



WORKED TO DEATH

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: GHIP LIMEBURNER

PROLOGUE: EMPTY GRAVES

As the Fated are traveling in the Northern Hills, their journeys take them to the Contract Town of Colmstock, which is built at the foot of a large crag. The reasons for the Fated traveling to Colmstock don't especially matter to this adventure: they might be seeking work, following the trail of someone of interest to them, or just looking for someplace to rest on their way to another destination.

Instead of a sleepy mining town, however, the Fated find a site of horrors. As they approach the outskirts of Colmstock, read the following text:

At a distance, you can see a cluster of black specks nestled among the rocky hills. As you draw closer, the dark specks grow more discernable, first as vague shapes dotting the dull landscape, then as the distinct silhouettes of buildings. When you're almost upon the town, though, you can make out a second, more troubled group of smaller specks: a ring of hastily fashioned grave markers that encircle the town. Standing tall amongst the markers is a sign that reads "Colmstock, pop. 112," but a sinking feeling in your gut tells you that the sign is woefully out of date.

As the Fated pass through the graveyard, if they take the time to examine the grave markers, they will find that all of the graves are recent and split into two categories: many of them have the same date of

death, about a week ago. These graves consist of just a marker and an undisturbed plot of ground, and if any are exhumed, these graves are empty.

The other graves are also recent, with death dates occurring within the past week. Unlike the other grave markers, these ones are accompanied by the unmistakable mounds of earth that indicate a buried body.

SCENE 1: GHOST TOWN

Passing into Colmstock, the Fated find a veritable ghost town. Hardly anything moves save for the scurrying of wildlife and the occasional shutter creaking on its hinges from a blowing breeze. Many of the houses bear evidence of a struggle – broken windows and shattered doors – but the damage is not so severe as to suggest a wholesale invasion of the town. No buildings are burned down or collapsed, and there are no signs of defacement or looting. It's more as if a profusion of small but violent struggles was carried out individually at each address.

After the Fated have had a chance to look around a bit, they can make TN 8 Notice Challenges. Those who succeed catch a glimpse of sudden movement in one of the windows of the boarded up saloon. With a Margin of Success, the character is able to make out a frightened face peering down at them before it disappears.



THE SALOON

As the Fated approach the saloon, a man's voice calls out to them from inside. Read the following text:

"Please, strangers! Don't harm us. We're simple folk with nothing of value. We have recently been set upon by great hardship, so please find it in your heart to have mercy."

The entrance of the saloon has been barricaded behind an overturned table that has been nailed in place. Breaking it down isn't too difficult, only requiring a TN 8 Athletics Challenge, but if the Fated claim to be friendly or helpful, the townsfolk will pull out the nails and allow them to enter the saloon. The interior of the saloon is filled with broken furniture and terrified townsfolk.

If the Fated ask what happened to town, Sheriff Dixon, the man who spoke to them through the door, will explain the situation. Read the following text:

Sheriff Dixon is not an especially tall man, but between his stocky build and the way he carries himself, he seems to fill the room. His terrified expression looks foreign to his face, and it makes you uneasy to be around him. "I've never seen anything like this unholy catastrophe," he explains. "About a week and a half ago, life was carrying on as normal, when late in the afternoon there was a great commotion down at the mine. One of the workers ran back to town, hollerin' about a tunnel collapse and that all hands were needed to free the trapped miners."

"Course, we all dropped what we was doing and ran to help. It was nearly two days of back-breaking, brow-sweating work, with hardly a sign from those trapped. Most of us feared the worst, but we persevered in the faint hope we could save 'em." He sighs. "Finally hit an air pocket and heard some groans, figured the miners must be weak from two days of no food or water. Poor Albert was the first one to slip through the narrow passage we'd opened. His screams will haunt me to the day I die."

At this point, Sheriff Dixon asks one of the townsfolk to get him a drink, then, upon remembering his manners, he asks the Fated if they would like one as well. Once he's thrown two glasses of whiskey down his throat, he continues his story.

"Those miners, I don't know what infernal conjuring got to 'em. Might have been the Soulstones or just something in the ground itself went bad. Either way, they came shambling out of that hole, all crooked-like, grabbin' at folks. The way they moved just wasn't natural. Just wasn't right."

Sheriff Dixon shakes his head. "The miners didn't chase us out of the mine, and we were grateful for it. They just stayed underground, doing god-knows-what, but that night – and every night since – they come out like ants from a nest, lookin' to kill. They tear down doors and smash windows, and anyone they find they either kill or drag, kickin' and screamin', down into the mine."

If the Fated seem capable of handling themselves, Sheriff Dixon asks them to help Colmstock. There are explosives in the mine that they might be able to use to collapse the shaft, but even if they had the explosives, they're still worried about the trapped miners; they haven't seen some of the missing workers among the ranks of the dead, and if there's even a chance that they are still alive, Dixon doesn't feel right about condemning them to death.

If the Fated can enter the mine, find the dynamite, and learn the fate of the trapped miners, then the survivors of Colmstock can do what must be done and get on with their lives.

There are only three other people in the saloon with Sheriff Dixon.

Maria Ansell: This middle-aged woman is the wife of one of the initially trapped miners. She's sitting by herself in the corner, and although she is not crying, her eyes are red and sunken. She rocks back and forth ever so slightly in her chair, her arms wrapped low around herself for comfort more than anything.



If the Fated speak with her, read the following text:

Marie's voice is soft, and it cracks as she speaks. "I cried myself to sleep every night while they were trying to rescue those trapped miners. My husband was one of them, and I was certain I'd never see him again. I was wrong, but it was so much worse when I did. He was all bent and broken, and his face was different, as if it had been crushed. He came at me, slow and stumbling, but his arms stretched out as if to embrace me. I panicked and shot him with the rifle he used to go hunting with. I didn't wait around to see what it did to him, I just... I just ran to the neighbors. Since then, it's been a constant flight from one house to the next, and now... now we're in the saloon. I suppose this is where we'll die..."

Henry Haiscott: Henry is a haggard man in his forties, wearing an outfit of heavy burlap and denim. Though he cradles a beer in his hand, his gaze remains absent-mindedly aimed at his reflection on the back wall. He wasn't on duty when the mine collapsed, and survivor's guilt is eating him up inside.

If the Fated speak with him, read the following text:

"Some of them folk were my closest buddies. Like brothers, we were. I was out on the front lines hauling boulders to get them boys outta there, and I was one of the first to see what happened to 'em. Second maybe only to Albert. Poor man probably didn't get a good look at 'em until it was too late. Men I knew as well as any came of that hellhole pale as ash, their limbs all wonky."

Henry takes a moment to take a long drink from his beer. "First one I encountered was Mitch. He grabbed my wrist, not the same-side one, but reaching across, like he wanted to shake my hand. Then he tried to pull me into a hug. It was all I could do to shove him off and make a break for it. Somewhere along the way, I dropped the pickaxe I'd been using, but it's just as well. If I'd been pressed to use it, I don't think I coulda driven that axe through my buddy's head, undead or not."

If the Fated ask Henry about the mines, he explains that it's built on top of – or below, depending upon your perspective – a mining system that dates back to the days of the first Breach. Most of the upper level tunnels have been completely mined out and are somewhat unstable, but the M&SU's operations have mostly focused on the bottom level of the mine, which produces Soulstones at a good rate.

Henry can give the Fated some rough directions through the mine which lowers the TN of the Searching the Mine Ongoing Challenge by -1, but only if the Fated reach the bottom of the mine shaft and don't have to travel down a side tunnel.

Maxwell Evans: Maxwell is a timid boy of about twelve who has taken shelter under one of the tables. He peers cautiously out at the Fated from beneath both the table and a tangle of dirty-blond hair. With a TN 9 Bewitch Challenge, the Fated can coax him out of his hiding place and get him to talk about the incident.

If the Fated convince him to talk, read the following text:

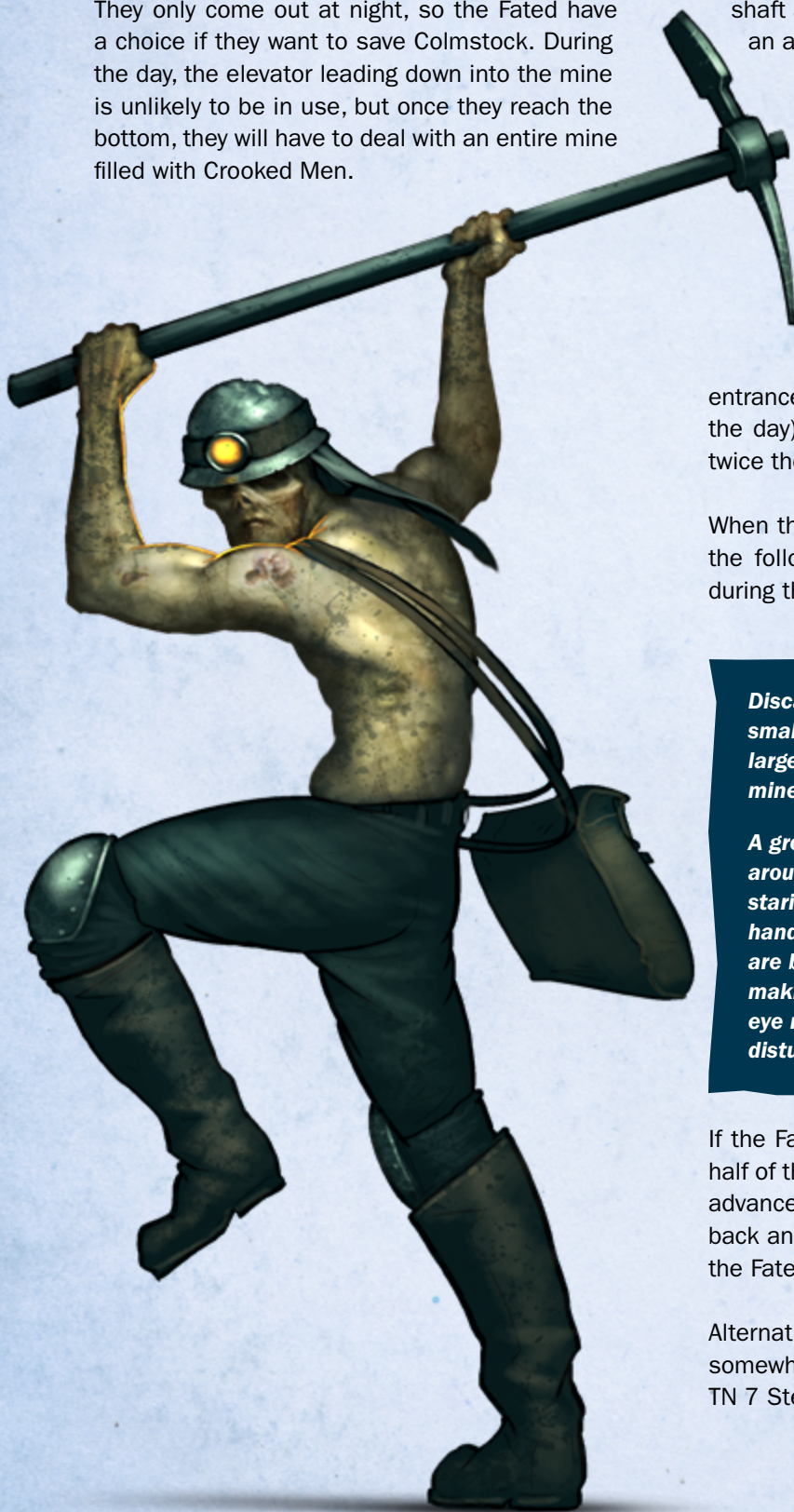
"Dad worked down in the mines." Maxwell's voice is soft and bears the unmistakable hints of lingering grief. "Mom said an accident happened and Dad wouldn't be coming home for supper. She left a lot to help carry rocks or something, cause Dad couldn't no more, I guess. Every night when she put me to bed, I could hear her crying through the walls."

He bites his lip and closes his eyes as a shudder passes through his small body. "Then when we were eating supper, there was a knock on the door. Mom answered it, and it was Dad! Or something that looked like Dad. He wrapped his arms around Mom and started biting her face. I ran upstairs and hid under my bed until Sheriff Dixon came and found me."



SCENE 2: DESCENT

In death, the miners have become Crooked Men. They only come out at night, so the Fated have a choice if they want to save Colmstock. During the day, the elevator leading down into the mine is unlikely to be in use, but once they reach the bottom, they will have to deal with an entire mine filled with Crooked Men.



If they decide to make the descent at night, there will be fewer Crooked Men in the mine, but there will be a posse of Crooked Men loitering outside the elevator shaft and individual undead roaming the streets in an attempt to return to their homes.

Roaming Crooked Men can be dealt with individually. There are a total of four of them, and their stats can be found on page 50. If the Fated allow them to move unchecked in the town, they will eventually find Colstock's survivors and kill one of them each day.

If the Fated choose to approach the mine's entrance, it is either empty and unguarded (during the day) or surrounded by a group of Crooked Men twice the size of the Fated's group (during the night).

When the Fated approach the mine's entrance, read the following text (and omit the second paragraph during the day):

Discarded tools, a great deal of rubble, and small boulders clutter the area surrounding the large, shack-like structure that serves as the mine's entrance.

A group of dead, broken men are loitering around the shack. They stand in small groups, staring down into lunch pails or chewing on handfuls of broken cigarettes. All of their limbs are broken and twisted in unnatural directions, making them almost painful to look at: your eye naturally wants to turn away from their disturbing silhouettes.

If the Fated get into a battle with the Crooked Men, half of them heft their pickaxes with their first AP and advance toward the group, while the other half hang back and use their Spread Decay actions to damage the Fated and heal their fellow undead.

Alternatively, the Fated can attempt to sneak past the somewhat oblivious Crooked Men with a successful TN 7 Stealth Challenge.



THE ELEVATOR SHAFT

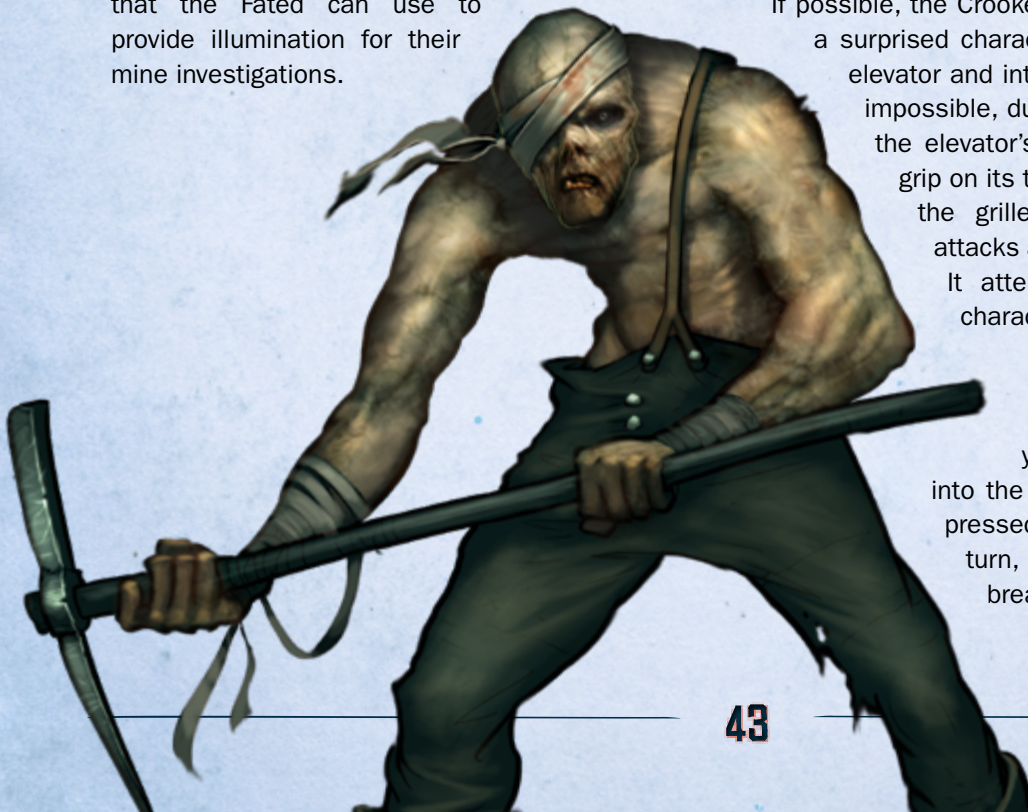
Once the Fated have entered mine's entrance, read the following text:

The interior of the shack is dominated by an elevator and the mechanical equipment intended to lower it down into the vertical shaft. It's a practical contraption, made mostly from iron beams and mesh. A lever built into the side of the machine allows the platform's movement to be controlled from the surface.

The rest of the room is dominated by mining tools and equipment, as well as a series of battered lockers. Most of them are in poor shape, and a few have burst open, spilling dirty clothes out onto the cluttered floor.

If it is day, the elevator is at the bottom of the mine and must be returned to the surface via the control lever on the winch. If it is night, then the elevator is already at the surface. The entire machine can be rendered inoperable with a TN 9 Engineering Challenge.

At a glance, the Fated can see that the elevator's car is surrounded by mesh, and operation is controlled by two simple levers: the one that controls ascending, descending, and stopping, and the smaller lever that is labeled "emergency brake." There are plenty of lanterns and fuel in the entrance that the Fated can use to provide illumination for their mine investigations.



As the Fated begin to descend in the elevator, read the following text, adjusting as appropriate if they failed to bring a light source:

With only a little effort, you're able to jerk the heavy control lever into the "down" direction. Above you, you hear the winch's engine come to life, and your view of the world slips out of sight as you descend into the mine. Depth markers have been painted onto the sides of the mine's walls, and you mark them as you pass: 50 feet, 100 feet, 150 feet. Every so often, you catch glimpses of side tunnels that snake off into the rocky earth. Wooden signs mark these passages as closed, but some of them have been toppled over or broken in half.

Somewhere around 300 feet, as you pass one of these tunnels, a crooked figure lurches out of the shadows toward you! It shoves its broken arms through the grille door of the elevator, its jagged fingers – some bent backwards against their natural joints – clawing at the air in an attempt to reach you.

With this attack by a Crooked Man, the scene shifts into Dramatic Time. The characters inside the elevator can each attempt TN 7 Notice Challenges. Anyone who fails is surprised and is considered to be **Slow** on the first round of combat. Because of limited space, characters cannot use Heavy Melee or Heavy Guns weapons in the elevator.

If possible, the Crooked Man attempts to grab onto a surprised character and pull them out of the elevator and into the tunnel. This is generally impossible, due to the size of the grilles on the elevator's doors, but it can still get a grip on its target's arm and pull it through the grille. Treat the Crooked Man's attacks as if they have an AV of 5 (10). It attempts to grab any surprised characters before any other targets. This attack deals 0/1/2 damage, but more importantly, the Crooked Man yanks the character's arm into the tunnel, leaving their shoulder pressed up against the grille. On their turn, the character can attempt to break free with a TN 11 Athletics



Challenge. With a success, the character is able to yank their arm back into the elevator as the Crooked Man scrambles to grab it again.

At the end of the round, if the Fated have not destroyed the Crooked Man or stopped the elevator's descent, someone's arm gets caught and breaks the elevator. If the Crooked Man did not succeed in grabbing someone, then read the following text:

As the elevator continues its descent, the miner's arms become increasingly pinched between the top of the elevator and the bottom of the tunnel from which he stands. As the two planes grow level with each other, the zombie is dragged to his knees, then prone, and finally, with a sickening crunch, his arms twist in even more grotesque directions than they were already.

Refusing to give way, the twitching limbs prevent the car from moving any further, and the elevator can be heard groaning against the obstruction. Out of nowhere, a coiling ping echoes through the elevator shaft, followed by another, then another. You have only a moment to register that the cable supporting the elevator car has snapped before the zombie's arms are severed from its body and the car plunges downward into the darkness.



If the Crooked Man is holding someone's arm at the end of the round, read the following text:

As the elevator continues its descent, [CHARACTER]'s arm becomes increasingly pinched between the top of the elevator and the bottom of the tunnel. As the two planes grow level with each other, [CHARACTER] is forced onto [HIS/HER] tiptoes until finally, with a sickening crunch, [HIS/HER] arm twists in a grotesque direction as it's caught between the elevator and the tunnel.

Refusing to give way, [CHARACTER]'s arm prevents the car from moving any further, and the elevator can be heard groaning against the obstruction. Out of nowhere, a coiling ping echoes through the elevator shaft, followed by another, then another. You have only a moment to register that the cable supporting the elevator car has snapped before [CHARACTER]'s arm is severed from [HIS/HER] body and the car plunges downward into the darkness.

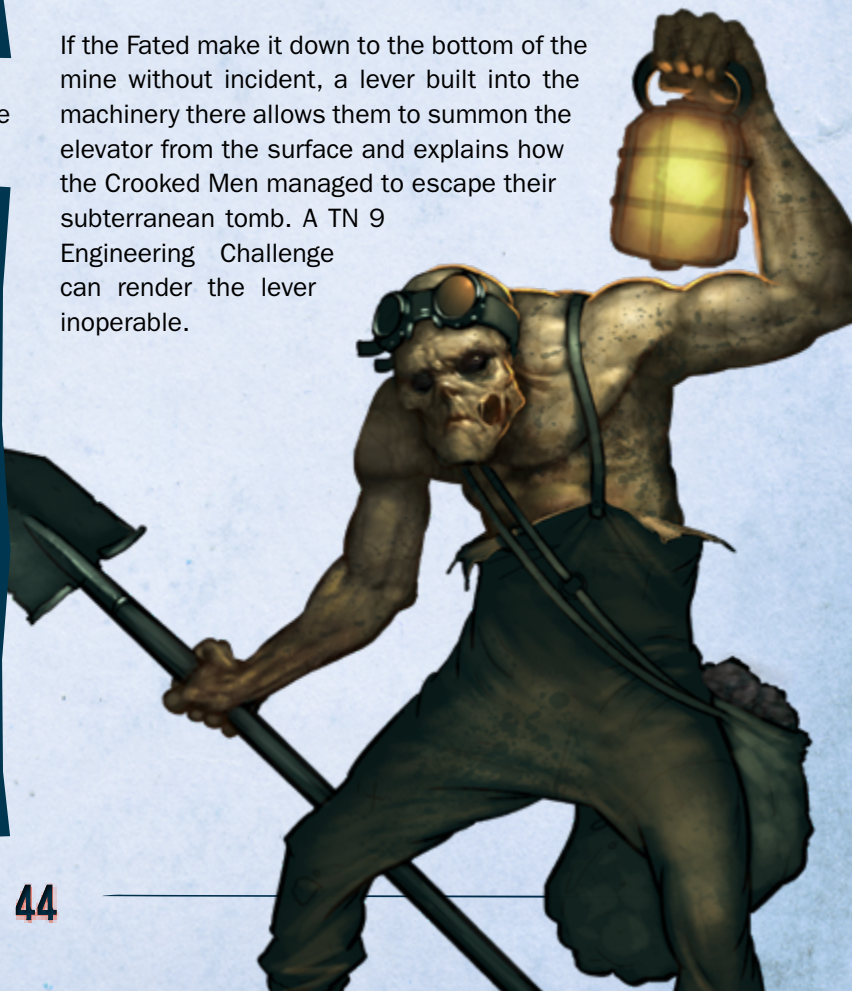
If the character who lost their arm was Undead or a Construct, its absence will be an inconvenience. For Living characters, it is a life-threatening wound. The character suffers an Amputated Critical Effect for the limb in question.

FREEFALL

With the elevator in freefall, the characters must act quickly. If they pull the emergency brake, the elevator comes to a sudden, screeching halt and everyone inside the car suffers 1/2/3 damage as they slam into the ceiling and then the floor in rapid succession. This damage is increased by +1 for each large, dangerous object in the elevator (such as an unsheathed greatsword or an opened crate of dangerous chemicals). If any of the characters are carrying a lantern, they must flip a card from the top of the Fate Deck: if it is a  or , the lantern breaks from the stop and covers everyone inside the car in flaming oil, giving them **Burning +1**.

If the Fated don't think to pull the emergency brake, the elevator comes to a similarly sudden stop at the bottom of the elevator shaft. Everyone inside the elevator suffers 10/12/14 damage, adjusted for dangerous objects and broken lanterns as described above.

If the Fated make it down to the bottom of the mine without incident, a lever built into the machinery there allows them to summon the elevator from the surface and explains how the Crooked Men managed to escape their subterranean tomb. A TN 9 Engineering Challenge can render the lever inoperable.





SCENE 3: HEIGH-HO, HEIGH HO

Once the Fated have finished their ordeal with the elevator – regardless of whether it crashed, ground to a sudden halt, or came to a completely normal stop at the bottom of the mine – they can navigate their way through the maze of passageways in search of kidnapped townsfolk (and the surface). The mine is dark, and if the Fated do not have a light source (most likely as a result of the elevator’s sudden stop), then navigation will be difficult.

Searching the mine is handled with an Ongoing Challenge.

SEARCHING THE MINE

- **Skills Allowed:** Engineering, Track, Wilderness
- **Target Number:** 9
- **Duration:** 15 minutes
- **Success Requirement:** 10
- **Failure Requirement:** 2

During this Ongoing Challenge, the Fated can use Wilderness to navigate the tunnels of the mine, Track to follow footprints to find and avoid high-traffic areas, and Engineering to get a general sense of the mine’s layout and extrapolate from there. Any characters that have mining backgrounds reduce the TN of this Ongoing Challenge by -1.

If the characters do not have an ample source of light, they suffer \square to all Challenges they make as part of this Ongoing Challenge.

If the Fated crashed the elevator against the bottom of the mine shaft, the sudden noise has already alerted the Crooked Men to their presence. The Failure Requirement of this Ongoing Challenge is reduced to 1.

If the Fated hit the elevator’s emergency brakes, then they will have to take a closed side tunnel and try to follow it down to the main tunnel. This increases the TN of this Ongoing Challenge by +2.

If the Fated succeed on this Ongoing Challenge, they discover the trapped miners that survived the cave-in. See the “Buried Alive” section on page 48 for more information. If the Fated suffer a catastrophic failure, they walk right into a patrol of Crooked Men in the middle of an unstable section of tunnel. See the “Crooked End” section on page 48 for more information.

At the end of each Duration, the Fated encounter one of the following events (in no specific order beyond the Blockage event, which should always be encountered first if the Fated found their way to the bottom of the mine):

- **Blockage:** From the elevator, the tunnel stretches down a wide, winding path that has collapsed in on itself. The tunnel is choked with heavy rocks and splintered support beams, and dust trickles down from the ceiling with alarming frequency. A small path has been cleared from beneath the rubble, but there’s barely enough room for a single person to pass through.

The Fated can attempt to squeeze through the opening with Acrobatics Challenges (TN 6 + twice the character’s Height + their Armor value). On a success, the character manages to shimmy their way through the opening without difficulty. A character also makes it through on a failure, but she suffers 1 damage from shifting rocks, and the TN of any subsequent characters trying to fit through the space permanently increases by +1.

If a character generates a Margin of Failure on this Challenge, she knocks some load-bearing rocks out of place and triggers a cave-in. See the “Cave-in” callout box on page 46.



- **The Foreman:** The Fated come across the central area of the current mine. Read the following text:

As you follow the tunnel, it opens up onto a narrow ledge about ten feet up the wall of an expansive cavern. Judging from the tangled system of cart rails, heavy machinery, and shuffling zombies, you must be in the main staging ground for the mine's operation. The undead miners aren't just shuffling about, however; they're engaged in the jobs they must have carried out in life. They push carts, haul rocks, and even sift through piles of gravel with glazed eyes, all in a vain attempt at finding Soulstones.

At the center of the chamber, an undead woman stands at an open-air desk stacked with papers. Even at this distance, and especially in present company, she exudes a singularly imposing air. A Guild uniform suggests that she must be the foreman, and even in death, her employees periodically approach her, to which she responds with actual words and gestures. Though just as deformed as her peers, there is an unsettling self-awareness to how she carries herself.

The Fated have stumbled across a rare occurrence of large-scale discipline extending naturally into undeath. What's more shocking is that the foreman still possesses the intellect to direct her workers in order to keep operations running.

The Crooked Men are generally not that astute, so TN 7 Stealth Challenges (with a \square penalty, if they have a light source) allow them to sneak past the undead miners. If the Fated are present in the morning or evening, they might even witness a shift change. The foreman consults her pocket watch and moves to a steam whistle that is mounted on the wall. She pulls it, signaling the Crooked Men to either set their pickaxes down and head to the surface (if it is evening) or to come back and get back to work (if it is morning). Such is the Crooked Men's connection to the whistle that they can "hear" it being pulled even if they're on the surface.

If the Fated decide to attack (or if they are spotted), they will have to deal with the Foreman and either two Crooked Men per Fated (if it is night and the Crooked Men are "off duty") or the Foreman and

four Crooked Men per Fated (if it is day and the Crooked Men are "on duty"). The Crooked Men use the Assist and Focus actions to increase their odds of striking characters that prove to be resistant to their initial attacks.

Stats for the Foreman and the Crooked Men can be found on pages 51 and 50, respectively.

There are a total of 12 raw Soulstones of varying Lade gathered up in the various carts and sifting plates of the area. To find them, the Fated will have to search the room, which requires a TN 12 Notice Challenge. Each success or margin of success allows a character to discover one of the Soulstones. The exact Lade of these Soulstones is up to the Fatemaster to decide, though none should have a Lade higher than 2.

If the Fated investigate the foreman's desk, they can find her log book. It contains daily entries of the mine's activities, including quotes met, any notable occurrences, personal reflections, and rough sketches and diagrams of the mine's tunnels. Possession of the journal (and enough light to read it) grants characters a \blacklozenge on their Challenges made as part of the Searching the Mine Ongoing Challenge.

CAVE-IN

In the event of a cave-in, every character in the area must succeed on a TN 14 Evade Challenge or suffer 3/4/5 damage and become **Prone**. Regardless of success or failure, every character present also gains the following Condition: "Claustrophobia +1: This character suffers -1 to her final duel totals. For every 10 minutes a character spends on the surface under the sky (not indoors), reduce the value of this Condition by 1."

Each Cave-In alters the layout of the tunnels and increases the Success Requirement of the Searching the Mine Ongoing Challenge by +1.



The most relevant parts of the journal read as follows (with days measured from the date of the mine's collapse for Fatemaster ease):

Day -1

"Sent a survey team down Tunnel 4-R to look into the possible vein Arnie reported last week. Soulstone present, but difficult to get a good measurement of how much, so requested an exploratory assay."

Day 0

"Vein was unstable. Tunnel collapsed, triggered rolling cave-ins throughout the entire complex.

Split the survivors into three groups: one to stabilize the tunnels as best we can to prevent further collapse, one to work on freeing the trapped assay expedition, and one to excavate the passage back to the elevator. Unsure if elevator shaft is still intact, but must keep up morale."

Day 1

"Rescue effort at east end of 4-R continues. Attempts to establish contact with assay team unsuccessful, but we opened small hole into an air pocket and could hear groans. They're perhaps gravely injured but alive. Workers excavating elevator tunnel have reported muffled voices on other side of the rock. Very hopeful!"

Day 2

"Disaster. All lost. The assay team died in the collapse. Stones must have brought them back.

Should anyone read this account, know that Melinda Tilbock died at her post, ever faithful to her workers and the Guild."

Day 3

"It's the Soulstone. As I bled out, my eye was caught by the small Soulstone I had sitting on my desk. Entranced by the way it glittered in the dim light, I held it close to my face as I passed. But I did not pass. New life flowed into me. I remember my duty. The Guild will have its Soulstones."

Day 4+

Further entries in the journal are largely preoccupied with administrative matters and an obsession with acquiring more Soulstones. As the entries go on, the desire for Soulstones seems to transcend survival and develops into a need to acquire more for the Guild. She makes frequent notes about ordering her miners to block off some tunnels and open others, without any discernable rhyme or reason as to why.

- **Weakened Tunnel:** The tunnel ends in a wall of stone that rises up ten yards before continuing onward. There are small holes in the stone where a steel ladder was once attached, but it has been ripped away and is nowhere in sight. The Fated can climb the wall with TN 10 Athletics Challenges; each success allows a character to move a number of yards equal to half her Walk Aspect, plus one yard per Margin of Success. If a character fails this check, she does not move, but if she generates a Margin of Failure, she falls to the ground from her current position and suffers falling damage (if she falls at least 3 yards, she becomes **Prone** and suffers 2/4/6 damage, +1 damage for each 2 yards fallen above 3, rounded down).

- **Mecha-Zombie:** As the Fated are exploring the tunnel, they encounter a Crooked Man in a pneumatic exoskeleton. This man had donned the exoskeleton to assist with the assay expedition, and in death, he continues to use it to fulfill his foreman's orders.

Read the following text:

A metallic whining sound accompanies heavy footsteps that move down the tunnel. A bright, electric light flashes over the walls of the mine, heralding the approach of a dead man that has been strapped into a battered steel exoskeleton. The zombie's crushed hands have been mangled inside the machine's framework, but somehow it continues to control the machine, which is stomping toward you with damnable certainty.


The tunnel does not offer the Fated many places to hide, and it is very unstable. The Fated can attempt TN 7 Stealth Challenges to hide from the Exo-Miner, but they suffer a \square due to the spotlight on the exoskeleton. If they are noticed, the Exo-Miner charges toward them at full speed.

During any sort of fighting in this tunnel, whenever a character misses with an attack, flip for damage without applying any positive or negative modifiers. If the attack deals 4+ damage, it strikes a weakened part of the cavern and provides 1 Activation Requirement (+1 if the attack also generated at least one \bullet). If 4



or more Activation Requirements are generated during this fight, a cave-in occurs at the end of the current character's turn. See the "Cave-In" callout box on page 46 for more details.

Stats for the Exo-Miner can be found on page 51. The exoskeleton is too battered to be of any sort of use without some significant repairs; the Crooked Man wearing it is only able to use it because when the exoskeleton was damaged, its arms and legs snapped inside of it. Just getting the Crooked Man's broken limbs out of the machine is an accomplishment.

- **Soulstone Cache:** The Fated can attempt TN 12 Notice Challenges (with a  penalty if they don't have a source of light). On a success, the characters find a small vein of Soulstones running along the wall. A TN 8 Athletics Challenge allows a character to unearth one Lade 1 Soulstone, plus an additional Soulstone for every Margin of Success.

BURIED ALIVE

If the Fated succeed at the Ongoing Challenge, they come across the surviving miners. Read the following text:

You turn a blind corner and bump into a trio of figures in mining coveralls. Their faces are smudged with soot, their backs bowed in fatigue, and nearly all of them draw labored breaths from beneath their hard hats. A rail-thin woman in the rear of the group is carrying a heavy crate marked "T.N.T."

If the Fated have any knee-jerk reactions to the group, they should be permitted to take them now. If they manage not to open fire on the miners, the leader of the group peers at them with surprise, wide eyes before reaching toward them with an open hand. "I suppose you folks are the rescue party?" he asks.

The miners can recount their story to the Fated. They were tasked with trying to shore up the tunnels supports after the initial collapse. They're not entirely sure what happened after that; they heard that one of the other teams had located some survivors from the assay team, but then there were undead running through the tunnels, collapsing them on the living and attacking the townsfolk that had tried to rescue them.

The miners have been lying low in the side passages of the tunnel ever since and are dehydrated and very hungry. They grabbed the dynamite in the hopes of collapsing the tunnel to seal it off, but as of yet, they have been unable to go through with the plan, as it will mean their deaths as well.

Once the Fated have the miners and the dynamite under their care, they can attempt to escape the mine. See "Scene 4: Skedaddle" (pg. 49) for more details.

CROOKED END

If the Fated suffer a catastrophic failure, they wander down a tunnel that runs beneath a raised ridge containing a surprisingly alert Crooked Man. Read the following text:

The tunnel ahead narrows until you're unable to walk down it more than one person at a time. You're a dozen feet down the tunnel when you see movement up ahead: a trio of figures in dirty, sweaty overalls and hard hats. A rail-thin woman in the rear of the group is carrying a heavy crate labeled "T.N.T."

The man in the lead stares at you with wide eyes before he breaks out into a grin. "Are you the rescue party?"

Whatever response you might have given him is cut off by a low moan that echoes down from overhead. Looking up, you see a crushed face staring down at you from an upper ledge. With a gurgling groan, the undead miner raises her pickaxe and brings it down into the ledge beneath her, shattering the rock and sending an avalanche of stone tumbling down toward you and the surprised miners at the other end of the tunnel.

The falling rock triggers a cave-in. See the Cave-In section on page 46. The Crooked Man that caused the collapse remains 30 feet above the Fated on the ledge and uses her Spread Decay action to attack the characters below.

Worse yet, the collapse has the unintended side effect of crushing the trapped miners – and their dynamite – beneath a few tons of rock. If the Fated are willing to spend some time excavating the heap of stone, every hour they spend allows them to make



a TN 12 Athletics Challenge. On a success, the Fated unearth a random miner... who has become a Crooked Man in death. The dynamite is still intact and is still in the clutches of the female miner.

SCENE 4: SKEDADDLE

Once the Fated are ready to leave the mine, they have two ways out. If the elevator is still intact, they can return to the vertical shaft (encountering the Blockage event again) and use the elevator to escape to the surface. If they have the dynamite, a TN 10 Explosives Challenge allows them to set the fuse in such a way that they can easily escape the mine before the explosion destroys it.

On a failure, the dynamite sputters out and fails to ignite. If the Fated achieve a Margin of Failure on this Challenge, however, the explosives detonate prematurely and bring the entire mine down on the Fated's heads... which is not great for their long term survival. Each character still in the mine suffers 4/6/8 damage ignoring Armor from the explosion, followed by 12/14/16 damage from the mine's collapse.

Characters who survive the explosion and subsequent collapse of the mine can still be dug out of the debris by their friends on the surface. Each day, the characters on the surface can attempt TN 13 Athletics Challenges. On a success, one trapped character is freed. On a failure, every trapped character suffers 2 damage, plus two damage per Margin of Failure as the rocks shift above them.

If the elevator is ruined, then they will have to climb the broken elevator cords and scaffolding to escape... which is difficult, to say the least.

Each character attempting to climb out of the mine shaft must attempt TN 10 Acrobatics or Athletics Challenges. It takes ten successes for a character to make it to the top of the shaft. If the elevator's emergency brake was thrown, then it is stuck halfway up the vertical shaft and the Fated can start climbing from there: they only need six successes to escape the mine shaft.

Upon succeeding at this Ongoing Challenge, the character reaches the mine's entrance on the surface.

If a character suffers a catastrophic failure on this Ongoing Challenge, they slip and fall... with catastrophic results. If the character is tied to one or more other characters via a rope, one of those characters must attempt an Athletics Challenge (TN 9 + twice the character's Height – their own Height) to catch the falling character. On a success, the falling character is caught and can resume their climb. On a failure, that catching character also falls, and another character tied to the rope must attempt to catch them. Each falling character beyond the first increases the TN of this Athletics Challenge by +2.

Characters that fall from the mine shaft suffer 5/7/9 damage, +2 damage per completed Acrobatics or Athletics Challenge.

If the characters have to climb out of the shaft, there is no way to properly set up the dynamite that does not also bring down the mine upon them as described above. If a character chooses to remain at the bottom of the mine shaft, though, they could always sacrifice themselves to set up the explosives and wait for everyone else to get clear. Talking any of the trapped miners into doing this requires a TN 13 Convince Challenge.

CONCLUSION

Once the Fated have stepped out from the mouth of the mine and back into the blazing sun, they will have a number of moral dilemmas in front of them. The first task is likely to return to the survivors huddled in the saloon and inform them of the state of affairs.

If the Fated failed to seal the mine, then they have no choice but to tell the townsfolk that the mines are overrun and that they must evacuate. Though reluctant, they will pack their most essential belongings onto a wagon and travel to Ridley (after asking the Fated for an escort). If any of the rescued miners survived the trip, there are thankful hugs all around and many words of appreciation to the Fated.



The M&SU will eventually send in a crew to survey the mine and try to determine if it is salvageable. If it wasn't dynamited and the Foreman was killed, normal mine operations eventually resume. If the mine is intact but the Foreman survived, then the situation grinds down to a standoff between the Union and the undead miners.

Of course, if the mine was dynamited, the Union just writes Colmstock off as a lost cause and turns their attention elsewhere. Periodic prospectors will lay claim to the town in an attempt to excavate the remains, which could make for an interesting future adventure, especially if those prospectors hire the Fated to help them clear it out.



CROOKED MAN

Minion (5), Undead, Tormented

<i>Might</i> 3	<i>Grace</i> -1	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 0	<i>Tenacity</i> 3
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 5 (10)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Athletics 3, Evade 2, Melee 3, Necromancy 3✕, Notice 2, Toughness 2.

Bulletproof +2: Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1.

Crooked: Ranged Combat attacks targeting this character suffer \square .

Last Breath: When this model would be knocked unconscious or killed, it may discard a card to immediately take a (1) AP Action before falling unconscious or dying.

(1) Mining Pick (Melee)

AV: 5 (10) ===== Rg: \lll 2 ===== Resist: **Df**
Target suffers 2/3/5 damage.

\clubsuit **Crushing Strike:** When damaging, the damage flip gains \clubsuit for each \clubsuit in the final duel total.

✕ **Suffocate:** After damaging, the target gains the **Suffocating** Condition until this character is killed.

(1) Spread Decay (Necromancy/Tenacity)

AV: 6✕ (11✕) == TN: 11✕ == Rg: \lll 10 == Resist: **Wp**
Target suffers 1/2 \clubsuit /3 \clubsuit damage. Undead characters affected by this attack instead heal 2 damage.

✕ **Epidemic:** After succeeding, all characters damaged by this attack gain the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

(2) Shafted (Athletics)

The ground in a five yard long cone, five yards wide at the end, cracks open to reveal a pit (or the level below, as appropriate). Characters standing in the affected area must succeed at TN 11 Evade duels to leap aside and move outside the area. On a failure, the character falls into the pit, suffers 2/3/5 falling damage, and becomes **Prone**. Characters may climb out of the pit with 2 AP and a TN 11 Athletics Challenge.



EXO-MINER

Enforcer (7), Construct, Undead, Tormented

<i>Might</i> 4	<i>Grace</i> -1	<i>Speed</i> 0	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 0	<i>Tenacity</i> 3
<i>Defense</i> 3 (10)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> 2 (9)
<i>Willpower</i> 5 (12)	<i>Charge</i> 4	<i>Wounds</i> 7	

Skills: Athletics 3, Engineering 2, Evade 2, Melee 3, Notice 2, Pneumatic 2, Toughness 2.

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

Bulletproof +2: Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1.

Last Breath: When this model would be knocked unconscious or killed, it may discard a card to immediately take a (1) AP Action before falling unconscious or dying.

(1) Pneumatic Claw (Pneumatic)

AV: 6 (13) ===== Rg: \mathcal{M} 3 ===== Resist: **Df**
Target suffers 2/3/4 damage.

\mathcal{P} *Squeeze Tight:* When damaging, the damage flip gains \mathcal{A} .

\mathcal{W} *Knockback:* After damaging, push the target up to 5 yards in any direction.

(2) Oversized Pneumatic Drill (Pneumatic)

AV: 6 (14) ===== Rg: \mathcal{M} 2 ===== Resist: **Df**
Target suffers 4/5/7 damage. This weapon ignores Armor.

(0) Vent Steam (Athletics)

Until the start of this character's next turn, the area within \mathcal{M} 4 of this character is considered to be Ht 5 soft cover.

THE FOREMAN

Enforcer (7), Undead, Tormented

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 0	<i>Cunning</i> 0	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (10)
<i>Willpower</i> 5 (12)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Athletics 1, Evade 2, Leadership 2, Pugilism 1, Necromancy 3 \mathcal{X} , Notice 2, Pistol 3, Toughness 2.

Bulletproof +2: Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1.

Crooked: Ranged Combat attacks targeting this character suffer \mathcal{B} .

(1) Broken Hand (Pugilism)

AV: 2 (9) ===== Rg: \mathcal{M} 2 ===== Resist: **Df**
Target suffers 1/2/3 damage.

(1) Peacebringer (Pistol)

AV: 5 (12) ===== Rg: \mathcal{R} 10 ===== Resist: **Df**
Target suffers 2/3/5 damage. Capacity 6, Reload 1. This weapon gives its wielder \mathcal{A} to Intimidate Challenges.

\mathcal{P} *Unload:* When damaging, if you have two or more bullets remaining in your weapon, deal +2 damage to the target. Your weapon is now empty.

(1) Spread Decay (Necromancy/Tenacity)

AV: 6 \mathcal{X} (13 \mathcal{X}) == TN: 11 \mathcal{X} == Rg: \mathcal{R} 10 == Resist: **Wp**
Target suffers 1/2 \mathcal{A} /3 \mathcal{A} damage. Undead characters affected by this attack instead heal 2 damage.

\mathcal{X} *Epidemic:* After succeeding, all characters damaged by this attack gain the **Poison +1** Condition a number of times equal to the number of \mathcal{X} in the final duel total.

(0) Foreman of the Dead (Leadership)

Target friendly Crooked Man within 10 yards immediately performs a (1) Action.