountain for cover. “Looks like the grown up versions of those little purple bastards.”

He gestures up to the roof of a crumbling building at the western edge of the plaza and the winged creature that is perched atop it. It looks to be about the size of a human, but it's difficult to make out much more detail than its wings and gangly limbs in the moonlight.

Other shapes rise up from behind the building, remaining airborne for a moment before landing upon the building's roof alongside the first. The winged creatures appear to be gathering in number in preparation for an assault on your position.



The winged creatures are Young Nephilim (pg. 20). There are four of them, plus one additional Young Nephilim per Fated character. They begin the battle 30 yards from the Fated and launch into the air on their turns, using the Run Action to move 12 yards per turn until they're within range, at which point they swoop down into melee range.

During the battle, the Fated can command Garret and Strand (and any Mercenaries that survived the previous battle) as if they were subordinate characters; use the Mercenary stats (pg. 21) to represent them.

On the third round of combat, however, Strand cannot be commanded by the Fated; he ignores their orders. Instead, he acts on his own initiative, using the Manfred Strand, Doppelganger stat block (pg. 23). Strand uses his Action to attack the weakest member of the group – preferably a spellcaster or sniper – and focuses his attention upon dealing with that character as quickly as possible before moving on to the next. If the Young Nephilim are reduced to two Nephilim or less, Strand copies the appearance of a Fated that appears influential and attempts to flee to safety; a Fated can chase him down with a TN 12 Athletics Challenge, but on a failure, the Doppelganger gets away.

The moon is bright enough that the Fated do not suffer any penalty for fighting at night.



SCENE 3:

THE RITUAL

After the Fated have a few moments to catch their breath and tend to their Wounds following the battle, read the following text:

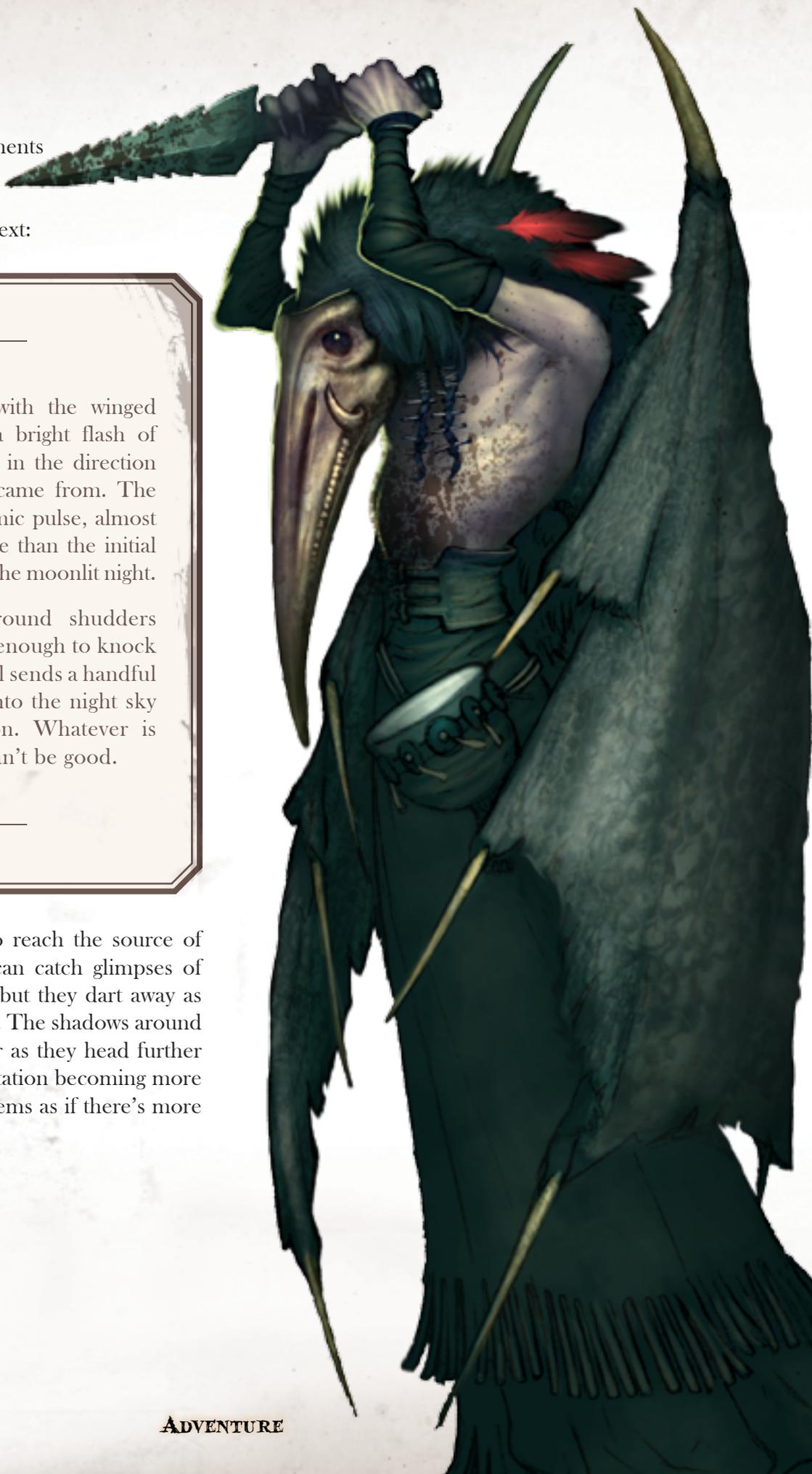


You've no sooner dealt with the winged Neverborn than there is a bright flash of green light in the distance, in the direction that the winged creatures came from. The light fades to a slow, rhythmic pulse, almost like a heartbeat, less intense than the initial flash but still quite bright in the moonlit night.

A moment later, the ground shudders beneath your feet. It's not enough to knock you to the ground, but it still sends a handful of sleeping birds darting into the night sky with squawks of confusion. Whatever is happening in the west, it can't be good.



It takes about ten minutes to reach the source of the pulsing light; the Fated can catch glimpses of Terror Tots in the shadows, but they dart away as soon as the Fated notice them. The shadows around them grow longer and deeper as they head further into Beggartree, with the vegetation becoming more pronounced until it almost seems as if there's more forest around them than city.



When the Fated arrive at the scene of the ritual, read the following text:



You eventually find the source of the pulsating light; tall knotwood trees rise up in a roughly circular pattern around a ruined plaza. The cobblestones of the street have been upturned by the thick roots of these trees, which are littered with discarded corpses, most of which appear to be human, though there are few of the purple-skinned Neverborn piled atop the heaps as well.

The branches of the trees all lean inward, shielding the area beneath in shadow, save for a column of moonlight that descends downward from the gap at the canopy's center. In this silvery column of light is a hooded figure with a wide-bladed sword. He's mounted atop a creature that you initially mistake for an armored horse, until you realize that its mane and tail are not waving in an unfelt breeze, but rather are composed of writhing snakes. Both are outlined in a faint green glow.

Standing next to and speaking with the horseman is a winged Neverborn, similar to the ones you just fought, save that it is slightly taller and wearing some sort of ceremonial skull headdress. It motions to you with an outstretched finger, and the horseman's blank and pitiless gaze turns toward you.

"The trespassers," the winged creature hisses, its voice barely audible as it takes a step back from the rider. "Begin the purge with these ones, then move into the city."



The plaza is roughly twenty yards in diameter, and because of the roots and upturned cobblestones, the ground within the plaza is considered to be Severe terrain (which forces characters to move through this terrain at half speed). Because of the canopy of trees overhead, the Fated suffer a \square penalty when making \blacklozenge attacks unless their target is within the 3-yard diameter circle of moonlight at the plaza's center. The Fated begin the battle ten yards from the two figures.

The winged creature is a **Black Blood Shaman** (pg. 24). Through an elaborate magical ritual and plenty of blood sacrifices - if the Fated investigate the area after the battle, they will find intricate designs drawn onto the ground in blood both black and red - it has succeeded in summoning the **Hooded Rider** to **Beggartree** (and the Guild has failed to stop its ritual). The Shaman lingers at the back of the battle, using its magic to hinder the Fated as the **Hooded Rider** charges into battle with them.

The **Hooded Rider** (pg. 25) is a near mythical creature that is said to chase the setting sun across **Malifaux**, leaving death in its wake. It's almost too powerful for the **Black Blood Shaman** to control, which is why the shaman intends to point the **Hooded Rider** into the city and then stand back as it reaps a path of death through humanity.

If your group is particularly skilled at combat, feel free to have six **Terror Tots** (pg. 20) come rushing into the battle from behind the Fated at the start of the third turn. They try to avoid standing too close to the **Hooded Rider**, out of fear of such a fabled creature, and instead swarm over anyone that seems to be injured or hanging back from melee.

When the **Black Blood Shaman** is reduced to half or fewer Wounds, it takes to the air on its next turn, flying up through the gap in the canopy and away from the battle. When the **Hooded Rider** is defeated, its mount rears up on its hind legs as the two of them slowly fade away into green light.



CONCLUSION

Once the Fated have defeated the Hooded Rider, they will be able to trudge back to the barricade gate without further incident; none of the skulking Terror Tots want to mess with them after they have dispatched such a powerful entity.

If the Fated are employed by the Guild, they can easily get the Guardsmen on the barricades to lower ropes for them to climb up; their superiors will want a full report, and any Fated that is not in immediate danger of perishing from her injuries will likely spend the rest of the night filling out paperwork while sipping at stale coffee.

If the Fated are not employed by the Guild, they will likely have to bring Sergeant Daughtery (or his corpse) back to the barricade in order to get the Guardsmen to lower ropes down to them. Failing that, the Fated will have to find some other way to escape the Quarantine Zone... which could be another adventure in itself.

Assuming the Fated are able to escape the Quarantine Zone, the Guild questions them about what happened in Beggartree, then pays them the agreed upon mercenary rate (five scrip each, plus two scrip per Neverborn head they turn in). If the Fated return with the rebuilt Peacekeeper, the Guild reclaims it and offers the Fated a 30 scrip reward for returning their property. If the Fated are more careful in how they get the Peacekeeper out of Beggartree (perhaps marching it through the sewers), then they might be able to keep it.

Similarly, if Daughtery is killed during the adventure, they can turn the fob watch that opens the Beggartree gate over to the Guild for a 10 scrip reward. If he survives and the Fated keep the watch, then they will likely have to deal with Guild patrols hunting them down to retrieve it.

If the Fated are unable to stop the Hooded Rider - perhaps they retreated from combat or just abandoned the mission early - then it spends the rest of the night rampaging through the Riverfront Slums, indiscriminately killing anyone it comes across. By the time it rides off at dawn, hundreds of people are dead and the Guild is forced to declare martial law in the district in order to collect the bodies before the Resurrectionists haul them all off into the shadows. The Malifaux Tattler tries to spin the attacks off as some sort of Arcanist terrorist attack, but the attempt comes off as half-hearted at best.

It was a clear victory for the Neverborn, and they are sure to press this advantage in the weeks to come...





FATEMASTER CHARACTERS

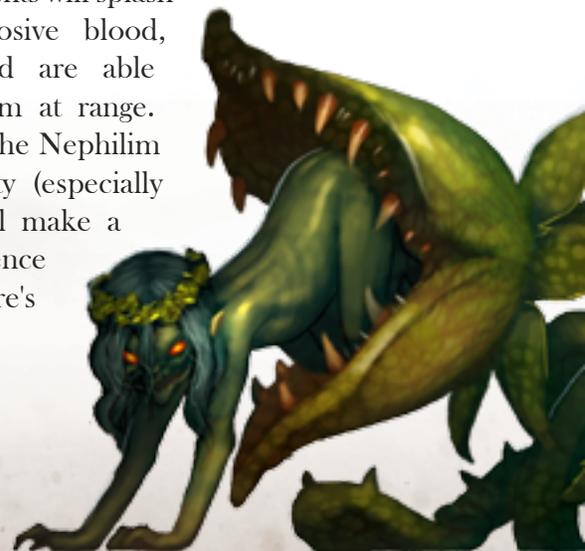
The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster.

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

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 more than a single point or two; many of this adventure's adversaries are already quite formidable in combat and placed in situations to give them an advantage in combat against the Fated. If the Fated don't have a chance at victory, then their players are unlikely to have fun.

Because this adventure is focused around combat, it is a good idea for Fatemasters to familiarize themselves with the antagonists the Fated will encounter over the course of the adventure to ensure that they are being utilized to the full extent of their capabilities.

Of particular note is the Black Blood of Leshy and the various Nephilim of this adventure. Even if the Fated cut down the Nephilim like a threshing machine on harvest day, each wound they inflict upon their Nephilim opponents will splash them with corrosive blood, unless the Fated are able to deal with them at range. Whether or not the Nephilim exploit this ability (especially Terror Tots) will make a significant difference in the adventure's difficulty.



LESHY, CORRUPTED WALDGEIST

The Waldgeist known as Leshy defended its home in Beggartree from humans and Nephilim alike, chasing the fast ones away and smashing the slower ones beneath its thick branches. Over time, however, its repeated pummeling of Terror Tots and the occasional Young Nephilim took its toll on the nature spirit, and repeated exposure to their Black Blood corrupted Leshy and transformed it into something resembling a Nephilim hybrid.

Now shunned by its fellow Waldgeists, Leshy's only company are the Terror Tots that swing from its branches and clamor back and forth when it rests and cling to its branches for dear life when it decides to patrol the borders of its home. On the nights of the full moon, when the Nephilim presence in Beggartree reaches its zenith, Leshy stomps forth at the head of their forces, using its camouflage to ambush unsuspecting Guild patrols. Those Terror Tots foolish enough to disrupt its disguise by chattering at their fellows are promptly thrown from the Waldgeist's branches and squashed underfoot, a chilling lesson in the importance of keeping their mouths shut while Leshy is trying to hide.

LESHY, CORRUPTED WALDGEIST

Enforcer (8), Living, Beast, Defiant, Swampfiend

<i>Might</i> 4	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> 0	<i>Intellect</i> 0	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 4	<i>Initiative</i> 5 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 10	

Skills: Enchanting 4, Leadership 3, Navigation 3, Notice 3, Pugilism 2♥, Toughness 4, Wilderness 5.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Armor Training (x2): This character suffers no penalties from its Armor.

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

Impatient Tots: At the start of this character's turn, if it is **Slow** or **Paralyzed**, summon four Terror Tots adjacent to this character. They may act normally on their initiative this round.

Perfect Camouflage (16): When this character is standing still and unmoving during Narrative Time, it requires a Notice Challenge (TN 16) to detect this character as a threat.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Tree Branch (Pugilism + Might)

AV: 6♥ (14♥) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 2/4/5 damage. This character may push the target up to 4 yards in any direction.

♥ *Shake the Branches:* Summon a Terror Tot adjacent to this character for each ♥ in the final duel total. The Terror Tots take 2 damage (ignoring Black Blood) and become **Slow**.

(0) Rocks from the Branches (Leadership)

AV: 3 (11) ===== Rg: ♣ 3 ===== Resist: Df
Target suffers 1/2/3 damage. This Action may be declared while engaged and does not randomize when firing into melee.

NEPHILIM

Terror Tots and Young Nephilim are Nephilim at different points in their life cycle. After the small, purple-skinned Terror Tots have feasted on enough blood, they rapidly (and painfully) grow into the gangly, winged Young Nephilim. Throughout their life, their Black Blood remains caustic to others.

TERROR TOT

Minion (5), Living, Nephilim

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 4	<i>Resilience</i> 0
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 6 (11)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 5 (10)
<i>Willpower</i> 5 (10)	<i>Charge</i> 8	<i>Wounds</i> 4	

Skills: Acrobatics 1, Athletics 2, Melee 3, Notice 1, Stealth 2, Track 1, Wilderness 1.

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

Pounce: When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP melee attack against the character without spending AP.

Grow: If this character kills a Living non-Nephilim character with a /// attack, it may feast upon the character's remains to become a Young Nephilim. All damage and Conditions on this character are removed.

(1) Cutting Implements (Melee)

AV: 4 (9) ===== Rg: /// 1 ===== Resist: **Df**
Target suffers 1/2/4 damage.

(0) Sprint (Athletics)

This character may discard a card to take a Walk Action.

YOUNG 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 \heartsuit , Toughness 2, Track 2, Wilderness 2.

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

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

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

Mature: If this character kills a Living non-Nephilim character of Enforcer, Henchman, or Master rank, or a character with the Fated Characteristic, with a /// attack, it may feast upon the character's remains to become a Mature Nephilim (*Fatemaster's Almanac*, pg. 177). All damage and Conditions on this character are removed.

(1) Talons (Pugilism)

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

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

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

\heartsuit *Feed the Brood:* After killing the target, push the target's corpse up to 4 yards in any direction. If the corpse ends within the engagement range of a friendly Terror Tot, that Terror Tot may count as having killed the target for the purposes of its Grow ability.

MERCENARIES

Mercenaries are men and women who are willing to do just about anything for the right price. Some of them are picky in their contracts, never taking jobs that involve killing someone with children or anything having to do with the Guild, while others have fully embraced capitalism and are willing to do just about anything, provided the price is right.

Two weapons are common to the mercenary on a budget: the Brahk'blade and the Volyer Patent Revolving pistol. The former was mass produced by the Guild to arm those on the front lines of reclaiming Malifaux City from the Neverborn when the Breach first reopened.

The great battle the Guild was expecting never came, however, and most of these serviceable but shoddy weapons were discarded or pawned off by their owners and then picked up on the cheap by mercenaries looking to save a few extra scrip on a melee weapon. Brahk'blades are one of the best melee weapons that money can buy for someone on a budget. They're reliable, large enough to be a threat in melee, and light enough to use them in one hand while carrying a pistol in the other.

WHEN MERCENARIES GET ATTACKED

Since Mercenaries only flip cards when being directly controlled by the Fated as a result of the (1) Order Action, they are automatically hit by an attacker if the attacker's final duel total is equal to or higher than their defense.

If the attacker ties the Mercenary's Defense or beats it by up to four points, the attack deals Weak damage. If the attacker beats the Mercenary's total by five to nine points, the attack instead deals Moderate damage. Any higher deals Severe damage.

Mercenaries reduced to zero Wounds or less immediately fall unconscious.

The Volyer Patent Revolving pistol has a much longer history. These firearms were some of the first revolvers available to the general public, and they have proven themselves as reliable weapons in the decades since. They're seen as something of a relic today, but the Volyer Patent Revolvings were well-crafted, and they are as good of a gun today as they were when they first entered the market.

The Mercenaries present in this adventure have been rounded up by the Guild to disrupt a Neverborn ritual deep within the Quarantine Zone. It's a regular occurrence, and some of these mercenaries have accompanied the Guild on prior raids of Beggartree. Others are as new to the mission as the Fated and are just hoping to survive long enough to collect their pay.

MERCENARY

Minion (5), Living, Mercenary

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> -1	<i>Resilience</i> 1
<i>Charm</i> 0	<i>Intellect</i> -1	<i>Cunning</i> 2	<i>Tenacity</i> 1
<i>Defense</i> 4 (9)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (6)
<i>Willpower</i> 4 (9)	<i>Charge</i> 4	<i>Wounds</i> 6	

Skills: Centering 2, Evade 2, Intimidate 1, Labor 2, Melee 2, Notice 2, Pistol 3, Scrutiny 2, Toughness 1.

Reckless: At the start of this character's turn, it may suffer 1 damage to gain 1 additional General AP.

(1) Brahk'blade (Melee)

AV: 4 (9) ----- Rg:  2 ----- Resist: **Df**
Target suffers 2/3/4 damage. This weapon may not declare Triggers.

(1) Volyer Patent Revolving (Pistol)

AV: 5 (10) ----- Rg:  10 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 7, Reload 4.
 **Ricochet:** After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be cheated.

DAMAGED PEACEKEEPER

Peacekeepers are widely accepted to be one of the Guild's most advanced and deadly constructs. They were originally designed as support for the Guild's special division teams, but with the growth of those branches in the years since their founding, the Peacekeeper has been gradually rotated back into deployment alongside the Guild Guard to combat threats that are simply beyond their capabilities.

Peacekeepers can thus be seen patrolling the streets of Downtown or even the slums when the Guild wants to send a clear message to its enemies (and the city's residents) that they're still the faction with the biggest guns (or, in the case of the Peacekeepers, the biggest chain harpoons). The appearance of one of these spider-like machines is a sure sign that a criminal has attracted considerable attention from the Guild's officers... and that their lifespan is now measured in minutes, rather than days.

This particular Peacekeeper was part of an earlier raid into Beggartree. It was destroyed and left behind by retreating Guild forces, where it waited, inert, until being reactivated by the Fated. Its armor is falling off in places, and its aim is a bit shaky, but it's still a juggernaut of destruction that will certainly prove to be a valuable ally for the Fated.

DAMAGED PEACEKEEPER

Enforcer (8), Construct

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

Skills: Heavy Guns 1, Notice 1, Pneumatics 2, Toughness 4.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

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

(1) Mechanical Claws (Pneumatic)

AV: 6 (14) ----- Rg: /// 2 ----- Resist: **Df**
Target suffers 3/4/5 damage.

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

(1) Heavy Chain Harpoon (Heavy Guns)

AV: 5 (13) ----- Rg: r 10 ----- Resist: **Df**
Target suffers 2/3/5 damage and gains **Slow**. Capacity 1, Reload 1.

P *Pull and Drag:* After damaging, push the target 4 yards toward this character.



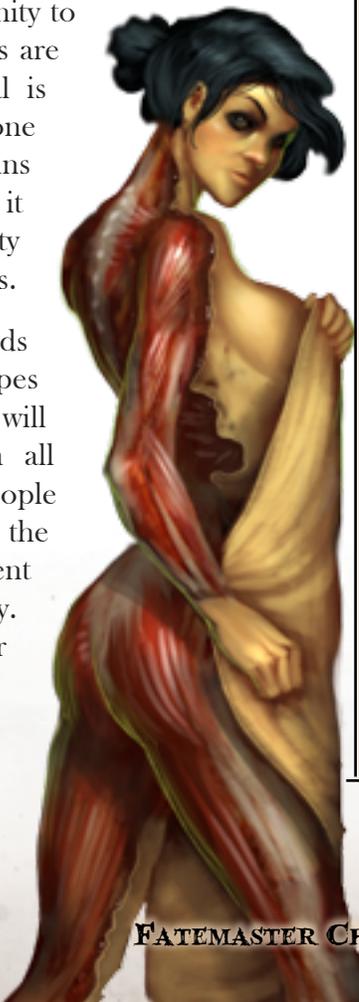
MANFRED STRAND

Manfred Strand was a mercenary of meager reputation; he usually saw his contracts to the end, never tried to renegotiate his contract once it was accepted, and never accepted a mission that seemed too political in nature. This allowed him to live a life of relative comfort; he might not have been able to afford the finer things in life, but he could keep a roof over his head and dinner on his plate, and that was good enough for him.

Unfortunately, Manfred Strand was ambushed by Terror Tots, killed, and eaten. The creature that rejoined Stanley Garret, the only other surviving member of Manfred's unit, is actually a Doppelganger that has disguised itself in an attempt to get closer to the lone mercenary and catch him with his guard down. The arrival of the Fated has delayed its plans... but not for very long.

The Doppelganger isn't directly involved in the plans of the Black Blood Shaman performing the ritual to summon the Hooded Rider, nor does it particularly care whether or not the ritual succeeds. It merely wishes to cause some chaos among the humans and won't pass up the opportunity to kill a few while their backs are turned. It's only real goal is to have the face of someone influential when it finally runs away from combat, so that it can slip into Malifaux City and cause even more chaos.

If the Doppelganger succeeds in copying a Fated and escapes into the night, the Fated will likely find themselves in all sorts of trouble when people start reporting having seen the Fated murdering innocent victims throughout the city. Can they catch a murderer that wears their face?



MANFRED STRAND, DOPPLEGANGER

Enforcer (7), Living, Woe, Mimic

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 1
<i>Charm</i> 2	<i>Intellect</i> 1	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 5 (12)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 1 (6)
<i>Willpower</i> 5 (12)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Carouse 1, Convince 4, Deceive 5, Enchanting 4, Forgery 3, Intimidate 2, Leadership 2, Melee 3, Notice 3, Pick Pocket 2, Pistols 3, Scrutiny 3, Stealth 3, Toughness 3.

Which One Is Real?: When another character randomizes between targets in a melee involving this character, this character may discard a card to have the attack target a character of its choice.

(1) Sharp Knife (Melee)

AV: 4 (11) ===== Rg: /// 1 ===== Resist: **Df**

Target suffers 1/2/4 damage. If the target is engaged with at least one other character it considers to be an enemy, this attack deals +2 damage.

Vital Strike: When damaging, this attack deals +2 damage and the target gains **Slow**.

(1) Strand's Pistol (Pistol)

AV: 5 (10) ===== Rg: ♣ 10 ===== Resist: **Df**

Target suffers 2/3/4 damage. Capacity 7, Reload 4.

(0) Mimic (Enchanting)

This character changes its appearance (including clothing, but not weapons) to match that of another humanoid character within 8 yards. This duplication is perfect, including the target's voice, scars, and birthmarks, even if this character is unaware of them. If the target has any pneumatic limbs, this character's body changes in appearance and texture to mimic the pneumatic, but the limbs in question do not actually become mechanical (and thus cannot release bursts of steam or the like). This change lasts until this character takes this Action again (even if this character is killed).

BLACK BLOOD SHAMAN

The Black Blood Shamans are the keepers of the oral history of the Nephilim and the practitioners of their unique brand of blood magic. They function as a combination of teachers, storytellers, and mediators in matters of disagreement between hunting packs.

This particular shaman has spent the past six months gathering threads of power, weaving together a gradual ritual intended to bind a force far more powerful than itself into its service. The distraction provided by Leshy and its fellow Nephilim held the Guild off long enough for it to finish its blood rite and summon the Hooded Rider to Beggartree.

With the Hooded Rider unleashed onto Malifaux City, the shaman intended to slip quietly back into the shadows to watch it carve a path of slaughter through the humans squatting in Malifaux City. The arrival of the Fated - too late to stop the ritual but still early enough to threaten its plans - is enough of a threat that the shaman lingers in the area as they battle the Hooded Rider.

The shaman uses its magic to slowly freeze their blood, but it has no intention of fighting to the death; from its point of view, the summoning of the Hooded Rider was its victory. All that's left is to make certain that the Rider is pointed in the right direction when it begins its ride of carnage.

BLACK BLOOD SHAMAN

Enforcer (7), 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> 2	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 5 (12)	<i>Charge</i> 6	<i>Wounds</i> 6	

Skills: Enchanting 3, Evade 3, Navigation 2, Notice 2, Pugilism 3, Toughness 1, Track 2, Wilderness 2.

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

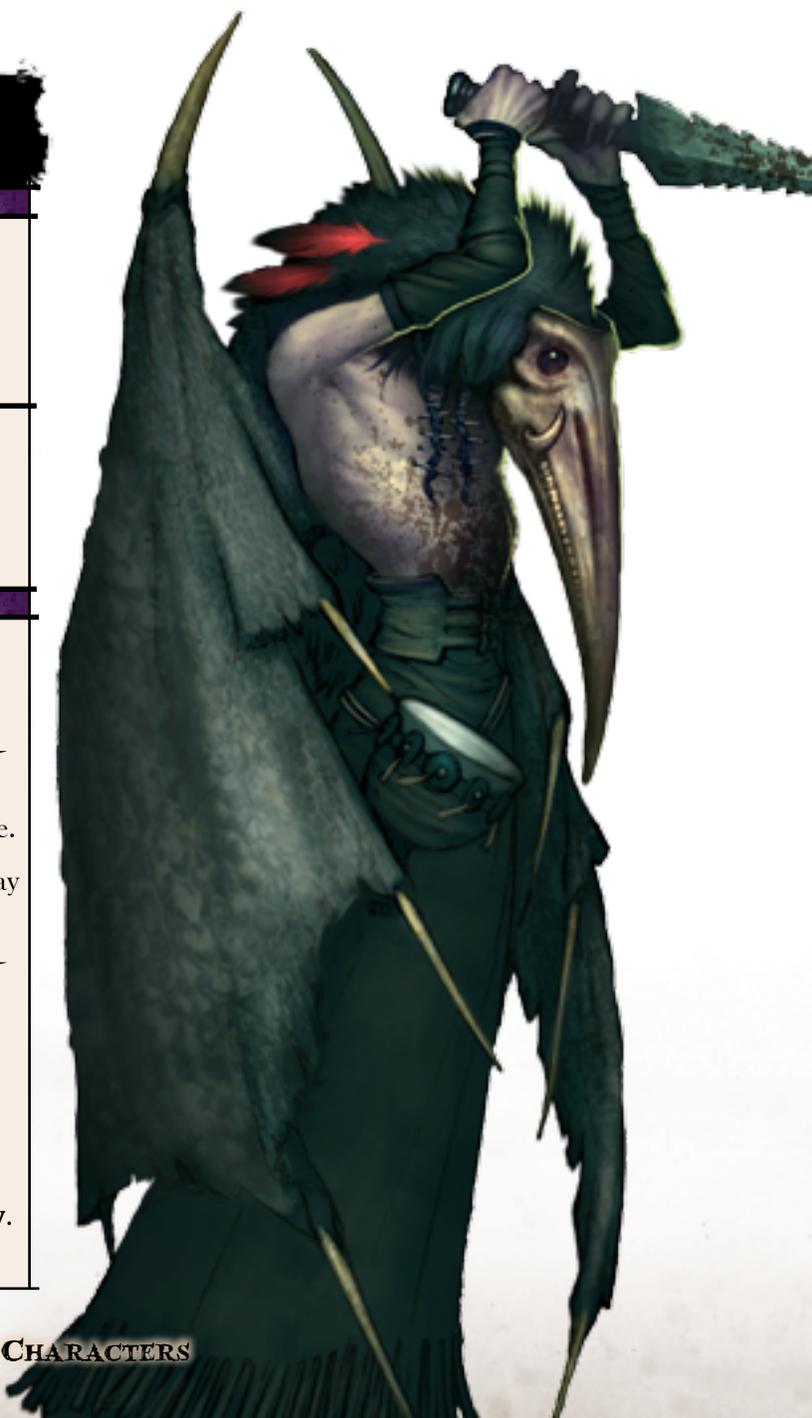
Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

(1) Inhuman Claws (Pugilism)

AV: 6 (13) ----- Rg: $\frac{1}{1}$ 1 ----- Resist: **Df**
Target suffers 2/3/5 damage.

(1) Freeze the Blood (Enchanting + Cunning)

AV: 6 (13) ----- Rg: 10 ----- Resist: **Df**
A Living target suffers 1/2/3 damage and becomes **Slow**.
If the target is already **Slow**, it is instead **Paralyzed**.



THE HOODED RIDER

The Hooded Rider is a figure of legend within Malifaux... just not one of the legends that the humans brought with them from Earth. In fact, most of the humans who have survived an encounter with the Hooded Rider believe it to be a human that has turned against its own people, most likely as a result of Neverborn corruption. They are wrong.

The Hooded Rider was released from its prison by the Neverborn during the final days of the first Breach, but its purpose was set before it long before the inhabitants of Earth and Malifaux were aware of each other's existence. Temporarily stolen away from its eternal chase of the setting sun, the Hooded Rider now seeks to fulfill the terms of its summoning so that it might once again return to its mysterious purpose.



THE HOODED RIDER

Henchman (9), Living, Horseman

<i>Might</i> 4	<i>Grace</i> 2	<i>Speed</i> 3♥	<i>Resilience</i> 3
<i>Charm</i> -4	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 4
<i>Defense</i> 5♥ (14♥)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 6 (14)
<i>Willpower</i> 6 (15)	<i>Charge</i> 10	<i>Wounds</i> 10	

Skills: Athletics 3, Husbandry 5, Melee 3, Navigation 5, Notice 3, Toughness 4, Wilderness 4.

Chase the Morning Light: At the start of its turn, this character gains the following Condition until the end of Dramatic Time: "**Chasing Reclamation +1:** This character adds +♥ to its final duel totals."

Df (♥) Always Twilight: Reduce the damage suffered by this character from this Action by 1 for each ♥ in its final duel total, to a minimum of 1.

Mounted Horseman: This character has enhanced Walk and Charge Aspects. If this character would become **Paralyzed**, it becomes **Slow** instead. It ignores penalties for terrain while taking Movement Actions.

(1) Midnight Blade (Melee)

AV: 7 (16) ===== Rg: ♣ 2 ===== Resist: Df

Target suffers 2/3/5 damage.

♥ *Retribution Comes to All:* When damaging the target, this attack deals +1 damage for each ♥ in the final duel total (max +3).

(1) Revel in Carnage (Husbandry)

If this character has the **Chasing Reclamation +4** or higher Condition, it may end that Condition to perform a Close Combat attack against every enemy character within (X)10.

D Penny Dreadful

ONE SHOT



BAD MOON
RISING

Wyrd



TROUBLE ON THE WAY



The Nephilim have begun their ritual, and it's up to a brave few to stop their plans. But to do so, they must venture into the Quarantine Zone.

Can you stop the Nephilim before their plan is brought to fruition?



Bad Moon Rising is a combat heavy One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.

Get ready for a fight.



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