



# OWNER OF A LONELY HEART

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: FAUL LIPPINCOTT

In this adventure, a distraught man asks the Fated to help find his lost love after they were separated during an attack by a street gang. Along the way, the Fated must deal with the man's rival, vicious undead, and the consequences of a complicated courtship.

## DESTINY STEPS:

Here are some suggestions.

CRNC 7X: "But love was left behind" Could be a reference to Volan Tynys' search for his missing love.

ALBC 12X: "You shall find the man with the missing heart" might be another reference to Volan Tynys and the woman who "stole his heart" (in a metaphorical sense... or perhaps a literal one, depending upon how the adventure turns out).

## PROLOGUE

The Fated are out late one night in one of the Slum districts of Malifaux City. Exactly where and why is up to the Fatemaster. This tale could be worked into an existing campaign, or the Fated might be

celebrating a victory (or mourning a defeat) in a place where nobody will mind if things get out of hand. Regardless, the Fated are traveling down a street when they spot a grim sight ahead of them. Read the following text:

*Darkness. It sends good people to bed behind locked doors and bad people to the streets, especially in this part of town. What passes for law enforcement in the slums doesn't often venture out after sunset, and even the Guild only runs patrols through here when they must.*

*For an example, look no farther than the next intersection: Bodies, just lying in the street. Some poor soul in top hat and tails seems to have wandered into a dangerous part of town and paid the price. From the looks of things, he took some of his assailants with him. It's a sad fate for everyone involved.*

*And yet, the well-dressed man moves! He moans and grasps at his blood-soaked side. You might still be able to save him!*

If the Fated approach the scene, continue with the following text:





*The man is overweight and clearly used to a lifestyle of comfort. His elegant suit and gloves are decently tailored but stained with an alarming amount of blood, most likely his own. His hair is delicately oiled into curls, and his moustache is waxed into rapier-like points.*

*His eyes flutter open, and he whispers, "Help. My Bessie... Please help find her!"*

This is Volan Tynys, and he is in rough shape. He is at zero Wounds from a nasty gash in his side and has just regained consciousness. Fortunately, the wound has stopped bleeding and he is in no danger of bleeding out, though it has soaked his suit with copious amounts of sticky blood. His stats can be found on page 43.

Volan speaks very broken English, but his Romanian is excellent. Fated who can speak Romanian can speak with him easily (Volan's speech in text boxes can be paraphrased as full sentences in this case).

## SCENE 1: LOVE'S LABOURS LOST

Volan is a Resurrectionist, and his "Bessie" is the heartbreakingly deadly Bête Noire, an unique undead creature who can appear from and move through pools of blood as if they were mystical portals. Volan knows the ritual to summon and bargain with this supernatural murderess, but he is delusional and has fallen in love with her. He believes she is a living person named "Bessie Tianera." His tales about her closely parallel the truth, and if he is asked about something he could not possibly know, like what Bête Noire's face looks like, he attempts to answer the question poetically instead of literally. Fated who grow suspicious of Volan's relationship with "his Bessie" can attempt a TN 14 Scrutiny Challenge to detect there is something wrong about the way he talks about her, almost as if he was describing an idealized woman, rather than a real person.

Fatemasters should do their best to avoid identifying Bête Noire by name. Unless players figure it out, her identity should remain a mystery throughout the adventure (and maybe even after the Fated actually meet her).

If the Fated wish to attend to Volen's wounds, they may do so with a standard Doctor Challenge for First Aid (per the Fated Almanac, pg. 218). Volan will be anxious to find his "Bessie" but realizes that his wound is quite deep. He will not voluntarily submit to lengthy surgery while his "Bessie" is still in danger.

Volan objects to being searched, but won't stop Fated who press the point. Searching him produces a worn leather wallet with 5 scrip, as well as keys to his residence in Downtown. He also owns a plain but sharp dagger, which is lying on the bloody cobblestones nearby; he retrieves it when he can, claiming that he carries it for self defense (which is mostly true). Volan does not carry his Grimoire on his person.

Although Volan objects to a search, he happily answers questions.

## HIS BESSIE

Once he's recovered from the attack, Volan tells the Fated that he's searching for his love, a woman named Bessie Tianera. He knows that he is in bad shape, but he's worried about Bessie and what might have happened to her after they were attacked by the "street gang." Read the following text as he explains what happened:

*"Ah, Bessie, she is beautiful! Tall, thin, long, dark hair. Skin so pale, like moonlight. Tonight, she wear red, just for me! She no speak English, but when she find me, I talk to her better in Romanian. She understand me, "Volan places a hand over his heart and sighs longingly.*

*"It is... courtship, yes? I court her, confess my love. Things go so well..." He has a far-away look in his eye, but then his expression droops sadly.*

*"Then I say wrong thing, she become offended. I try to say sorry, but these men come down street and attack! I don't know why. She defend me, my Bessie. She is much stronger of us two." He hangs his head shamefully.*

*"I no good in fight. I get hurt, fall down, head spins. When I recover, Bessie is gone!" He looks up at the Fated, a pleading look in his eyes.*

*"Please, help me find her. Help show my love. And maybe... maybe she forgive me for being love-sick fool and agree to marry me."*





Volan doesn't know whether Bessie was hurt in the attack. If the Fated ask why he's courting Bessie in this neighborhood, he says she likes to spend time here. She's never said why, but he doesn't think that she lives close by. He doesn't approve of her choice of haunts but also notes that it's not his place to tell her where and when she can spend her time (at least, not until they're married; Volan's a bit of an Old World traditionalist when it comes to the wife's role in a relationship).

Should the Fated ask about Bessie's occupation, Volan describes her as a kind soul, one who helps others. If they comment on the carnage, Volan shrugs and says, "This is Malifaux. She know how to fight."

If the Fated want a reward for helping Volan, he reveals that he is a doctor at the Kalp Family Infirmary, a small hospital on the outskirts of Downtown. Volan offers his services and the resources of the Infirmary whenever the Fated need it, free of charge and with no questions asked.

## A SCENE OF CARNAGE

If the Fated investigate the corpses scattered around Volan, there are four bodies and a large pool of blood soaking into the cobblestones. Three of the dead men are mutilated and were clearly ruffians, each armed with a pair of long, ragged blades. If the Fated succeed on a TN 8 Notice Challenge, they notice that only one of these weapons is bloodied (the one which stabbed Volan). The wounds on the three mutilated dead men are deep and clean; whatever weapon sliced them apart was extremely sharp. The fourth dead man isn't mutilated and only bears a single wound across his neck. None of them have anything in their pockets.

If the Fated investigate the bodies further, a TN 12 Doctor Challenge reveals that the mutilated corpses have been dead for some time, maybe for days. The only way that they could have attacked Volan would be if they had been undead... which certainly seems to have been the case. There is very little blood pooled around these bodies; all of the blood appears to have come from the fourth, non-mutilated corpse, which was killed by a single, expertly placed cut to his neck, right across the carotid artery; the

large pool of blood is all his. If the Fated achieves on a Margin of Success on the Doctor Challenge, they realize that this man was killed only a short time ago; his body is still warm and the spilled blood has only just started to coagulate.

Volan is truly horrified to learn that his attackers were undead. He claims that he noticed nothing unusual about the men, and a TN 10 Scrutiny Challenge reveals that he is telling the truth: the attack took him by surprise, and he was knocked out before he really got a good look at the Punk Zombies.

## GENTLEMEN CALLERS

The ritual that Volan and his rival are using to summon Bête Noire requires blood pooled from a newly murdered corpse. The ritual calls to Bête Noire but does not compel her to come. If it is performed where she's murdered before, however, she seems far more likely to appear; both Volan and his rival, Radu, know this, and they've been moving between various murder sites in the hopes of finding a place where one of her victims was killed. Of course, there's always the chance that a given murder wasn't the work of Bête Noire; she doesn't tend to leave many witnesses behind when she appears. In order to maximize their attempts to summon her, Volan and Radu move between potential murder sites, reasoning that if they attempt the ritual at enough sites, eventually they'll find one that "works."

Should Bête Noire answer the summons, her summoner only has a short amount of time to make his case before Bête Noire grows impatient and takes out her frustrations on him.

Volan wants to summon Bête Noire in order to court her. He is too deranged to realize this will end tragically. He already summoned her once this night, but Radu's Punk Zombies came across them as he was making his case to her, interrupting the ritual. Bête Noire flew out of control and murdered the Punk Zombies before disappearing; Volan survived by chance, but now he must find a new sacrificial victim in order to see his love again.





## SCENE TWO: LOOKING FOR LOVE

Volan is convinced that Bessie hasn't gone far. He knows of some nearby places where she might be lingering and will lead the Fated to each one in turn. In truth, Volan is trying to try the ritual again, but the appearance of the "ruffians" that attacked him earlier has made him cautious. The Fated are too powerful and numerous for him to use as sacrifices to lure his Bessie out of hiding, but they can certainly help protect him as he moves through the dark streets, seeking out easier prey.

Each of the locations he suggests – Bryon Path and Shelley Row, Godiva Street and Secord Lane, and Dame de Coeur Street and Ecuadorian Place – are intersections of large streets. At this time of night, these intersections are generally empty; the garbage littering the street and the lingering smell suggests that only vagrants and outcasts gather there.

These places can be visited in any order, and it takes around 10 minutes to travel between each location. Volan doesn't have any particular preference one way or the other and will leave it up to the Fated as to which location they visit first; each one is roughly the same distance from where they are now. The Fated could split up, but Volan tries to talk them out of it - there are armed bandits roaming the streets! Should the group separate, the other groups don't encounter anything interesting unless Volan is present.



## THE RIVAL

On the way to the first location, the Fated meet Radu Temere, another Resurrectionist who also seeks to summon Bête Noire.

Read the following text:

*Unexpectedly, a figure emerges from a nearby alleyway. He is tall, muscular, and dressed in heavy work clothes. He takes off his cap and smooths back a mane of black curly hair, revealing a devilishly handsome face. This man is almost the opposite of Volan in appearance; the only thing they seem to share is their surprise at seeing each other.*

*"Radu?" Volan asks.*

*The other man's expression hardens.*

*"Volan," he replies flatly.*

Volan steps forward and talks with Radu in Romanian. If any of the Fated speak Romanian, read the following text:

*Radu asks, "Did you find the witch?" Volan demands that Radu be respectful, and Radu replies that he will be respectful enough when he finds her and makes her his own. Volan is incensed, but Radu just sneers at his reaction and asks what Volan intends to use her for.*

*Volan is insulted by the inference and compares Bessie to a delicate flower that must be treated gently and with love. Radu is incredulous and insists that she is a power to unleash against an enemy, not some delicate blossom. If Volan professed his love to her face, he claims, she would kill him.*

*"In fact," Radu says menacingly, his tone turning icy, "you should be dead already."*

*Volan blanches. "It was you!"*





If the Fated succeed at a TN 10 Notice Challenge while the men talk, they spot three people lurking in the shadows of the alley where Radu emerged. They wear shabby clothes and carry long blades, much like the people that attacked Volan, and stand very still, watching the two men talk. It is too dark to see any other details, and they do not respond if the Fated call out to or insult them.

Before anyone really has a chance to investigate in any real depth, Volan and Radu finish their conversation. Read the following text:

*Volan's conversation with Radu grows loud. Radu's tone is insufferably condescending and the color rises in Volan's cheeks as their argument heats up. Suddenly, the pudgy man removes a blood-stained glove and slaps Radu in the face with it. Radu raises a fist to counter, but remembers Volan has friends. He looks at you, rethinking his plan, and smiles sourly as he lowers his hand. He mutters a final insult to Volan, then turns and walks back down the alley, making a gesture with one hand.*

Volan is livid, barely able to speak. The Fated have only a moment to ask what happened before the shadowy figures – three Punk Zombies – emerge from the alley and charge toward Volan. If Radu is visibly threatened or attacked before he leaves, the Punk Zombies immediately charge the attack and attempt to defend Radu as he tries to flee. Though he wants Volan dead, Radu would rather not risk his own life in the process. He's perfectly fine with having his undead minions fight the Fated, however. The stats for the Punk Zombies can be found on page 44.

Regardless of when the Punk Zombies appear, Volan skitters behind the Fated on his first turn. He avoids fighting, but will help bind their wounds afterwards using his Doctor Skill (which heal 2 Wounds per Fated).

When the dust settles, Volan explains that Radu is a rival for Bessie's attention, and that he is also here to find her. Volan reveals that Radu admitted he was behind the first attack, the one that drove Bessie off in the first place, and that Radu is a terrible man

who will turn his Bessie into a "slave" if he finds her first. This only doubles his desire to find Bessie as quickly as possible, and he advocates moving to the next site on his list as quickly as possible.

If the Fated pursue Radu, a successful TN 12 Tracking Challenge leads them to the event at "Dame de Coeur Street and Ecuadorian Place." Otherwise, Radu vanishes into the slum's alleyways.

## TÊTE-A-TÊTE FOR BÊTE

Radu and Volan each know that the other is a Resurrectionist, but neither has a favorable opinion of the other. Volan believes that Radu is a terrible person who only wants to enslave his love, while Radu believes that Volan is a delusional fool playing with powers beyond his understanding. Like Volan, Radu studied Bête Noire's lore and determined that this neighborhood is the best place to summon her. Unlike Volan, Radu pursues her only to add her deadly prowess to his ranks of loyal servants, and he doesn't want some love-struck fool making that more dangerous for him by getting Bête Noire riled up with his misguided attempts at courtship. Once the Fated have encountered Radu, they can continue on to whichever location they were headed. If the Fated chose to visit either the intersection of Byron Path and Shelley Row or the intersection of Godiva Street and Secord Lane, they will have a minor encounter as noted below. When they visit the intersection of Dame de Coeur Street and Ecuadorian Place, however, they find Radu and with him, Scene 3: Love's Labours Found.

## BYRON PATH AND SHELLEY ROW

A large pool of blood fills the middle of the crossroads, glistening slickly in the gaslight. On a successful TN 10 Notice Challenge, the Fated uncover a trail of blood droplets leading to a body hidden beneath the garbage on one of the corners. The corpse is that of a vagrant, dressed in rags and stinking of whiskey. His carotid artery is cut expertly across the neck, exactly like the un mutilated body where the Fated discovered Volan. A TN 10 Doctor Challenge reveals that the volume and shape of the blood in the street suggests the man was still alive when his neck was sliced. The body is cool and has been dead for at





least a few hours, possibly longer.

This corpse is one of Volan's victims from earlier in the night. Upon seeing the corpse, he sighs – not out of a sense of loss for the dead man, but because he realizes that he already tried to summon his Bessie at this location and forgot to cross it off his list. If the Fated succeed at a TN 14 Scrutiny Challenge, they can sense that Volan is uncaring about the dead man and seems to be upset with himself for some reason.

In any case, Volan says that there is no sign of his Bessie here and suggests that they hurry on to the next location on his list.

### GODIVA STREET AND SECORD LANE

After realizing that Volan is attempting to summon Bête Noire, Radu sends some of his Punk Zombies to this intersection to set a trap for the Fated. They hover around the bled-out corpse of a vagrant that Radu killed earlier in the night, during a failed attempt to summon Bête Noire. As the Fated investigate the body, Radu's Punk Zombies attack (one per Fated).

Radu cast Terrifying Aura (TN 11 Horror Duel) on the Punk Zombies before sending them off to set the trap. He's used his Increased Duration Immuto to increase the spell's duration to 1 hour, which means that it will last through the entire duration of combat. Radu does not appear here. He has already moved on.

Volan again avoids fighting and relies upon the Fated to protect him.

### DAME DE COEUR STREET AND EQUADORIAN PLACE

This is the intersection where the Fated once again encounter Radu. It is covered in Scene 3: Love's Labours Found.

### SCENE 3: LOVE'S LABOURS FOUND

As the Fated approach the next intersection, they see two women in ratty dresses standing by a streetlamp. Read the following text:

*Beneath a lone gaslight stands a pair of ragged women in tattered dresses. It is clear that they are prostitutes who have fallen on very hard times. Fatigue and grime line their otherwise pretty faces, and one looks like she might be ill. The moment they see you, their weariness instantly vanishes beneath a veil of sass and seduction as they swagger closer.*

Success on a TN 12 Notice Challenge allows the Fated to notice the glow from a lantern far down a nearby alley. Radu is holding the light, and he ducks into an alley as soon as he catches sight of the Fated.

If the Fated spot Radu, Volan suggests they take the opportunity to pursue him while he remains behind and protects the prostitutes. If the Fated doubt Volan's motives, a TN 14 Scrutiny Challenge reveals that he's more interested in being left alone with the prostitutes than in what happens to Radu. Unbeknownst to the Fated, however, he's only interested in their blood, not the rest of their bodies.

The prostitutes call themselves "Hope" and "Charity." Hope is very solicitous, but also protective of Charity, who has Tuberculosis and is trying to keep it hidden from the Guild. Both of them refuse any offers of medical examination or assistance, and a TN 10 Scrutiny Challenge reveals that they are both aware of Charity's sickness and trying to cover it up.

### ZOMBIE ATTACK

After a few minutes, four Punk Zombies emerge from the alley Radu had ducked down and go after the women. The Zombies are under specific orders to attack the Fated and bring one of the women back to Radu alive. Hope defends Charity to the best of her ability, which means that the Punk Zombies just attempt to grab her first; a single blow from a Punk Zombie will knock either woman unconscious. Another 1 AP is required to pick her up. After that,





the Zombie carrying the woman withdraws while the others fight the Fated to buy time. The Fated can follow the retreating zombie back to Radu without requiring a check.

Should the Fated save the prostitute, they can still travel to the alley they came from to find Radu. The prostitutes remain at the intersection, and Volan stays behind and makes sure they're okay and tries to talk them into accepting medical attention. If not, Volan draws his dagger and vows to protect the one that remains.

Down the alley, at the proper intersection of Dame de Coeur Street and Ecuadorian Place, Radu waits with a pair of Punk Zombies. Read the following text:

*A lone lantern lights the intersection of two alleyways. In its glow, Radu paces impatiently, toying with an ornate dagger. Two of Radu's armed zombies stand on either side of the junction, keeping watch.*

The Fated need successful TN 11 Stealth Challenges to approach undetected. If any of the Fated fail (or if they simply don't make any attempts at stealth), the Punk Zombies stagger forward to attack. Radu douses the lantern and, if any of his zombies have a prostitute, attempts to retrieve her and perform the ritual. Radu's stats can be found on page 43.

The ritual is relatively simple for Radu to perform; he slits the prostitute's neck and chants as she bleeds out. It takes her a minute to die, and in that time, he simply has to chant on three of his turns while within 1 yard of the blood pool. After the ritual is complete, Bête Noire rises from the blood pool. If Bête Noire arrives, see the Ever After, Happily section on page 41.

Should the Punk Zombies fail to return to him, Radu goes to investigate after five minutes. His remaining two Punk Zombies follow, one holding the lantern. If the Fated are still with the prostitutes, Radu may unwittingly walk right into them.

If the Fated successfully sneak up on Radu, they can

attack him or his zombies at any point

## RADU DEFEATED

Radu can be questioned if captured. He speaks fluent English, but will not explain the killings unless someone succeeds on a TN 12 Intimidate Challenge. Instead, he tells the Fated to go "ask the fat buffoon about his girlfriend." If he's left with a single guard, he attempts to use his Mind Control spell on his guard, ordering her to release him. If this succeeds, he flees into the night

If the Fated make it clear that they don't know that Volan is a Resurrectionist, Radu informs them of this, along with the fact that their "employer" has been leaving his own trail of bodies this night. If the Fated left Volan with one of the prostitutes, Radu casually inquires, "Where is the toad, anyway? You didn't leave him alone with the other whore, did you?"








## WHAT IS VOLAN DOING?

If the Fated leave Volan alone with one of the prostitutes, he makes a “blood rose” for his Bessie with the prostitute’s unwilling help. He overpowers her, cuts her throat, and starts the ritual to summon Bête Noire. If the Fated rush back to Volan, they arrive just in time to witness his Bessie’s explosive appearance. If the Fated left him with both prostitutes, the second is unconscious nearby. If the Fated take their time getting back to Volan, he is killed by Bête Noire and they find his corpse next to the dead prostitute, a smile on his severed head.

If the Fated left one of their number behind with Volan, he attacks the Fated while their back is turned, granting him a  to his attacks on the first round of combat. If he is able to defeat the Fated, he slits their throat, giving the Fated the **Bleeding Out** Condition. He then attempts to summon his Bessie from the spreading blood pool. See the Ever After, Happily section to deal with Bessie’s performance.

## EVER AFTER. HAPPILY

If Bête Noire arrives (regardless of whether she’s summoned by Ragu or Volan), read the following text:

*The pool of blood erupts in a crimson geyser. Standing in the deluge is a pale, dark-haired slip of a woman wearing a long black and red dress that runs to the ground. Each of her hands grips a gore-spattered, wickedly curved knife. For some reason, it is difficult to look at her; your gaze slips this way and that, and you cannot focus on her face at all.*

If Volen summoned Bête Noire, he approaches her and begins to profess his love to the undead creature in front of him. If the Fated attempt to interrupt his confession of love (such as by attacking him), Bête Noire loses her interest in him and kills him. Read the following text:

*Volan shoots you a glare filled with hatred as you interrupt him, and in that momentary lapse of focus, the undead woman stabs him with one of her knives. He cries out in pain as she carves out his heart, and when Volan finally dies, looking up at his Bessie holding his bloody heart in her hand, he’s smiling contentedly.*

*For a moment, the undead woman holds the heart, just looking down at it. She turns her gaze upon you, and for the barest of instants you can see her face. She looks... bewildered.*

*Then she disappears in a swirl of darkness, and Volan’s heart falls to the ground with a wet splat.*

Should the Fated managed to snatch Volan away, he still attempts to run to his Bessie to “reason with her,” which earns him the death described above.

On the chance that Volan is allowed to finish his profession of love without interruption, he is as close as he will ever get to a “happily ever after.” Read the following text:

*Volan finishes speaking. He looks at you and winks as the undead woman reaches out and takes his arm, and then they both vanish in a whirl of darkness.*







## CONCLUSION

A search of Radu's body reveals a Grimoire in the form of a small hand mirror. Mystic text appears on the reflection of any paper held up to the glass, in place of the paper's actual text. It includes Mind Control and Terrifying Aura Magia, as well as the Alter Range, Increase Resistance and the Increased Duration Immuto. Radu also carries a notebook with his research on Bête Noire. This notebook describes the ritual used to summon Bête Noire and is worth 25 scrip to the Guild's Death Marshals or just about any Resurrectionist. Radu's ceremonial knife is silvered and worth 10 scrip.

If Hope or Charity live through the adventure, neither has much to offer the Fated as a reward beyond the obvious, but they know Malifaux's streets well and would be good contacts for information.

If Volan survives, a few days later the Fated find a short newspaper article: The body of Volan Tynys, doctor, was discovered beneath a tree on Werther Hill. His heart was removed, but despite the grisly wound, his face was frozen in an expression of happiness. The Guild Guard is baffled and currently seeks witnesses.

Regardless of the outcome, none of the Fated can remember "Bessie's" face, no matter how hard they try.







## VOLAN TYNYS

Enforcer (8), Living

Might -2	Grace -1	Speed -1	Resilience 1
Charm 3	Intellect 1	Cunning 3	Tenacity 2
Defense 2 (10)	Walk 4	Height 2	Initiative 0 (8)
Willpower 4 (12)	Charge 4	Wounds 5	

**Skills:** Counter-Spell 2, Deceive 3, Doctor 3, History 1, Necromancy 3, Notice 1, Scrutiny 2, Sorcery 2, Stitching 2.

**Book Smart:** This character gains  $\blacklozenge$  to all non-Magical Intellect Challenges, but suffers  $\square$  on Initiative Flips.

**The Whisper (Magical Theory):** This character gains  $\blacklozenge$  to Necromancy duels or Spell duels targeting Undead, but suffers  $\square$  on Intellect duels.

### (1) Love is Blind (Sorcery + Intellect)

AV: 3 (11) ===== Rg: 5 yards ===== Resist: **Wp**  
Target suffers 2/3/4 damage and gains the **Blind** Condition for 2 Turns.

## RADU TEMERE

Enforcer (8), Living

Might 2	Grace 0	Speed 1	Resilience 1
Charm 3	Intellect 1	Cunning 1	Tenacity 2
Defense 4 (12)	Walk 5	Height 2	Initiative 3 (11)
Willpower 6 (14)	Charge 5	Wounds 6	

**Skills:** Bewitch 1, Centering 4, Evade 2, Intimidate 2, Melee 1, Navigation 1, Necromancy 3, Notice 2, Toughness 1.

**Deathly Pallor:** This character gains  $\blacklozenge$  to any Challenge made to Intimidate or cause fear (including Spells).

**Morbid Thoughts:** This character's strong focus on death removes one  $\times$  from the TN of any Spell he casts (this has already been figured into his attacks listed below).

### (1) Ritual Knife (Melee)

AV: 3 (11) ===== Rg:  $\text{///}$  1 ===== Resist: **Df**  
Target suffers 1/3/4 damage.

### (1) It's Not Me, It's You (Necromancy + Charm)

AV: 6 (14) ===== Rg: 10 yards == Resist: **Wp**  
Target immediately takes a 1 AP Action controlled by this character.

### (1) It's Not You, It's Me (Necromancy + Tenacity)

AV: 5 (13) ===== Rg: 5 yards === Resist: **Wp**  
Living characters ending movement within 1 yard of the target or attacking the target must first succeed on a TN 11 Horror Duel.





## PUNK ZOMBIE

Minion (6), Undead, Horror

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> 0	<i>Tenacity</i> 3
<i>Defense</i> 5 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 1 (7)
<i>Willpower</i> 5 (11)	<i>Charge</i> 5	<i>Wounds</i> 7	

**Skills:** Athletics 2, Centering 3, Evade 3, Intimidate 2, Melee 3, Toughness 1

**Hard to Kill:** This character may choose to ignore one Critical Effect per Dramatic Time.

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

### (1) Paired Katana (Melee)

AV: 5 (11) ===== Rg: 2 ===== Resist: **Df**  
Target suffers 2/4/5 damage. This weapon gains to the attack flip.

### (1) Slice & Dice (Melee)

All characters within 3 yards must succeed on a TN11 Defense duel or suffer 3 damage.

### (1) Flurry

This character may discard a card to take three 1 AP attack actions with a Close Combat weapon against a single target.

## BÊTE NOIRE

Enforcer (8), Undead

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 4	<i>Resilience</i> 0
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 6 (14)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 7 (15)
<i>Willpower</i> 5 (13)	<i>Charge</i> 8	<i>Wounds</i> 6	

**Skills:** Melee 3, Necromancy 2 $\times$ , Notice 3, Stealth 2, Toughness 2, Tracking 2

**Scent of Blood:** This character gains the **Fast** Condition when a Living character is killed within 3 yards.

**Tenebrous Aura:** Any ranged combat attacks targeting friendly characters within 3 of this character suffer .

### (1) Paired Knives (Melee)

AV: 6 (14) ===== Rg: 1 ===== Resist: **Df**  
Target suffers 2/3/4 damage. This weapon gains to the attack flip.

**Marked For Death:** After damaging, the target receives the **Dazed** Condition until Dramatic Time ends.

$\times$  **Sever:** After damaging, a Living target gains the Paralyzed Condition.

**Groin Strike:** The damage flip gains .

**Mutilate:** After damaging, the target gains the **Slow** Condition.

### (1) One With the Night (Necromancy + Tenacity)

This character heals all damage, removes all **conditions**, and is removed from reality. She returns to reality in the same space after 1 minute. Before this character is killed or knocked unconscious, she may immediately take this action.

### (1) Flurry

The character may discard a card to make three 1 AP strikes with a melee weapon against a single target.