

Wyrd

D Penny Dreadful

ONE SHOT

THROUGH THE BREACH

THE
HAND
THAT FEEDS



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Thanks to everyone that played the adventure at GenCon
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INTRODUCTION

To the east of Malifaux City is the Bayou, a large stretch of dismal swamps, dreary marshlands, and sucking bogs. The Bayou is home to the Gremlins, a race of short, drunken, belligerent creatures with far more guns and booze than common sense. Because they tend to be smaller (and often times, less intelligent) than the many predators that call the swamps their homes, Gremlins tend to gather in small shantytowns for mutual protection.

Each Gremlin village is led by a boss, which is typically a Gremlin of large size and foul temperament. The only real qualification for being a Gremlin boss is the ability to get the other members of the village to follow their orders. Most bosses tend to be male, simply because female Gremlins spend most of their lives caring for (or neglecting) their many different children.

In this adventure, the Fated are called upon to undertake a great journey to recover the missing hand and favorite gun of their boss, both of which disappeared down the gullet of a giant, albino alligator. In order to find the albino alligator, they will have to consult the Swamp Witch, Zoraida. The Gremlins treat her with a great deal of fear and respect, as they know that her moods can sometimes be fickle.

Eventually, the Fated will find themselves traveling to the home of the albino alligator: the terrible ruins of Kythera. The supposedly haunted ruins are tended by the Gautraeux family, a clan of voodoo-using Gremlins who do not take too kindly to visitors. With diplomacy, quick thinking, and plenty of violence, however, the Fated may be able to outwit the Gautraeux, defeat the giant alligator, and retrieve their boss' missing hand.

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 Fated are called upon to retrieve the hand and favored pistol of Chubbs LaCroix, their Gremlin boss. Over the course of the adventure, they will have to travel through the swamp and confront voodoo Gremlins, the enigmatic Swamp Witch, and a giant albino alligator.

CHAPTER 3: FM CHARACTERS

This chapter 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 the Fatemaster to run the game.

CHAPTER 4: FATED CHARACTERS

This chapter provides the players with five pregenerated Gremlin characters that have been specifically designed to work well with this adventure. The adventure will function just fine if you decide to play through it with custom characters, though!

[illegible]

CALL OUT BOXES

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

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

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

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

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



THE HAND THAT FEEDS

PROLOGUE:

ALL HANDS ON DECK

This adventure begins when the Fated are called together by the boss of their village, Chubbs LaCroix. Read the following text:

Life in a Gremlin village is hard work, but for some reason, things have been surprisingly peaceful lately. There hasn't been anyone yelling at you to stop tormenting the young ones, nobody to smack to back of your head after you've had too much to drink, and you haven't had to do anything productive or constructive for days. It's been like an extended vacation.

When Chubbs LaCroix staggers back into the village, you suddenly realize why it's been so quiet and peaceful. You haven't seen the Gremlin boss for a few weeks, ever since he announced that he was going to "settle things" with the Skunk Ape that stole his hat. He seems to have bested the ape, on account of his stovepipe hat being back on top of his head, but somewhere along the way, he seems to have lost his right hand. It's little more than a mangled stump that ends just below the elbow, and judging from the way he's glaring at everyone, he's in a bad mood because of it.

Continued on the next column...

"Listen up!" he shouts, sending the other Gremlins of the village scampering away and leaving you alone in plain sight. "You lot," Chubbs shouts, motioning toward you with his stump arm. "Get over 'ere. Time to make yerselves useful for once."

Chubbs waits for the Fated to approach before giving them a formidable glare. Read the following text:

"Right," he mumbles as he looks you over. "Gator done bit off my arm and swallowed my favorite gun with it. Not too happy 'bout losin' either, and I want 'em both back."

The older Gremlin glowers at you each in turn. "You lot have been lazin' 'round here long enough, and now yer gonna earn yer keep. Yer gonna go out there, find the gator what done me wrong, and bring a bit of Bayou Justice to it." He makes a gesture as if he were squeezing its neck, but with only one hand, it takes a few moments to figure out just what he's doing.

"Do good an' I'll make you into lieutenants, let you boss around the other slack-jawed idiots that were too scared to get out there and find the gator." His eyes narrow as his gaze drops to your hands. "Screw it up and I'll have to find some other way to get a new hand."

SCENE 1:

THAT VOODOO

Once the Fated have agreed to help Chubbs, he goes on to tell them what he remembers of the gator that took his hand... with the slightest amount of embellishment. Read the following text:



As you agree to help him, Chubbs nods, his lip quivering as his eyes well up with fatherly pride. It's always been a bit uncertain whether or not Chubbs is actually your father, or even if he's anyone's father, but he likes to claim that you when you do something good and then immediately denounce you once you screw up.

"I knew you lot would do me proud," he sniffs, raising his stump-arm as if to wipe away his tears. "Now..." He gathers you together in a huddle, wrapping his arm and stump around the group as he lowers his voice. "This 'ere's no ordinary gator. If it was, I'd have had no problem with it."

His eyes flicker from one of you to the next. "Naw, this ere's the biggest, meanest gator these swamps ever done seen. It calls itself Bashe, and I heard it whisperin' its name on the wind as it chased me... as I chased it through the Bayou. It were as big as a house with scales as white as a ghost. Had itself three rows of teeth, too! Two of 'em I could have handled, but three? Ain't nothing that survives that."

There's a long pause before the older Gremlin straightens up. "Well, 'cept you lot, I reckon. Good luck with it!" He makes a vague notion with his stump arm toward the far end of the village, where the local Bokor - the village's shaman - lives. "Go talk to Sammy an' see if she's got some way to track the thing. She's gotta know some way to track it down. I need a drink."



If the Fated have any further questions, Chubbs will answer them as best as he's able. If not, he wanders over toward his hut and starts shouting at the Gremlins that moved into it in his absence. If they decide to tend to his bleeding arm, a TN 5 Doctor Challenge is all it takes to stop the bleeding.

If the Fated take Chubbs up on his advice and visit the village's Bokor, read the following text:



The Bokor's shack is the very definition of sinister. A palpable aura of gloom surrounds the shack, as do numerous sharpened stakes that are adorned with the heads of unfortunate Gremlins, gators, and humans on all sides. A palpable aura of gloom surrounds the shack, and you feel a shiver run down your back as you get closer, no doubt from the invisible spirits of the Bayou turning their attention toward you.

The Bokor, Sammy LaCroix, is standing on a small platform above a large cauldron, happily mixing up some noxious brew that smells like someone vomited into a cauldron of rancid swamp water. As she sees you coming, she smiles and waves happily in your direction. "Helloooooo!"

For an evil, soul-stealing practitioner of the dark arts, Sammy has always been rather upbeat and cheerful, which is why nobody in the village trusts her.



Sammy LaCroix is quite personable and friendly, but that doesn't prevent her from cursing or hexing someone who is annoying her. When the Fated arrive, she hops down from the cauldron and asks them what they need; very few Gremlins visit her when they don't need something.

If the Fated ask where to find Bashe, read the following text:

Sammy makes a low “Ooooh” sound as you mention the white gator. “I heard the boss shouting about that one. I haven’t seen any white gators ‘round these parts, but I’m sure that Mama Z is keeping an eye on it. She’s a really powerful Bokor, and she watches most everything and everyone in the swamp. If you want to know where to find the gator, she’s your best bet.”

By “Mama Z,” Sammy is referring to the Swamp Witch, Zoraida, who is something of a living boogeyman to the Gremlins of the Bayou. She’s a powerful Bokor – maybe one of the most powerful Bokor ever – and the Gremlins seem to flip between trying to appease her and trying to avoid her, depending on what sort of mood she’s in.

Sammy has a slightly better opinion of Zoraida, but that’s just because she’s been mimicking the more experienced Bokor for the better part of two years, modeling every aspect of her life after Zoraida’s own. She learned what little magic she knows by copying what she’s seen Zoraida do, and even the spells and incantations that don’t work for her at least look impressive to the other Gremlins.

If the Fated ask Sammy how to find Zoraida, she says that it’s pretty easy: all they have to do is follow the swamp’s toads all the way to her hut. According to Sammy, the Swamp Witch has ensorcelled all of the toads of the swamp to serve as her spies, and no matter where someone is in the swamp, the toads can always lead them to Zoraida’s doorstep.

If the Fated ask for any sort of help with Bashe, they can make TN 8 Bewitch Challenges to convince Sammy to help them. On a success, read the following text:

Sammy claps her hands together and bounces a bit. “I was hoping you’d ask that!”

She disappears into her tent and returns a moment later with a stuffed burlap doll that bears a passing resemblance to an alligator. It’s been crudely painted with white paint, and two large pins have been jammed into its head, right where its eyes would be.

“This should help,” she says, holding the voodoo doll out to you by one of its tiny feet. It doesn’t look like the paint has entirely dried yet. “Voodoo dolls make every problem a little bit easier.”

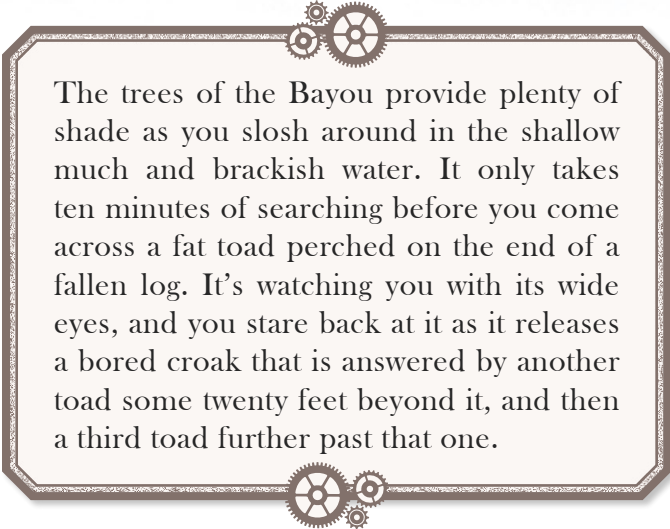
The voodoo doll won’t do very much until the Fated reach Scene 5: The Bone Mound, but once the Fated engage Bashe in combat, it will prove to be a valuable asset.



SCENE 2:

TOAD CHASE

Once the Fated are ready to find Zoraida's hut, they can head off into the swamp and start looking for toads. Read the following text:



The trees of the Bayou provide plenty of shade as you slosh around in the shallow much and brackish water. It only takes ten minutes of searching before you come across a fat toad perched on the end of a fallen log. It's watching you with its wide eyes, and you stare back at it as it releases a bored croak that is answered by another toad some twenty feet beyond it, and then a third toad further past that one.

Following the toads is handled with an Ongoing Challenge.

FOLLOW THE TOADS

- **SKILLS ALLOWED:** Navigation, Notice, Track, Wilderness
- **TARGET NUMBER:** 10
- **DURATION:** 1 hour
- **SUCCESS REQUIREMENT:** 3 per Fated
- **FAILURE REQUIREMENT:** 1 per Fated

Every character present must participate in this Ongoing Challenge.

If the Fated succeed at this Challenge, they find their way to Zoraida's Shack (and Scene 3).

If the Fated achieve a catastrophic failure, they succeed in following the toads... all the way to the Toad Graveyard. See The Toad Graveyard on page 13 for more information.

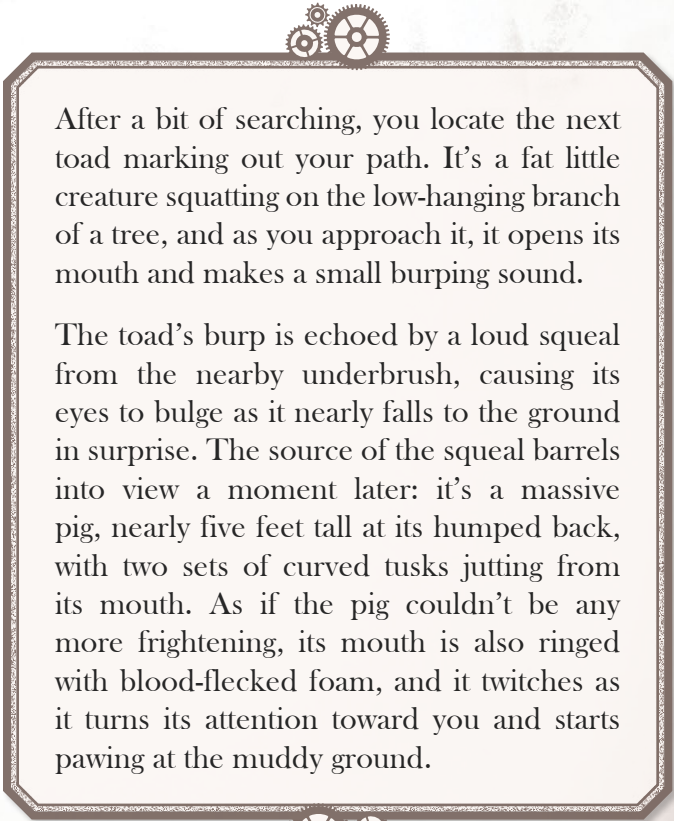
At the end of each Duration, if the Fated have not yet completed this Ongoing Challenge, then they encounter one of the following Toad Events, in whatever order the Fatemaster wishes, before the next Duration begins.

TOAD EVENTS

- Rabid Pig
- Log Bridge
- Swamp Gas
- Leeches
- Hungry Snake
- Termite Mound
- Sucking Bog
- Swamp Gas
- Drop Gators

RABID PIG

The Fated are following the path made by the toads when they hear a loud squeal from nearby. Read the following text:



After a bit of searching, you locate the next toad marking out your path. It's a fat little creature squatting on the low-hanging branch of a tree, and as you approach it, it opens its mouth and makes a small burping sound.

The toad's burp is echoed by a loud squeal from the nearby underbrush, causing its eyes to bulge as it nearly falls to the ground in surprise. The source of the squeal barrels into view a moment later: it's a massive pig, nearly five feet tall at its humped back, with two sets of curved tusks jutting from its mouth. As if the pig couldn't be any more frightening, its mouth is also ringed with blood-flecked foam, and it twitches as it turns its attention toward you and starts pawing at the muddy ground.

The Fated can attempt TN 12 Husbandry Challenges to deal with the Rabid Pig. On a success, they manage to calm the pig down long enough for them to get safely away from it. On a failure, however, the Rabid Pig squeals and charges them in anger. Its stats can be found on page 26.

LOG BRIDGE

The Fated follow the trail of toads to a long fallen log that spans a slowly moving river of brackish water some sixty feet across. Other logs float in the water below... or at least, they look like logs until they open their eyes and look up toward the Fated with patient, reptilian hunger. A line of toads sit on the log, staring at the Fated for a moment before they turn and begin hopping away down its length.

In order to cross the log, each character will have to succeed at a TN 8 Acrobatics Challenge. If a character crawls belly-style across the log, she gains a  to this Challenge but ends up looking silly. On a success, the character makes it safely across to the other side. On a failure, the character gets halfway across, loses her balance, and slips from the log and into the water. If the gators are still present, they swarm over her, biting and snapping, and inflict 3/5/7 damage to the hapless character.

The character can attempt a TN 10 Athletics Challenge to swim to safety, but on a failure, she suffers 2/3/5 damage and must continue making this attempt until she either reaches safety or is torn into pieces by the hungry gators.

Characters capable of teleportation can bypass the log if they have enough range to reach the other side. Any bonus a teleporting character would receive from teleporting only partially across the log is canceled out by the sudden shift in her balance; she must still attempt the TN 8 Acrobatics Challenge described above.

Characters can technically attempt to swim across the pool of water, but doing so requires two TN 10 Athletics Challenges. Each time a character fails one of these Challenges while the gators are present, she suffers 3/5/7 damage from the biting gators as noted above.

Alternatively, the characters can simply choose to fight the gators; there are five of them in the water, and any attacks made against them from the shore will bring them out of the water at surprising speed. Stats for the Bayou Gators can be found on page 27.

LEECHES

The Fated spot a toad sitting atop a log floating in a shallow stretch of water and another toad on the opposite shore. It's only about thirty feet across to the other side, but the water is brackish and stagnant.

It's likely that the Fated will expect some sort of combat situation to arise from this Toad Event. The Fatemaster is encouraged to let them fret about wading into the water or bypassing it without dispelling this myth, which should earn a sigh of relief from the characters when they reach the other side.

At that point, allow each character that waded through the water to make a TN 9 Notice or Wilderness Challenge. On a success, the character notices that about a dozen leeches have wormed their way beneath her clothes. After at least one character has made this revelation, the leeches on every other character can be automatically discovered without a check.

Removing the leeches isn't a problem; they're only about the size of a thumb and a bit of work can get them off without much effort. The bigger problem is the anticoagulant they inject into characters when they latch on; the wounds caused by these leeches can bleed for hours (or even days).

Every character that waded through the leech-infested water gains the following Condition for 24 hours: **"Slowly Losing Blood:** Every hour, this character suffers 1 damage. If this character receives any form of healing, this Condition may be removed in lieu of healing 2 damage."

HUNGRY SNAKE

The trail of toads that the Fated have been following ends in the mouth of a large snake. The snake is about a foot wide and a dark, muddy brown color, and there are two small bulges in its body resulting from the toads that it has swallowed. The snake is lethargic and isn't interested in fighting the Fated, and it instead starts slowly slithering away from them.

There are no signs of any other toads in the area.

While the Fated may not realize it, the snake is still leading the way toward Zoraida's Shack. Sammy told them to follow the toads, not that the toads would always be alive or safely outside of a snake's belly. If the Fated follow the snake, they soon catch sight of another toad and can carry on their search.

If the Fated let the snake crawl away or decide to blindly choose a direction in the swamp, they can continue with the Ongoing Challenge, but they automatically gain one Margin of Failure and the TNs of their Challenges during the next Duration are increased by +2.

Alternatively, if the Fated have access to the Raise Undead Magic, they can kill the snake, remove the toads from its corpse, and then animate them as undead toads. The poison-bloated creatures will croak once and then start shuffling their way forward, becoming rotting guides that get the Fated back on the path with the rest of the living toads.

Other attempts at "following the toads" – such as throwing a dead toad in one direction and then following after it – should be allowed to succeed if possible.

If the Fated are completely unable to find some way to get back to the trail of toads, they can backtrack and pick up the trail again... though doing so generates two failures on this Ongoing Challenge.

This is primarily a roleplaying encounter, so the Fated should be given a fair amount of latitude in regards to how they can approach this problem.

TERMITE MOUND

The Fated follow the toads to a series of large, bare hills of dirt, eat about fifty feet in diameter. A few toads struggle to waddle its way up the sides of the mounds, occasionally pausing to snap their jaws around a small insect.

The Fated can attempt TN 13 Wilderness Challenges to identify the hills as large termite mounds that probably won't support their weight. The hills are surrounded by thorn bushes that scratch and scrap any Fated that tries to go around it, making it an unpleasant but safe alternate path.

Any characters that cross over the top of the mounds must make an Acrobatics Challenge at TN 6 + twice the character's Height. If any of the characters is a particularly heavy machine (such as most Invested), they suffer a  to this Challenge. On a success, the character makes it safely across the mound.

On a failure, however, the character places too much of their weight on a weakened portion of the mound and falls through. The character suffers 2/3/4 damage from the fall and is dropped into the center of the mound, essentially a dark pit filled with thousands upon thousands of fat, thumb-sized termites, all of which begin to immediately crawl over the fallen character. The termites are generally harmless, though if a character spends too long in the mound, the soldier termites – which are similar to the other termites, only with larger jaws – show up and start mercilessly biting them. These bites don't inflict any actual damage, and each one isn't too painful, but the sheer quantity of biting termites can be almost maddening.

Climbing back out of the pit requires a TN 9 Athletics Challenge. If any of the other characters has a rope they can lower from above, the fallen character gains a  to this Challenge.

If the Fated attempt to work their way around the mounds, they can attempt TN 10 Navigation or Track Challenges to pick up the trail again on the far side. On a failure, the Fated still find the trail, but they also generate a failure on this Ongoing Challenge as they get turned around and lost along the way.

SUCKING BOG

The toads the Fated have been following lately have all been perched atop small rocks, and it's soon clear why... they've wandered into a sucking bog!

Each character must make a TN 8 Notice Challenge. On a success, the character senses that something is amiss and manages to avoid being drawn into the worst of the quicksand-like bog. On a failure, the character has wandered too far into the bog and is now being pulled under the surface of the water.

Once in the sucking bog, a character must attempt a TN 11 Athletics Challenge on her next turn. Characters who are not also in the bog can use the Assist Action (which can represent them tossing her a rope or snapping off a tree branch and holding it out for her to grab onto) to give the character a  on this Challenge.

On a success, the character is able to pull herself free of the sucking bog. On a failure, she gains **Suffocating +1** Condition (see page 217 of the *Fated Almanac*) and must attempt the Athletics Challenge again.

SWAMP GAS

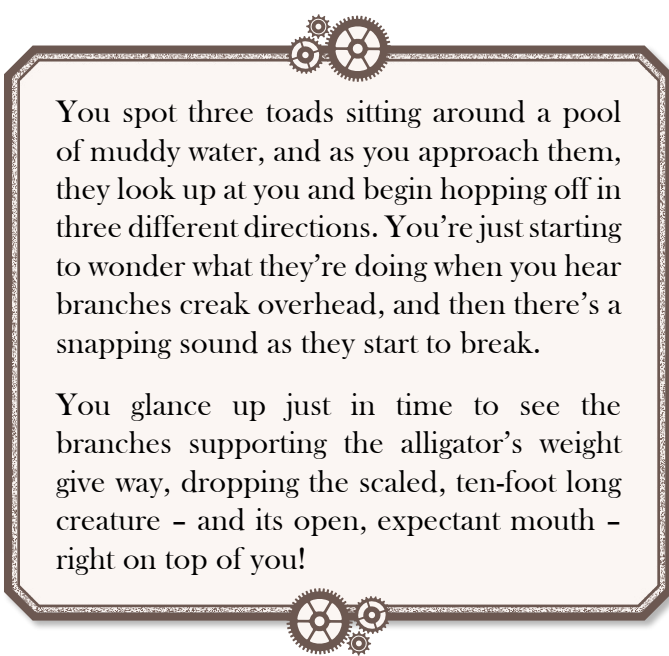
The toads lead the Fated through a particularly foul-smelling patch of swamp. Each Living character must attempt a TN 9 Carouse Challenge. On a success, the character manages to endure the terrible stench and press forward. On a failure, however, the character gains the following Condition for the next hour (which likely means that it only applies during the next Ongoing Challenge Duration and subsequent Toad Event): **"Sick to Stomach:** This character suffers  to all duels."

If a character achieves a Margin of Failure on this Challenge, she's also forced to her knees, where she vomits up everything she's eaten so far today.

DROP GATOR

While the Fated are searching the ground for toads, they happen to wander beneath one of the Bayou's less common hazards: a Drop Gator. This unfortunate Bayou Gator chased a plump raccoon right up a tree and then found itself unable to safely back down to the ground. It's been stuck in the tree for two days and has only eaten a single bird, so its hunger is starting to get the best of it... which is right about when the Fated show up.

Read the following text:



You spot three toads sitting around a pool of muddy water, and as you approach them, they look up at you and begin hopping off in three different directions. You're just starting to wonder what they're doing when you hear branches creak overhead, and then there's a snapping sound as they start to break.

You glance up just in time to see the branches supporting the alligator's weight give way, dropping the scaled, ten-foot long creature - and its open, expectant mouth - right on top of you!

The Bayou Gator's stats can be found on page 27. It suffers 2/4/6 damage from the fall but begins snapping at the Fated as soon as it lands. The Fated can attempt TN 13 Notice Challenges to catch sight of the Bayou Gator before it lands; on a failure, they are considered to be **Slow** on the first round of combat.

THE TOAD GRAVEYARD

If the Fated suffer a catastrophic failure on the Ongoing Challenge, they arrive at the Toad Graveyard, rather than Zoraida's Shack. Read the following text:

You catch sight of yet another toad ahead of you and push through the underbrush as it watches you walk past. You spot two toads squatting on the ground ahead, and then a few more and a few more, until eventually there are toads sitting on every rock and tree branch, all of them watching you in eerie silence.

As you enter a small clearing strewn with mud and Gremlin bones, you find your path blocked by the toads. Turning around, you see more of the creatures coming up behind you to close off the entrance to the clearing... or at least, as much as a four-inch-tall toad can close off anything.

The toads stare at the Fated in silence, but if they attempt to leave or harm any of the toads, all of the gathered toads immediately begin croaking in protest.

When that happens, read the following text:

The ground shakes as a large mound of mud rises upwards, revealing it to be the back of an enormous, ten-foot-tall toad. Its rotting flesh hangs from its bones like tattered cloth, and it slow blinks its massive, cataract-white eyes as it turns its fell attention toward you. A group of smaller, living toads glare down at you from the larger toad's head, where they are perched like a living crown.

The massive creature is the Toad Prince, a giant, undead toad that the smaller toads have awakened to deal with the Fated. As the scattered bones suggest, the Fated are not the first to suffer its terrible wrath. Stats for the Toad Prince can be found on page 28.

Once the Fated have defeated the Toad Prince (or fled from it), they can begin the Ongoing Challenge over again with half of their previous successes (rounded down) carried over to the new Ongoing Challenge.

POKER HANDS

The following is a list of poker hands and their relative strengths, ranked from the best hand to the worst. In the event of a tie, the hand with the highest used card is considered to be the winner. If this still results in a tie, use the suits to determine the winner, in the following hierarchy from strongest to weakest: Masks, Crows, Rams, Tomes.

- **Royal Flush:** Five cards in sequence, all of the same suit, Ten through Ace.
- **Straight Flush:** Five cards in sequence, all of the same suit.
- **4 of a Kind:** Four cards of one rank and any other unmatched card.
- **Full House:** Three matching cards of one rank and two matching cards of another rank.
- **Flush:** Five cards of the same suit, but not in sequence.
- **Straight:** Five cards of sequential rank, but not of the same suit.
- **3 of a Kind:** Three cards of the same rank and two cards of different rank and suit.
- **2 Pair:** Two cards of the same rank, two cards of another rank, and a fifth card of different rank and suit.
- **1 Pair:** Two cards of one rank and three cards of different rank and suit.
- **High Card:** Any five cards not meeting any of the above requirements.

SCENE 3:

ZORAIDA'S SHACK

The Swamp Witch, Zoraida, always seems to know when someone is about to arrive at her home, and the Fated are no exception. Throughout this scene, her interactions with the Fated should be cordial but vaguely sinister, as if she knows exactly how each of them will come to a bad end and is very amused by that knowledge.

Read the following text:



The toads you're moving between begin to come closer and closer together until you're finally walking between two rows of the squat little creatures, all of them watching you with fat little eyes. The 'path' they form ends at a wooden cabin which is surrounded on all sides by the toads, save for a clear lane leading right up to the single door. You can see the warm glow of a fire shining through an open window, but somehow, it doesn't seem all that inviting.

You've barely had time to adjust to the sight when the door opens, revealing a hunched woman with thin, wiry arms and bare legs and feet. "Well," she huffs, watching you for a moment before turning away and heading back into her shack. "What are you doing standing out there and gawking? Come inside, come inside..."



The hunched woman is Zoraida, the infamous Swamp Witch of the Bayou. Her ability to accurately divine the future and read the strings of fate has alerted her to the Fated's arrival, but that doesn't mean that she's going to stand outside yapping with them all evening long.

Once the Fated enter the shack, read the following text:



The witch's shack is warm, almost oppressively so, and you find yourself sweating uncomfortably from the moment you step inside. Strange bundles of sticks or pouches of unknown substances hang from the ceiling in multiple places, giving the shack a scent that is partially herbal and somewhat musty.

"Come looking for something, have you? Have a seat, have a seat." The witch cackles with amusement and gestures to a cracked and splinted table. Small, animated burlap dolls drag a deck of cards across the table's surface and then dart back into hiding behind stacks of books.

"Have a seat and tell Zoraida what you desire, little morsels." She grins, but there is nothing reassuring in her smile.



Once the Fated have told Zoraida what they want, she offers them a simple agreement: if they defeat her in a simple game of cards, she will give them what they want. If she wins, however, the Fated have to feed her pets. She leaves this vague, but if the Fated ask which pets she means, she indicates the toads out front. If they ask her just what they have to feed her toads, she cackles in delight and notes that the Fated is "more clever than I expected." She doesn't answer the question, however.

GAMBLING WITH ZORAIDA

Gambling with someone capable of seeing the paths of fate and manipulating them to her own benefit is, as one might expect, a somewhat one-sided experience.

The character gambling with Zoraida must make a TN 5 Gambling Challenge. On a failure, the character loses the game right then and there. On a success, the character draws five Fate Cards, plus one Fate Card per Margin of Success, and chooses five of them to create the best possible Poker hand. For each of her completed Destiny Steps, the character may Cheat Fate to replace one drawn card with a card from her Control Hand. The ranking of Poker hands can be found in the Poker Hand callout box on page 13.

Once the Fated character has her hand, Zoraida then draws ten Fate Cards and chooses five of them to create the best possible Poker hand. This does not count as the Fatemaster touching the Control Deck.

For the purposes of these Poker hands, Aces are high and the Red Joker is considered to be a Wild Card. Fated characters count the Black Joker as having no suit or value but must include it in the character's Poker Hand, while Zoraida counts the Black Joker as a second Wild Card.

THE WINNING HAND

If the Fated character wins, read the following text, indicating the winning character where noted:

The Swamp Witch's victorious grin fades as she looks at your cards in surprise. With blinding speed, she snatches up the cards and flips them over, first one way, then the next. Her eyes narrow, then she turns her gaze toward you. It might just be a trick of the light, but she suddenly seems much larger than she was a moment earlier.

"How did you...?" She stares intensely at you for a moment longer, then suddenly laughs as her mood brightens. "Always a gnarl in the pattern, isn't there? A little twist you didn't anticipate..."

The witch takes [CHARACTER]'s chin in her hand, lifting [HIS/HER] face upward as she inspects it closely. "I'll have to keep an eye on you," she murmurs, more to herself than to anyone else. Finally she lets [CHARACTER] go with a few pats to [HIS/HER] cheek.

Zoraida tells the Fated that Bashe can be found in the waters outside Kythera, which is at the heart of the Bayou. She claims that she's in a good mood and will even help them reach the ruins; all they have to do is travel for one hundred steps in any direction and they'll be at Kythera. Once the Fated start walking, they'll see arrive in Scene 4: Kythera (see pg. 19).



BUST

In the likely even that Zoraida wins the game, read the following text:

Zoraida cackles as she flips over each of her cards, one by one. As each one falls over, you feel a nail of terror sink deeper into your gut; it's clear that she's won the hand.

"Now, my little morsels..." She licks her lips as she begins to grow larger and larger. "It's time to hold up your end of the bargain."

As she continues to grow, you realize that she isn't the one changing size: she's not growing, you're shrinking! Soon you're no larger than one of her dolls, and she cackles as she scoops you up in her bony, vice-like fingers and carries you to the door. She flings it open, then lifts you up to her face and grins victoriously. "Now it's time to collect my prize."

She steps out onto her porch and throws you out into the horde of hungry toads. "Feed them well!" she cackles.

The Fated land in the mud, muck, and shallow puddles outside the hut, which prevents them from taking falling damage, but they still end up prone and surrounded by hungry toads that are each larger than they are.

The Fated are attacked by one Giant Toad per character; their stats can be found on page 29. There are plenty more toads surrounding them on all sides, but only those nearest the Fated choose to attack them at this time. If a Fated character gets too close to one of the non-combative toads, however, it will join in the combat, which makes fleeing from the battle difficult.

Once the Fated have defeated the Giant Toads, read the following text:

The toad croaks weakly as it collapses onto its side, its small legs twitching sporadically as its tongue lolls out of its open mouth. As it falls, however, the other toads around you begin to close in, forcing you into the center of an increasingly shrinking circle of safety.

Just as things look bleak, the toads suddenly become distracted by something you can't see. A moment later, a small, stuffed pig bursts into the clearing, forcing the toads backwards in confusion. A puppet with long, dark hair is perched on its back, and as the stuffed pig darts past one of the toads, the puppet slashes out, cutting the toad cleanly in half with the long kitchen knife that serves as her hand.

The stuffed pig comes to an abrupt stop as it reaches you, sending the murderous puppet on its back tumbling into the air. It lands gracefully in front of you, its green and yellow robes fluttering dramatically to a rest around it.

It pauses, as if expecting you to applaud its amazing rescue and acrobatic display.

The puppet gestures toward the stuffed pig, indicating that it wants the Fated to climb onto its back. They only have a short period of time to do so before the Giant Toads renew their assault, and if they linger overly long, they may have to fight additional Giant Toads.

Once the Fated have climbed onto the stuffed pig, the dark-haired puppet hops up and punches the stuffed pig in the back of the head with its non-knife hand, sending it scampering off through the surprised toads and back towards Zoraida's hut. The puppet's long ponytail slaps annoying in the face of whatever character was unfortunate enough to take a seat directly behind it.

As they get closer, the Fated can see another puppet – this one hunched over in the same manner as the Swamp Witch – standing on the window sill next to a dangling rope made of handkerchiefs that have been tied together end-to-end. Once the pig reaches the handkerchief rope, it slows down and stops. The Fated can climb up to safety with TN 8 Athletics Challenges. On a failure, the character makes no progress, but if she achieves a Margin of Failure, she falls all the way to the ground and suffers 2/4/6 damage. At that point, the puppets will just tie the make-shift rope around the fallen character and pull her up to the top.

PUPPETS TO THE RESCUE

Once the Fated have reached the top of the window sill, the dark-haired puppet ties the rope around the stuffed pig and rides it up to the window, holding onto the rope with its non-knife hand for balance. Once it's reached the window sill, read the following text:

As you're waiting for the other puppet to pull its dark-haired peer and her riding pig up to the window sill, you're able to catch sight of the Swamp Witch – now seemingly a giant – fiddling about with the contents of her cauldron on the other side of the room. She seems quite amused by your apparent end, and every so often, she chuckles softly to herself as she tosses severed chicken feet into her bubbling stew.

Once the dark-haired puppet has joined you, it bows, then motions for you to follow the Swamp Witch puppet. The hunched witch immediately hops down onto the table beside the window sill and starts making her way toward a large stack of old, musty books.

The puppet leads the Fated to a pile of books that have been stacked in such a way as to resemble a crude book fort. A large mortar and pestle are propped up in front of the fort, and the Swamp Witch puppet motions first to it, then to the Fated as it mimes eating the grainy blue paste inside. The puppet then expands its arms wide as it hops up into the air.

True to its (mute) claims, the substance will allow the Fated to return to their full size, but if the Fated try to eat any while still in the shack with Zoraida, the Swamp Witch puppet rushes over and slaps their hand away. It points toward its distant namesake, runs a hand across its neck, and then points toward the substance and then the window, indicating that the Fated should only eat the substance once they are outside.

Once the Fated have determined the gist of the puppet's warning, the dark-haired puppet returns, dragging a rolled up piece of paper nearly as large as itself. It points at the paper, points at the Fated, and then stumbles around in a circle while holding an invisible map in front of itself. If the Fated peek at the paper, it's a crayon-scrawled map leading them from Zoraida's hut (a big house) to Kythera (which is represented by three large, curved lines (spires) next to a scary alligator drawing. A dotted line leads from one point to the next.

If the Fated slip outside and use the substance given to them by the Zoraida puppet, they'll return to their full size just like the puppet warned them.



Read the following text:



Your head spins as you ingest the strange substance, and as it settles in your stomach, you can't help but wince in pain. For a moment, you wonder if perhaps the puppets have poisoned you, but when you turn around to confront them, you find that you're back to your full height.

The dark-haired puppet and the one that looks like the Swamp Witch both rush to the window sill, jumping up and down in excitement. Unfortunately, they're standing a bit too close to each other, and during a particularly enthusiastic leap, the dark-haired puppet's knife-hand comes a bit too close to the Swamp Witch puppet and ends up decapitating her.

The Swamp Witch puppet's head falls to the ground, prompting it to wobble a little bit before falling over onto its back. The dark-haired puppet jumps up in surprise, looks around to see whether any of the other puppets were watching, and then quickly darts back into the shack.



If the Fated want to repair the decapitated puppet, a TN 6 Stitching Challenge is enough to reattach its head and bring the puppet back to its animated "life." It's very grateful to the Fated and may even attempt to join them on their journey... which will likely be quite interesting once Zoraida realizes that her puppet is missing and attempts to retrieve it.

The Fated can slip away without any further trouble, and the map given to them by the Zoraida puppet should lead them right to Kythera (though the journey takes four days). See Scene 4: Kythera (pg. 19) for more information.

If the Fated attempt to return to the shack after their supposed demise, Zoraida is surprised that they survived her toads and seeks to end them herself... which likely goes very, very badly for them. Zoraida's stats can be found on page 30, if the Fated are bound and determined to fight her.



SCENE 4: KYTHERA

Countless centuries ago, Kythera was created by the people that would become the Neverborn. It was intended to tap into the fell power of the Grave Spirit, but they were betrayed; the structure was actually a portal that allowed the Grave Spirit to enter the world. The ancient races managed to partially shut the portal before the Grave Spirit could pass fully into the world. Kythera was finally destroyed in 1901, leaving it a ruined pile of stones in a sunken marsh of dark, brackish water. The dark power of the Grave Spirit has seeped into much of the land surrounding Kythera, as well as some of the creatures, including the gator known as Bashe... and the Gautraeux family of Gremlins that live in the swamplands surrounding the eerie ruins.

If the Fated successfully gambled with Zoraida, read the following text:

Maneuvering through the field of toads that surround the Swamp Witch's hut is difficult, as they keep moving in front of you, as if daring you to step on them. It's more of an annoyance than an actual problem, but when they finally start to thin out, you glance behind you and notice that the witch's hut is nowhere to be seen! In fact, there's only a handful of toads on the ground, and they're starting to disperse into the underbrush.

Writing it off as some sort of magical trick, you push forward through the bushes to find yourselves standing on a mossy hill overlooking a wide, sunken marsh of black, brackish water. Broken spires rise up from the water in multiple places, hinting at the ruins of a colossal structure just below the marsh's surface. A large mound of rotting bones, sixty feet in diameter, rises up from the water about a hundred feet from the shore.

To the right, a few hundred feet away, you can see what looks like a village of Gremlins. The light from their lanterns and campfires spills past their huts and shacks in an eerie manner, and you can't help but think that the shadows look a little bit too long and a little bit too dark.

If the Fated lost their game with Zoraida and found their way through the swamp with the puppet's map, they can make a single Healing Flip (which heals 1/2/3 damage) for each of the four days of travel. When the Fated arrive at Kythera, it's likely evening. Read the following text, adjusting as appropriate if the Fated arrive at a different time of day:

As you follow the crudely drawn map, you pass through more than a few strange groves of twisted trees or past and oddly shaped rock, only to glance back over your shoulder and notice that the landmarks have vanished behind you.

After four days of traveling, you finally push forward through a patch of scratchy bushes late in the evening to find yourselves standing on a mossy hill overlooking a wide, sunken marsh of black, brackish water. Broken spires rise up from the water in multiple places, hinting at the ruins of a colossal structure just below the marsh's surface. A large mound rises up from the water about a hundred feet from the shore, and as the clouds overhead pull back from the brighter of the two moons, you realize that the mound is composed entirely of rotting bones.

To the right, a few hundred feet away, you can see what looks like a village of Gremlins. The light from their lanterns and campfires spills past their huts and shacks in an eerie manner, and you can't help but think that the shadows look a little bit too long and a little bit too dark.

The Fated have two options here. They can head down toward the water to search for Bashe, or they can approach the Gremlin village. If they choose the first option, they can skip the Gremlin village entirely and go directly to Scene 5: The Bone Mound (pg. 23).

THE GAUTRAEUX VILLAGE

The Gautraeux family is considered to be a bit spooky by the other Gremlin families, and most of them do what they can to live up to this reputation. The adults are fond of painting their faces white, often in skull patterns or with white streaks across their faces, and impaled heads on sticks are considered to be the very height of lawn decoration.

If the Fated attempt to sneak into the village, every sneaking character will need to make TN 12 Stealth Challenge to avoid being seen. If none of the characters fail, they manage to keep to the shadows and can watch the Gautraeux as they make an offering to Bashe.

Read the following text, adjusting as appropriate if it isn't evening:



You stick to the shadows of the flickering fires and creep closer to the center of the village, where a Gremlin in an elaborate headdress involving a half-skull and dozens of painted chicken feathers is standing in front of a crude stone table. As you watch, he quickly butchers a squealing pig, then holds up the bleeding corpse for the Gremlins gathered around him to see. All of them have painted their faces with white skull designs or slashes.

As a group, they carry the dead pig to the edge of the brackish water, where they've built a rickety pier that stretches some thirty feet out across the black lake. You can't make out what the masked Gremlin says, but you catch the gist of it – they're making an offering of some sort to a god that lives in the water.

The masked Gremlin tenses up, then hurls the dead pig into the water as he and the rest of the Gremlins rush back to the shore as quickly as possible. They've barely made it halfway when you see something large, scaled, and pale white burst out of the water and swallow the dead pig in a single bite.



If the Fated dispense with Stealth as they approach the village (or fail their Stealth Challenges), read the following text, adjusting as appropriate if it isn't evening:



As you make your way toward the village, a shout goes up as you're spotted by a Gremlin with a banjo. The entire village bursts into activity as they grab bows and axes fashioned from black metal and rush to defend themselves against what they obviously believe to be some sort of an attack or assault.

When they realize that you're not coming in guns blazing, a Gremlin wearing a mask made from half a skull and a bunch of painted chicken feathers steps forward and raises his hands in the air. "These are the lands of the Gautraeux!" he warns, wiggling his fingers as he stands on his tip-toes to appear taller. "Why have you risked certain doom by coming here?!"



The Gautraeux aren't particularly interested in a fight, so it only takes a TN 9 Bewitch or Deceive Challenge to convince them that the Fated have no ill intentions. Alternatively, they can attempt a TN 12 Intimidate Challenge to make the Gautraeux believe that they're not people to be trifled with, or a TN 12 Barter Challenge to offer them some useful item (like alcohol) to apologize for their trespass.

On a success, the masked Gremlin lowers his hands and announces that the Fated will be welcomed into the village and given food, which seems to relax the entire village.

If the Fated failed their Challenge, they're still welcomed into the village, but it's a trap; if the Fated succeed at TN 12 Scrutiny Challenges, they get the feeling that the other Gremlins are trying to lure them into a false sense of safety.

If the Fated are determined to get into a fight, there are twenty Gautraeux here, all of them about 10 yards from the Fated. Their stats can be found on page 31. The masked Gremlin – Lamark Gautraeux – has the same stats, but is an Enforcer (Rank 7).

If it's the evening or night, the low light imposes a  on all Ranged Combat Challenges. If the Fated are victorious, the non-combative Gremlins snatch up as many of their offspring as they can carry and flee into the surrounding swamp, leaving the Fated in an eerie village with a few dozen young Gremlins that immediately start following them around and calling them "mama" and "papa." If the Fated are defeated, the Gautraeux tie them up and take them out to the Bone Mound in Scene 5 (pg. 23).

A FEAST OF GATORS

Regardless of their intentions, the Gautraeux invite the Fated to join them in a great feast to celebrate their arrival. They're taken to a blood-smeared stone table near the center of the village (where they prepare their sacrifices to Bashe) and sat down on wooden stumps as the Gremlins start preparing the meal.

If the Fated succeed at TN 10 Culinary Challenges, they're able to watch some of the meat being glazed and cooked on spits and are able to determine whether or not it's being prepared correctly and is safe to eat (if the Gautraeux are friendly) or if they're poisoning the glaze (if they Gautraeux are only pretending to be friendly). In the event of poison, the character notices that the cooks are using a glaze made from Lilith's Mane, a bright red mushroom that also happens to be very poisonous.

Read the following once the meal is served, dividing the parts of the gator between the Fated in any order:

If the Gautraeux have poisoned the food, any Fated partaking of it gain **Poison +3** and must then succeed at TN 14 Carouse Challenges or gain the following Condition for the next two hours: "**Stomach Pains:** This character suffers  on Defense and Willpower duels and may not declare the Charge Action or spend more than 1 AP per turn on Movement Actions. This Condition can be removed with a TN 12 Doctor + Intellect Challenge."

A character that suspects something is wrong with the food or drink can make a TN 11 Stealth Challenge to pretend to eat the food. If the character fails but the Gautraeux are friendly, they look offended but don't take it any further. If they're being duplicitous, however, then they just note which characters are not eating and attempt to target them first when they attack.

If the Gautraeux are poisoning the Fated, they wait until everyone has started eating (and thus, made their Carouse Challenges) before attacking. If any of the characters refuse to eat (or are caught pretending to eat), the Gautraeux focus their attacks on those characters first. There are twenty Gautraeux Gremlins here, and their stats can be found on page 31. If they are defeated, the Gautraeux flee as described above, leaving the Fated with a village of young Gremlins.

If the Gautraeux's attack is successful, they tie the Fated up and march them out to the dark waters around Kythera. See Scene 5: The Bone Mound for more information.



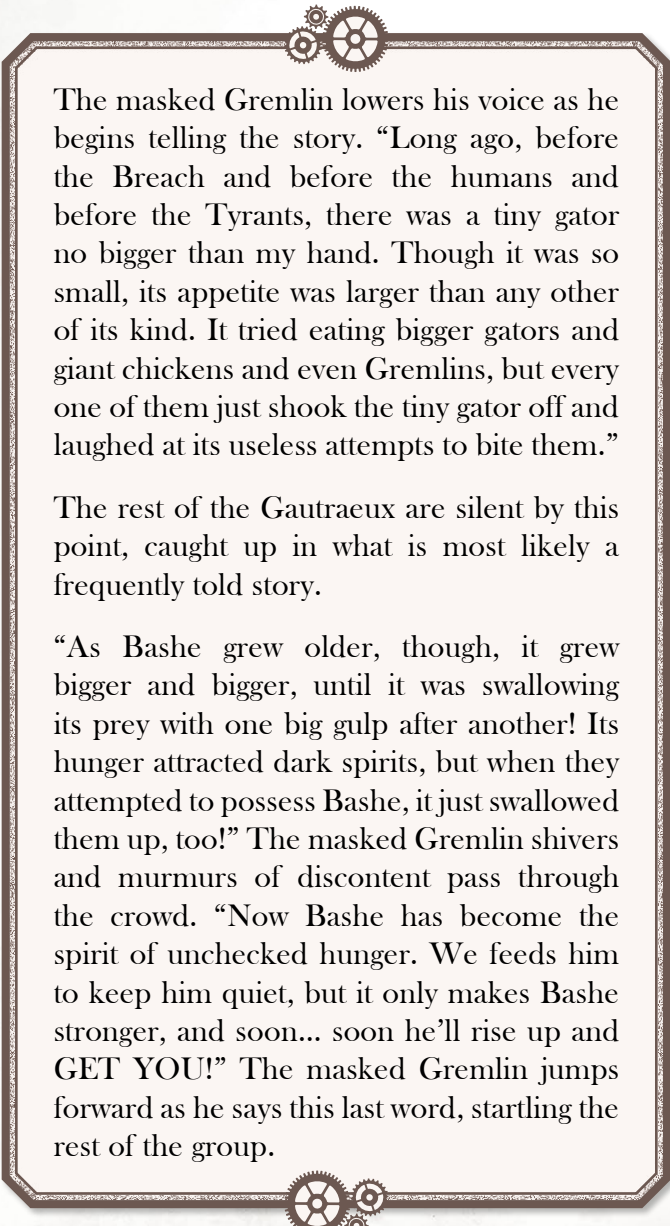
The smell of roasting gator is enough to cause a rumble of hunger in your gut, but soon the meat is cooked and placed in front of you. [FATED GROUP A] are given large racks of juicy ribs, [FATED GROUP B] have thick, juicy steaks brought to them, and [A SINGLE FATED] is given the dubious honor of getting the gator's cooked head. Its eyes have burned away, but its teeth are still intact, and as you stare at it, one of the cooks saws its skull open, revealing the steaming brains nestled inside its skull like a bowl of hot pudding. Another Gremlin goes from one of you to the other, filling empty skulls with moonshine... much of which quickly starts to drain out of the eye sockets.

The masked Gremlin hovers eagerly nearby. "Eat, drink! You're wasting good moonshine!"



THE STORY OF BASHE

If the Gautraeux are friendly, they take the opportunity to ask the Fated why they're in the area, assuming that the Fated didn't tell them or make up an excuse upon their first meeting. If the topic of Bashe comes up, the Gautraeux wait until the Fated have finished their meal before the masked Gremlin, Lamark Gautraeux, tells them the (heavily embellished) story of the white gator. Read the following text:



The masked Gremlin lowers his voice as he begins telling the story. "Long ago, before the Breach and before the humans and before the Tyrants, there was a tiny gator no bigger than my hand. Though it was so small, its appetite was larger than any other of its kind. It tried eating bigger gators and giant chickens and even Gremlins, but every one of them just shook the tiny gator off and laughed at its useless attempts to bite them."

The rest of the Gautraeux are silent by this point, caught up in what is most likely a frequently told story.

"As Bashe grew older, though, it grew bigger and bigger, until it was swallowing its prey with one big gulp after another! Its hunger attracted dark spirits, but when they attempted to possess Bashe, it just swallowed them up, too!" The masked Gremlin shivers and murmurs of discontent pass through the crowd. "Now Bashe has become the spirit of unchecked hunger. We feeds him to keep him quiet, but it only makes Bashe stronger, and soon... soon he'll rise up and **GET YOU!**" The masked Gremlin jumps forward as he says this last word, startling the rest of the group.

The Gautraeux are relatively ambivalent about the idea of the Fated fighting or killing Bashe. They'd be perfectly happy to have him gone, but then again, they don't really think that the Fated can kill him, either. They've elevated Bashe into a 'living swamp spirit,' and as a result, they're not even sure if Bashe can be killed or not. Most likely, in their minds, the Fated will just get eaten.

Still, if the Fated are persistent, the Gautraeux will tell them to take a boat to the mound of bones that protrudes from the water. It's where they leave the bigger sacrifices to his hunger, and if the Fated are on the bone mound for very long, Bashe is sure to notice and come for them. The Fated can reach the Bone Mound by taking one of the Gautraeux boats (which they don't have any objection to loaning the Fated; if nothing else, losing a boat will be worth watching Bashe eat them all, in their minds).

The bone mound is described in Scene 5: The Bone Mound.

CHUBBS LACROIX

If the Fated ask the Gautraeux about Chubbs LaCroix, they remember him: he wandered into the village, drunk and rambling about his hat. They tried to feed him to Bashe by telling him that they hid their good moonshine out on the bone mound (and will freely admit this), and then they had a pretty good time watching him try to fight off the hungry gator. Bashe snapped off and swallowed his hand, and with it the pistol that Chubbs was firing at it.

The Gautraeux note that Bashe must not have liked the taste of the big Gremlin, because rather than finishing the job, he just lurched into the water and let Chubbs escape. He wandered off into the swamp, spraying blood from his stump arm, and the Gautraeux haven't seen him since.

SCENE 5:

THE BONE MOUND

The bone mound is a pile of bones that has gathered in the dark waters surrounding Kythera. It's the favored lurking place of Bashe, and on warm days, he can often be seen sunning himself from atop its surface.

If the Fated were captured by the Gautraeux, they load the Fated into one or two boats, paddle them out to the bone mound, toss them 'ashore,' and then quickly paddle back to safety. Once the Gautraeux are gone, the Fated can attempt to escape from their rope bonds with a TN 10 Athletics or Pick Pocket Challenge, depending on whether they're trying to burst the rope or just slip their hands free. Once a character's hands are free, she can untie the bindings of her companions without needing to make any further checks.

If the Fated traveled to the bone mound of their own volition (either after befriendng the Gautraeux or avoiding them entirely), then they can either use one of the Gautraeux boats to slip out to the Bone Mound (a TN 10 Stealth Challenge allows a character to steal a boat without drawing Gautraeux attention) or attempt to swim out to it (which requires a TN 10 Athletics Challenge; those who fail make no progress, and those who achieve a Margin of Failure gain the **Suffocating +1** Condition and must attempt the Athletics Challenge again.

Once the Fated have arrived on the bone mound (regardless of how they got there), read the following text:



You can feel the bones give slightly beneath your weight, and even the smallest movement seems to result in a soft crunching sound as shattered bones grind against each other. Some of the bones are covered in a thin layer of moss, and more than one Gremlin skull grins up at you from beneath the macabre surface of the bone mound.



The bone mound is considered to be severe terrain, so characters who move across it move at half their normal speed. It's roughly ten yards in diameter and is primarily composed of the bones of gators, giant chickens, and Gremlins; the Gautraeux have been feeding Bashe for quite some time.

Once the Fated have had a chance to escape their bonds or look around a bit, it's time for Bashe to attack them! Read the following text, choosing a Fated near the edge of the bone mound as Bashe's target:



You're just starting to become comfortable with moving across the mound of jagged, shattered bone fragments when a chill runs up your spine. You notice with growing alarm that the Bayou has fallen silent around you, as if it were holding its breath in anticipation. Perhaps sensing the danger, [FATED] takes a hesitant step back from the edge of the bone mound.

Suddenly, there's a flash of movement in the water, and then [FATED] is stumbling backwards as massive, toothy jaws snaps shut in the air where [HE/SHE] had been standing a moment earlier. The bone mound shudders as the massive alligator lands atop it, its long claws kicking clumps of broken bones into the water as it scrambles up out of the dark waters.

The alligator is like something from a nightmare: impossibly large for an alligator, with ghost-white scales that are scarred from numerous bullet- and tooth-wounds. The flesh on its jaws has begun to rot and recede, giving it the lipless, fanged grin of death itself.



LURING BASHE OUT OF THE WATER

The Fated may attempt to lure Bashe out of the water with a slaughtered pig, gator, or Gautraeux Gremlin. Doing so requires a TN 10 Wilderness Challenge; on a failure, the offering fails to attract Bashe's attention. On a success, however, Bashe lunges out of the water and onto the shore, gulping down the offered meal with abandon. It then turns its attention toward the Fated and charges toward them, mouth agape to swallow them whole.

Bashe snaps at the Fated and tries to bite them. Unlike other gators, who favor a death roll to break their prey apart, Bashe just tries to swallow its prey whole. It maneuvers awkwardly across the island, using its front legs to pull itself forward, often keeping its back legs in the water.

Bashe's stats can be found on page 32. Once he has been defeated, the Fated can cut the gator open and retrieve Chubbs' partially-digested pistol. It doesn't work any longer - gator stomachs are not particularly great places to store weapons - but he never said anything about bringing it back in functional condition. If the Fated are determined to make him happy, however, a TN 13 Artefacting or Blacksmithing Challenge and some spare parts is enough to get it functional again.

There is no sign of Chubbs' hand in the gator's belly, however; it's already been digested.

SAMMY'S VODOO DOLL

If the Fated received the Voodoo Doll from Sammy LaCroix, they can use it while in combat with Bashe to distract and hamper him. Doing so is a 1 AP Action that requires a TN 13 Necromancy Challenge. On a success, Bashe becomes **Slow**.

CONCLUSION

Once the Fated have slain Bashe and recovered Chubbs' pistol, they can return to their village and reap the benefits of their success. Chubbs is as good as his word and promotes each of them to the position of lieutenant, which earns them greater respect from their fellow Gremlins... and makes it easier for them to boss the other members of the village around.

If they go out of their way to repair his pistol, he comments on it looking 'as good as new' and claps the Fated on the back, telling them that they were always his favorite sons or daughters. In appreciation for their resounding success, he gives them the Nock Volley Gun (*Fated Almanac* page 161) that he keeps stashed in his hut, noting that it won't do him much good with only one hand.

If the Fated return without the pistol, however, Chubbs is quite upset with them. He's perfectly understanding at first, telling them not to worry about their failure, but a TN 13 Scrutiny Challenge reveals that he's actually very upset with them. If the Fated stay in the village, Chubbs riles up the other Gremlins and comes for the Fated, grabbing them in their sleep and forcing them down against the ground as Sammy LaCroix cheerfully brings him a hacksaw. He takes a moment to examine each of their right hands, then cuts off the one he likes the most and has Sammy attach it to his arm using necromancy.

Chubbs doesn't hold a grudge against the Fated once he has an (undead) hand back on his arm, but such heavy-handed measures are sure to upset the Fated... and may even set the stage for another adventure devoted to getting even with their bully of a boss.



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 and include everything needed to run these characters in a combat situation.

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

In general, Fatemasters should be wary about increasing the Rank Values of the characters in this adventure by more than a few points; most of the combat encounters aren't too difficult, but the Toad Prince and Bashe are both dangerous opponents, and increasing their Rank Values runs the risk of creating an encounter that the Fated can't overcome.



RABID PIG

While Malifaux has plenty of natural and supernatural diseases that have afflicted humans since their first journey through the Breach, the exchange of diseases hasn't been entirely one-way. Rabies, for instance, was entirely unknown in Malifaux before the arrival of humans (or, more accurately, infected bats that flew through the open Breach in search of food).

Once the disease had a foothold in Malifaux, however, it spread rapidly through the native beast population, bringing its signature symptoms of lockjaw, foaming at the mouth, a staggering gait, and increased aggression. It's this last symptom that helps the disease spread, as the aggressive animal bites and snaps at anything it encounters, allowing its virus-infused saliva to enter its victim's bloodstream to infect a new host.

The hogs of the Bayou are known for being mean and belligerent, but a rabid pig is something else entirely. They approach their victims with twitching, jerking steps, foam falling freely from their mouth as they swing their head from side to side, looking for something to vent their anger upon. When they find a likely victim - whether that is another pig, a Gremlin, or a particularly large tree - they charge forward at full speed, snorting and squealing with disease-induced rage.

THE RABIES CONDITION

As the value of a character's **Rabies** Condition increases, the symptoms of her disease become progressively more and more severe until she eventually dies. Worse yet, rabies can be spread to others, making it a threat to the infected character's friends and allies. The **Rabies** Condition is described in detail on page 151 of *Under Quarantine*.

If you're not using *Under Quarantine* in your game, have the Rabid Pig give out the **Poison** Condition instead.

RABID PIG

Minion (5), Living, Beast, Pig, Swampfiend

<i>Might</i> 3	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -4	<i>Cunning</i> -3	<i>Tenacity</i> 2
<i>Defense</i> 5 (10)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (10)
<i>Willpower</i> 3 (8)	<i>Charge</i> 7	<i>Wounds</i> 8	

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

Eat Your Fill: After killing a character with a Close Combat attack, this character can end its turn to heal all damage it has suffered.

Rabies +6: This character's Willpower has been reduced by exactly -1. It suffers ☐ on all Social Skill Challenges and gains the Foaming Bite Trigger on its natural attacks. At the end of every week, this Condition's value increases by +1.

(1) Tusks (Pugilism)

AV: 5 (10) ===== Rg: 1 ===== Resist: Df
Target suffers 2/4/6 damage.

✕ **Foaming Bite:** After damaging, the target gains the **Rabies +1** Condition.

☛ **Stampede:** After damaging, this character must Charge the closest legal non-Pig target which it is not engaged with.



BAYOU GATOR

Minion (6), Living, Swampfiend, Beast

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

Skills: Athletics 1, Intimidate 2, Notice 2, Pugilism 3, Stealth 2, Toughness 2, Wilderness 3.

Melee Expert: This character generates an additional AP on its turn, which may only be used to make a Close Combat attack.

Aquatic: This character's speed is not reduced while swimming. It can take the Charge Action while underwater.

Ruthless: This character automatically succeeds at any Willpower duel it attempts during its turn.

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

(1) Fearsome Jaws (Pugilism)

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

 **Death Roll:** When damaging, this Attack gains  to its damage flip, and the target takes the Drop Prone Action.

 **Swallow Whole:** After damaging a target with a lower Height than this character, the target must discard a card or be immediately killed and eaten.

(0) Creep

This character (or its controller) may discard a card to move this character a distance equal to its Move Aspect in yards.

BAYOU GATOR

Bayou Gators are one of the most efficient ambush predators in the swamps of Malifaux. They frequently wait in or near the water, often while holding still and hoping to be mistaken for a harmless, floating log. When their prey approaches the water for a drink, the gator leaps out at blinding speed, snaps its jaws around whatever limb it can catch, and attempts to drag its prey back into the water to drown it.

Once in the water, Bayou Gators begin twisting their bodies in the infamous "death roll," a maneuver that uses torque to disorient and dismember prey much larger than itself. The thrashing (and screaming, in the case of humans or Gremlins) of those who have been unfortunate enough to be caught by one of these large predators has given them a reputation as violent murderers in Gremlin villages... which really isn't too far off the mark, all things considered.

Hungry Bayou Gators have been known to charge after a potential meal for staggering distances, sometimes even climbing up trees to catch hiding (and often very surprised) prey. Worse yet, these Bayou Gators will sometimes remain in the trees, uncertain how to get down, only to leap down at potential prey that passes underneath it.

These "Drop Gators" are relatively rare in the Bayou, but all it takes is a single encounter with such a creature to make a traveler wary of creaky branches for the rest of her days.



THE TOAD PRINCE

The Toad Prince has been haunting the dark fens of the Bayou for centuries. Long ago, before Zoraida came to Malifaux, it controlled all of the toads of the swamp. They brought the Toad Prince regular tributes of insects, and in return, it protected them from the larger predators of the swamp.

That all came to end when the human that called herself Zoraida tracked the Toad Prince back to its lair and tricked it into teaching her the secrets of controlling the swamp's toads. She betrayed and murdered the Toad Prince, but a creature as old as it is cannot be destroyed quite so easily.

The Toad Prince clawed its way back to the world of the living and now exists as a rotting, undead mockery of its former self. It's still able to control its smaller kin, and it uses this talent to lure those who seek the Swamp Witch away from their path and into its waiting jaws. It's a petty sort of revenge, but until it can find a better way to kill the Swamp Witch, it is enough for the Toad Prince to interfere in her plans whenever possible.

THE TOAD PRINCE

Henchman (10), Undead, Beast, Horror, Swampfiend

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 3
<i>Defense</i> 4 (14)	<i>Walk</i> 5	<i>Height</i> 4	<i>Initiative</i> 3 (13)
<i>Willpower</i> 5 (15)	<i>Charge</i> 5	<i>Wounds</i> 10	

Skills: Athletics 1, Evade 2, Flexible 3, Leadership 3, Notice 2, Pugilism 3, Toughness 4.

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

Bloated Stench: Enemy characters which deal damage to this character with $\mathcal{M}$ attacks suffer 1 damage after resolving the current Action.

(1) Rotting Frog Jaws (Pugilism)

AV: 6 (16) ----- Rg: $\mathcal{M}$ 2 ----- Resist: Df

Target suffers 2/3/6 damage.

✱ *Gulp Down:* After damaging a Ht 2 or smaller character, it is swallowed by this character and gains the following Condition: "**In Mah Belly:** This character is Paralyzed. At the start of each of its turns, this character suffers 2 damage. End this Condition when the character that applied it is killed." One one character may be swallowed at a time.

(1) Poisoned Tongue (Flexible)

AV: 5 (15) ----- Rg: $\mathcal{M}$ 8 ----- Resist: Df

Target suffers 1/2/3 damage and gains **Poison +2**.

☞ *Pull and Drag:* After damaging, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

(0) Toad Pile (Leadership)

Target must pass a TN 12 Evade Challenge or take the Drop Prone Action as it is buried beneath hordes of small, obedient toads. If the character achieves a Margin of Failure, they also become **Slow**.

(0) Leap (Athletics)

This character immediately moves up to its Charge Aspect, ignoring intervening terrain and characters during the move.



GIANT TOAD

Minion (6), Living, Beast, Swampfiend

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -3	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 1
<i>Defense</i> 3 (9)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 2 (8)
<i>Willpower</i> 3 (9)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Athletics 1, Evade 1, Flexible 2☞, Notice 1, Pugilism 2, Toughness 2.

Eat Your Fill: After killing a character with a Close Combat attack, this character can end its turn to heal all damage it has suffered.

(1) Crushing Frog Jaws (Pugilism)

AV: 5 (11) ===== Rg: ☞ 2 ===== Resist: Df
Target suffers 2/3/4 damage.

☞ *Gulp Down:* After damaging a Ht 2 or smaller character, it is swallowed by this character and gains the following Condition: **"In Mah Belly:** This character is Paralyzed. At the start of each of its turns, this character suffers 2 damage. End this Condition when the character that applied it is killed." One one character may be swallowed at a time.

(1) Sticky Tongue (Flexible)

AV: 5☞ (13☞) ===== Rg: ☞ 8 ===== Resist: Df
Target suffers 1/1/2 damage.

☞ *Pull and Drag:* After damaging, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

(1) Leap (Athletics)

This character immediately moves up to its Charge Aspect, ignoring intervening terrain and characters during the move.

GIANT TOAD

Normal toads usually aren't much of a threat to anyone other than small insects. Their favorite prey is crickets, but they're perfectly content to devour ants, spiders, and flies when they can catch them. All in all, they're one of the more harmless denizens of the Bayou.

Characters that have been shrunk down to the size of a mouse no doubt have a different opinion of these croaking amphibians. Now that they're capable of being swallowed in a single bite, these unfortunate Bayou travelers tend to look at toads in a different light: instead of a harmless creature, they're now towering predators with voracious appetites and mean streak a mile long.

Many of the toads in the Bayou have a special connection to the Swamp Witch, Zoraida. Those who seek out its lair are told to "follow the toads," which are said to lead a Bayou traveler to the front doorstep of her hut. Strangely, the journey never seems to take quite as long as it should, which has given rise to the rumor that Zoraida's hut travels through the Bayou, with the more outrageous stories claiming that it does so on mechanical chicken legs.

Exactly how travelers find their way to Zoraida's hut so quickly is a secret known only to her, the toads that guide the way, and, perhaps, to their forgotten, undead prince.



ZORAIDA

Desperation drives the men and women of Malifaux into the Bayou in search of the Swamp Witch, Zoraida. Those that survive the dangerous trek through the swamp invariably find that the Swamp Witch not only knows their names, but that she has been expecting them.

The bargain is the same no matter what her visitor seeks: a game of cards. Zoraida wagers the information or boon her visitor seeks, while they are forced to give up something she wants... which is almost always something her visitor cannot survive parting with.

It's not a hopeless gamble, and some people do leave her hut with their dreams fulfilled... but far more end up slowly cooking in the Swamp Witch's cauldron.



ZORAIDA, THE SWAMP WITCH

Master (13), Living, Swampfiend

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> 2	<i>Intellect</i> 3	<i>Cunning</i> 6	<i>Tenacity</i> 5
<i>Defense</i> 5 (18)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (18)
<i>Willpower</i> 7 (20)	<i>Charge</i> 5	<i>Wounds</i> 10	

Skills: Alchemy 3, Counter-Spelling 4, Enchanting 4, Evade 3, Gambling 2, Harness Soulstone 3, History 4, Homesteading 2, Melee 1, Necromancy 5♣, Notice 4, Prestidigitation 3, Scrutiny 5, Sorcery 2, Stitching 4, Toughness 4, Wilderness 3.

Df (♣) Regret: After this character suffers Moderate or Severe damage, the attacker's turn immediately ends.

Beguiling Enchantments: All attacks made against this character receive ☐ unless they benefit from the **Focused** Condition.

Swift: This character generates an additional General AP on her turn.

(1) Voodoo Pins (Melee)

AV: 3 (16) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/2/5 damage and gains **Poison +2**.

(1) Obey (Necromancy/Charm)

AV: 7♣ (20♣) === Rg: 12 yards === Resist: Wp
The target performs a 1 AP Action controlled by this character. This Action may not force the target to sacrifice itself directly but can cause her to take Actions against her own nature.

♣♣ *Master of Manipulation:* After succeeding, take this Action again against the same target.

(1) Confusion (Necromancy/Charm)

AV: 7♣ (20♣) === Rg: 12 yards === Resist: Wp
Target gains the following Condition until this character uses this Action again: **"Confusion +1:** This character suffers a -1 penalty to her final duel totals. Whenever this character declares a Walk or Attack Action, increase the value of this Condition by +1 after resolving the Action."

GAUTRAEUX GREMLIN

Minion (5), Living, Gremlin

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

Skills: Archery 2, Barter 1, Carouse 2, Deceive 2, Evade 2, Gambling 1, Homesteading 1, Melee 2, Music 1, Notice 1, Pick Pocket 1, Track 1, Wilderness 1.

Drunk and Reckless: If this character has the **Intoxicated** Condition, it may suffer 2 damage at the start of its turn to gain one additional General AP.

Df (♣) "Squeal!": After this character is damaged by an enemy Close Combat attack, push this character 4 yards directly away from the attacker.

(1) Kythera Axes (Melee)

AV: 1 (6) ===== Rg: ♣ 2 ===== Resist: Df

Target suffers 1/3/4 damage and gains the following Condition until the start of its next turn: **"Adversary: Spirits gain ♣ to attacks targeting this character."**

(1) Shortbow (Archery)

AV: 4 (9) ===== Rg: ♣ 8 ===== Resist: Df

Target suffers 2/2/3 damage.

✕ **Poisoned Arrowhead:** After damaging, the target gains the **Poison +1** Condition.

GAUTRAEUX GREMLIN

The Gautraeux family has a reputation for being a bit... well, spooky. The family formed around the ancient ruins of Kythera, where the Grave Spirit's influence was strongest in the world, and throughout the years its influence touched them in strange ways.

Driven by strange dreams and whispering voices with no discernable source, the Gautraeux made regular sacrifices to the Grave Spirit, most of which consisted of their butchered dead and any prisoners they could capture from other families. In return, the Grave Spirit taught them the secrets of necromancy, which the Gautraeux embraced and built upon to create what is essentially Gremlin voodoo.

When Kythera was destroyed in 1902, banishing the Grave Spirit, the Gautraeux were able to move away from its sinister influence. They began to seek out other spirits and creatures to worship and enslave, such as the mighty Bashe, a giant, albino crocodile which they believe to be a physical manifestation of a hunger spirit. Wielding weapons created from the strange, black metal remnants of Kythera, the Gautraeux have attained their freedom from the influence of the Grave Spirit... but remain no less sinister and creepy because of it.



BASHE

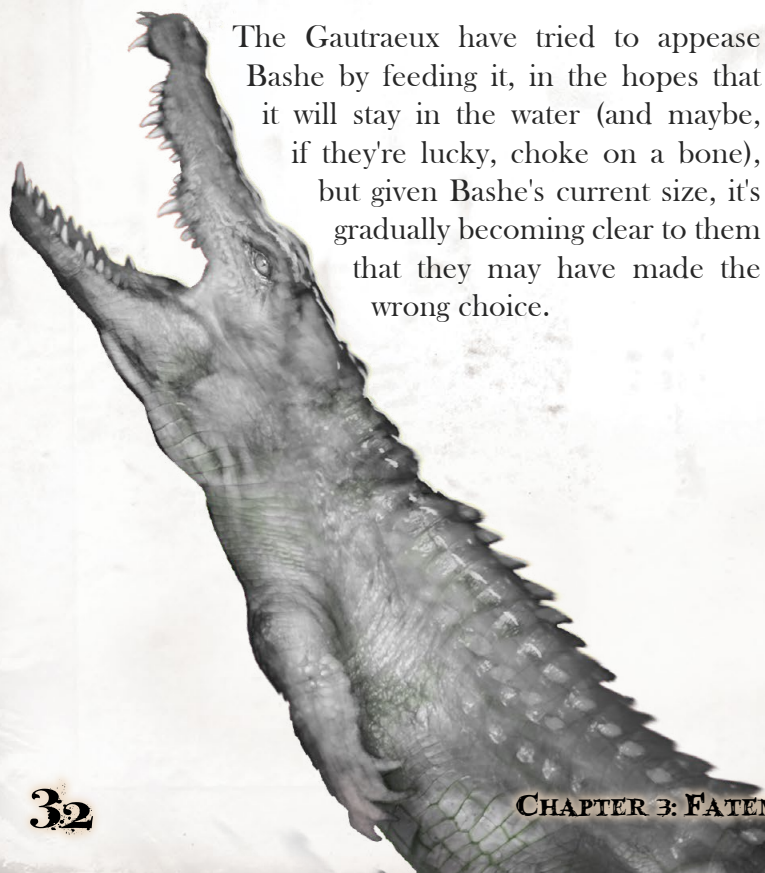
The Gautraeux family considers the albino alligator known as Bashe to be a physical incarnation of a powerful hunger spirit. While his hunger - not to mention his size and coloring - are certainly unusual for an alligator, he is still a creature of flesh and blood with about as much connection to the spirit world as the average Gremlin.

Bashe was born an albino, but a weak and sickly one who survived the predations of his kin through sheer blind luck, rather than any particular skill or cleverness on his part. After Kythera was destroyed, however, Bashe began growing larger with each meal, a little bit at a time, until soon he was the largest alligator in the waters surrounding the shattered ruins.

Bashe's transformation was not a result of the Grave Spirit's attempt to enter Malifaux, however. Its growth and constant hunger are the result of him absorbing a small fragment of December's power when the Tyrant was slain atop the Kythera ruins.

Since then, Bashe has been afflicted with a hunger that he cannot control. No matter how much he eats, his stomach still rumbles with hunger, driving him onward to eat more and more, becoming larger with each new meal.

The Gautraeux have tried to appease Bashe by feeding it, in the hopes that it will stay in the water (and maybe, if they're lucky, choke on a bone), but given Bashe's current size, it's gradually becoming clear to them that they may have made the wrong choice.



BASHE

Enforcer (8), Living, Beast, Swampfiend

<i>Might</i> 4	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 3
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 4	<i>Initiative</i> 3 (11)
<i>Willpower</i> 5 (13)	<i>Charge</i> 5	<i>Wounds</i> 10	

Skills: Athletics 3, Evade 2, Intimidate 4, Notice 2, Pugilism 2, Thrown Weapons 3, Toughness 4, Wilderness 3.

Aquatic: This character's speed is not reduced while swimming. It can take the Charge Action while underwater.

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

Ruthless: This character automatically succeeds at any Willpower duel it attempts during its turn.

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

(1) Massive Jaws (Pugilism)

AV: 6 (14) ===== Rg: 3 ===== Resist: Df
Target suffers 4/5/8 damage.

✖ *Swallow Whole:* After damaging a target with a lower Height than this character, the target must discard a card or be immediately killed and eaten.

(1) Bad Breath (Thrown Weapons)

AV: 4 (12) ===== Rg: 9 ===== Resist: Wp
Target suffers 1/1/2/2/2/2 damage. Every character damaged by this attack must discard a card or become Slow.

☞ *Regurgitate:* Increase the damage of this attack to 2/3/5/5/5, +1 damage per character killed by this character's Swallow Whole Trigger during this Dramatic Time. Every character damaged by this attack gains the following Condition until it washes the vomit off: **"Covered in Slop:** This character suffers 1 to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain 1 to the Attack flip."



FATED CHARACTERS

The following five characters have been specially designed to work well with the events that unfold in this adventure. Each of them is a resident in Chubbs LaCroix's Bayou village.

If you wish to continue playing these characters past this first adventure, it shouldn't be too difficult to convert them into full Fated, and we've provided each character with their Destiny to make this process a bit easier. Just transfer them to full character sheets and you should be good to go!

All of these characters have progressed a single step along their chosen Pursuits, which makes them somewhat experienced but still appropriate for beginning characters. Remember, these are your characters, so don't be afraid to swap out a Skill or Talent if you'd like to portray them in a slightly different light.

THE CAST AT A GLANCE

Mitch LaCroix: Mitch is a Boozer. He enjoys drinking moonshine, getting others to drink moonshine, and making moonshine.

Shanamarie LaCroix: Shanamarie is a Copycat, capable of copying the skills of others and making them her own.

Nicolas LaCroix: Nicolas is a Pugilist. His focus is on punching things hard and often.

Andrew Higgins: Andrew is a Sawbones, which is about as close as a Gremlin ever gets to becoming a doctor.

Delphine LaCroix: Delphine is a Mage, and she possesses strange toad-related magical powers.

Mitch LaCroix

Mitch was an incredibly cute child (for a Gremlin), and he retained his good looks as he grew older. His mother coddled him, keeping him away from his siblings and their dangerous games, often dragging him along by the arm as she gossiped with the neighbors. While this kept him safe and no doubt contributed to his survival past childhood, it also left him incredibly bored.

The only thing that was actually somewhat exciting was watching his mother cook, and not just because he got a chance to taste (or at the very least, lick) everything before his siblings got to it. Once he figured out how to brew moonshine, however, he finally realized the joy of the culinary arts.

Mitch hasn't been sober since that day. He's become a constant sight around the Bayou, stumbling around and rambling about the porcine conspiracy to eat all their hats to anyone that will listen. Despite this, his good looks and charming personality have ensured that his antics are endearing, rather than annoying.

Gear: US&E Pump Action Shotgun, 20 bullets (shot), Mysterious Spice Rack (+ to Culinary Challenges), 11 flasks of moonshine, 2 scrip.

Destiny: "If you embrace your brother with loving arms, you will be the uninvited, and your ambition will fail you in the dead of night. The owls judge you from the shadows of the lodge, and she will mourn you all of her days."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

THE EFFECTS OF ALCOHOL

When a Living character imbibes a flask of alcohol, she gains the following Condition for 10 minutes: **"Intoxicated:** This character suffers a  on all Willpower duels."

If the character already has the **Intoxicated** Condition, she instead gains the following Condition: **"Poison +1:** At the end of this character's turn, it suffers 1 damage, then lowers the value of this Condition by 1."

MITCH LACROIX

Fated, Living, Gremlin, Kin, Boozer

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

Skills: Acrobatics 1, Athletics 1, Bewitch 3, Carouse 1, Culinary 1, Deceive 1, Gambling 1, Husbandry 1, Martial Arts 1, Navigation 1, Notice 1, Shotgun 3, Stealth 1, Toughness 1.

Moonshiner: When Mitch fails a Crafting duel (such as Culinary), he may draw a card from his Twist Deck.

Dirty Cheater: When Mitch Cheats Fate, he heals 1 damage after resolving the current Action.

Drinking "Problem": Mitch gains a  on any Culinary duels made to brew alcohol.

Too Pretty for the Bayou: When Mitch is targeted by an enemy Action, a friendly Gremlin within 3 yards and line of sight may choose to push adjacent to him and become the target of the Action instead of him. If the friendly Gremlin is a Fated character, it may draw a card after resolving the Action. Mitch has had his Wounds reduced by -1, due to being coddled while growing up.

(1) Drunken Flailing (Martial Arts)

AV: +4 ===== Rg:  1 ===== Resist: Df
Target suffers 1/2/3 damage.

(1) US&E Pump Action (Shotgun)

AV: +2 ===== Rg:  12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 4, Reload 2 AP.

(1) Have a Drink

Target a Living character within 1 yard and make a Bewitch + Charm Challenge vs its Carouse + Tenacity. On a success, the target imbibes an offered flask of alcohol.

(0) Hidden Stash

Mitch may discard a card to find one flask of alcohol (of any type he desires) that he has hidden away among his belongings. If the discarded card had a value of 10+, he finds one additional flask of alcohol.

SHANAMARIE LACROIX

Living, Fated, Gremlin, Kin, Copycat

<i>Might</i> 1	<i>Grace</i> 0	<i>Speed</i> -1	<i>Resilience</i> -1
<i>Charm</i> -2	<i>Intellect</i> 0	<i>Cunning</i> 0	<i>Tenacity</i> 1
<i>Defense</i> 4	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> +1
<i>Willpower</i> 3	<i>Charge</i> 4	<i>Wounds</i> 6	

Skills: Acrobatics 1, Bewitch 1, Carouse 1, Deceive 2, Evade 2, Intimidate 2, Melee 2, Notice 2, Pick Pocket 1, Pistol 1, Toughness 2, Wilderness 1.

Attention Seeker: Once per session, Shanamarie may make a spectacle of herself to discard her entire Twist Hand and draw five new cards. During Dramatic Time, she may only do this on her turn, and it counts as a successful Impose Action (with one Margin of Success per discarded card) against every enemy within (X)6.

Hysterical Frenzy: When Shanamarie has 0 or fewer Wounds remaining, she gains + to her attack and damage flips.

Insulting Parody: When Shanamarie uses the Impose Action to target a character whose Skill is being copied with the Imitation Action, she may take the Impose Action as a (0) Action, and on a success, she gains an additional Margin of Success on her result.

(1) Frying Pan (Melee)

AV: +3 ===== Rg: 1 ===== Resist: Df

Target suffers 2/3/4 damage.

Cast-Iron Defense: After failing, gain +1 Defense against Close Combat attacks made by the target until the start of your next turn.

(1) Much-Abused Pistol w/ Bent Barrel (Pistol)

AV: +1 ===== Rg: 7 ===== Resist: Df

Target suffers 1/3/4 damage. Capacity 5, Reload 2 AP.

(1) Imitation

This character may discard a card to target a character within 6 yards and choose one of the target's Skills. If she does so, so long as she acts in a manner in keeping with the target's personality, she may use the target's rank in the chosen Skill in place of her own until the next sunrise or sunset, or until she uses this Action again.

Shanamarie LaCroix

Given the relative scarcity of female Gremlins (about 10% of the general population), Shanamarie was always given far more attention than any of her brothers. She was pampered and doted upon by her mother, and there was no shortage of older male Gremlins willing to claim her as their daughter.

That sort of attention went right to her head, and as a result, Shanamarie grew up with a desperate, all-consuming need to be the center of attention. She would force herself into conversations she wasn't involved in, throw elaborate "beauty pageants" that only featured herself and a few of the village's smaller pigs, and has been waging a long battle with the village boss, Chubbs LaCroix, to get every third day named "Shanamarie Day."

Needless to say, most other Gremlins find Shanamarie to be more than a little bit annoying, especially when she starts copying them like a bad echo. She's fine with this... attention is attention!

Gear: Frying Pan, Fake Mustache and Spirit Gum (+ to Deceive Challenges), Much-Abused Pistol (bent gun barrel has lowered range by -3), 25 bullets, 5 scrip.

Destiny: "If you flinch as jaws tighten around your throat, you will ignore the pain of encroaching night, and only monsters remain. What goes around comes around again, but there is no escape from the Labyrinth."

Twist Deck: Masks (1, 5, 9, 13), Tomes (4, 8, 12), Rams (3, 7, 11), Crows (2, 6, 10)

THE IMPOSE ACTION

The Impose Action is used to draw a target's attention away from other characters.

(1) Impose: The character makes an Intimidate + Tenacity duel vs the target's Centering + Tenacity + Rank Value. On a success, the target suffers (plus an additional) to any attack that doesn't include you. This penalty lasts until the start of your next turn.

Nicolas LaCroix

The LaCroix family is known for producing some mighty mean Gremlins, and Nicolas LaCroix is no exception. When he was a child, Nicolas was ruthlessly teased and insulted by his older kin, and once, they even grabbed him from his bed in the middle of the night and tried to feed him to the village's pigs.

He escaped (barely - he still has a bite-shaped hole in one ear), but the experience just served to make him even angrier than he already was. The next morning, he got his revenge on the worst of his tormentors stealing the boss' shotgun and emptying its clip into them in the middle of the village. He got slapped upside the back of the mighty hard for that one, but nobody ever teased Nicolas again.

Or at least, nobody with any sense in their head. Every so often, one of the younger Gremlins will laugh at one of Nicolas' mistakes or poor word choices and end up splashing about in a panic as Nicolas holds them down in one of the cooking cauldrons or screaming as he dangles them just out of reach of a hungry pig.

His temper makes Nicolas a surprisingly effective brawler, and he's gone on a few raids against the nearby human settlements with some of the older Gremlins. He did pretty well for himself (in that he survived), and Chubbs LaCroix considers Nicolas to be something of a rising star within the family.

Gear: Much-Abused Pistol (Loose Trigger makes it dangerous to draw), Duster (Ignore first Critical Hit to your Chest each combat), 1 scrip.

Destiny: "Should you choose to settle the score, a gunshot will set you free, but the chains of judgment cannot be broken. The scalpel shines in the cold sunshine, and the darkest soul will unburden itself in moonlight."

Twist Deck: Rams (1, 5, 9, 13), Crows (4, 8, 12), Masks (3, 7, 11), Tomes (2, 6, 10)

NICOLAS LACROIX

Fated, Living, Gremlin, Kin, Pugilist

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

Skills: Athletics 1, Carouse 1, Culinary 1, Deceive 2, Evade 2, Gambling 1, Intimidate 2, Labor 1, Navigation 1, Notice 3, Pistol 2, Pugilism 3, Scrutiny 1, Toughness 2.

King of the Iron Fist: When Nicolas fails a Close Combat duel (such as Pugilism) during Dramatic Time, he may draw a card from his Twist Deck.

Adrenaline Rush: When Nicolas suffers damage caused by another character, he gains the following Condition: **"Adrenaline +1:** At the end of Nicolas' turn, he heals exactly 1 damage and lowers this Condition's value by 1."

Bring It!: Nicolas increases his Defense by an amount equal to the number of enemy characters in his engagement range (to a maximum bonus of +3).

Rush: Nicolas' Charge has been improved by +1.

Surly: Nicolas has a bad temper and a mean streak a mile long. He gains a  to his Intimidate duels, but when he is insulted, teased, or threatened by an NPC, he must succeed at a TN 12 Centering Challenge to avoid attacking that NPC.

(1) Beat Down (Pugilism)

AV: +5 ===== Rg:  1 ===== Resist: **Df**

Target suffers 2/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

 **"No Man Can Control Me!":** After succeeding, take this Action again against the same target. This Action may not declare Triggers.

(1) Much-Abused Pistol w/ Loose Trigger (Pistol)

AV: +0 ===== Rg:  10 ===== Resist: **Df**

Target suffers 1/3/4 damage. Capacity 5, Reload 2 AP. When this weapon is drawn, if it is loaded, flip a card from the Fate Deck. On a , it fires off a round and damages this character.

ANDREW HIGGINS

Fated, Living, Gremlin, Kin, Sawbones

<i>Might</i> -3	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 0
<i>Charm</i> 1	<i>Intellect</i> 2	<i>Cunning</i> -2	<i>Tenacity</i> 0
<i>Defense</i> 5	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> +6
<i>Willpower</i> 3	<i>Charge</i> 7	<i>Wounds</i> 6	

Skills: Centering 1, Convince 2, Doctor 3, Long Arms 2, Melee 1, Navigation 3, Notice 3, Scrutiny 1, Toughness 1.

Trust Me, I'm A Doctor: When Andrew fails an Expertise duel (such as Doctor, Navigation, or Scrutiny), he may draw a card from his Twist Deck.

Butterball: Andrew is a tubby little Gremlin. His Wounds have been increased by +1, but any sort of physical exertion leaves him gasping for breath. He suffers ☐ on all Acrobatics and Athletics duels.

Medical Genius: Andrew gains the following Trigger on all Doctor Challenges:

📖 *It's Not Lupus:* After succeeding, gain 1 Margin of Success.

Under My Care: Andrew may spend five minutes performing a "medical check-up" on a Living character (which may be himself) to give her the following Condition: **"Under My Care:** When this character is healed by the character that applied this Condition, she heals +1 damage." Andrew may only care for a number of characters equal to his ranks in the Doctor Skill.

Patient Files: Damage flips made against characters that have the **Under My Care** Condition suffer ☐.

(1) Rifle Butt (Melee)

AV: -2 ===== Rg: 🏹 1 ===== Resist: Df
Target suffers 1/1/2 damage.

(1) Big Honkin' Gun w/ Kicks Like a Pig (Long Arms)

AV: +4 ===== Rg: 🏹 10 ===== Resist: Df
Target suffers 2/3/5 damage, then this character is pushed 3 yards back. If this weapon is fired with both hands, it gains + to its attack flip. Capacity 2, Reload 2 AP.

Andrew Higgins

Despite being a Higgins, Andrew grew up in LaCroix lands with his mother, who just shoved food into his mouth whenever he started crying. By the time he was a young Gremlin boy, Andrew was already as wide as he was tall, and that ratio didn't change very much as he became an adult.

In his youth, Andrew spied upon a human doctor on the edges of the Bayou. The man fascinated him, and when he returned to the village, Andrew began copying the man's mannerisms, using big words, and keeping "medical files" on all the Gremlins in his village. He even found a big bag and filled it with doctor tools like corkscrews and hammers!

Gear: Big Honkin' Gun (kicks like a pig), Bag of Dubious Medical Tools (+ to Doctor Challenges), Goggles (Immune to the Blind Condition), 2 scrip.

Destiny: "Once the dust has settled, you will abandon one name for another, and even the water will burn. The howling storm sings its sorrowful song, and the butcher will claim its pound of flesh."

Twist Deck: Tomes (1, 5, 9, 13), Crows (4, 8, 12), Rams (3, 7, 11), Masks (2, 6, 10)

FIRST AID

First Aid can be used to heal a character with 0 or more Wounds remaining. To use First Aid, make a Doctor + Intellect Challenge against TN 5. If successful, the character heals 1 damage, plus 1 damage per Margin of Success. A character may only receive First Aid once per hour.

SURGERY

A character with less than 0 Wounds remaining can be healed with Surgery. Surgery requires 1 hour for each negative Wound possessed by the character. To perform Surgery, make a Doctor + Intellect Challenge against TN 10. If successful, the target heals to 0 Wounds. If you fail, the target suffers a 0/0/Killed damage flip with a + for each Margin of Failure.

Delphine LaCroix

When Delphine was young, her mother was called upon to take some strange mushrooms to the Swamp Witch. She dragged Delphine along with her (possibly as a safety net in case the Swamp Witch decided to eat a Gremlin that day). While she was waiting outside the Swamp Witch's hut, Delphine got hungry and, on a whim, swallowed one of the many toads loitering around the hut.

It proved to be a bad decision. Almost immediately afterwards, she could feel the toad moving around in her belly, and no amount of swallowed hot water or spicy food has thus far convinced it to leave.

When she eventually started to develop magical powers, everyone in the village was amazed... but not Delphine. She knew that it was the toad's fault, and to teach it a lesson, she slugged herself right in her own gut.

Despite her annoyance, Delphine has gradually come to see the benefit of having a toad in her stomach. The magical powers have proved useful on a few different occasions, and she's even able to jump a bit higher than before (or at least, so she claims)!

Gear: Toad-Skin Cape (Ignore first Critical Hit to your Chest each combat), Toad-Skin Gloves (Ignore first Critical hit to your Arms each combat), 5 scrip.

Destiny: "Once you have broken the arrows of war across your knee, you will don the killer's boots, but she refuses to take the offered hand. It waits for you, sinister and green beneath the ground, and you will sleep by the river as the waters rise."

Twist Deck: Tomes (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Masks (2, 6, 10)

USELESS LIMBS

A character with the Useless Limb (Arm) Condition suffers ☐☐ to any Action that requires the use of that arm.

A character with the Useless Limb (Legs) Condition suffers ☐☐ to all Physical Challenges that require Movement and has its Walk and Charge Aspects reduced to 1.

DELPHINE LACROIX

Fated, Living, Gremlin, Kin, Mage

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

Skills: Acrobatics 1, Athletics 1, Barter 1, Enchanting 3, Evade 1, Gambling 1, Husbandry 1, Music 1, Navigation 3, Notice 1, Sorcery 3, Stealth 1.

Focused Efforts: When Delphine fails to cast a Manifested Power (such as Primordial Terror or Toad Twisting), she may draw a card from her Twist Deck.

Arcane Shield: During Dramatic Time, if Delphine has not yet taken her turn during the current round, she reduces all damage she suffers by 1, to a minimum of 0.

Ate A Toad: On Delphine's turn during Dramatic Time, she may suffer 1 damage to draw a card and then discard a card. If she ever gambles with Zoraida, Delphine draws three additional cards to make her Poker hand.

Hard to Kill: Delphine may ignore one Critical Effect per Dramatic Time.

(1) Primordial Terror (Sorcery/Tenacity)

AV: +4 ==== Rg: 5 yards ==== TN: 8☐==== Resist: **Wp**
Target suffers 2/3/4 damage. This character then makes a flip against the target's Willpower with an AV of +3; on a success, the target is **Paralyzed** with fear.

(1) Toad Twisting (Enchanting/Cunning)

AV: +5 ==== Rg: ☐ 1 ==== TN: 9 ==== Resist: **Wp**
One of a Living target's body parts changes into that of a toad for 1 minute. The target can't benefit from armor on the chosen body part, which is determined by a suit in this Action's final duel total:

☛ *Torso:* Target also suffers 1/2/3 damage.

☛ *Head:* Target is also Dazed (+2 to its TNs).

✂ *Arms:* Target gains Useless Limb (Arms) Condition.

☛ *Legs:* Target gains Useless Limb (Legs) Condition.

GIVE YOUR BOSS A HAND

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Chubbs LaCroix had his hand (and favorite gun) bitten off by a gator, and it's made him a bit ornery. He's tasked his loyal underlings with finding the beast and bringing back his missing limb.

In order to find the gator, the Fated will have to brave the many (many, many) dangers of the Bayou, including giant toads, hungry pigs, and the wrath of the Swamp Witch herself.

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The Hand That Feeds is a fun and challenging One Shot adventure for the *Through the Breach* roleplaying game. It requires the *Fated Almanac* to play and comes with 5 pregenerated characters.

Into the Bayou is recommended to get the most out of this adventure, but it is not required.



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