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THROUGH THE BREACH

INTO THE BAYOU

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

Through the Breach adventures:

In Defense of Innocence
Northern Aggression
A Night in Rottenburg
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INTO THE
BAYOU

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INTO THE BAYOU

EXPANSION RULEBOOK

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INTRODUCTION

Into the Bayou is an expansion to *Through the Breach*, a tabletop roleplaying game set in the world of Malifaux. *Into the Bayou* focuses on the vast Bayou, a huge area of wetlands east of the city of Malifaux populated by Grenlins and dangerous wildlife that provides a host of interesting new possibilities for players and Fatemasters alike.

This book expands on the options presented in the *Fated Almanac* and the *Fatemaster's Almanac*, giving players new ways to bring their Fated to life. By combining the choices in this book with other expansion books, players and Fatemasters will have the tools they need to create new, compelling narratives in the waters and the wilds.

Load your shotgun and hold onto your moonshine, because it's time to venture into the Bayou!

THINGS YOU NEED TO PLAY

Playing *Through the Breach* requires the *Fated Almanac*, which contains the core rules for the game, including some steps for character creation. *Into the Bayou* expands on these options and can only be played in conjunction with the *Fated Almanac*.

You will also need a few Fate Decks, which are standard decks of playing cards with two jokers (one red and one black), and character sheets. Some players enjoy using miniatures to represent their characters during combat situations, but anything from a chess piece to a button will do in a pinch.

The Fatemaster will find it useful to have a copy of the *Fatemaster's Almanac*, which contains advice on running the game, statistics for some enemies the players might encounter, and other useful topics. More information on what you need can be found in the *Fated Almanac* on page 5.

WHAT'S INSIDE

Below is a description of what is in each chapter.

CHAPTER 1: INTRODUCTION

You're reading this chapter now! Here you'll find an outline of what you can expect to find in this book and what you'll need to play.

CHAPTER 2: HEART OF THE BAYOU

This chapter goes into depth on the creatures and notable locations in the Bayou. From the many Gremlin families to the ruins of ancient Malifaux, this chapter will help to bring the Bayou alive for Fated and Fatemasters alike.

CHAPTER 3: GROWING UP GREEN

This chapter details the process of creating Kin: Fated characters who are Gremlins. It takes players through a step by step process of fleshing out their character's history and personality.

CHAPTER 4: PURSUITS

This chapter introduces eight new Pursuits and five new Advanced Pursuits. Each of these Pursuits is tied to the culture and beliefs of swamp people, be they human or Gremlin. From the voodoo magic of the Bokor to the wilderness skills of the Trapper, this chapter opens up whole new avenues for Fated characters.

CHAPTER 5: DOODADS

This chapter introduces a variety of weapons and armor particular to the Gremlin people, as well as some items you are unlikely to find outside the swamp. A selection of Rare treasures wraps the chapter up, providing special items for lucky Fated to find.

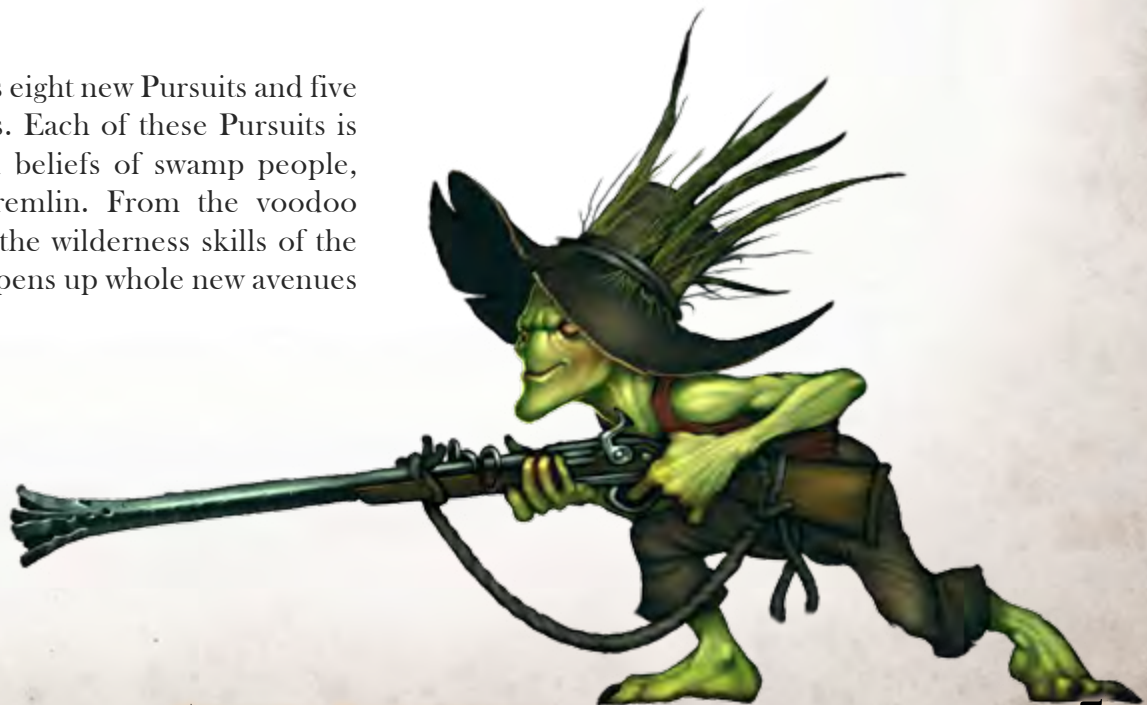
CHAPTER 6: TALENTS & MAGIC

An expanded list of General Talents can be found here, including some for Fated of all variety and some that can only be taken by the Kin.

In addition to these new Talents, this chapter also contains twelve new Magia and a collection of unique Grimoires that highlight the sorts of mischief and mayhem Bayou spellcasters get up to.

CHAPTER 7: CREEPY CRAWLIN' CRITTERS

This chapter contains a wide array of creatures that the Fated may encounter. The Gremlins, humans, and beasts of the Bayou provide an assortment of new and interesting challenges for the Fated to overcome.





HEART OF THE BAYOU

The lands to the east of Malifaux City are a combination of swamps, wetlands, and marshes that are collectively known as the Bayou. This murky wilderness stands in sharp contrast to the desolation of the Badlands or the arid emptiness of the Northern Hills not only due to how wet it is, but also because of how much life thrives beneath its dark canopies.

The borders of the Bayou are easy to define, at least on its western and southern edges. The Ten Peaks mark the northern boundaries of the swamp, and it is from there that the Frostrun River cuts a path southward, dividing the western edges of the Bayou from the Northern Hills. The southern stretches of the Bayou taper away quickly as they meet the Badlands, but the boundaries between the two are mostly measured by moisture; if the ground is wet, you're still in the Bayou, and when it dries out, you've crossed into the Badlands.

The eastern edges of the Bayou are raised hills that form the edges of the basin containing the swamp, and beyond them lies the ocean. Very few humans have seen this wide expanse of open water; the Guild's first and only expedition to the edges of the Bayou were enough to convince it that eastward expansion was a waste of their time and resources.

The Blackrill River flows south from the Ten Peaks into the heart of the Bayou, where it splits into countless tributaries and marshes. In the spring, meltwater from the mountains causes the Frostrun and Blackrill Rivers to flood, turning the northern third of the Bayou in a shallow, brackish lake. The water levels gradually recede in the summer and autumn months before cooling in the winter, with the temperature often dropping low enough to cover the Bayou in frost, but rarely so low as to freeze anything but the shallowest of ponds.

The southern stretches of the Bayou are coniferous swamps that closely resemble flooded forests. The soil here is typically wet and muddy, with sporadic hammocks and islands of firm ground appearing with greater frequency as one travels further south. Shrubs and underbrush cling to every bit of semi-solid ground they can find, and the water flows in a slow current toward the massive crater known as the Red Cage.

This wound in the earth is relatively recent, having appeared in 1902. Most of the people of Malifaux believe a meteorite struck the Bayou, leaving an incredibly large impact crater behind. In actuality, the meteor was the Red Cage, a prison created countless years earlier to imprison the Tyrant known as Cherufe, and the crater is not the result of an impact, but was rather caused by the release of the massive aetheric energies that had been needed to bind such a powerful entity.

Today, the crater that bears the Red Cage's name exists as a siphon that constantly drains away the brackish water of the swamp. The environmental effects of the crater - namely a drop in the average water level of the Bayou's swamps and marshes - has been felt across the entire ecosystem. The decreased water level has allowed the Bayou's Gremlin population to spread out even further, while the increase in current speeds - from nearly stationary to sedate - has hampered the breeding grounds of some of their primary predators, such as the oversized mosquitoes known as skeeters.

As one travels further east, the forested swamps of the south and the flooded northern lakes give way to bogs, fens, and quagmires. These wetlands are not forested, with only the occasional hillock breaking up wide expanses of grasses, mosses, and standing water. Much of the water here is blanketed by a layers of floating vegetation such as algae and water lilies, and grass-like plants such as reeds and cattails are also common.

These bogs are littered with ancient structures that have long since been reclaimed by the marshes, and it's not uncommon to see broken, moss-covered spires or aqueduct-like stone architecture jutting out of the muck. The bulk of these ruins are buried beneath thousands of years of sediment, slime, and water, and many of them have become the breeding grounds for the Bayou's native Silurid population.

Stories that make their way back to Earth often paint the Bayou as a breeding ground for carnivorous, flesh-eating plants, and while it's true that such vegetation can be found within the swamp, most of it isn't dangerous to humans. Bladderworts, pitcher plants, and sundews can all be found within the Bayou, but few grow large enough to pose a threat to anything larger than a mouse, let alone a fully grown human.

Two notable exceptions are the Wandering Drosera, a type of mobile sundew native to the eastern bogs, and the Snaptooth Creeper, a gigantic snap trap plant. Both species are mobile, but where the Wandering Drosera prefers to capture its prey in tentacles that are covered with sticky digestive juices, the Snaptooth Creeper uses whip-like tendrils to capture prey and drag it into range of its many clamp-like mouths.



INHABITANTS

The Bayou is teeming with life of all varieties. In the flooded northern stretches, fish such as the Bayou cod, marsh carp, and all manner of catfish are common. Most species of fish in the Bayou grow to be anywhere between eight to fourteen inches in length, and nearly all are omnivorous.

These fish feed on the plethora of small invertebrates, aquatic insects, mollusks, and small frogs that share their home, and are in turn prey for the Bayou's larger predators. A few breeds of fish are purely carnivorous, such as the ogre fish, which can grow up to three feet in length. These four-eyed fish boast two rows of sharp teeth in jaws that seem too large for their box-like skulls: they are infamous for their bad tempers and voracious appetites.

Frogs are present in the northern reaches of the Bayou, but, much like the reptiles they share the Bayou with, they become much more common as one draws closer to the forested portions of the swamp. The sizes and colors of the Bayou's frog population are too many to count, but they tend toward bright colors. Most secrete some manner of toxic poison from their bodies to discourage predators, the ingestion of which can cause anything from stomach cramps to vivid hallucinations to death.

The swamp's toads tend to be darker in color, with various shades of browns being more common. Unlike their smooth-skinned cousins, who rarely grow larger than a human fist, these dry, bumpy creatures can grow to the size of a small house, provided that they have enough food.

Larger, humanoid creatures known as Silurids also prowl the depths of the Bayou. These animals are somewhere between a fish and a frog, and they are able to traverse the land or water with equal ease. A hundred years ago, Silurids were at the top of the food chain in the Bayou, but the arrival of humans (or, more specifically, the arrival of firearms in Gremlin villages) tipped the balance in favor of the Gremlins and forced the Silurids to withdraw to the darker, wetter portions of the Bayou.

Every Silurid is born male, but after surviving a long and unlikely journey to full maturity, a Silurid's gender changes to female, transforming it into a Spawn Mother. This alpha female takes charge of her brood, mating with the younger males and forcing them to find food for her future children.

A Spawn Mother lays her eggs in the autumn and can produce hundreds at a time, depending upon how well she has eaten up to that point. The eggs grow steadily larger before hatching in the spring, at which point the hungry baby Silurids - which are known as Gupps - will devour any food they can find, sometimes even turning on one another for sustenance.

When a young Silurid is threatened, it releases a piercing wail that drives all nearby Silurids into a deadly bloodlust. This serves not only as a warning mechanism against predators but also as a means of frightening such creatures away from Silurid nesting grounds; the shriek of a dozen agitated Gupps is loud enough to discourage even a successful predator from doing much hunting in the area.

In the past few years, gecko-like creatures dubbed Grootslangs have been noticed in the vicinity of the Red Cage. Though larger than a full-sized draft horse, these reclusive creatures seem to have no difficulty in maneuvering the slick, cracked stone walls of the crater, scampering up them as quickly as a human might run across an open field. Whether these are some hitherto undiscovered species of Bayou predator or some new horror unleashed in the aftermath of the Red Cage's descent is unknown, but their pale skin and eyeless faces seem to suggest a subterranean origin.

A number of reptiles also call the Bayou home, including a wide variety of turtles, lizards, and snakes. Snapping turtles are a constant threat to fishermen, as they often feed on the same sorts of bait used to attract fish. The temperamental reptiles can easily take off a finger (or a hand, in the case of the larger turtles) if handled improperly.

The Bayou's snake population comes in two different flavors: small and extremely venomous, and large enough that the snake's poison is mostly overkill. The smaller snakes tend to be primarily aquatic and dark in color, with blacks and browns being common. Their diet is relatively simple, consisting of small fish, frogs, and leeches, as well as small mammals such as muskrats. These simple creatures rarely bother travelers unless threatened, but the distinction is likely lost on anyone who has accidentally stepped on such a snake.

The larger snakes are a different story entirely. The Razorspine Rattler and the Mudscale Moccasin are the two most notable creatures of such size, and it's not uncommon for either species to reach fifteen to twenty-five feet in length.

The Razorspine Rattler is most common in the southern reaches of the swamp, where it preys on just about anything smaller than itself. When hunting, the Razorspine Rattler prefers to approach its prey in near silence and then trap it in its coils, which are studded with sharp bone-spurs that cut into the trapped creature like knives. As its future meal struggles, the Rattler bites it over and over again, tearing away great chunks of flesh with each venom-laced bite.

In the northern stretches of the Bayou, it's far more common to encounter the Mudscale Moccasin, which is less physically intimidating than its cousin but no less deadly. These snakes possess small slits in their fangs that they use to spit poison at their intended prey from a distance, weakening and often blinding it, if the poison happens to strike its victim in the eyes.

Once incapacitated, the Moccasin approaches the struggling creature, bites it, and then uses its tail to flip its prey over and over again in what has been termed a "death roll." This circular motion fully disorients its prey and frequently results in enough twisting force to rip limbs from their sockets.

By far the most notorious reptile of the swamps, however, is the Bayou alligator, or just "gator" for short. These massive reptiles can grow up to twenty feet in length, though most adults tend to be around fifteen feet long and weigh just shy of a thousand pounds. Smaller gators can sometimes be found in proximity to each other, but most adult gators are solitary ambush predators who prefer to hunt alone.

Despite spending much of their time lounging in the sun or floating in the water waiting for prey to happen past them, gators are capable of surprising bursts of speed when necessary. Some have even been noticed rising up and taking a few steps on their hind legs in preparation for an impending forward lunge, much to the surprise of their unsuspecting prey.

When hunting, gators take full advantage of their aquatic environment. Their natural camouflage allows them to be easily mistaken for a floating log, and after getting a victim in its jaws, a gator engages in the same "death roll" behavior as the Mudscale Moccasin. Unlike the gators of Earth, which can be rendered relatively harmless by holding their jaws closed, the jaw muscles of Bayou gators are much better developed. Many would-be gator wrestlers have ended up as surprised meals after assuming that these dangerous predators operated under the same rules as their Earthside counterparts.

Also prevalent in the Bayou are pigs, which are surly and eat just about anything. While they are unbothered by shallow marshes or standing water, most pigs have an aversion to swimming and thus are most commonly found in the swampy, forested southern parts of the Bayou. Pigs are communal in nature, with female pigs living in herds with their young while adult male pigs tend to be solitary.

Both genders of pigs are heavily built, with short legs and hunched backs that grow pronounced with age. A pig's incisors grow quickly, eventually giving them tusks that protrude from the gum line and curl either forward or backward as they lengthen. These tusks are more pronounced in male pigs, but natural grazing and eating tends to wear them down and keep them at a functional length.

The pigs compete for territory with Bayou chickens, which often stand taller than a human. Though flightless, these large birds are fiercely territorial and frequently come into conflict with the swamp's pig population. Thus far, the pigs seem to be winning the territorial squabble, and the numbers of Bayou chickens have been steadily decreasing as the pig population continues to expand. In another twenty or thirty years, it's likely that these aggressive swamp fowl will be completely wiped out by their porcine rivals.

Far less likely to disappear anytime soon are the skeeters that infest just about every corner of the Bayou but are most prevalent in the eastern bogs. The slow-moving and often stagnant water here is an ideal breeding ground for these giant mosquitoes, as well as numerous smaller but-no-less annoying species of midges.

The life cycle of a skeeter is quite rapid, with eggs hatching within a few days of being laid, followed by a month-long period as larva during which the young skeeter feeds on small fish and other small, aquatic organisms. After entering a pupa state, the adult skeeter emerges and will spend six to seven months gathering food (i.e., blood) and mating before it dies.

The greatest predator of the skeeters are the Ahool, bat-winged predators that nest in the trees near the edges of the Bayou's bogs. Hunting primarily at night, the sensitive ears of Ahool enable them to pick out the buzzing of a skeeter's wings from a great distance, allowing them to home in on the largest of the oversized insects and snatch them out of mid-air. Ahool subsist almost entirely on blood, so a heavily-laden skeeter with an abdomen full of blood is a juicy prize for them.

The sensitive hearing that makes Ahools such effective predators can also be a liability; the frequent singing, gunshots, and music that accompanies a Gremlin village is a cacophony of unpleasantness to Ahool sensibilities, so they frequently give such settlements a wide berth. Gremlins who wander far from their companions at night are fair game, however, and many a Bayou traveler has been snatched up and carried off by a hungry Ahool before her companions even realize that one is in the area.

The Bayou Explorer's Handbook (excerpt)

Welcome!

The book that you're holding in your hands is the most useful tool you will have in navigating Malifaux's Bayou, seeing all of its notable sights, and then coming home in one piece. It was compiled from the experiences, journeys, and misadventures of the members of the Malifaux Exploration Society, a sophisticated group of survivalists, hunters, and outdoorsmen who wish to share their knowledge of Malifaux with the wider public... which is to say, you!

Before you go rushing off into the Bayou with our excellent book clutched in your eager hand, let's take a moment to talk about the other supplies that should find their way into your travel pack

Rubber Waders: These are invaluable to any Bayou explorer. The swamp is wet, marshy, and unpleasant, and not only do waders keep you dry and warm, they also keep the smaller leeches from attaching to your private bits.

Weapons: You'll want to bring at least two weapons, one to defend yourself at range, and one for up-close work. Archery is preferred by some of our members, due to being able to fire without attracting the attention of nearby predators, but firearms make up for their noise with ease of use and stopping power. Just make certain to keep your ammunition dry.

Extra Clothing: At some point, you WILL run into a Gremlin. They love human clothing, especially hats, and a few shirts or a large hat offered as gift can often earn a Gremlin's trust and cooperation for short periods of time.

GREMLINS

The most common inhabitant of the Bayou, or at the very least, the most well-known by humans, are the race of small, green-skinned humanoids known as Gremlins. On its own, a single Gremlin isn't very dangerous, but their high numbers, innate curiosity, and ability to use human devices such as firearms and explosives can make them incredibly deadly in large groups.

Gremlins are adept at mimicry, and they've been watching humanity very closely since the days of the first Breach. Almost every aspect of their society can trace its roots back to some human habit or custom that the Gremlins coopted for their own use. While they were little more than curiosities or annoyances when humanity first came to Malifaux, the Gremlins have developed a complicated and strangely fascinating society in the century since meeting their first human.

While the Guild doesn't consider the Gremlins as a whole to be a significant threat, they still don't have a fond opinion of the little creatures. Gremlin raids on human homesteads and Guild convoys are common near the Bayou, and rather than launch what would no doubt be a disastrous and pointless attack on the Bayou, the Guild has decided to fight back in smaller ways.

The most significant is the creation of the Austringers, a branch of the Guild Guard that trains raptors from the Bayou to hunt Gremlins. The birds, which are nearly as intelligent as their prey and far less drunk, are quite successful at this task, and their patrols along the Bayou's borders have proven to be a strong deterrent against Gremlin raids.

The Guild also pays out a two scrip bounty per Gremlin corpse delivered to one of their outposts. This has made Gremlin hunting a popular past time for mercenaries who are between work, and it's not difficult to earn a living wage collecting Gremlin bounties. It's also not terribly safe; where there's one Gremlin, there's often a dozen more, and it's very easy for a would-be bounty hunter to find herself suddenly outnumbered by a bunch of angry Gremlins with loaded firearms.

BORN ON THE BAYOU

Gremlins breed as fast as rabbits (their gestation period is only five months), and their litters can have as many as twenty pups. Female Gremlins, however, are not built to cope with that many children. Since, at best, they can only breastfeed two children at a time, Gremlin mothers inevitably end up having favorite offspring, ensuring that there are some children in every litter that are stronger, faster, and smarter than their siblings (though not all of those traits necessarily find their way into the same Gremlins).

These favored few have a much greater chance of surviving until adulthood... provided they aren't killed by one of their jealous siblings. Gremlin mothers also aren't too mindful of where they leave the rest of their pups. In larger villages, the other Gremlins can usually herd wayward young ones back towards safety when they stray too far toward the pig pens or deep water, but in smaller settlements, any children the mother misplaces or forgets about often starve to death or succumb to the perils of the Bayou. The few that survive despite this neglect tend to be meaner and more clever than their favored siblings, though not as large or strong.

Occasionally, these less-favored siblings will form gangs in order to survive. These packs of young Gremlins roam their villages haphazardly, begging for food from anyone they come across and stealing whatever seemingly edible things they come across. The younger packs have little concept of self-preservation and will often wander blindly into danger in search of food, while the older gangs have a bit more experience behind them and can actually become chillingly clever at taking care of themselves with the right leader.

Overall, being a young Gremlin in the Bayou is a risky business. At best, only six out of twenty ever make it to adulthood. Males outnumber females at a rate of ten to one, but the survival rates are higher among females as their comparative rarity makes them more likely to be a favorite with their mother. Female Gremlins also tend to be smarter than their male counterparts, which makes them more likely to survive the perils of the Bayou.

Female Gremlins start growing hair on their heads a month or two after they're born, and it never really stops growing. This hair is almost uniformly stiff and black, and it's considered attractive to weave it into long braids. Male Gremlins, on the other hand, are almost always bald from birth, though most find that they're able to grow a mighty fine beard as they enter their twilight years. Those few males who are fortunate enough to be blessed with a full head of hair tend to do fairly well for themselves and are often their mother's favorites, either because of how rare they are or simply because their mother confused them for a girl.

It only takes about six years for a Gremlin to reach maturity, but even then, they never quite stop growing. The average adult Gremlin stands from three to three and a half feet tall, but with enough time (and enough food), a healthy Gremlin can add up to another foot to its height.

Once a Gremlin is full grown, it isn't just welcomed into its family with open arms; it must undergo a trial to mark its coming of age. This trial varies from family to family or from village to village, but even then, it's hard to tell just what a young Gremlin might be asked to do to prove that it's an adult. Drinking contests are common, whether it's a race against one's siblings or just a certain amount of moonshine that the Gremlin has to drink without succumbing to alcohol poisoning. Others are asked to catch feral pigs, survive an upcoming raid on another settlement, or to just win a game of **Bullet**.

Interference in a coming-of-age trial by individuals from the same family is uncommon. This is mostly because Gremlins are inherently lazy. However, they are also vindictive, so if a young Gremlin has managed to upset its neighbors while growing up (typically by stealing from them), then some manner of interference is expected. Interference from other families is a different story and is practically mandatory, should any of them get wind of such a trial occurring nearby.

Once a Gremlin has completed its trial, it's considered to be an adult in good standing with the rest of its family (for whatever that is worth). If a Gremlin fails its trial, the family is expected to ostracize the failure and cast him or her out into the Bayou to survive on their own.

How much a given settlement adheres to this expectation varies. Given the importance and relative rarity of female Gremlins, for instance, they're often given easier trials than their brothers, but should one fail, the rules of the trial are usually hastily rephrased to turn the loss into a victory of some sort. It's just not a good idea to toss a young lass in the prime of her breeding years into the swamp where she could be killed or, worse, adopted by another rival family.

Even if a Gremlin is cast out of its settlement, however, it can still find safety and camaraderie by traveling to the next nearest village. The village's residents will surely have a number of questions for the would-be migrant (and maybe a fair amount of bullets, if the settlements are engaged in a feud), but generally speaking, if the Gremlin doesn't shoot anyone or burn anything down in the first few hours - or, conversely, if it shoots someone particularly disliked by the rest of the settlement - then it's generally accepted into the new settlement without much fuss.

As a result of this "migration of failures," the population of Gremlin settlements remains diverse. While most settlements tend to lean heavily toward one family or another, it's not uncommon to find a few members of other families living in each village as well.

Gremlins are considered to be old once they reach their mid-thirties, and their natural lifespans will rarely carry them all the way through their forties. Of course, the average lifespan of a Gremlin is far shorter than this, so it's uncommon to find Gremlins of this advanced age. Most are killed by other Gremlins, eaten by pigs, snapped up by gators, or killed by any number of other hazards in the Bayou long before old age becomes a threat.

LEARN YA GOOD:

GREMLIN EDUCATION

Survival is the first thing any young Gremlin learns; even those Gremlins who have the favor of their mother must learn to fend off rivals and resentful siblings.

One of the greatest strengths of the Gremlin race is their talent for mimicry. Gremlin children learn by watching and imitating older Gremlins. If a Gremlin is lucky enough to be favored by its mother, then it will often end up copying her more than anyone else, at least until it is weaned and its mother has a new brood of young Gremlins to worry about.

When this happens, the young Gremlin will often join its less fortunate siblings in following around whatever older Gremlin will tolerate their presence. Together, they watch what the older Gremlin does and listen to his or her tales. Even when a Gremlin grows older and its primary motivation shifts toward wanting to share some of the elder's moonshine or waiting for a distraction to steal some desired object, it still manages to absorb its village's stories, history, politics, cautionary tales, bad habits, and the inevitable discussions on how everything was better, harder, nastier, and bigger in the elder's day.

It's this natural talent for mimicry that makes Gremlins so adept at adapting to human customs. A little over a century ago, the Gremlins had little care for the concept of clothing, but now - as with human society - clothing has become a symbol of status among their communities... though not quite in the same way as in human society.

While most Gremlins try quite hard to avoid picking up any useful skills - those who do are invariably expected to do more work - there are a few who do eventually end up specializing at one or more various tasks. Sometimes this is a matter of necessity, such as when the last of a village's scouts is eaten by Gators and another is needed, but most often such assignments come about as a result of either random chance (i.e., an elder pointing at a nearby Gremlin and assigning her a task) or spite (i.e., an elder pointing at a nearby Gremlin and assigning her a task).

Other times, a Gremlin will actually take a fancy toward a particular profession, as is often the case with taxidermy, which tends to attract Gremlins with an unhealthy interest in necromancy, pigs, explosives, or any combination of the three.

Some positions are even highly contested. The most prominent position to which most Gremlins can reasonably aspire (assuming they do not have such an inflated ego as to assume they can become the boss of their village) is that of slop hauler. The task of feeding a village's pigs is inherently dangerous, but slop haulers get to dig through the slop and pick out the choicest morsels for themselves before bringing it to the pigs, making it quite a comfortable job.

The irony, then, is that as a slop hauler takes advantage of the perks of her job, she gradually becomes fatter and fatter, slowing her reactions and making her a progressively tastier meal for the hungry pigs who end up waiting longer and longer for their meals. Eventually, something invariably gives and the slop hauler is either chased down by her hungry pigs or drowned in the slop by a faster, stronger rival that wants her job for himself.

Either way, there are usually a half-dozen young Gremlins watching from the sidelines, making note of what their elders are doing so that they can repeat the same mistakes a decade later.



MAKIN' BACON:

FOOD PRODUCTION IN THE BAYOU

Meat forms a key part of the average Gremlin diet, with pork constituting a substantial portion of that. Most well-off villages maintain at least one pig pen, while the larger settlements often boast what could accurately be called pig farms. Less prosperous villages still hunt feral pigs for sustenance (as opposed to for fun or simply to thin their numbers), an act that works out in the pig's favor about as often as it does the Gremlin's.

Alligators - or just "gators," as the Gremlins call them - are an important secondary source of protein, though they tend to be more difficult to hunt than pigs. Blast fishing is the popular method of securing gator meat. The exact process varies from hunter to hunter, but the favored approach is to simply find out where a gator is and then hurl a stick of dynamite into the water. Gremlins without access to such resources will often use bottles of specially blended moonshine to create the necessary explosion, though doing so tends to result in a smaller blast and also runs the risk of wasting perfectly good moonshine.

Regardless of the method used, a gator's armored hide usually prevents the resulting explosion from doing any serious damage to it. The blast will often stun even the largest gator, however, giving quick Gremlins just enough time to rush forward and shoot the confused creature full of bullets before it can realize what is happening and submerge. If the hunters are lucky, the explosion also adds a harvest of swamp fish to the bargain, turning what was already a good-sized meal into a veritable feast.

Despite rumors to the contrary, Gremlins aren't solely carnivorous. While their primary food is meat and they can live off only meat for an extended period of time, they are also capable of consuming a range of other foods.

Eggs of all kinds are fair game. Gremlin predilection for gator eggs helps sustain the balance of the Bayou ecosystem in a similar fashion to their hunting of pigs, preventing the rival predators from becoming too numerous. Bird eggs are also popular, especially in the spring, when most bird species nest.

Riskier than gator eggs are the large eggs of the Bayou's six-foot-tall chickens. Bayou chicken eggs are much larger than gator eggs, often reaching over eight inches in diameter, but they're also more fiercely protected by their parents. Generations spent protecting their eggs from sneaky Gremlins and pushy pigs have resulted in a breed of chicken that is particularly tense and high-strung, and often the mere sight of a Gremlin is enough to send a Bayou chicken into a clucking frenzy, which only serves to rile the other chickens into a scratching, clawing frenzy.

By far the riskiest of the eggs in the Bayou, however, are skeeter eggs. The giant mosquitoes don't particularly care about the safety of their eggs, but they tend to linger in the vicinity, making any attempt to steal the admittedly delicious eggs an exercise in foolishness. Any Gremlin spotted by the skeeters is snatched up and drained of its blood, then implanted with a host of small eggs that incubate in the warmth of the Gremlin's rotting corpse.

Settlements on the sunken grasslands have greater access to grain crops. The open, marshy plains of the grasslands are well-suited to cultivating wild rice. Being a labor-intensive process, success among the Gremlins is mixed and depends entirely on how much discipline the Gremlins have. To make matters worse, wild rice is a fragile crop and is easily destroyed by marauding pigs. The Gremlins tend to take the appearances of such pigs in stride, however, since pigs sloshing around in shallow water that prevents them from moving very quickly just means that the lunch menu has changed around a bit. Watercress and pond weed have also been known to be cultivated by Gremlins, but most just tend to gather these crops from the wild.

Foraging is a more common practice among Gremlins than cultivation. After all, why put all that effort into growing something when you can get the Bayou to do the hard work for you? Many species of reeds grow in the swamp, such as tasty rhizomes and corms that can be dug up and baked like potatoes. The shaft of some reeds also doubles nicely as a poking stick, though some care must be taken to select one that isn't too flexible or fragile.

The damp climate of the Bayou makes it an excellent breeding ground for many types of mushrooms and fungi. Gremlins have learned which of types are edible through painful - and sometimes fatal - trial and error. Despite this knowledge being passed down through the generations, mistakes are still made on a relatively frequent basis. It's all too easy to mistake the crimson cap of the edible Blood Cap mushroom for that of the deadly Lilith's Mane.

Outsiders traveling through the swamp are best advised to stick to their rations and not bother with the mushrooms, for there are more poison species than not. The Gremlins persevere, however, and a few have even managed to do quite well for themselves by growing safe mushrooms and then trading them with nearby villages or even the humans of Malifaux City. Not only do these mushrooms provide an easy, fast-growing, and safe food source (once all the poisonous mushrooms have been weeded out), but they also provide a productive use for the great quantities of waste created by domesticated pigs.

The Bayou Explorer's Handbook (excerpt)

The Verdant Lighthouse

Nestled within the looming trees of the southern Bayou is a tall spire of worked stone that juts out of the swamp at a slight angle. All manner of lichen and mosses cover its lower half, but the upper portions are unblemished stone where the structure rises above the surrounding tree line.

The entrance to the lighthouse is buried in the muck of the swamp, but enterprising explorers can access it by climbing fifteen feet up to an opening in the side, which was likely intended for a window of some sort in the distant past.

Why would one wish to climb into a moss-covered stone spire, you might ask? For the breathtaking view! Stone steps lead up to the top of the tower (but remember to take them slowly, as they are often slick with water or slime), which is open at the top.

Explorers are recommended to tie themselves off with a good length of thick rope before venturing out of the staircase due to the previously mentioned slickness of the stone. Falling three hundred feet into the Bayou is not a pleasant experience!

Once an explorer has braved the dangers of the Verdant Lighthouse, they have earned one of the better views available in Malifaux. The Bayou stretches out in every direction, a sea of greens, browns, blacks, and blues, and on particularly clear nights, one can even see the glow of distant Malifaux City, as well as numerous smaller dots of campfires and bonfires that mark the settlements of the indigenous Gremlin population.

Second Edition Addendum: The Malifaux Exploration Society wishes to warn would-be visitors to the Verdant Lighthouse that the location is no longer considered safe. A great winged beast dubbed "Simurgh" has roosted at the top of the spire and now ruthlessly defends its nest with sharp talons and a razor-sharp beak. Until the beast is slain - a task that has claimed the life of nearly fourteen men and women at the time of this printing - explorers should give the Verdant Lighthouse a wide berth.

[In game terms, Simurgh is a Henchman Trained Raptor (pg. 191) with Height 3, Toughness 5, and a Rank Value of 10. The damage of its Sharp Talons is increased to 3/5/6, and it gains the following Trigger:

☞ Air Drop: Move this character and the target up to 5 yards in any direction.]

HOG WHISPERIN':

THE IMPORTANCE OF THE PIG

Pigs have long played a key role in Gremlin life. Before humans arrived on Malifaux, this role was one of predator. With their thick, leathery skin, massive tusks and aggressive temperament, they fulfilled this role well. Until recently, pig-related fatalities were the second largest cause of death among Gremlins, right after Gremlin-related fatalities.

Superior numbers and opposable thumbs ensured the Gremlins' survival despite the greater size and strength (and, arguably, intelligence) of the pigs, and the number of pigs in the Bayou were kept in check by the Gremlins, who hunted the younger pigs with crude clubs and spears. This delicate balance was the beating heart of the Bayou's ecosystem for some time, as neither of these apex predators was ever able to truly get the upper hand on the other, which allowed other, lesser predators - such as Silurids - to carve out their own ecological niches.

This delicate balance shattered with the arrival of humans in Malifaux. Farmers settled the land along the banks of the Frostrun, bringing with them all manner of domesticated animals. This immediately caught the attention of the Gremlin families who had territory along the western edge of the Bayou. At first, they simply raided the farms, finding them relatively easy pickings, especially when compared to the pigs and gators of the Bayou. Eventually, however, some of the Gremlin leaders began capturing young pigs and putting them into crude pens, mimicking their human neighbors.

This gave these families an advantage in the constant pig/Gremlin war, and by the time the Breach reopened a hundred years later, Gremlin society had moved from a primarily hunter/gatherer model to a more agrarian model. Pig farming proved to be a reliable food source, which meant that the Gremlins could settle down in one location instead of wandering through the swamp in search of food.

Less wandering meant fewer Gremlin women losing their children. This directly contributed to more Gremlins surviving to adulthood, tipping the balance more in their favor.

Combat, in particular, was ushered into a new golden age by the domestication of pigs. At first, advances in pig warfare were primitive. It began with simply letting pigs loose on the battlefield and hoping that they gored more foes than friends. Despite being a high-risk strategy, this remains a popular battlefield tactic among Gremlins to this day.

As more Gremlins began to take up the domestication of pigs, however, other tactics were developed all across the Bayou. The most inventive of these is rumored to have come from the LaCroix family, who developed a catapult that used pigs as ammunition. Bayou pigs are ornery at the best of times, and careening through the air at high speeds does nothing to improve their temperament. Even if the initial impact doesn't kill the target, there is a good chance that a sturdy pig will survive the landing and immediately launch itself into a full-fledged blood frenzy in the middle of the enemy's encampment.

In addition to being dangerous weapons, pigs also make effective mounts. Horses were never destined to be viable in the Bayou; feeding them requires large tracts of arable land, and the swampy ground of the Bayou encourages hoof infections. In contrast, Bayou pigs are perfectly at home in the marshy underbrush of a swamp, and their foul tempers are a benefit on the battlefield, as their riders typically don't have to do very much to convince an angry pig to gorge itself on screaming Gremlins.

The relationship between pigs and Gremlins remains an uneasy one. The term "domesticated" can only ever be applied loosely to Bayou pigs, and even the most "tame" pig tends to retain a surly attitude. Wise Gremlins don't let their guard down around a pig, for single moment of inattention is usually all it takes for the beast to lash out and crush a limb in its porcine jaws.

Some Gremlins find they have a talent for working with the pigs. These Gremlins are highly valued by their peers because they ensure a sustainable supply of food, weapons, and mounts while keeping the temperamental creatures calm and in check.

BUILDING CIVILIZATION: GREMLIN STRUCTURES

Before the domestication of the pig, Gremlins were largely migratory, moving in small packs and sleeping in crude lean-tos formed from branches and mud. Gremlins that lived in particularly swampy areas often spent the night in trees, making use of any hollows or wide branches they could find.

The Gremlins watched the settlers that came through the first Breach build their homesteads, and by mimicking them, they learned how to manufacture their own building materials, such as wood planks, mud bricks, and crude nails. When the humans disappeared, the Gremlins crept out of the swamp and looted as many supplies as they could, in a few cases dismantling entire towns only to reassemble them (poorly) in the depths of the Bayou.

Since the opening of the second Breach, the Gremlin families whose territory lies in close proximity to Malifaux City and other human settlements have had better access to human building materials and tools, and as a result, they tend to have the largest and most elaborate settlements. Other families have been forced to trade or steal with their more fortunate neighbors to gain access to these resources, and as a result, their settlements tend to be fairly ramshackle and haphazard, even by Gremlin standards.

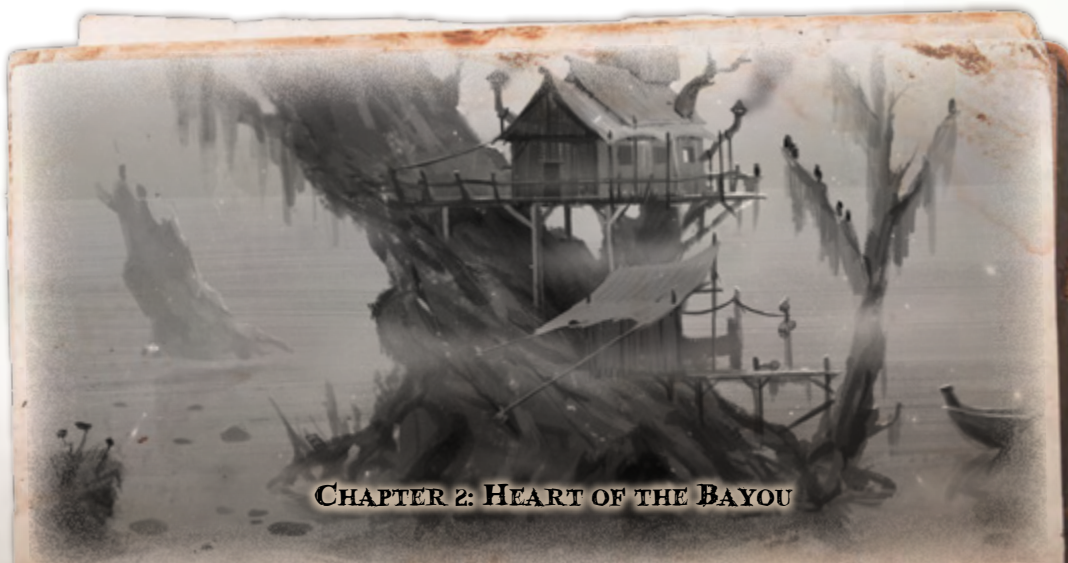
Despite this general rule, the quality of Gremlin structures can vary greatly from village to village, even within the same family's territory. Gremlins aren't known for thinking ahead, and as a result, the longer a structure has been standing, the more likely it will have been modified in some manner.

These modifications could be extensions that add additional rooms to the building without any thought to what was built before (or what one's neighbor might do in the future), or they could be relatively meaningless additions meant to impress one's neighbors or solve a temporary problem, such as adding colored pennants to one's roof, cutting holes in the wall to cool things down in the summer, or the ever-popular wall-mounted moonshine still.

The unforgiving nature of the Bayou has led to many small boats being abandoned beneath its murky canopy, and many of these rusting and vine-covered wrecks have been repurposed by opportunistic Gremlins who have turned them into homes, shops, strongholds, and even small villages, if the vessel is large enough. It's not uncommon for a paddleboat whose crew was eaten in the night by Silurids to turn up a few weeks later in the Bayou as the site of a new Gremlin village, covered in all manner of ramshackle wooden huts and connecting walkways.

In recent years, more specialized structures such as shops, breweries, and even meeting halls have started to spring up in Gremlin villages. Watchtowers and hunting nests have also become popular, both to protect Gremlin settlements from rampaging pigs or angry neighbors and to allow nearby villages to communicate with each other via signal lanterns.

No matter what humans build in Malifaux, the Gremlins of the Bayou seem to be eager and willing to steal the idea and repurpose it for their own ends... at least until they get too drunk to remember what they were building or a pig breaks out of its fence and distracts everyone from the task at hand.



SURVIVAL OF THE FITTEST:

GREMLIN JUSTICE

Stealing, cheating, fighting, and other similar behaviors might be considered anti-social or even criminal in human society, but among Gremlins, they are simply a way of life. Gremlin society doesn't so much discourage such behavior as it discourages getting caught for it, and as a result, Gremlins who are able to avoid the blame for things that would be considered crimes in human lands are seen as smart and clever, rather than treacherous.

As far as Gremlins are concerned, it is the responsibility of every Gremlin, settlement, and family to take steps to deter or prevent others from doing something to them that they may take issue with. For example, if a Gremlin has a valuable object, it is up to that Gremlin to prevent it from being stolen by hiding it; carrying a big gun or knife to intimidate, maim, or kill any would-be thieves; or having a reputation for such violence and viciousness that nobody wants to risk her wrath by trying to steal it. If the object still gets stolen, then its former owner failed to protect it, and the fault lies with her and her alone.

Conversely, if a Gremlin wants to avoid being punished for doing something wrong, she has to avoid being caught, convince everyone that whatever she did was actually beneficial in some way, blame someone else, or just keep everyone distracted long enough for another Gremlin to do something worse and distract everyone from her own wrongdoing.

Justice and punishment are usually violent and swift in Gremlin society, whether that amounts to a slap to the back of the head or a shotgun blast to the face. Typically, it falls to the victim(s) of the crime to determine just how much of a punishment is necessary for a given transgression.

Generally speaking, the more distant the relationship between two Gremlins, the more severe the punishment tends to be. Gremlin siblings steal from and assault each other on a regular basis, often with few repercussions other than a punch to the arm or a whack with a small club. Outside of their immediate family, however, such actions might result in a thief having their hand cut off or even in a full-fledged feud, if the thief hails from another settlement.

The Bayou Explorer's Handbook (excerpt)

The Gremlins of the Bayou

While the Malifaux Exploration Society has no intention of disagreeing with the official statements of the Guild with regards to the number of Gremlins in the Bayou, it has been our experience that the Gremlins are far more numerous than those statements might lead one to believe.

Gremlins are short and lacking what might be considered social skills or formal education, but that should not lead one to believe that they are stupid. Indeed, many of the older Gremlins are surprisingly clever. Explorers are recommended to be honest and forthright in their interactions with the creatures, but to also treat everything with a healthy dose of skepticism.

Every Gremlin village has a boss, often an older Gremlin with more wits, strength, or sycophants than anyone else in the settlement. If an explorer encounters a Gremlin and only wants to trade for a few supplies or pass through their territory unmolested, it is often best to avoid mentioning this boss, as it tends to get Gremlins thinking about their boss, which leads to them wanting to impress their leader, which often leads to the Gremlin doing something stupid... such as trying to shoot the explorer in question.

In contrast, if an explorer is attempting to set up a more long-term arrangement (such as a moonshine-smuggling operation, which the Malifaux Exploration Society thoroughly disapproves of), then it is advised that they deal with the boss and only the boss. This helps to avoid getting finagled, which often

Gremlins are aware of just how brutal their punishments tend to be, and if it looks like a Gremlin is going to be unable to avoid punishment for something, she will often try to bribe the Gremlins punishing her with moonshine, interesting trinkets, or other valuables in the hopes that doing so will calm her punisher's temper. Only the most foolish of Gremlins offer weapons in these sorts of desperate negotiations, however, as the first thing that most Gremlins do when they gain a new weapon is try it out... which usually ends poorly for the foolish Gremlin that they're still upset with.

If a Gremlin does something that threatens an entire community, such as lighting a building on fire or letting its pinned pigs loose, then the act of punishment falls to the settlement's leader (or "boss," to use the Gremlin term). If a situation is dire enough to warrant such discipline, then the resulting punishment becomes less about making the wrongdoer pay for what they've done and more about setting an example for the rest of the village (and the numerous young Gremlins that are inevitably watching the proceedings). As a result, these sorts of punishments tend to be extremely violent and over the top to drive home the point that nobody should ever again do whatever stupid thing the wrongdoer did.

Oftentimes, older Gremlins will take it upon themselves to punish younger Gremlins for any acts of wrongdoing they notice (or think they notice). This in no way prevents the victims of such crimes from punishing the wrongdoer and can even help bring about that punishment; it's difficult for a Gremlin to profess their innocence when a Gremlin matron is holding their ear, beating them with a wooden spoon, and shouting loudly at them about their misdeeds.

This sort of punishment-by-proxy serves three purposes. The first is to encourage the wrongdoer to stop doing whatever it is they were caught doing or trying to do. This tends to be the case when the act has the potential to do serious damage to the community, such as fiddling with the latch on the pig pen or lighting fires near moonshine stills.

Second (and perhaps most important), punishing guilty Gremlins in such a manner makes the older Gremlin the center of attention and sets an example for all the younger Gremlins who are watching the punishment. Explanations about why one shouldn't toss poisonous mushrooms into a matron's stew would be ignored by most young Gremlins, but even the dumbest of their number would think twice about doing such a thing after one of their number was beaten black and green by an elder that caught them trying to do that same thing.

Finally, such public fits are good ways to shift the blame from one Gremlin to another. If it seems likely that someone will discover something a Gremlin did wrong, the cleverer Gremlins will often grab a youngster and make a big fuss about punishing them for "their" bad behavior. Similarly, if a favorite child of a female Gremlin does something wrong, the offending Gremlin's mother will often punish another child - ideally one belonging to another female - for the deed, ensuring that any resulting fallout lands squarely on the head of the unfortunate (and often confused) scapegoat.

There are, of course, some exceptions to the unwritten rules that govern Gremlin punishment. For example, Gremlin females tend to receive lighter punishments than most other Gremlins, for two primary reasons. The first is the relative importance and rarity of Gremlin females, which even the dumbest Gremlins seem to understand on at least some level. The second is the simple fact that most Gremlin women tend to have numerous children, any of whom could take offense at a given punishment and decide to seek revenge on her behalf.

Gremlin elders also tend to avoid much in the way of punishment. The fact that a Gremlin has managed to survive to old age typically means that he or she is either extremely lucky, incredibly violent, unnaturally intelligent, or some combination of the three. That sort of survival instinct tends to make most younger Gremlins wary of crossing them, and as a result, elderly Gremlins can get away with quite a bit of mischief if so inclined. Oftentimes, this mischief takes the form of convincing younger Gremlins to do stupid things, just so the elder can laugh and guffaw at the gullible youth's behavior (and, most likely, subsequent punishment).

BREWING UP A STORM:

MOONSHINE

The Gremlin fondness for moonshine cannot be overstated. The little creatures are just about synonymous with the high-proof alcohol in Malifaux City, and for good reason. Just about every Gremlin village has at least one moonshine still, and most have multiple stills to handle the increased demand that comes with a larger population.

Exactly what qualifies as moonshine is a matter of debate. The Gremlins traded for, stole, and built their first stills in the days of the first Breach, and in the hundred years since, innovation and experimentation have become commonplace. At the very least, a brew must contain over 50% alcohol by volume (101 proof) to qualify as acceptable moonshine; if you can't light it on fire, the Gremlins claim, then it's not worth drinking.

Of course, this dedication to high-proof alcohol can be dangerous, especially when combined with a Gremlin's natural carelessness. If brewed indoors - which is common among Gremlins who don't want to share with their neighbors - alcohol vapors can accumulate in the air, posing a significant explosion hazard... particularly among Gremlins who test the proof of their creation by lighting it on fire. Even without an open flame, inhaling alcohol vapors can get someone very drunk very quickly, which makes it very easy for a Gremlin to overdose on alcohol. Unlike when drinking, passing out in a room filled with alcohol vapor does little to stop the continued absorption of alcohol unless the Gremlin stops breathing, which brings its own set of problems.

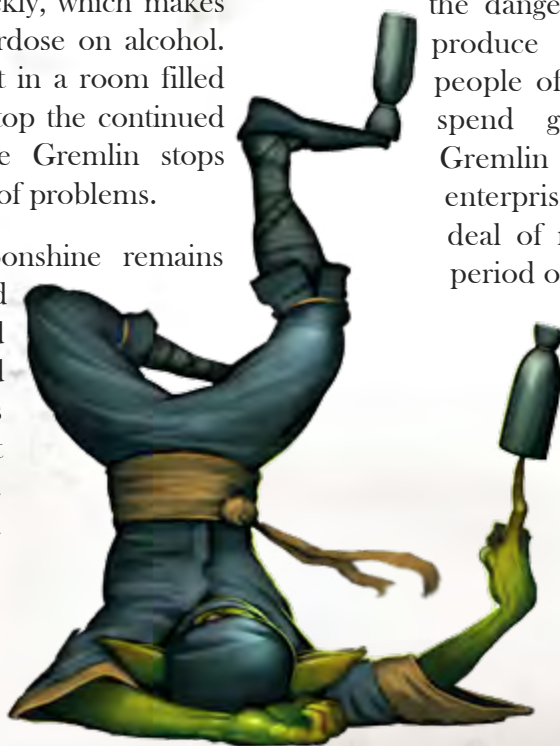
Despite the risks, however, moonshine remains popular among Gremlins and is often a source of pride and competition, both friendly and deadly serious. When Gremlins gather for weddings, important meetings, reunions, farewells, or just about anything else, it's a good bet that alcohol is being freely passed around to everyone involved.

Even children and pregnant females are given drinks, the former to help them start building up an early tolerance (and because watching them stumble around drunk is amusing to older Gremlins), and the latter because it doesn't seem to have any adverse effects on unborn Gremlin children (or at least, none that have been noticed).

Gremlin moonshine is banned in Malifaux City and in most Contract Towns. This edict is one of the few Guild laws that was created in the interest of public safety; there's no telling what any given batch of Gremlin moonshine might contain, and some of the strongest batches can literally melt a human's stomach from the inside out.

Of course, the decision was not entirely selfless. Gremlin moonshine is so flammable that it can easily be used as an effective incendiary, and the Gremlins were just about giving the stuff away to anyone willing to part with a few spare pieces of clothing. By outlawing moonshine, the Guild created a thriving moonshine smuggling trade, but even this served their interests: smugglers found it easier to smuggle moonshine into the city than to smuggle Soulstones across the Breach, which helped the Guild's bottom line, and the price of moonshine went up to the point where people became hesitant to use it as a weapon.

To this day, smuggling moonshine is one of the most common reasons why a human would risk the dangers of the Bayou. Gremlins produce the stuff cheap, and the people of Malifaux City and beyond spend good scrip for "genuine" Gremlin Moonshine, allowing an enterprising smuggler to make a great deal of money in a relatively short period of time.



DRESSED FOR SUCCESS:

CLOTHING AND PRESTIGE

If there is one thing that Gremlins covet more than anything else, it's clothing. Firearms and other weapons are essential for protection and hunting and moonshine is almost universally beloved by the little green creatures, but it's the possession of clothing that Gremlin society has latched onto as a means of telling prestigious Gremlins apart from the mud-suckers.

This association between clothing and prestige dates back to the first encounters between human and Gremlin, in the days of the first Breach. The humans arriving in Malifaux were naturally curious about their new surroundings, and that curiosity naturally extended to the Bayou. Unfortunately, the marshy depths of the swamp were difficult to navigate, especially for humans who were ignorant as to just what sort of dangers it held.

Of all the creatures in the Bayou, it was the Gremlins that caught the eye of these first explorers. They were using crude tools and picked up a smattering of human words with remarkable speed. Seeing this as a sign of intelligence, the explorers turned to the Gremlins to serve as guides and scouts that could warn them about their Bayou's many dangers.

The Gremlins had little use for coins or paper money, but they were fascinated by the concept of clothing, and soon a brisk trade had developed between the two races: the Gremlins provided valuable assistance to the humans, and the humans, in turn, paid them with relatively cheap articles of clothing. Soon, those Gremlins who were clever enough to learn a smattering of human words and lead a few naive humans through the swamp for a few hours were wearing hats, shoes, or even pants.

Clothing became a way to showcase one's talents, and the most clever of the Gremlins - the ones that earned repeat business from the humans - soon accumulated a great deal of clothing and were able to trade articles for favors, transforming it into an early form of currency. Eventually the Gremlins realized

that they could get even more clothing by leading foolish humans into the more dangerous parts of the swamp and pulling the clothing off their corpses, which only increased the amount of clothing being circulated in Gremlin villages.

Of course, these changes were only really noticeable along the borders of the Bayou. The Gremlins there had more contact with the human settlers that poured through the Breach, and as a result, they became the forerunners of this new Gremlin Renaissance. In the depths of the Bayou, further from humans, the Gremlins who hadn't yet had any contact with humans carried on as if nothing had happened, only learning about clothing when Gremlins from the border fled deeper into the swamp to avoid the retribution of their peers.

When the first Breach closed, the Gremlins found their supply of clothing cut off. Lacking the means to produce anything but the crudest imitations of clothing, they launched raids on the nearest settlements, taking what they could from abandoned homesteads or off the backs of the few desperate survivors who avoided the wrath of the Neverborn.

The Gremlins that had the most clothing rose to a position of cultural significance within the Bayou, and soon their habits and traditions - such as raising pigs, taking last names to denote their families, and the recipes used to brew the humans' moonshine - began to spread throughout the swamp. The more peculiar notions of the border Gremlins - such as the size of a Gremlin's hat somehow being a measure of their relative importance - spread right alongside the more useful bits of knowledge, and within a few generations, clothing became a staple for determining a Gremlin's importance within their family.

By the time the Breach reopened a hundred years later, the clothing the Gremlins had obtained from the first human settlers had more or less spread throughout the Bayou. Much of it was falling apart and had been patched and repatched over and over again to keep it more or less functional, but the Gremlins still considered every scrap to have some amount of value.

NO CARROT, ALL STICK:

GREMLIN LEADERSHIP

Gremlins tend to be organized into very loose hierarchies. Most settlements are run by a boss, who is responsible for making certain that the village continues to function. Oftentimes, this boss is an elder who is nosy enough to poke into everyone's business and experience enough to know when to slap a Gremlin upside the head for being stupid and when to reward her for being clever. Particularly powerful bosses (such as Som'er "Teeth" Jones or Ophelia LaCroix) often have multiple settlements under their leadership, giving them a disproportionate amount of influence over their families.

The bosses of larger settlements - those consisting of hundreds of adult Gremlins - typically employ lieutenants in order to keep everyone in line. These lieutenants tend to fall into two categories. The first are simple lackeys. These goons mostly just parrot the boss's orders back to others, ensuring that everyone knows what the boss wants done and tattling on anyone who doesn't get with the program.

The second category are the lieutenants that possess skills that are considered valuable to the boss. These Gremlins are usually sycophants who use the boss's power and influence to their own benefit, but sometimes, a particularly crafty lieutenant will turn a settlement's boss into their puppet, reaping the benefits of leadership without incurring its risks.

Most of the time, Gremlin bosses and lieutenants are male. The sheer amount of energy and resources it takes to run a settlement of Gremlins rules out most female Gremlins, who are too busy caring for their favored children to waste time on telling others what to do.

Mothers rank somewhat outside the official power structure of Gremlin society, but that does not mean that they are without influence. Gremlins tend to be rather fond of their mothers, and when she wants, a mother can usually muster up a couple dozen of her children for any given task... such as dealing with problems a boss is ignoring, or even deposing a disliked boss. Even if a mother isn't directly related to a specific Gremlin, most males can be stopped dead in their tracks by the sound of their full name said in a suitably shrill and stern voice.

BIG VODOO:

GREMLIN BELIEFS

The average Gremlin doesn't give much thought to things that aren't right in front of them; they're alive and staying that way is what's important. Gremlins who perish in battle or from simple misfortune are not usually mourned; death is so common the Bayou that it's just not something to get all the worked up about.

Sometimes, when a family member is killed, a Gremlin will get angry enough to seek revenge - particularly if they liked the family member in question - but even that isn't certain. Particularly amusing deaths (or those that resulted in a large enough explosion) are almost admired by Gremlins, if only because it means that someone took notice of their passing. These sorts of deaths are more likely to inspire laughter and weeks of storytelling than anger or vengeance.

Some Gremlins have the capacity for deeper thought, and many of these individuals become shamans known as bokor. Bokor tend to be viewed with equal parts awe and fear by Gremlins, as they are able to draw upon the spirits of the swamp to work magic of sometimes-impressive scope.

The talents of a bokor tend toward the necromantic, but enchanting magic is also popular among their ranks. There's really no definitive distinction between what is and isn't a bokor, in Gremlin terms; if a spellcaster claims to be a bokor and can back up her words with a few magical effects, that's usually good enough for everyone involved.

Since Gremlins usually don't have a very firm grasp on how the mystical world works, bokor can often get away with quite a bit by suggesting that they did something on behalf of the spirits. Wise bokor try not to abuse this trust very often; Gremlins may not know much about the spirit world, but they tend to be quite familiar with the concept of lying for personal gain and often drunk or apathetic enough to take action without worrying about the repercussions of maiming a scheming bokor.

BAYOU BASHES:

GREMLIN GET-TOGETHERS

Every so often - usually two to three times a year, depending upon the weather and just who is feuding with whom - a number of different Gremlin families will get together for a Bayou Bash. These gatherings are combination social mixers, competitions, swap meets, and war councils, all to some degree or another.

When a Gremlin family decides to host a Bayou Bash, it sends young adults out into the Bayou in every direction, alerting all of the neighboring families. Those families, in turn, send out runners of their own, until soon the whole Bayou is preparing for a trek to the hosting family's lands. Most settlements only send one or two Gremlins - usually those who currently have the admiration of the elders or who are just so annoying that village wants them gone for a few weeks - but there aren't any hard or fast rules about this, and in particularly lean times, entire villages have been known to pick up and run off to a bash.

The hosting family, meanwhile, slaughters a whole mess of pigs and breaks out its stored moonshine to provide for its guests. It's considered to be a sign of weakness (not to mention rudeness) for a family to be unable to feed everyone that shows up to a bash, but favoritism is common and expected, so many families bring their own food, if only to avoid having to eat skeeter heads and gator feet during their stay. While it's not required for Gremlins to bring gifts to a Bayou Bash, most do so anyway, if only so that they can brag about how great things are back in their home that they can just give away pork, moonshine, or other interesting items. Gifting guns is seen as somewhat shortsighted, as there's always a chance that a feud will break out, and then the Gremlin's family is down a firearm.

Most Bayou Bashes last about a week, give or take; guests that overstay their welcome are frequently chased away by the hosting family, often at gunpoint, which is considered to be one of the perks of hosting. To counter this, some families make it a point of leaving particularly stupid or troublesome Gremlins behind them when they leave, sometimes tied up and stashed in a shed somewhere, in hopes that the hosting family will keep them.

Once a Bayou Bash has started, it's a non-stop celebration of everything it means to be a Gremlin. Moonshine is prevalent, as is food and music, with sporadic banjo duels erupting at the drop of a hat. Hats are themselves an issue of concern, as most of the bosses at a bash will make the rounds, eyeing the hats of their peers to get an idea of where they fit into Gremlin society. Learning that their hat is one of the smallest at a bash has been known to send bosses into depressed drinking binges, and hat envy is one of the more common reasons for fighting at a bash.

Unlike human social gatherings, violence is expected at a Bayou Bash. With so many Gremlins from so many different families all gathered in one place for a length of time, it's inevitable that old feuds will rear up and new feuds will find traction, and as such, it's not uncommon for impromptu shoot-outs to erupt in the middle of a bash. Unless a Gremlin is immediately involved in such a feud, proper etiquette dictates that they should grab as much booze and food as possible and then get out of the way to let the feud run its course.

The big attraction at Bayou Bashes, however, is the games. The games played at any given bash vary depending upon the family, the terrain, and how much effort they could be bothered to put into planning things out. Popular events that show up at most bashes are hog racing, sharpshooting, piglet wrestling, and drinking contests, but more esoteric contests such as skeeter wrangling, Silurid noodling, and knife throwing are also favorites.

The competitions are handled by teams, since injury or death is almost guaranteed. In fact, if a family hasn't done a good job of making a particular event interesting enough, it's considered a Gremlin's responsibility to make the race interesting... which usually involves either some manner of cheating to ensure that their favored team wins, or simply making the competition more dangerous for the sake of watching some unsuspecting Gremlins die in a hilarious manner.

GREMLIN FAMILIES

The habit of taking a last name came to prominence during the days of the first Breach, and some of the names that the Gremlins "borrowed" from humans all those years ago - such as Jones, Benois, Tucket, Lacroix, and Turner - are now shared by large communities of Gremlins across the Bayou. Others - such as Leong, Tong, and Nuema - are more recent adoptions that only appeared in the Bayou after the opening of the second Breach.

Families are loose groupings of Gremlins based on this last name. As a result of breeding and upbringing, Gremlins from the same family tend to share some similarities, but these are just generalizations; there's plenty of room within each family for just about any sort of Gremlin.

GREMLIN MARRIAGE

Contrary to what humans might think, Gremlins are quite fond of weddings, as they're a good excuse to get two families together for some celebrating, feasting, and drinking. Weddings are common at Bayou Bashes, due to the number of Gremlin families present.

Unlike human weddings, Gremlin weddings aren't so much about joining two particular Gremlins together as they are about a Gremlin moving from one family to another. That Gremlin (who might be of either gender) changes its name and goes to live with its new family, but it usually isn't too long before everyone

forgets just who married who. Given the amount of booze involved in most Gremlin weddings, it's often the case that the bride or groom (or both) weren't even conscious at the conclusion of the wedding, so it's not surprising that the relationship, if it can be called that, is not committed to long term memory.

Monogamy is relatively rare among Gremlins, and most Gremlins grow up with no idea as to the identity of their father. This is just accepted as the way of things; female Gremlins are expected to raise at least a handful of their kids, and the rest are raised (in a haphazard manner) by the other adults of the village.

Still, Gremlins are certainly capable of love, and it's not unheard of for two Gremlins to form a committed relationship with each other. Such pairings are viewed as a bit strange by most Gremlins, who consider a loving relationship with another Gremlins to be about as worthwhile as a loving relationship with a particularly gentle and caring pig (i.e., something you just don't talk about in public).

Every so often, stories of a human marrying a Gremlin make their way to Malifaux City, delighting all the tittering socialites with the impropriety of such a thing. For the Gremlins, however, this is just a way for them to bring particularly well-liked humans into their family and isn't seen as particularly scandalous. After all, there have been a few Gremlins who have married pigs or even particularly fine rocks, so by those standards, humans just aren't that much of a stretch.



THE JONESES

The Jones family is one of the most successful Gremlin families, in part due to their proximity to Malifaux City. The Gremlins that would become the Joneses were among the first to encounter humans and the first to adapt to human ways, and as a result, the family tends to consider itself "more civilized" than the other Gremlin families.

The Joneses primarily survive by raiding and stealing from humans. Being so near to Malifaux City and the Northern Hills allows them to raid nearly any human operation or caravan they wish, giving them a clear advantage over their neighbors in supplies, clothing, and firearms.

Their closeness to Malifaux City also means that the Joneses tend to have more involvement in human affairs than other families. When they're not planning a raid, the Joneses sometimes trade moonshine and pork for guns, powder, bullets, or clothing (usually in that order), but humans who do business with the Gremlin clan should be careful; they're notoriously fickle and prone to altering agreements on a whim. It's not uncommon for moonshine smugglers to work with a Jones for months without incident, only for the Gremlin to get it into his head that he's being cheated and blow the smuggler away without a second thought the next time they cross paths.

In a way, it's the Jones family that gives the rest of the Gremlins of the Bayou a bad reputation among humans. They drink themselves stupid, fire guns at just about anything that moves, and generally try to bully anyone and anything smaller than themselves into submission (at which point they usually start drinking or shooting things again).

Other Gremlins tend to treat the Jones family with equal amounts of envy, admiration, and fear. They're the big gator in the swamp, and it seems like whenever something important happens in the Bayou, there's usually a Jones in there somewhere, yelling about how important they are and how everyone should listen to them because of it.

The Jones family is ostensibly led by Som'er "Teeth" Jones, one of the loudest, fattest, and most belligerent Gremlins that one is likely to find in the Bayou. Som'er is technically just a village boss, but he's good at what he does, which is talking big, taking credit for what other Gremlins have done, and bullying others into going along with his skewed (and often inebriated) version of reality.

Som'er has lived a long time, and while his indomitable nature goes some way towards explaining this longevity, it's his ability to make other Gremlins do most of the dangerous work for him that is the biggest contributor to his continued well-being. His greatest talent is his loud voice, and he's become very good at yelling at other Gremlins in particularly motivating ways. His leadership is slapdash at best; so long as everyone acknowledges that he's the one in charge, he generally allows his underlings to pretty much do as they please.



THE BENOIS

Standing in sharp contrast to the Jones family are the Benois, a smaller family of Gremlins who live just beyond the borders of the sleepy town of Edge Point. Where the Joneses are loud, crude, and violent, the Benois are genuinely fascinated by humanity and will often go out of their way to invite humans to their settlements to participate in their hoedowns, share some moonshine, and tell stories about the far-away place called "Earth."

This willingness to work with humans is one of the reasons that Edge Point is such a sleepy town; some of the Benois might get worked up or too deep in their cups and wander into town to shoot up a few buildings or residents, but as a whole, the family is happy to have the humans right where they are. There's a fair amount of trade between the residents of Edge Point and the Benois family, with the humans trading clothing or interesting knick-knacks to the Gremlins for their pork, mushrooms, and moonshine.

A number of Benois have gone into business with Edge Point humans, and it's not uncommon to find hog ranches, mushroom farms, distilleries, trapper outposts, and other mixed-race ventures within their lands. Typically, the Gremlins do most of the unpleasant work in these arrangements, though it's usually wise for a human supervisor to keep an eye on them to make certain that the inevitable corners that get cut when Gremlins are involved are ones that won't be missed later on.

Despite their friendliness toward humans, the Benois aren't gullible (or at least, no more gullible than any other Gremlin). Humans that come across their settlements are frequently welcomed in by the family, but if unexpected visitors show up with drawn weapons, their response is much different. Painful experience has taught the Benois that such visitors are usually trying to collect the Guild's bounty on dead Gremlins, and they respond to such potential threats with a storm of gunfire.

It's an uneasy balance between trust and safety, but thus far, the number of misunderstandings has been relatively low, by Gremlin standards.

The Benois get along with their LaCroix and Jones neighbors reasonably enough, in that the Joneses and LaCroix tend to ignore them and the Benois do whatever they can to make that easy for the two larger families. While they don't share any borders with other Gremlin families, during Bayou Bashes they are the go-to family when a Gremlin needs to find an unusual human item that's unlikely to be randomly captured in a raid.



THE LACROIX

The lands of the LaCroix family lie on the westernmost borders of the Bayou, right up against the borders of the Badlands. In the days of the first Breach, the family had little contact with humans, save for a handful of Cajun explorers who traded with the Gremlins who would eventually become the LaCroix, Benois, and LeBlanc families. For the most part, however, humans were deterred from spending too much time near LaCroix lands by the unpleasant Bayou and Badlands, not to mention the Neverborn that lingered in the area.

The Neverborn infestation, however, eventually proved to be the very thing that drew humans to their doorstep. In the early days of the second Breach, a family of Neverborn hunters by the name of Ortega moved into the Badlands and set up their stronghold, Latigo, just across the river from the heart of LaCroix territory. The Gremlins were curious about the humans and watched them from a distance, but soon they were defending their borders against a sharp increase in Neverborn attacks, primarily from Nephilim fleeing from Ortega hunters directly into the Bayou.

Nephilim grow stronger after feeding, and to many of those desperate creatures, the LaCroix family looked like an easy way to increase their size and strength before returning to their fight with the Ortega family. The LaCroix suffered enough early losses as to change their entire Clan dynamic, and soon every one of them - young or old, male or female - was fighting to defend their settlements against the ravenous Nephilim.

Within three years, the Ortegases had purged the lands around Latigo of the Nephilim that had been infesting them. The creatures still lingered in the wastes of the Badlands, but they had learned that coming within sight of Latigo meant death. The LaCroix celebrated the end of the Nephilim attacks, thinking that they had endured a terrible trial, but the worst of it was yet to come. With the Nephilim having been driven out of the area, the Ortega family turned their attention to the LaCroix.

The ensuing massacre destroyed several LaCroix villages and sent the Gremlins fleeing deeper into the swamp. One brilliant Gremlin, Ophelia LaCroix, watched the Ortega family and how they fought against her family. Numbers were no advantage against the Ortegases because they were so well-trained and disciplined, with each adhering to a distinctive role and supporting the others. They retreated when ammunition was low, covered each other's backs, and even brought their younger warriors into combat, keeping them safe as the new recruit learned how the rest of the family fought.

Gathering the most talented and trustworthy survivors of the massacres, Ophelia drilled them into a cohesive unit modeled off the Ortegases and then launched a bold strike at Latigo itself. The raid was a success, not only liberating a significant amount of guns and ammunition from the surprised humans, but also the leader's wide-brimmed hat. Stories of the inspiring attack spread like wildfire through the LaCroix family, who marveled that Ophelia had pulled off such an elaborate attack at all, let alone without any casualties (which was almost unheard of for any sort of Gremlin gathering, let alone a battle).

It didn't take long for Ophelia to become one of the most influential LaCroix bosses, and soon all of the Bayou knew her name, not just because of her skill, but because a female boss was all but unheard of at the time. The responsibilities of command (and Gremlin fertility) meant that Ophelia had to abandon any sort of romantic interests in order to have enough time to lead her family, but it's a choice that she doesn't seem to regret.

The LaCroix have a progressive stance on children that is unique within the Bayou. Due to their conflicts with the Nephilim and later the Ortegases, they were forced to teach their children how to properly clean, load, and fire guns, and once the threats of those two groups had somewhat abated, they kept up with the practice and expanded it to other subjects as well. It's not uncommon to see a LaCroix adult teaching a dozen entranced youngsters about how best to hunt gator eggs or the finer points of sharpshooting, and this mentorship has resulted in adult Gremlins that are smarter, better-trained, and more battle-hardened than those of neighboring families.

THE LeBLANCS

The LeBlanc family suffered greatly over the past few years. In 1902, the prison that held the Tyrant known as Cherufe - the Red Cage - fell from the sky and struck the heart of LeBlanc lands, killing nearly three-quarters of the family in the resulting impact. The Gremlins refer to this terrible calamity as "The Night of the Red Star" and speak of it in hushed tones.

The LeBlancs had always been a superstitious family. Originally, there was a hillside upon which was built a large and imposing obelisk carved with runes that glowed like the embers of a smoldering fire. It had been there as long as the LeBlancs could remember, and sometimes, Gremlins that spent too much time on the hillside burst into flames for no apparent reason at all.

The LeBlancs made regular sacrifices to the obelisk to appease the evil spirits they believed resided within it and often focused on capturing their enemies for just such a purpose. The elders even speak of powerful shamans, called bokor, who were able to make pacts with the spirits within the obelisk and wield the power of mighty flame for themselves, stories that never failed to inspire young bokor into making (often fatal) pilgrimages to the obelisk in order to harness its power for their own.

In reality, the obelisk had been the anchor for the Red Cage, and the bokor had been inadvertently drawing upon wisps of Cherufe's power. When the Red Cage descended, it came straight down on top of the obelisk, destroying it and everything else within miles.

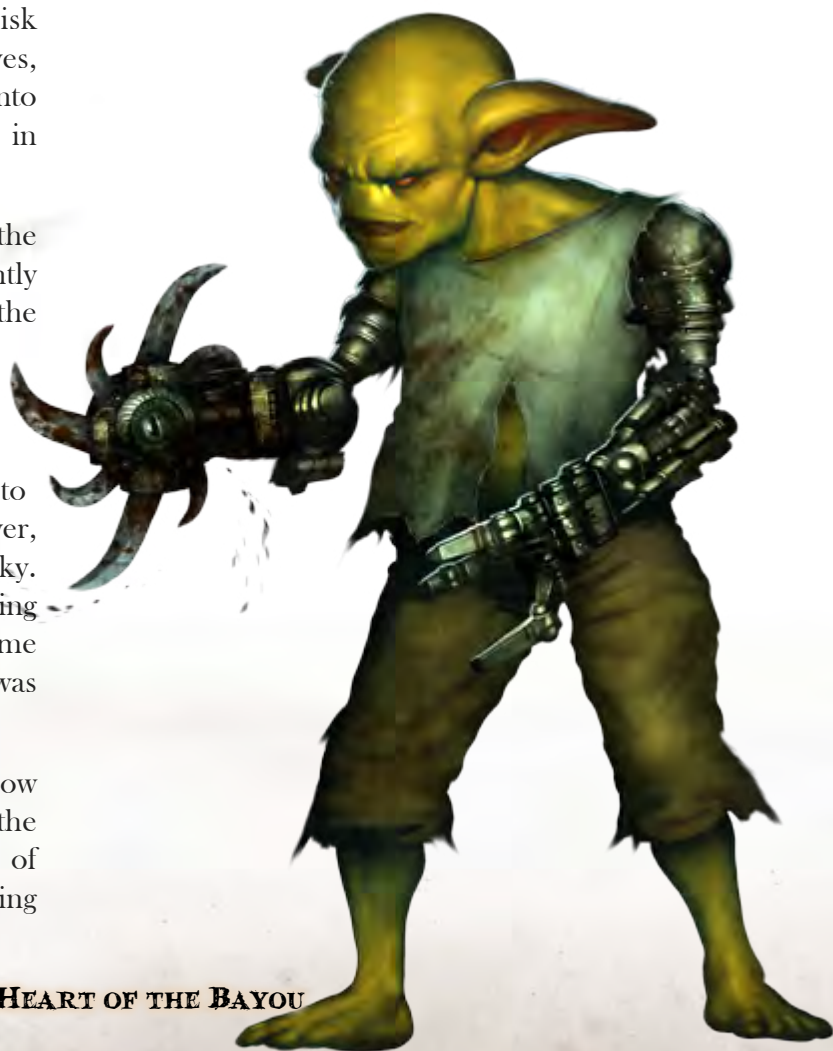
If the loss of their lands was the worst thing to come out of The Night of the Red Star, however, the LeBlanc family might have counted itself lucky. The Red Cage's fall cracked a hole into something terrible far below the swamp, dating back to a time when the obelisk stood atop an island in what was then the ocean.

The Red Cage left behind a massive crater that now bears its name, and from the churning water at the bottom of that hole crawled countless creatures of rusted metal and ancient bones. Already reeling

at the destruction of so much of their lands, the LeBlancs (and, to a lesser extent, their LaCroix neighbors) were thrust into a battle for survival against the wretched afterbirths of an ancient war that nobody can remember.

The waves of abominations crawling out of the Red Cage gradually receded into a slow trickle, allowing the remaining LeBlancs time to reorganize and catch their collective breath. They've learned to use some of the mechanics of the creatures that are assaulting their lands to patch up their wounds and replace their missing limbs, which keeps them in fighting shape, but they are still a shattered people.

The other Gremlin families consider LeBlancs cursed and unlucky, either as a result of their prior sacrifices or because they hadn't sacrificed enough to appease the swamp spirits. Either way, most Gremlins settlements make certain that any LeBlanc visitors are blamed for just about any unfortunate event that happens along. For their part, the LeBlancs find it difficult to refute these claims, often becoming morose and depressed by the burden fate has heaped upon them.



THE TUCKETS

The Tuckets have always been a bit full of themselves, as far as the other Gremlin families are concerned. In the days of the first Breach, they were unrepentant thieves, stealing clothing, supplies, and anything else that looked valuable from the settlers in the Northern Hills. When the first Breach closed, they were responsible for stripping many of the nearer settlements of just about everything of worth and carting the spoils of their victory back into the swamp.

For the next hundred years, the stories of the daring raids performed by their forebearers were common in Tucket lands, and with each sip of moonshine or successive generation, the stories grew more and more outlandish. For instance, one of the more popular stories features Jerimiah Tucket, a shrewd and clever trickster, winning the moon of Delios from the foolish human who owned it and then turning around and renting the moonlight back to all of the residents of Malifaux City.

The extent to which an individual Tucket believes these stories varies from Gremlin to Gremlin, but hearing such tall tales while growing up leaves its mark on all of them. They tend to have a good sense of humor and will often do things the hard way (or at the very least, claim that they did it the hard way) if it means having a better story to tell after the fact.

For this reason, the Tuckets tend to be a bit eccentric when it comes to their raids and heists. They tend to actually plan out their raids, relying upon stealth, camouflage, and trickery to accomplish their goals over brute force or sheer numbers. When these plans fall apart, it's usually on account of ego; even if a Tucket could get away with the perfect crime, the story just doesn't have a good punchline unless the victim knows that they were outsmarted.

This tendency has made the Tucket family a constant annoyance to the Miners and Steamfitters Union, as Hollow Point Pumping Station lies just across the river from Tucket lands. After realizing that the pumping station itself was a hard nut to crack, the Tucket family turned their attention to the outlying settlements and supply shipments, often succeeding in their raids and disappearing into the swamp while whooping their success.

Because stealing from humans is more entertainment than necessity, the Tuckets sometimes struggle to find a use for the industrial equipment and supplies that end up in their hands. Never ones to waste something that might be useful, many of these objects end up incorporated into Tucket settlements, either as part of some lucky Gremlin's home or as a neat-looking footstool with a good story behind it. This tends to give Tucket villages a peculiar, haphazard look, and a traveler entering one of these settlements would be forgiven for thinking she had just wandered into a strange, swampy junkyard.

Of course, given that many of the items shipped to or from the Hollow Point Station are pneumatic in nature, it's only to be expected that a great deal of expensive and complicated machinery has made its way into the Tucket family's hands. While most of the adults consider these items to be little more than useless junk, a few of the more clever youngsters have managed to get the occasional piece working again, which is always cause for accolades and praise for the would-be Gremlin engineer. That most of these successes trigger more raids on the humans to find other interesting objects for the youngsters to play with is hardly surprising.

THE TURNERS

The Turner family has settled along the elevated grasslands that make up the southern rim of the Bayou basin. While still generally marshy, there are wide tracks of solid land mixed in with the standing water and marshy muck, allowing the Turners plenty of space for their pig farms.

Unambitious by Gremlin standards, the Turners are generally content to farm their pigs and keep to themselves. Their distance from Malifaux City and the other Gremlin families means that they rarely get involved in any significant conflicts or feuds (save for their long-standing feud with the hated Brackenridges), and when they do, they usually resolve the situation by opening their pens and herding hungry pigs in the direction of whatever threat they're facing.

This distance can be a hindrance as well. The Turners were one of the last families to adopt the practice of wearing clothes, and their distance from humans means that they frequently have trouble acquiring more of them. To make matters worse, whenever a Gremlin is eaten by a pig - one of the more common ways to die in Turner lands, given the sheer number of the creatures - it often devours any clothing the Gremlin might have been wearing as well.

To make up for this, the family has taken a bold step into the field of leatherworking. Their creations are still amateurish by human standards, but every so often a Gremlin will produce a comparatively decent jacket or pair of leather pants. The hot and humid climate makes such clothing impractical during the summer months, but when temperatures drop in the winter, a good leather shirt can mean the difference between being chilly or nice and comfortable.

Living sandwiched between the territory of the heavily-armed LaCroix family, the lands of the sneaky Brackenridges, and the deep wilderness of the Bayou has made the Turners particularly resourceful and tough. Unlike most Gremlins, who tend to react to problems by either running away or shooting them, the Turners are taught to use their heads and find solutions that might not be readily apparent at first glance.

Of course, being Gremlins with a high number of hog farms, this means that most of these solutions involve using pigs in some way or another. During battle, Turners tend to hang back and let trained pigs soften up their enemies before they wade into combat, peppering their enemies with ranged attacks. The same shortages that result in the Turners struggling to find clothing also affect their ability to find firearms, powder, and bullets, and as a result, the family tends to favor bows over guns.

Due to the demands of hog farming and the lack of some of the more insidious threats of the Bayou, Turner villages tend to be smaller and more expansive than those of other families. Most adults own from two to three pigs, and larger families can have farms with upwards of twenty to thirty swine in their pens. The concept of selective breeding has just started to be discussed by the Turners, but some of the early products - particularly a very large, very smart pig dubbed "Old Major" - have been promising.

Just how much an individual Turner cares about her pigs varies greatly; some consider them to be little more than food while others regard them as something more akin to pets. All take issue with the constant thieving of the nearby Brackenridges, however, who constantly try to sneak down into the Turner family's hog farms and steal away their best pigs.

In an attempt to establish a defense against their hog-thieving neighbors, each Turner village employs a make-shift militia that patrols the borders of its residents' farms on specially-trained mounted pigs. Most of the time, these Gremlins just ride around, half-drunk, racing each other and making loud noises, but sometimes they stumble across an unfortunate Brackenridge and manage to chase the would-be hog thief down.

THE BRACKENRIDGES

Settled firmly in the boggy eastern reaches of the Bayou, the Brackenridges exist on a slightly lower place on the food chain than Gremlins in other parts of the swamp. The high number of Silurids and gators in the northern stretches of their land has forced the bulk of their population south, onto the raised grasslands claimed by the Turner family.

Rather than working together for mutual survival, the Brackenridges and the Turners have been engaged in a bitter feud that has lasted for decades. One need only glance at the huddled, mud-splattered huts of the Brackenridges to know that they're faring the worst of the two families, but the streak of pride that runs through their family prevents them from letting go of whatever slight started the feud in the first place.

Since much of the land claimed by the Brackenridges is little more than boggy swamp (and remains theirs simply because none of the other families want it), they're one of the few families that doesn't raise pigs. Instead, they steal them, primarily from the Turner family, who coincidentally have quite a surplus of pigs. The Brackenridges tend to be quite proud of their pig-thieving skills, and any Gremlin that returns to a settlement with a pig in tow tends to receive the praise and admiration of her kin.

Perhaps because of their inhospitable home, the Brackenridges tend to be a hardy bunch. There's a certain low cleverness that having to survive so deep in the swamp has bred into them, and they favor

ambushes, traps, and other forms of unfair combat whenever possible. While this could be said to be true of just about any Gremlin, the Brackenridges excel at such tactics, all of which are necessary not just to defeat the larger threats of the Bayou, but simply to catch food before it's snapped up by a hungry Silurid.

If there's anything good that comes out of their dismal and murky home, it's likely their moonshine. Black Bog 'shine, as they call it, is alcohol so dark in color that it's nearly black. Its distinctive color (and taste) comes from the muds and peats of the swamp that are used in the brewing process. While humans tend to consider Black Bog 'shine disgusting, claiming that it tastes like "the ass end of the swamp," it's a favorite among Gremlins. Any Brackenridge that shows up to a celebration with a bottle of the stuff is invariably treated as an honored guest... at least, until the booze runs out.



THE GAUTRAEUX

Nestled in the eerie shadows of Kythera, the Gremlins of the Gautraeux family are considered a little bit spooky by the rest of the Bayou. The Grave Spirit's tenuous influence in the world was strongest at Kythera, and as the Gremlins that would one day become the Gautraeux settled around it, it called out to them using the phenomenon that humanity has come to know as The Whisper.

Exactly what the goals of the Grave Spirit might have been were lost upon the Gremlins, but it didn't take long for them to figure out that there was a powerful spirit in Kythera that wanted them to do things. If Gremlins understood anything, it was how bullying worked, and that when faced with an entity far more powerful than they could understand, it was best to just give it what it wanted. The Gremlins started making regular offerings at the ruins, cutting up their dead and dumping the pieces into the dark waters surrounding the temple, along with any other items considered valuable by the Gremlins.

In a way, these Gremlins were the first bokors of the Bayou, and gradually, their practices and teachings spread to the other families of the Bayou, shifting and changing as each new student put their own twist on things, but never straying far from the core necromantic teachings of the Grave Spirit. By the time these Gremlins had adopted the name

Gautraeux, they were painting their faces with white paste made from mushrooms and sacrificing any victims they could capture to the hungry death spirit within the temple.

When the Kythera ruins were shattered by humanity in 1902, the Gautraeux family suffered a crisis of faith. Many of them had seen the dark tendrils of the death spirit within Kythera reaching upwards toward the sky, but then the humans somehow shattered it with their great machines, sinking the ruins beneath the water. Some still follow the old ways, capturing sacrifices and cutting up the dead in the way of their forebearers, but most have turned their attention outward. There are many spirits in the swamp, and while Kythera's death spirit had been one of the most powerful, that did not make the others any less worthy of respect or service.

In addition to the standard things that most young Gremlins pick up from their elders, most Gautraeux grow up with a healthy knowledge of the spirit world, or at least, such as the Gremlins understand it. They still treat the sunken ruins of Nythera with a healthy amount of respect and dread, and those Gremlins who claim to hear voices whispering in their ears are quickly handed over to a bokor for training, just in case the voices are asking the Gautraeux to chop up all her friends and reanimate them as zombies (as they sometimes do).

Those Gautraeux with little talent for magic often brave the depths of the dark waters around Nythera in search of small fragments of the temple, which they believe contain a little of the death spirit and thus can be used to curse their enemies. It's not uncommon for Gautraeux to smooth these stones down into round bullets or to turn the larger pieces into crude heads for axes or spears.

Even after its destruction, most animals tend to avoid the Nythera ruins, which makes raising pigs difficult for the Gautraeux family. Rather than put up with constantly-agitated swine, the Gautraeux have more or less resigned themselves to trading for pork from their neighbors. The one animal that has stuck around is the gators, who seem content to put up with how uncomfortable the ruins make them so long as the Gremlins continue throwing regular meals into the water for them.



THE FISHBOCKERS

The central location of Fishbocker lands has made them a regular host of Gremlin gatherings and Bayou Bashes, to the point where many of their villages have up to two to three as many buildings as necessary, just to host their visiting Gremlin "cousins." The term isn't inaccurate, either; just about every Gremlin in the southern Bayou can claim at least one or two (and often, a few dozen) Fishbockers somewhere in their family tree.

While not particularly large or successful, the Fishbockers have found a comfortable niche as the merchants of the Bayou. They trade Turner pork for Gautraeux charms, which they swap for Tucket pneumatics and camouflage, which they turn around and trade to the Joneses for guns and ammunition. If something's valuable, a Fishbocker probably has at least three of them stashed in a rickety old shed somewhere nearby.

Of course, there are exceptions. They don't deal with the northern Gremlin families very often, primarily due to the distance between their respective lands. As a result, whenever one of the "northern" Gremlins show up at a Bayou Bash, the Fishbockers try to trade for just about any strange-looking thing she might have, on the off-chance that it ends up being valuable somewhere down the line.

Through generations of trading, the Fishbockers have managed to accumulate a fairly sizable amount of goods. Much of this collection is spread throughout the villages in an attempt to keep their neighbors from realizing just how much they have, and when their supply huts overflow - such as after a particularly large Bayou Bash - many of them take to burying their surplus stocks to keep them out of sight. It's a hassle to be sure, but nobody wants to give their neighbors any funny ideas about how profitable it might be to just bypass the trading entirely and raid their lands.

This focus on mercantile pursuits isn't necessarily honest. The Fishbockers aren't above hiring others to steal items for them, or just stealing a desired object themselves, and a few have made very successful careers out of stealing things and selling them back to their dim-witted former owners.

This can be a very profitable venture... until the owner figures out what's going on and decides to give the Fishbocker some free bullets.

For the most part, though, the Fishbockers are best known for hosting the majority of the swamp's Bayou Bashes. These moots draw in Gremlins from all across the Bayou (or, more accurately, all across the southern Bayou), allowing them to socialize, trade, share news, and settle grudges in a relatively neutral environment. Most Bayou Bashes involve multiple competitions, such as races or drinking contests, and the Fishbockers take it upon themselves to keep everyone full of pork, drunk on moonshine, and having a good time.

These Bayou Bashes are part of the reason why so many Gremlins end up with Fishbocker relatives. It's not uncommon for a Gremlin to attend a Bayou Bash and, at the end of a week of heavy drinking, realize that they've married a Fishbocker lass and paid out a healthy dowry for the privilege. As far as the Fishbockers are concerned, if a fellow isn't sober enough to say "no" when a Gremlin lass asks him to marry her, then he doesn't have any right to complain when he finally regains consciousness.



THE CRUICKSHANKS

The lands of the Cruickshank family press up against the eastern bogs, leaving them with a thin swatch of marshy land that gives way to open mire. Skeeters are a persistent problem for the Cruickshanks as they nest in the eastern mire in high numbers, forcing the family to keep a closer eye on their young than most other Gremlin families. Despite their best attempts, however, nearly a quarter of every litter ends up sucked dry by the large insects before they reach adulthood.

If there's a benefit to this constant danger, it's that the Cruickshanks rarely want for food. Skeeter eggs and wild rice are plentiful at the edges of the bogs, and the family has dozens of recipes for turning the oversized insects into tasty gumbo, jambalaya, and pies. Muskrats are also relatively common, providing a bit of extra flavor whenever a Gremlin is able to get to one before the skeeters.

Since the opening of the second Breach, humans have tried to mitigate the regular plague of summer insects by hanging nets around their bedrooms, and the Cruickshanks have taken notice. By hanging crude nets around their settlements - the size of the skeeters means that the netting doesn't have to be very tight - the family has gone a long way toward protecting themselves from the flying predators.

A skeeter that's been tangled up in a net is also far easier to shoot than one that's buzzing around, which means that fewer Gremlins have to trek into the marshes to scavenge eggs for food. There's not much meat on a Skeeter, but the Cruickshanks have found that they taste alright when roasted over a fire.

The prevalence of skeeters means that the Cruickshanks don't bother too much with pigs. They seem to naturally avoid the bogs, making them scarce in Cruickshanks lands to begin with, and the threat of caring for a pig for months only to wake up and find that a skeeter drained it in the middle of the night is enough of a frustration to discourage their widespread captivity.

Life for a Cruickshank might be considered rather bleak, all in all, were it not for the family's fondness for music. Banjos and songs are both popular in their settlements, as are more uncommon instruments such as whiskey jugs, washboards, and washtub bases. When the evening rolls around, many Cruickshank villages break out in impromptu song, with residents grabbing their instruments and joining in an unplanned and organic manner.

This love of music makes Cruickshanks popular at Bayou Bashes, where they can usually be found leading a hoedown or getting caught up in banjo duels with members of other families.

The Bayou Explorer's Handbook (excerpt)

The Petrified Forest

Near the center of the Bayou, where the swamp gives way to the marshes and bogs, is a swatch of trees that our explorers have dubbed the Petrified Forest. This is not due to the trees having turned to stone, but rather because of all the stone animals that litter the area. They range in size from towering statues of mighty bog-snakes to impossibly tiny stone insects still clinging to the bark of the trees, making this a sight that every Bayou explorer should see at least once.

While these statues can fetch a good price on the open market, treasure hunters are advised to search within the trees, many of which are naturally hollow. Strange items can often be found within them, no doubt placed there by the local Gremlin tribes in an attempt to hide them from their rivals.

Second Edition Addendum: We have recently been made aware that a particularly large Skunk Ape has taken up residence in the Petrified Forest. Explorers have named it Cercopes, and they claim that its anger can be calmed by giving it copious amounts of alcohol.

THE TONGS

The territory of the Tong family lies on the northern edges of the Bayou, under the shadows of the Ten Peaks. The region is often cloaked in fog as the warmth of the Bayou meets the cold air coming down from the mountains, and when the spring melts cause the Frostrun to overflow, the water spills out into the Bayou, flooding the lands of the Tong.

As a result, the Tongs have had to adapt to life in a flood-prone area. Most of their buildings are built on stilts or anchored to the few large, sturdy trees that grow in the area. In many Tong settlements, it's possible to cross from one side of the village to the other without touching the ground, thanks to the walkways and rope bridges connecting the various buildings and platforms. Any high ground is used for pig farming, as while it's possible to domesticate the beasts, any attempts to convince a pig to set a meaty hock on a raised platform or rope walkway will usually end in disaster.

The Tong family likes to claim that they hail from "across the mountains," but the claim is dubious at best. In all likelihood, it's a myth created by Tong elders to obscure the fact that the family was most likely pushed northward by stronger Gremlin families. Even the Tong name is a recent adoption, having only grown to widespread prominence in the past five years.

As with the Leong and Nuema families, the Tongs have been strongly influenced by the proximity of Promise, a human town with strong ties to the Three Kingdoms. The most noticeable influences are in fashion; since the Tongs primarily deal with the residents of Promise and its satellite homesteads, most of the clothing that they steal, loot, or trade for tends to be kimono, hanfu, ao dai, or similar eastern garments. While many of these garments must be adjusted to suit a Gremlin frame, the Tongs have managed to keep much of their borrowed aesthetic intact.

Short, pointed beards are popular among older Tong men, as are long mustaches. The latter is primarily achieved by attaching hog hair to one's upper lip, often by means of spirit gum or similar homemade adhesives. Tong females tend to favor keeping their hair up in buns, often wrapped around thin sticks that are kept sharpened as a means of self-defense.

The greatest settlement of the Tongs is the *Hyperion*, a large steamship that the Gremlins have commandeered for their own. Built as a sister ship to the famous *Erebus*, the *Hyperion* was intended to provide easy transport through the watery expanses of the northern Bayou and to the ocean beyond. While the ship was quite up to the task, its engineers failed to take the presence of Gremlins into account, and one night, the Tongs swarmed over the *Hyperion* as it was anchored, killing the humans on board and claiming it for their own.

With no idea how to pilot the boat, however - the steam engines were simply too complicated for the Gremlins - they simply took it for the solid, floating platform that it was and built a settlement atop it. Now, the *Hyperion* is home to a thriving community of Gremlins who fish the surrounding waters and raise pigs on its deck.



THE LEONGS

The second of the three Gremlin families to bear the heavy influence of the Three Kingdoms, the Leongs exist as something of a puppet-family for the Ten Thunders. Shortly after arriving in Malifaux, the Ten Thunders began to insinuate themselves into the various factions vying for control of the realm, both to gather information and ease the way for their eventual rise to power.

The Gremlins might have been overlooked by some, but their talent for mimicry was seen as an advantage by the Ten Thunders. After attempts to recruit the Gremlin family that would one day become the Leongs with gifts of alcohol and promises of future favors, the leadership of the Ten Thunders realized that the loyalty of the Gremlins only lasts as long as their cups were full... and even then, they were often too drunk to be very effective at whatever it was the Ten Thunders needed them to do.

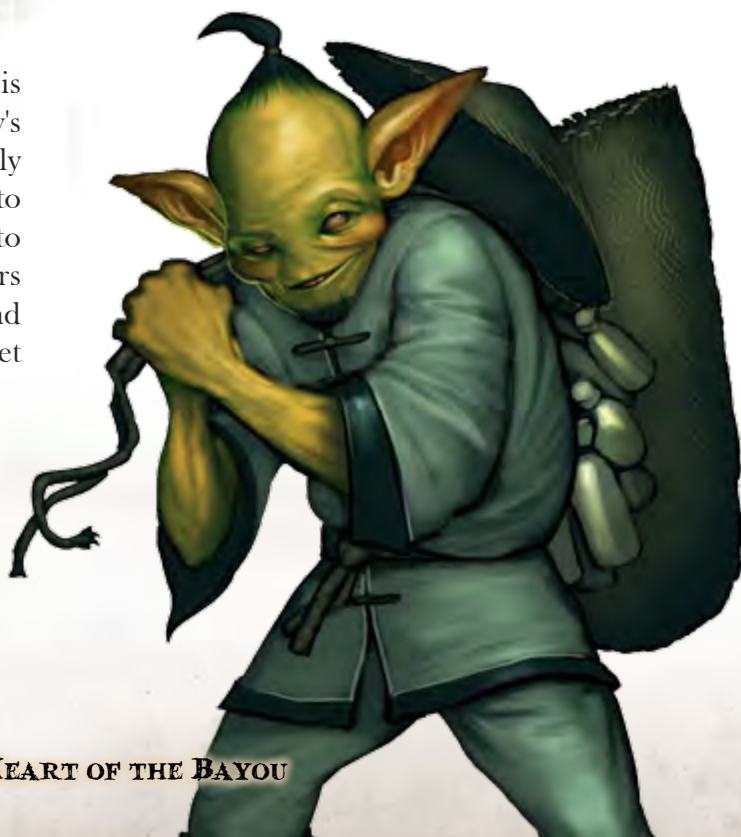
Despite some early successes - the order of Gremlin martial artists known as Moon Shinobi has its roots in the Leong family, as does the mysterious-but-influential Brewmaster - the Ten Thunders realized that manipulation was wasted upon the Gremlins. Now, they tend to keep things simple; when the Ten Thunders need something accomplished, they send an agent into the Bayou with a stack of clothing and a few cases of ammunition and trust that things will work themselves out in the end.

The only reason this process works at all is because the Ten Thunders keep the Leong family's assignments relatively simple: usually, they're only asked to increase the number of raids they make into the Northern Hills. The Leongs are usually happy to comply with these requests, as the Ten Thunders keep them supplied with plenty of ammunition and clothes to make such raids worthwhile; plus, they get to keep anything they loot from the humans.

In recent years, the Leongs have received increased assistance from the Ten Thunders in the form of mechanical ornithopters that enable the Gremlins to swoop down upon unsuspecting homesteads, raining gunfire from above. It's proven to be a remarkably effective tactic, and the Leongs have even shown a knack for landing the devices in such a way as to keep the devices (and often, the Gremlin piloting them) intact.

Their Ten Thunders contacts have made the Leongs into one of the wealthier Gremlin families in terms of clothing and weaponry, but it has also driven a wedge between them and their brethren. While one might find a Leong or two at any given Bayou Bash, the family rarely attends in anything resembling significant numbers, and their relationship with the nearby Tuckets is sporadically antagonistic but never friendly. The Leongs consider themselves to be valuable assets in the plans of the Ten Thunders, even though their human allies would struggle to call them anything other than expendable.

When not begging for scraps at the feet of the Ten Thunders, the Leongs mostly survive on fish and wild rice, with the latter being more common the further one moves from the Frostrun. Their lands do not flood as often as those claimed by the Tongks, but it is still a persistent enough problem that the settlements nearest the river have built their homes atop stilts, much like their northern neighbors.



THE NUEMA

Insular and secretive, the Nuema family doesn't associate with other Gremlin families very often. Part of this is due to their physical seclusion; nestled on the northern reaches of the sunken grasslands, they have few neighbors that are not separated by wide swatches of brackish water, and fewer still that they care to associate with.

Though they share the same Three Kingdoms influence as the Tong and Leong families, for the Nuema, this influence comes from their neighbors, rather than from the Ten Thunders or Promise. As a result, the Nuema tend to have far less clothing than either the Tongs or the Leongs, and their weaponry has a noticeable tendency toward simple spears and bows over the forged steel or firearms of their cousins.

Despite this technological inferiority, the Nuema are regarded with fear, suspicion, and awe by the other Gremlins of the Bayou, for they are capable of calling upon powerful Bayou spirits to protect them from their enemies or to take vengeance upon those who have wronged them. The family reinforces the mystique surrounding them by keeping to themselves, rarely attending Bayou Bashes, and rarely marrying into other families. Even travel to their settlements is dangerous, for unlike most villages that treat visiting Gremlins with anywhere from cautious skepticism to warm friendship, the Nuema are singularly hostile to visitors, whether Gremlin or otherwise.

The family adheres to a number of strange traditions that are evidently intended to appease their patron Bayou spirits. These range from never turning over fish as the motion symbolizes a boat capsizing or not breaking of bones when they eat (even of fish) to avoiding making any noise at night, lest it attract the attention of unwanted spirits.

The primary reason for the seclusion of the Nuema family is the presence of a human woman who calls herself the Black Dragon. The Gremlins discovered her in the Bayou shortly after the closing of the first Breach, and in return for sheltering her from the Neverborn, she agreed to teach them the means to call upon powerful spirits to protect their borders.

A hundred years later, the Black Dragon still lives among the Nuema, still as youthful as the first day they found her. How she has managed to stay youthful is not even known to the Nuema, and any who seek to find out her secrets are cast out from the family and sent into the Bayou with nothing but the clothing on their backs.

The Black Dragon's superstitions have spread throughout the Nuema family, and each generation since has sworn themselves to her protection. The type of magic she teaches to the Nuema bokors is vastly different from what other Gremlins learn from the spirits, as it draws unseen monsters from the spirit world and wraps them in flesh, giving them a physical form above and beyond what most bokors can accomplish.

When left to their own devices, the Nuema survive primarily by fishing, with wild rice, gator eggs, and the occasional domesticated pig rounding out their diets. Nuema who leave their family are often outcasts who ran afoul of the Black Dragon or those whom she has sent out into the world to retrieve some item or confirm a rumor. This is relatively uncommon, however, and most Nuema - raised on a steady diet of superstition and xenophobia - view the world as laden with dangerous traps, both physical and spiritual, that are waiting to catch the unwary.

MAP OF THE BAYOU





LEONGS

TONGS

THE BLACKRILL

NUEMA

SUNKEN

GRASSLANDS

SUNKEN CITY

BOGS

CRUTCKSHANKS

LEGEND



SPECIAL LOCATION


SPECIAL

LOCATIONS

Nestled beneath the branches of the swamp are all sorts of hidden places and interesting locations. Some of them are well known to humans, such as Edge Point, the last bastion of civilization on the edges of the Bayou. Others, like the ruins of Kythera or Zoraida's shack, are only spoken of in whispers, as if they were mystical places that operated on some sort of twisted logic all their own.

This section focuses on the largest and best known of these locations, but the Bayou is a large place, and there are countless other sites of interest hidden beneath its gnarled branches, just waiting for someone to come along and discover them. The Fated could end up investigating the stone ruins of ancient Malifaux, discovering groves of strange trees carved with glowing runes, or just poking around at weird mushroom formations.

BAYOU INSECTS

Characters who spend the night in an area where insects are common (such as Edge Point or the Bayou) must succeed at a TN 8 Wilderness Challenge or gain the following Condition: "**Infection +1**: At the end of the day, the character suffers +1 damage." Characters who take precautions to protect themselves from insects gain a  to this duel.

Because they grew up in the Bayou, Gremlins have gradually become immune to many of the more dangerous diseases spread by the insects of their home. If the Fatemaster wishes, she may decide that any Kin characters automatically pass this challenge without having to make the Wilderness Challenge.

The **Infection** Condition is described in more detail in *Under Quarantine* (pg. 150), but can still be used in your game with the following rules:

The **Infection** Condition can be treated with a TN 10 Doctor Challenge. This requires one hour of examination and the proper tools for the Doctor Skill. A success lowers the value of the Condition by 1, plus 1 per Margin of Success (to a minimum of 0 at which point the Condition ends).



EDGE POINT

The sleepy town of Edge Point is the largest human town that could be considered part of the Bayou. Located on the far western edge of the Bayou, it is connected to Malifaux City by railroad and serves as the major hub for the southern Contract Towns. Dozens of smaller railways stretch out from the town's prestigious Edgeport Station, which houses a few small locomotives. These are used to carry supplies to the various Contract Towns that struggle to survive in the Badlands, primarily transporting water that is gathered from the Bayou, boiled to purify it, and then stored in large wooden barrels.

These smaller trains usually only haul one or two cars behind them, and any passengers wishing to travel along with the train are forced to make their peace with riding alongside the cargo. Due to the threat of Neverborn attacks in the Badlands, it's not uncommon for these cargo trains to hire mercenaries to ride along and keep an eye out for Nephilim, who are fond of tearing up the tracks and ambushing the trains when they're forced to stop.

Those traveling north to Malifaux City can ride in much greater comfort. The Southern Belle is the primary line connecting Edge Point to Malifaux City, and Condor Rails has gone to great lengths to ensure that the passenger train that runs between the two is the very height of comfort and sophistication. The accommodations have made the leisurely trip south to Edge Point popular among high society, and it's not uncommon for groups of wealthy socialites to spend a day riding the rails and enjoying the luxuries of the Southern Belle.

Thus far, Edge Point has resisted the influence of the wealthy with steady determination. Unlike in Malifaux City, life moves slowly in Edge Point. People take the time to stop and chat with each other in the street, purchasing anything usually involves a friendly conversation with the shopkeeper, and nobody seems to be in much of a hurry to do anything. Even the Guild Guards stationed in Edge Point seem more helpful and relaxed than those elsewhere in Malifaux.

Part of this likely has to do with Edge Point's low crime rate. Compared to Malifaux City, Ridley, or any number of smaller Contract Towns, Edge Point could almost be considered safe. People still get drunk and get into fights, of course, and every so often a Gremlin wanders in from the Bayou and causes some trouble, but there's never been any significant Resurrectionist or Arcanist threat to the quiet little town.

While that might make Edge Point seem like a great place to live, there are some mitigating factors that any prospective resident should take into consideration. The first is the smell. Edge Point is quite literally located on the edge of the Bayou - hence its name - and when the wind blows in from the east, it carries with it the strong, musky scent most akin to overturned earth, grass clippings, and rotten eggs. Not everyone is upset by the smell of the Bayou, but those who find it disagreeable are likely to find their time in Edge Point to be quite unpleasant.

The other main concern is the insects. The Guild spends a staggering amount of scrip each year to control the insect problem in Malifaux City, but no such resources are expended on Edge Point. Every spring, the Bayou's insects descend upon the city and remain through autumn, only leaving the residents alone for a few scant winter months.

Mesh netting is just about mandatory for anyone that wants a good night sleep, and all of the general stores stock ample quantities of the fabric for the residents to hang over their windows and beds. This isn't done simply for comfort (though most people don't care to wake up covered in a thin blanket of insects) but also for health reasons: many of the Bayou's insects carry severe diseases that can be extremely hazardous or deadly for humans, who have not built up the resistances that render most Malifaux natives immune to those diseases.

Edge Point is split into three notable districts: the Strip, the Common Districts, and Shanty Town.

The Strip is the area surrounding Edgeport Station. The buildings are mostly shops and businesses that cater to the wealthy train crowd, including indoor cafes with a wide selection of imported teas and coffees, formal restaurants, and curio shops stacked with all manner of charming Bayou souvenirs. Since they are designed to cater to the wealthy elite, many of these businesses are priced out of the range of most Edge Point residents, which has resulted in a mild undercurrent of resentment among the locals toward those with money and power.

The most notable structure of the area is Edgeport Station itself. Impressive even by the standards of Malifaux City, the station is more of a switching yard than a proper train station, though great care (and an even greater amount of money) has been spent to make the building suitably impressive. Guests embark and disembark in an enclosed, indoor area and need only step outside and risk the smell and

insects if they wish to visit the town's shops. Condor Rails intends to build enclosed walkways to some of the more popular businesses, ensuring that their wealthy patrons have a more pleasant experience in Edge Point, but the construction of such conveniences has yet to progress past the planning stages.

Beyond the Strip lies the Common Districts, which is where most of the town's residents live and work. The homes in Edge Point are primarily double-gallery houses that consist of two-story buildings with side-gabled or hipped roofs. Most have narrow balconies that are framed and supported by columns that also hold up the home's entablature. It's common for these buildings to consist of a business on the ground floor and living quarters on their upper level, though there are still plenty of buildings devoted entirely to residential or commercial purposes.

As one heads eastward, the double-gallery houses give way to shacks and huts, signaling one's entry into Shanty Town. The residents who live here are on the fringes of Edge Port society, brewing moonshine,



hunting in the swamp, and trading with Gremlins as they see fit. They're looked down upon somewhat by the other residents, but given the choice, most choose to side with the poor but friendly residents of Shanty Town over the rich and arrogant visitors who frequent the Strip.

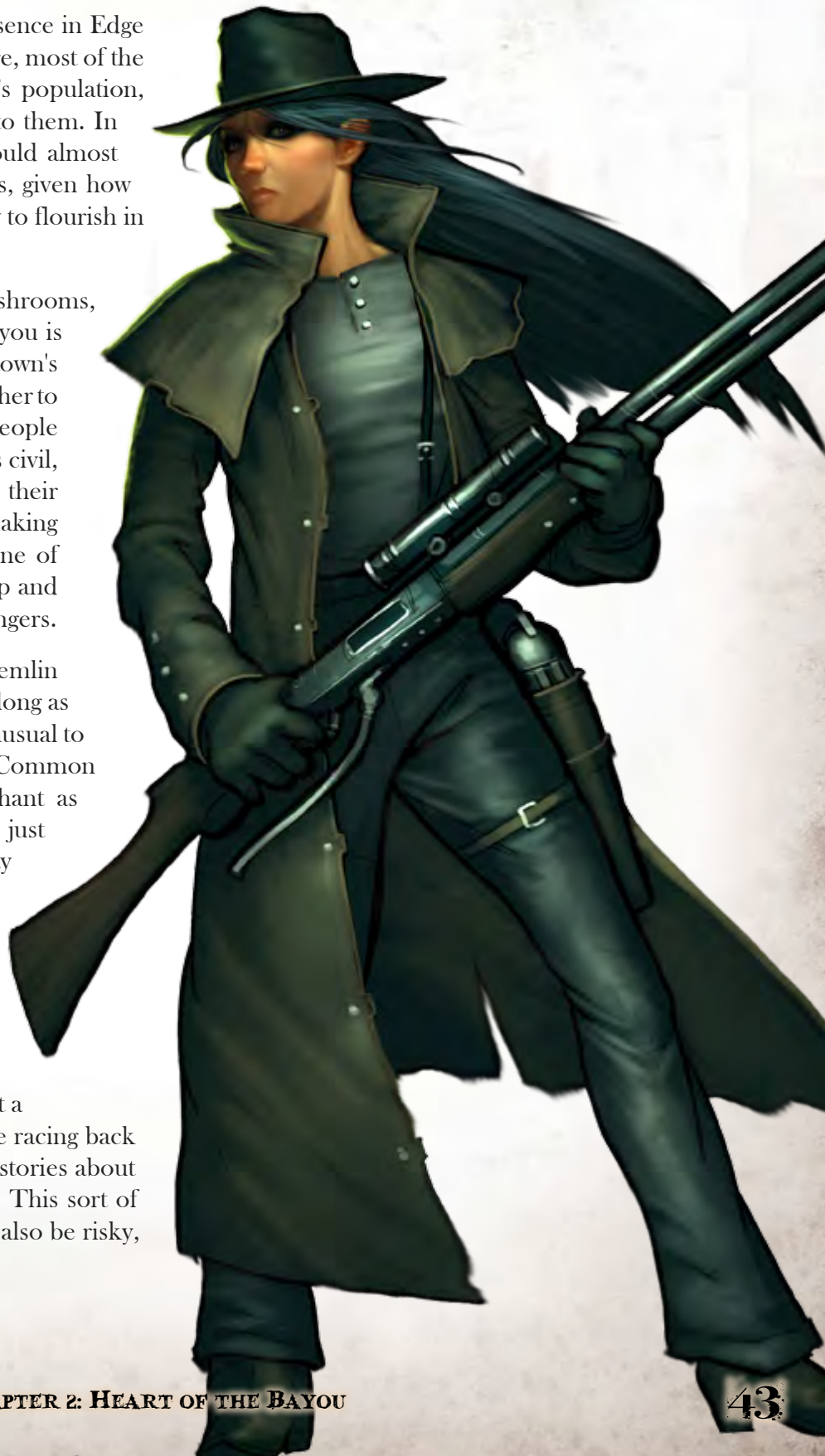
The Guild maintains a noticeable presence in Edge Point, but due to the town's quiet nature, most of the guardsmen are drawn from the town's population, making it easy for residents to relate to them. In fact, the guardsmen of Edge Point could almost be considered negligent in their duties, given how much low-key illegal activity they allow to flourish in the small town.

Smuggling pork, moonshine, mushrooms, and other desired items out of the Bayou is commonplace, to the point where the town's most notable smugglers barely even bother to disguise their profession. So long as people don't shoot each other and keep things civil, the guardsmen here tend to enforce their rules with a light hand, mostly just making a show of their presence whenever one of the trains from Malifaux City shows up and disgorges its rich and influential passengers.

Even the presence of the occasional Gremlin is taken in stride by most residents, so long as they don't cause any trouble. It's not unusual to see one of the creatures in one of the Common District shops, haggling with a merchant as it tries to trade for a desired item or just relaxing with the residents of Shanty Town over a jug of moonshine and some banjo music.

Gremlins generally aren't tolerated in the Strip, but a few have found lucrative employment as mascots or special attractions, allowing the rich and wealthy folk of Malifaux to get a good look at a friendly Gremlin before racing back to their friends in the city and sharing stories about how savage the little creatures can be. This sort of novelty can be quite a draw, but it can also be risky,

as even without weapons, Gremlins do not tend to understand the concept of high society, and in casual conversation, they can often be inappropriate or even downright insulting to those with sensible dispositions.



THE RED CAGE

Southeast of Edge Point lies the Red Cage. Long, long ago, in the days of the Tyrant War, the Bayou was coastline and the Red Cage was an island just off the coast. It was here that the people who would become the Neverborn trapped the Tyrant Cherufe, imprisoning it in the sky in a magical prison called the Red Cage.

To anchor the Red Cage in place - lest their prison wander out of their sight as the result of the planet's rotation - they constructed an obelisk that was tied to Cherufe's scorching essence. As the centuries passed and ocean turned to Bayou, however, the Neverborn degenerated into their current forms. The key to the Red Cage - a flat, thick piece of lacquered metal inlaid with a myriad of interconnected delicate gears - was stolen by well-meaning Neverborn, split into two pieces, and hidden in Malifaux City's Necropolis.

For countless centuries, the Tyrant Cherufe was forced to smolder in the heavens, far away from the world it wished to burn to cinders. Ironically, it was another Tyrant that would set Cherufe free. In 1902, the Tyrant known as Plague lowered the Red Cage from the sky, intending to shatter it open and harness the significant aetheric energy that would be released in the process. Plague intended to use this energy to ascend to a new form of omnipotent existence before Cherufe could get a foothold in the world.

Before he could complete his plan, however, Plague was killed - as much as such a Tyrant could ever be killed - by the Resurrectionist Kirai Ankoku. When the Red Cage cracked open, the released aetheric energy blew a three-hundred-foot deep hole in the ground and exploded outward across the world in a massive shock wave, super-charging anyone with significant magical abilities in what would come to be known as The Event.

Emboldened by the aetheric energy but unable to capitalize upon it due to its position at the epicenter of the explosion and lack of a host, the Tyrant Cherufe quickly sought out and bound itself to Sonnia Criid, the sorcerer who had been placed in charge of the Guild's Witch Hunters.

In the wake of the Red Cage's descent, the crater which marked its point of impact inherited its name. Three hundred feet deep and many times that wide, the Red Cage continues to grow with each passing year as the edges slowly crumble away, exposing small passages and tunnels that had once been submerged beneath the Bayou's fetid waters.

The bottom of the crater is concave, and as water drains into the Red Cage, it forms dozens of waterfalls that spill down its sides and accumulate in a churning central pool. The fact that the crater has yet to fill with water is testament to a deeper cavern that this pool drains down into, and those with a knowledge of the Red Cage's origins have speculated that the remains of the Tyrant's prison might still be intact beneath the water's surface, an intriguing idea for anyone wishing to capture a Tyrant.

Whatever the truth of the matter, it is certain that the caverns beneath the Red Cage are not empty. No sooner had the dust from the impact settled than the sides of the crater were crawling with strange undead creatures. Each was unique, constructed of ancient machinery and withered flesh. Few were water-logged, however, suggesting that wherever they had come from, it had only recently been exposed to the Bayou's waters.





The undead abominations spilled out of the Red Cage in alarming numbers, dealing significant damage to the already reeling LeBlanc family of Gremlins, onto whose lands the Red Cage had fallen. The Ortega family - who had been in the area for reasons that have yet to be made clear to the general public - were instrumental in fighting back this initial wave of twisted monsters.

In the years since, the abominations have continued to clamber out of the pool at the heart of the Red Cage but in much fewer numbers than they had after the Red Cage's initial descent. Occasional surges in abominations are not uncommon, but the Gremlins who live around the Red Cage have had time to build up their defenses, making them less vulnerable to these unexpected threats than they once were.

The abominations are not the only things that have crawled out of the hidden depths beneath the Red Cage. Large, gecko-like creatures that have been dubbed Grootslangs have been spotted scampering across the cracked stone walls of the crater and in the surrounding area. They have already begun to carve out an ecological niche for themselves on the surface, and though blind and pale in color, they are also incredibly poisonous, which has given them just enough of an edge to survive in the foreign environment of the swamp.

KYTHERA

Kythera was once a majestic structure, its dark spires reaching up as if to grasp the very heavens themselves. It was constructed by the people who would one day become the Neverborn as a means of tapping into the phenomenal power of the Grave Spirit, the primal cause of all death in every world in existence.

The ancient races of Malifaux believed that they were only building a machine to harness the power of the Grave Spirit, but they were manipulated by the entity's subversive whispers. When Kythera was completed, they learned the horrible truth of what they had done: the colossal device was allowing their queen to channel the magical might of the Grave Spirit, but it was also opening a portal between Malifaux and the terrible realm occupied by that foul entity.

Once the Tyrants had been destroyed and the ancient races had realized their mistake, they succeeded in stopping the portal from opening any further... but the Grave Spirit had already managed to achieve a foothold in the world, and they could not fully close the portal. Over the years, the influence of the Grave Spirit slowly seeped out from Kythera like an infection spreading from an open wound.

In 1901, Kythera was destroyed by humanity, closing the portal once and for all. Now Kythera is little more than a sunken marsh of dark, brackish water, from which a single, shattered spire juts upward toward the sky. Pieces of the structure were scattered a significant distance when it was destroyed, and some are still turning up, years later, with no signs of rust or lichen despite having spent so much time resting half-buried in the Bayou's muck.



The Bayou Explorer's Handbook (excerpt)

The Sulfur Vents

In the northern stretches of the Bayou, right where it presses up against the foothills of the Ten Peaks, are a patch of riven tears in the ground, each about as wide as two fingers and far deeper than anyone has been able to discern. These vents constantly release warm air that carries the reek of rotten eggs, so visitors are encouraged to wrap a handkerchief around their nose and mouth when they catch the first whiff of sulfur; the smell only gets worse as an explorer approaches the vents.

There's not much reason to visit the Sulfur Vents in the winter, but in the spring and summer, when the runoff from the mountains

floods the area in a few feet of fresh water, they're actually worth a visit. The water doesn't do much for the smell, but the vents heat it up quickly, making for a very pleasant soak that's said to do wonders for aching muscles and old wounds.

Second Edition Addendum: Sorry folks, but the Bayou just seems to vex our recommendations at every turn. An enormous leech called the Minhocão has claimed the Sulfur Vents for its own. Avoid at all costs!

[In game terms, the Minhocão is a Henchman Bayou Leech (pg. 165) with Height 4, Toughness 5, and a rank Value of 10. Its Attach Action deals 2/4/6 damage and gives the target an additional Clamped On +3.]

Originally, Kythera stood on the coastline, but as the ocean waters receded and the climate changed in the wake of the Tyrant War, the Bayou formed around its tall spires. In the days before its shattering, the waters around Kythera would often take on a black and oily quality, though that seems to have abated in recent years. Dark bubbles can sometimes be seen welling up from the heart of the lake that now covers the ruins, most likely from trapped pockets of air rising up to the surface as something shifts beneath the water.

In the years since its destruction, a few expeditions have attempted to travel to the ruins to study them further, but Kythera's central location in the Bayou makes it a difficult travel destination. Even if explorers survive the dangers of the Bayou to reach the sunken ruins, the nearby Gautraeux family considers Kythera to be sacred and are unlikely to put up with outsiders poking around too much in the rubble.

Aside from its remote location and the nearby Gremlin families, the most difficult obstacle standing in the way of Kythera's exploration is the fact that structure has been destroyed and its pieces submerged in the dark waters at its base.

The regular meat-sacrifices of the Gautraeux family have ensured that the murky waters surrounding the ruins are infested with gators, which makes any attempts at diving down to retrieve artefacts dangerous at best.

Every so often, a Resurrectionist will head off toward Kythera with dreams of harnessing some small vestigial portion of the Grave Spirit's essence. Most of these foolish men and women end up falling prey to one of the Bayou's many predators, but a few endure and manage to stumble upon the ruins that call to them and guide their path as surely as any compass. Crying out in joy, these half-crazed necromancers throw themselves headfirst into the lake that hides the ruins. Most are devoured by the lake's gators, but a few manage to avoid being eaten and dive down to the central chambers of the shattered ruins.

Exactly what happens at that point is a matter of wild speculation, as none have ever returned from the heart of Kythera.

ZORAIDA'S HUT

Stories about the Swamp Hag are numerous in Malifaux City. Some say that she can grant wishes, while others claim that she is merely a powerful spellcaster with a fondness for games of chance. What the stories all agree upon is that if you find her hut, you can challenge the Swamp Witch to a game of cards, and if you win, she will grant you your heart's desire. What happens to those who lose is less certain, but for the desperate and love-sick, her assistance is often the last ray of hope in an otherwise dark situation.

The truth is that Zoraida is far more than most people will ever realize or even imagine. Though she was once a human, Zoraida's time in Malifaux has transformed her to the point where most Neverborn now consider her to be one of their own. She weaves the strands of fate as others weave thread, pulling on this string, unraveling another, and twisting two others into a single thread, rewriting the tapestry of destiny to suit her own plans.

The rumors about her are true, and she keeps to her word and helps anyone that can defeat her. Zoraida's help, however, is often focused on giving a person exactly what they ask for, which for most people, is the last thing they need. The witch delights in watching as people doom themselves with their own obsessions, but she isn't above simply drugging someone and cutting out their liver when her supplies run low, either.

Those who seek out Zoraida's hut are often advised to "follow the toads." No matter what path someone takes through the Bayou, if they continue to move toward the sound of toads, they will invariably come across the swamp witch's hut and the small legion of toads that seem to always surround it. Strangely, it never seems to take very long to reach the hut, no matter which side of the Bayou a person enters in search of the Swamp Witch. Would-be visitors always seem to face some sort of trial to test their mettle before reaching their destination, however.

GAMBLING WITH ZORAIDA

Fated characters who seek out the Swamp Witch for assistance have to defeat her in a game of cards to earn her assistance. Typically, the character and Zoraida will both write down what they want from the other and then reveal what they have written only after the game has been played to its conclusion.

To gamble with Zoraida, the character must make a TN 5 Gambling Challenge. On a failure, the character loses the game 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.

Then, the Fatemaster draws ten Fate Cards for Zoraida 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, the Red Joker is considered to be a Wild Card, and if a Fated character draws the Black Joker, it counts as having no suit or value and must be included in the character's chosen Poker hand. Zoraida counts the Black Joker as a Wild Card, just as if it were the Red Joker.

If the character wins, then Zoraida grants them what they wish. If Zoraida wins, however, then she takes her prize... which is often an internal organ of some sort. Even in the case of non-vital organs, few people survive the taking.



From outside the shack, one can see the warm glow of a fire, which shines out through the windows and the doorway like a safe haven amidst a foreboding boggy murk... or a carnivorous plant using a sweet scent to draw insects to their doom. The hut's interior is festooned with uneven shelves holding all manner of scrolls, books, bones, jars, and crudely stuffed puppets.

These puppets are animate and curious, and visitors will often catch glimpses of them moving from the corners of their eyes. When Zoraida leaves her hut on some dark errand or another, the puppets drop their charade and move about the hut freely, taking up knives, cork guns, and sewing needles to pick up their constant battles from where they last left off. Most of the puppets in Zoraida's hut are voodoo dolls crafted in the images of Malifaux's famous and powerful, and ever since reading stories of the battles their namesakes wage for control of the realm, the puppets have been engaged in a similar war to claim control of Zoraida's hut.

These constant battles seem to amuse or annoy Zoraida by equal amounts, mostly depending upon how much collateral damage the puppets inflict upon her personal belongings in the course of their little battles. Those puppets that catch the Swamp Witch in a bad mood are often torn apart by the witch (or set on fire, or hurled out into the swamp, or any number of other unpleasant fates).





THE SUNKEN CITY

Nestled deep within the fens and bogs of the Bayou is an ancient city that was once a hub of commerce and trade. Situated on the coastline, Tsankor S'id was a sister city to Malifaux City, which in those days was known as Malifaux S'id. Both were prosperous, and their people had a friendly rivalry with each other that never managed to spill over into open hostility.

Then came the days of the Tyrant War. As more and more Tyrants began to ascend, the people of Tsankor S'id saw the threat that such powerful entities represented and took up arms against them. The area surrounding the two cities had always been riddled with underground tunnels and subterranean caverns, and it was those tunnels that the Tyrant known as the Shez'uul struck, smashing aside rock and stone until the structural integrity of the city had been seriously compromised.

From the heart of the city, Shez'uul announced that the people of Tsankor S'id had been deemed unworthy of their pathetic lives and stamped his foot on the ground, sending a shock wave rippling through the city. The few structural supports he had left intact crumbled, and as Shez'uul laughed, Tsankor S'id collapsed into the ocean.

The Tyrant War began in earnest on that day, and though it would take many, many years to reach its inevitable conclusion, the city of Tsankor S'id was no more. As the centuries passed, the ocean receded and the Bayou formed around its remains, transforming it into the weathered, lichen-covered ruins that it is today.

From a distance, the sunken city looks like a collection of towers and terraces, most of them at contrary angles to one another. Most are constructed of pale gray stones that are just barely visible beneath the clinging vegetation, but some still bear signs of ornate frescoes and bas reliefs that have faded to near illegibility since the city's destruction.

The structures that can be seen above the surface are only part of the city. Beneath the stagnant water of the bogs are countless chambers and passageways that can still be navigated by those willing to crawl through rubble or swim through flooded rooms.

Because Tsankor S'id was destroyed at the height of its power, all manner of strange technological and magical items can be found strewn about the submerged chambers and moss-covered rooms of the city. Few still function, having succumbed to rust, rot, or erosion, but even a nonfunctional object from that time can be worth a small fortune to an artificer, spellcaster, or historian.

Such treasure hunting can be dangerous, however, as the Sunken City was claimed generations ago by the Silurids, who treat it as something of a favored spawning ground. Most live in the city's large, submerged atriums and larger buildings, where the Spawn Mothers lay their eggs and store bloated, rotting corpses to serve as meals for their young once they hatch.

With so many Silurids in one place, issues of territory are frequent. At any given time, there are usually a half-dozen Spawn Mothers spread out through the city, each holding a portion of the city on behalf of her brood. Competition between different broods mostly comes down to squabbling over food, but in the spring months after eggs hatch, the sunken city erupts in violence as the screeching of the juvenile Silurids upon seeing a member of another brood sends every nearby Silurid - friend or enemy alike - into a violent blood frenzy.

By the end of spring, the fighting tends to lessen as the young Gupps grow accustomed to Silurids of other broods, allowing the adults time to settle into their territories and watch over the young as they devour the dead. When the next spring rolls around, the whole process starts over again, ensuring that only the strongest of the species survive to breed with the Spawn Mothers.



BULLET

Bullet is a card game that has become popular in the City and the Bayou in recent years. Here's how to play!

GAMBLING

In Bullet, each player makes an initial bet, and a dealer places six Fate Cards in front of each of them, one face up and the next five face down. For the purposes of Bullet, face cards are considered to have a value of 10, while Aces can have a value of either 1 or 11, as the player wishes.

Another round of betting commences, with the players going around in a circle, either matching the bet to flip over another of their cards or staying with their current "hand," in which case they can no longer make any bets or flip any of their cards. If a player goes over 21, they "bust" and can no longer bet or stay. Once all of the players have either busted or elected to stay, the values of a player's flipped cards are compared, and the player who got closest to 21 without going over is the winner.

Mechanically, this is handled with a single Gambling Challenge, opposed by the Gambling Challenges of every other player at the table. The character with the highest total (reflipping ties) is the winner. Losing players achieve a Margin of Failure for every 5 points by which their total was lower than the winner's total.

DRINKING

Once a winner is determined, the losers must each drink one flask of alcohol for each card they flipped. This alcohol is traditionally supplied by the winner of the round, which means that it's tactically wise for players to show up to a game of Bullet with the strongest liquor they can get their hands on. Providing rare or high-quality booze is often seen as a sign of prestige among Bullet players.

Mechanically, each losing player must pass a Carouse Challenge with a TN that is determined by the type of alcohol provided. If a character achieved any Margins of Failure on her Gambling Challenge, each one imposes a ☞ to this Carouse Challenge.

The chart on the following page offers suggested TNs for each type of drink, but keep in mind that these numbers can vary by a point or two in either direction, depending upon the brewer, their distillation techniques, and their refinement process.

On a success, the character is unaffected by the alcohol. On a failure, the character gains the **Intoxicated** Condition for 10 minutes, and the TNs of all future Carouse Challenges she makes in this game of Bullet are increased by +1. If a character achieves a Margin of Failure on this Challenge, she passes out unconscious and is disqualified from the game.

SHOOTING

Finally, everyone (even the winner) participates in the shooting portion of the round. Each character makes a Ranged Combat Challenge against an empty bottle, which is set up anywhere from three to ten yards away. The TN the characters need to meet to hit the bottle is equal to twice the distance of the bottle in yards. If a character is **Intoxicated**, she suffers a ☞ to this Challenge.

On a success, the character hits her bottle and can progress to the next round. On a failure, she misses and is disqualified from the game. If nobody hits, the round is declared a "default," the bottles are moved a yard closer, and everyone gets to make another attempt at shooting, repeating this process until someone hits.

ALCOHOL	TN
Beer	6
Wine	7
Sake	8
Liqueurs	9
Vodka	10
Whiskey	11
Gin	12
Absinthe	13
Moonshine	14

SECONDS

Given the dangers of drunken people waving guns around a lot of money, it's become traditional to bring an assistant, known as a "second," to games of Bullet. This assistant helps the character playing bullet with tasks such as loading her gun, pouring drinks, and keeping her upright in her chair. If a character is disqualified from passing out (but not from shooting), a second is allowed to step in and keep playing in the passed out character's place, bringing a fresh challenge (and a fresh liver) to the table.

WINNING

If only a single player remains in the game, she is declared the winner and collects the pot as her winnings. If there is not a definitive winner, a new round of Bullet begins, with the game continuing until a single winner remains.





GROWING UP GREEN

Character creation is an important process in any roleplaying game. The characters drive the game's narrative, and because of this, the act of character creation should provide players with both the mechanics needed for their character to function and an idea of their place in the world.

Through the Breach's character creation takes the players through a specialized Tarot reading to generate their characters. This chapter will guide you through the steps of creating not only a character's mechanics but also their history and future.

Into the Bayou contains its own version of character creation, called the Waterways Tarot. It is used to create Gremlin Fated characters, which are known as Kin. Kin have grown up in the wilds of the Bayou, where family is the most important aspect of their life. Without the assistance of their numerous brothers, sisters, aunts, uncles, and distant cousins, no Gremlin could survive for long in the murky swamp.

Players who wish to create human characters should use a Tarot other than the Waterways Tarot, such as the Cross Roads Tarot found in the *Fated Almanac*. The one exception to this are characters who flip a Black Joker for their Cross Roads Station Card. If *Into the Bayou* is being used in your game, these human characters should immediately abandon the Cross Roads Tarot and instead make their human character using the Waterways Tarot.

Each step of character creation should be taken one at a time. As you go through this process, your Fated's story will begin to unfold in front of you, so these steps should not be glossed over or rushed.

Players and Fatemasters are encouraged to utilize the options here and in other *Through the Breach* books to create the character each player wants to play. The Pursuits, Talents, and Magia presented in this book are available to non-Kin characters, even though they tend to be somewhat uncommon outside the Bayou.

STEP 1: CONCEPT

A lot of information about who your Kin is will be determined in the course of the Waterways Tarot, but not everything is up to chance. For this reason, it helps to have some idea who your character is in advance - what her goals might be, what her life might have been like, and so on.

It is worth discussing your concept with the Fatemaster and other players to ensure that your character will get along with the characters of the other players. This is especially true for groups that include Gremlin and human characters, as some humans might find the idea of spending time with a Gremlin to be offensive (or vice versa).

After this step, you'll be flipping cards off the Fate Deck, so make sure it's handy. You should shuffle the Fate Deck seven times and then have the Fatemaster cut it to ensure that the cards are sufficiently randomized.

When your Fate Deck is shuffled and you have a general concept in mind, move on to Step 2.

BAYOU TWO CARD

The fates of Kin are more unstable than those of humans, and as a result, the Kin tend to be able to more easily influence their own destinies... for good or ill. At any point during the Waterways Tarot, immediately after flipping a card from the Fate Deck into one of the Tarot positions, you may choose to flip over another card from the Fate Deck and place it over the original card. Use this new card to determine which Aspects, Skills, Conflict Talent, or Destiny Step are gained during the Tarot Step.

You may only choose to reflip a Fate Card once per Destiny Step.

STEP 2: BODY

Deal a card off the top of the Fate Deck into the bottom-most position on the Waterways Tarot. This card is the Body Card, which represents your physical form; it gives you the values that go into your Physical Aspects of Might, Grace, Speed, and Resilience. Assign each value given to you here to one of the different Physical Aspects, in any order you choose.

A negative Aspect in *Through the Breach* is not strictly bad. It represents a lesser capacity in that area, but weaknesses are a part of all people (and especially Gremlins). A negative Aspect can be overcome with Skills, and some Talents require a negative Aspect as a prerequisite.

Your concept should develop further here now that you have a better idea of your Fated's physical capabilities. Often, physicality defines much of our childhood and the paths we take. What did these Aspects mean for your Kin while growing up? How have they helped shape her?

STEP 3: CONFLICT

While humans occasionally work against their own best interests, Gremlins have perfected it to an art.

Deal a card off the top of the Fate Deck perpendicularly across your Body Card. This is your character's Conflict Card. It represents the ways in which your character (or her family) has worked against and sabotaged her successes.

A character's Conflict Card grants her a special Conflict Talent that is a little bit good, a little bit bad, and a little bit goofy. The descriptions of the various Conflict Talents can be found on page 72.

How has the character's Conflict affected her interests and passions? Has it caused any significant problems in her life, or is it a merely a voice in the back of her head that she's learned to ignore? How did your character develop her Conflict Talent, and how has it impacted her life since?

STEP 4: ROOT SKILLS

Deal a card off the top of the Fate Deck above your Body Card. This card is your Root Card, and it determines your Root Skills. They represent the skills your character learned in their childhood.

Each value provided by this card can be assigned to any of the Skills presented in this book or in the *Fated Almanac*. These Skills should reflect your Kin's upbringing: what did she learn? Why did she learn it? How were her parents and family involved?

Take time to think about what your character learned while growing up and consider how this knowledge modifies your concept.

STEP 5: MIND

Deal a card off the top of the Fate Deck above your Root Card. This is the Mind Card, which represents your mental abilities. It provides the set of values that go into your Mental Aspects of Intellect, Charm, Cunning, and Tenacity. Assign the values given to you here to any of the different Mental Aspects.

As your Kin reached adolescence and adulthood, her mind started to play a more critical role. How your Kin approaches her problems is often determined by her Mental Aspects.

Think about your concept again. What is most appropriate for your character? Does your Kin have a strong will? Is she crafty? Consider these things when assigning your values.

STEP 6: ENDEAVOR SKILLS

Deal a card off the top of the Fate Deck above your Mind Card. This is your Endeavor Card, and it provides you with your Endeavor Skills. These skills represent the things your character learned later in life. Each value provided by this card can be assigned to any of the Skills presented in this book or in the *Fated Almanac*.

It's important to tie these skills to your concept - what do you imagine your Fated is good at? You have more freedom here than with your Root Skills, so make sure that your character will be capable of doing the things she wants to do during the game.

Through the Breach favors characters with a variety of skills, so don't worry about making the "best" choices now. You'll have many opportunities to gain new skills later.

STEP 7: MODIFY

In this step, you can adjust your character to better fit your developing concept. You have 1 point you can use in this step to help your Kin be what she needs to be. This point can be spent in one of two ways:

- Increase one of your Aspects by +1. You cannot increase an Aspect above 3 in this way.
- Gain 2 ranks in a Skill you do not already possess.

Whatever you choose to modify, make sure it ties into your character's backstory and growing narrative.



STEP 8: DETERMINE FAMILY

In this step, you'll determine the Gremlin family into which your Gremlin was born. Add up the suits on your Body, Root, Mind, and Endeavor Cards (counting either Joker as whichever suit you wish) and consult the table to the right.

If one of your Body, Root, Mind, or Endeavor Cards is the Red Joker, your family considers you a hero for something you've done in the past.

Conversely, if one of those same cards is the Black Joker, your family hates you for some past wrong that you committed.

If you have both the Black and Red Jokers, your family is very divided: some love you and others hate you, but no one is indifferent!

The largest of these Gremlin families - the Joneses, LaCroix, Benois, LeBlancs, Turners, Fishbockers, Cruickshanks, Brackenridges, Gautraeux, Leongs, Tongs, and Nuema - are described in more detail in Chapter 2, starting on page 24.

Smaller families, such as the Ravages, Clampetts, Lynns, Lees, Bernards, Hedfields, Bodines, Robichauds, Hayes, Picketts, Higginses, Scogginses, Suttons, LaBoeufs, and Jebsons, can be found all across the Bayou and have been left deliberately vague so that the Fatemaster and players can use them in whatever capacity they wish.



SUITS	FAMILY
♠♠♠♠	LaCroix
♣♣♣♣	Gautraeux
♥♥♥♥	Tong
××××	Jones
♠♠♠♣	Ravage
♠♠♠♥	LaCroix
♠♠♠×	Jones
♣♣♣♠	Nuema
♣♣♣♥	Turner
♣♣♣×	Gautraeux
♥♥♥♠	Tucket
♥♥♥♣	Tong
♥♥♥×	Brackenridge
×××♠	Clampett
×××♣	Lynn
×××♥	LeBlanc
♠♠♣♣	Lee
♠♠♥♥	Tucket
♠♠×	Bernard
♣♣♥♥	Turner
♣♣×	Leong
♥♥×	Hedfield
♠♣♣♥	Fishbockers
♠♣♣×	Bodine
♠♣♥×	Robichaud
♣♣♠♥	Benois
♣♣♠×	Hayes
♣♣♥×	Pickett
♥♥♠♣	Higgins
♥♥♠×	Scoggins
♥♥♣×	Cruickshank
××♠♣	Sutton
××♠♥	Brackenridge
××♣♥	LaBoeuf
♠♣♥×	Jebson

STEP 9: DIVINING FATE

Now that your Kin's numbers have been determined, it's time to read her Destiny. Each card in the Waterways Tarot has a corresponding phrase, and those phrases combine to create the character's Destiny. Reading the character's Destiny is a matter of reading the Fate attached to each card from top to bottom.

Start with the Endeavor Card and work your way downwards, moving on to the Mind, Root, and Body Cards. The Conflict Card is always the final card of your character's Destiny.

STEP 10: PURSUIT

In this step, choose a Basic Pursuit for your character. A character's Pursuit is a reflection of how she views the world and how she reacts to it. A Pursuit can be seen as the way your character tries to solve problems - a fighting Pursuit may try to solve things through physical conflict while a Social Pursuit may try to approach things from a more diplomatic angle. In gameplay, Pursuits have some impact on certain types of Challenges, and at the end of a session they inform certain parts of character advancement.

At the beginning of each game session, you'll be allowed to change your Fated's Pursuit, so don't worry too much about what's coming down the road. Focus on the here and now, read the descriptions of each Pursuit, and figure out what makes the most sense for the character right now.

The Basic Pursuits can be found starting on page 79. When you choose your character's first Pursuit, you'll gain that Pursuit's Starting bonus. You are encouraged to choose a Pursuit from *Into the Bayou*, but with your Fatemaster's permission you may choose a Pursuit from one of the other *Through the Breach* books instead.

STEP 11: DERIVED ASPECTS

You can now calculate your Derived Aspects from a combination of your character's Aspects and Skills. The Derived Aspects are: Defense, Willpower, Wounds, Walk, Charge, Height, and Characteristics. This information is mostly the same as what is presented in the *Fated Almanac*, save that Kin characters tend to be shorter than their human counterparts.

- *Defense* is equal to 2 + the character's Evade skill or Speed Aspect, whichever is higher
- *Willpower* is equal to 2 + the character's Centering skill or Tenacity Aspect, whichever is higher.
- *Wounds* is equal to 4 + the character's Toughness skill. If the character has a positive Resilience Aspect, they may add half of that (rounded up) to their Wounds.
- *Walk* is equal to 4 + half the character's Speed Aspect (rounded in favor of the character).
- *Charge* is equal to 4 + the character's Speed Aspect. If this generated a value below the character's Walk Aspect, the character's Charge is instead equal to their Walk Aspect.
- *Height* is 1 for Kin characters (or 2 for humans who are using the Waterways Tarot due to flipping the Black Joker for their Station on the Cross Roads Tarot, as described on pg. 54).
- *Characteristics* define the type of creature a character is. All Kin characters have the Living and Fated Characteristic, and characters who are Gremlins also have the Gremlin Characteristic.

STEP 12: TALENT

Skills represent a linear progression of knowledge, but Talents are certain knacks that your character might have developed along the way. They go beyond basic skills and can have significant effects on a character's life.

Talents aren't always about being the best at something; many Talents represent ways that characters have overcome their shortcomings. They reflect new ways to deal with certain situations.

Your Kin gains one General Talent. It is recommended that Kin created with the Waterways Tarot choose their Talents from this book (pg. 141) or the *Fated Almanac*, but the Fatemaster is free to allow General Talents from other *Through the Breach* releases as well.

STEP 13: EQUIPMENT

The character is given 10 Guild Scrip to start with, and she can use this money to purchase equipment from the list of Gremlin Equipment section on page 124.

The character can also purchase equipment from the *Fated Almanac* starting on page 149, or from other *Through the Breach* releases with your Fatemaster's permission, but any equipment that is not found in the Gremlin Equipment section has its cost increased by +2 Scrip, as such items are rare in the Bayou.

The Fated may also receive some starting equipment based on their chosen Pursuit, as described by its Starting bonus.

In addition to this, your Kin has a few things that are not listed, such as a few pieces of clothing. Clothing is a sign of influence and cunning in Gremlin society, so just how much clothing your character possesses, its condition, and whether or not any of it matches is up to you.

Your character is also considered to have a place to live, some food, and other basic necessities.

STEP 14: TWIST DECK

Your Kin has a Twist Deck, which is an individual deck of cards that she will use to change the whims of Fate. Each Fated has their own Twist Deck; the Twist Deck is the representation of what it means to be Fated, one of the rare few able to bend their own destiny.

A Twist Deck is made up of 13 cards of various suits. Each of the four suits of Malifaux must be represented: Rams, Crows, Masks, and Tomes (you can find more information on the suits in the Twist Deck in the *Fated Almanac* on page 63). Choose one of the suits to be your Defining Suit, one to be your Ascendant Suit, another to be your Center Suit, and a final to be your Descendant Suit. Each choice will add certain cards of that suit to your Twist Deck, as shown below:

DEFINING SUIT	ASCENDANT SUIT
1, 5, 9, 13	4, 8, 12
CENTER SUIT	DESCENDANT SUIT
3, 7, 11	2, 6, 10

This is the final step in creating your Fated, so let the Fatemaster see your character for approval. Although it is your character, it is important that everyone is able to fit into the narrative. The story is what makes roleplaying games a fun and interesting experience, and everyone should be on the same page for making this happen.

Once you've gotten approval, make sure your character sheet is filled out and that you understand your Kin's concept fully. It can be helpful to write up a short background, a sort of autobiography, for your character. Often, doing this in your character's voice helps, as it can aid you in understanding how your Kin talks and acts in the world.

From here, you're ready to start playing the game!

EXAMPLE CHARACTER

Hailey wants to make a character for an upcoming *Through the Breach* game that April is running. She has decided that she wants to be a Gremlin, and that means that she's using the Waterways Tarot.

Hailey begins with a simple concept (Step 1): Her Gremlin is going to be a tough but slightly naive Gremlin lady with a loud mouth and a louder gun. She decides to name her character Minnie.

With that concept, Hailey flips a 6♣ for her Body (Step 2). This gives her -2/0/+1/+1 to assign to her Physical Aspects. She decides that Minnie's Might is her worst (she's a bit weak and was kept away from the rough-housing of the boys when she was growing up) and makes it -2. Despite this, Minnie is quick and graceful, so Hailey puts her two +1s into Speed and Grace. Minnie ends up with a 0 for her Resilience.

Next, Hailey flips her Conflict Card (Step 3) and gets a 4♣. Looking at the Conflict Chart, she writes down the Gator Bait Conflict Talent on Minnie's character sheet. It looks like Minnie's brothers amused themselves by dangling her over hungry gators!

Hailey moves on to Root Skills (Step 4) and flips a 6♠ but doesn't like that spread of Skills that card would offer her, so she decides to use Bayou Two Card to flip a new card for her Root Skills. This card is the 10♠, which gives her a 2, 2, 2, 2, 1 for Skills. Running away and hiding from her brothers seems like it would have been important for Minnie, so Hailey decides to give her a 2 in Athletics, a 2 in Acrobatics, and a 2 in Stealth. She decides that Minnie got pretty good at dodging her brothers (2 ranks in Evade) and that she often had to fend for herself while hiding from them (1 rank in Wilderness).

Next is Mind (Step 5), and Hailey flips a 10♠. This gives her -1/-1/-1/+2 for her Mental Aspects, and after some thought, she puts the +2 in Cunning, leaving the others at -1. Minnie's a crafty little thing, but she's not particularly charming, intelligent, or strong-willed. Hailey's happy with that, since it sounds like a typical Gremlin to her!

At Endeavor Skills (Step 6), Hailey gets a 6♠, providing her with 3, 2, 1, 1, 1, 1 for Skills. Hailey hasn't forgotten that she wants Minnie to have a big, loud gun, so she puts the 3 in Shotgun. Hailey gives her a 2 in Intimidate and a 1 in Centering to represent her rising above her troubled childhood and standing up to her brothers. That leaves three more Skills, and Hailey decides to put a 1 in Notice and Scrutiny to take advantage of her good Cunning Aspect, and she tosses the last point into Toughness. As Minnie grew up, she reasons, she got a bit tougher and started paying more attention to the people and things around her.

For Modify (Step 7), Hailey decides to raise Minnie's Grace from 1 to 2, which gives her a steadier hand and better reflexes.

When it comes time to Determine Family (Step 8), Minnie adds up the suits of her Body, Root, Mind, and Endeavor Cards and gets ♣♠♠♠. Looking at the Family Table, she learns that Minnie is a Scoggins!

Hailey is now ready for Divining Fate (Step 9). Starting with the Endeavor Card, she writes each corresponding phrase in the appropriate place on her character sheet. As she does this, she skips her Conflict Card, saving it until the very end; the Conflict Card is *always* the final card of a character's Destiny.

At Pursuit (Step 10), Hailey decides that the Boomer Pursuit (pg. 84) is the right one for Minnie. This gives her the Boomer's Starting bonus: a free shotgun!

Step 10 is a calculation of Derived Aspects. Minnie ends up with Defense 3, Willpower 3, Wounds 5, Walk 5, Charge 5, Height 1, and the Fated and Kin Characteristics.

For Talent (Step 11), she chooses the Squeal Talent (pg. 146), letting her slip away from melee attackers.

At Equipment (Step 12), she uses her 10 Scrip to buy herself a Flintlock Boomer 1894 (pg. 128) and a Metal Pot helmet (pg. 133).

Finally, at Step 13, Hailey chooses Masks as her Defining Suit, Rams as Ascendant, Crows as Center, and Tomes as Descendant.

THE WATERWAYS TAROT



ENDEAVOR CARD



MIND CARD



ROOT CARD



BODY CARD

CONFLICT CARD

FATED NAME		P	
PLAYER NAME		FAMILY	
		CURRENT PURSUIT	

ASPECTS		SKILL	
PHYSICAL	MENTAL	SKILL	AV
MIGHT	INTELLECT		
GRACE	CHARM		
SPEED	CUNNING		
RESILIENCE	TENACITY		

DERIVED ASPECTS	
DEFENSE	WALK
ARMOR	CHARGE
WILLPOWER	INITIATIVE
WOUNDS	HEIGHT

ATTACKS			
NAME	AV	RANGE	DAMAGE
SPECIAL	CAPACITY	RELOAD	TN
TRIGGERS			

NAME	AV	RANGE	DAMAGE
SPECIAL	CAPACITY	RELOAD	TN
TRIGGERS			

WATERWAYS TAROT REFERENCE TABLES

BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
Red Joker	-1/-1/-1/+3	The snake shrieks it challenge to the noonday sun
A♁	-3/-1/+1/+3	The scales of justice tip too far
2♁	-2/-2/+2/+2	The sleeping giant stirs in your abhorrent presence
3♁	-2/-1/+1/+2	The scalpel shines in the cold sunshine
4♁	-2/0/0/+2	Tears of blood are washed with black rain
5♁	-2/0/+1/+1	It knocks three times on your red door
6♁	-2/-1/0/+2	You will draw the gaze of a thousand eyes
7♁	-1/-1/-1/+3	The owls judge you from the shadows of the lodge
8♁	-2/-1/+1/+2	His scars tell a tale of dark obsession
9♁	-2/0/0/+2	A monument of hatred rises in the Badlands
10♁	-1/-1/-1/+2	The line is drawn and crossed
11♁	0/0/0/0	It waits for you, sinister and green beneath the ground
12♁	-1/0/0/+1	The war machine springs to life
13♁	-1/0/0/+1	What goes around comes around again
A📖	-3/0/0/+3	The howling storm sings its sorrowful song
2📖	-3/-1/+2/+2	You will drag the morning star down into the mud
3📖	-2/-2/+2/+2	Two hands join to transcend history
4📖	-2/-1/+1/+2	You will have but a single day of comfort
5📖	-1/-1/0/+2	The marsh king will leave his burning mark
6📖	-3/0/+1/+2	You will offer her everything you have
7📖	-1/-1/+1/+1	With the lights out, it's less dangerous
8📖	-1/0/0/+1	The moon whispers secrets in silver light
9📖	-1/-1/0/+2	The traitor hides within a cloud of steam
10📖	-1/-1/+1/+1	Electric lights glow beneath the water
11📖	-1/0/0/+1	Eleven men raise eleven swords
12📖	-3/0/0/+3	The light of reason will burn a hole between you
13📖	-2/0/0/+2	He holds justice and murder in his steel fist

WATERWAYS TAROT REFERENCE TABLES

BODY CARD

CARD	PHYSICAL ASPECTS	BODY FATE
A ✕	-3/0/0/+3	Denying the battle will win the war
2 ✕	-3/0/+1/+2	The heart in your hands is a pale reflection
3 ✕	-2/-1/+1/+2	White lightning races through the ground
4 ✕	-2/-1/0/+2	Four and twenty dead birds bleed upon your nest
5 ✕	-2/0/0/+2	The hollow man breathes life back into you
6 ✕	-2/0/+1/+1	Her eyes are the color of insanity
7 ✕	-1/-1/0/+2	The swarm picks clean the bones of your regret
8 ✕	-2/-1/0/+2	Death will stride upon the water
9 ✕	-1/-1/+1/+1	The loyal hounds rot on the riverbank
10 ✕	-1/-1/0/+2	Corpse flowers bloom with forgotten beauty
11 ✕	-1/0/0/+1	She scratches your chronicle into its puckered flesh
12 ✕	-1/0/0/+1	The spirits rest uneasily beneath her gaze
13 ✕	-2/+1/+1/+1	When your teeth bite down, you will see the blood
A ♡	-3/-1/+1/+3	The only secret is the one everyone knows
2 ♡	-2/-2/+2/+2	The blind woman beckons to the eager darkness
3 ♡	-2/-1/+1/+2	Your boat will sail down a river of blood
4 ♡	-2/0/0/+2	The tallest trees hide the greatest danger
5 ♡	-3/0/+1/+2	Every night brings more terrors
6 ♡	-2/-1/0/+2	The trap snaps shut around the grasping hand
7 ♡	-1/-1/-1/+3	You will prop her up on lies and promises
8 ♡	-1/-1/0/+2	She is everything and everyone
9 ♡	-1/-1/0/+2	The more you change, the less you feel
10 ♡	-1/-1/-1/+2	You will bare your secrets to mask of clay
11 ♡	0/0/0/0	The queen reaches for you through the fog
12 ♡	-1/0/0/+1	Everything falls to silence as the fool downs his crown
13 ♡	-2/0/+1/+1	The fears of childhood were only biding their time
Black Joker	-2/-2/-2/+4	Time turns backwards and inside out

WATERWAYS TAROT REFERENCE TABLES

ROOT CARD

CARD	SKILLS	ROOT FATE
Red Joker	3,3,3	and only your enemy can save you.
A♠	3,3,2,1	but your whisper will be lost in the roar of gunfire.
2♠	3,3,1,1,1	and you will see how it ends.
3♠	3,3,1,1,1	and even the water will burn.
4♠	3,2,2,1	but you cannot deny the consequences.
5♠	3,2,2,1	and you will give him the loaded gun.
6♠	3,2,1,1,1,1	but mud won't stop a bullet.
7♠	3,2,1,1,1,1	but you will find no fear in the horrors around you.
8♠	3,1,1,1,1,1,1	and your ambition will fail you in the dead of night.
9♠	3,1,1,1,1,1,1	but she refuses to take the offered hand.
10♠	2,2,2,2,1	and you will be purified by burning flame.
11♠	2,2,2,2,1	but even a good man will kill.
12♠	2,2,2,1,1,1	and the mountains will feed you their rage.
13♠	2,2,2,1,1,1	while the shadows burn in the heart of the forge.
A♣	3,3,3,1	and you will find lightning in a bottle.
2♣	3,3,2,2	and the swamp will reclaim what is hers.
3♣	3,3,2,2	but still waters hide the monsters below.
4♣	3,3,2,1,1	and you will rise above the vile crowd below.
5♣	3,3,2,1,1	but there is no place for you within his Grimoire.
6♣	3,2,2,1	and it will take your pain away.
7♣	3,2,2,1	and your paper world will burn to cinders.
8♣	3,2,1,1,1,1	but the words of an elder will point to better way.
9♣	3,2,1,1,1,1	and he will shackle you to the truth.
10♣	3,1,1,1,1,1,1	but you will be lessened by the ending.
11♣	3,1,1,1,1,1,1	and you will bathe in the jade fountain.
12♣	2,2,2,1,1,1	but you know this has all happened before.
13♣	2,2,2,1,1,1	and the lost will drag you into the depths.

ROOT CARD

CARD	SKILLS	ROOT FATE
A ✕	3,3,2,1	and your dreams will be like a viper held to your breast.
2 ✕	3,3,1,1,1	and your victims will seek their revenge.
3 ✕	3,3,1,1,1	as she leads you into the cannibal glow.
4 ✕	3,2,2,1	and you will leave her hanging
5 ✕	3,2,2,1	and she mocks you from her shattered crypt.
6 ✕	3,2,1,1,1,1	and loss is aged in a fine oak cask.
7 ✕	3,2,1,1,1,1	but your struggles only tighten the noose.
8 ✕	3,1,1,1,1,1,1	but the promise not kept is the road to exile.
9 ✕	3,1,1,1,1,1,1	but everything feeds on blood.
10 ✕	2,2,2,2,1	and you will turn their strengths against them.
11 ✕	2,2,2,2,1	but beware the cat with green eyes.
12 ✕	2,2,2,1,1,1	and you will swallow the poison she feeds you.
13 ✕	2,2,2,1,1,1	and your heart will beat like a hollow drum.
A ♠	3,3,2,1	and you will lose yourself in the jaws of the Bayou.
2 ♠	3,3,1,1,1	but the stones are coming too quickly.
3 ♠	3,3,1,1,1	and your reward is the cobra's kiss.
4 ♠	3,2,2,1	and the ears of children hear everything.
5 ♠	3,2,2,1	but the boat runs afoul of the river's weeds.
6 ♠	3,2,1,1,1,1	and you will remember the bridge as it burns to the ground.
7 ♠	3,2,1,1,1,1	and you will lock the door and kill the light.
8 ♠	3,1,1,1,1,1,1	but the chains of judgement cannot be broken.
9 ♠	3,1,1,1,1,1,1	while hope rusts beneath broken rivets.
10 ♠	2,2,2,2,1	and you will bleed yourself to feed the land.
11 ♠	2,2,2,2,1	but the long night is coming.
12 ♠	2,2,2,1,1,1	but luck is a cup that is only half full.
13 ♠	2,2,2,1,1,1	and only monsters remain.
Black Joker	2,2,2,2,2,2	and you will read the book of demons.

WATERWAYS TAROT REFERENCE TABLES

MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
Red Joker	-1/-1/-1/+3	the thief will kneel before the rule of law
A♠	-3/-1/+1/+3	a gunshot will set you free
2♠	-2/-2/+2/+2	she drags you through coal and ash
3♠	-2/-1/+1/+2	you will don the killer's boots
4♠	-2/0/0/+2	she cares not if you are friend or food
5♠	-2/0/+1/+1	you will ignore the pain of encroaching night
6♠	-2/-1/0/+2	you will be the uninvited
7♠	-1/-1/-1/+3	you will find the answer you cannot speak
8♠	-2/-1/+1/+2	the rapids sweep you from the path
9♠	-2/0/0/+2	the ripest fruit falls into the mud
10♠	-1/-1/-1/+2	you will crawl on your hands and knees
11♠	0/0/0/0	the king will watch his empire crumble
12♠	-1/0/0/+1	the ideals of justice fall upon deaf ears
13♠	-1/0/0/+1	you will take a mighty swipe at the high hog
A♣	-3/0/0/+3	the mercenary fills her black heart with golden coins
2♣	-3/-1/+2/+2	all eyes will be upon you
3♣	-2/-2/+2/+2	it sharpens its claws on the bones of your kin
4♣	-2/-1/+1/+2	the empty barrel is full of pride
5♣	-1/-1/0/+2	the beast will stand unbroken
6♣	-3/0/+1/+2	the biggest hat is snatched by the lowest branch
7♣	-1/-1/+1/+1	you will drink a toast to the unforgivable
8♣	-1/0/0/+1	the drowning waters will kiss your feet
9♣	-1/-1/0/+2	the beast holds you against the flood
10♣	-1/-1/+1/+1	the light of your reason will banish the shadows
11♣	-1/0/0/+1	muddy teeth snap at your heels
12♣	-3/0/0/+3	the runed circle glows with her final promise
13♣	-2/0/0/+2	he will rise from the silver lake

WATERWAYS TAROT REFERENCE TABLES

MIND CARD

CARD	MENTAL ASPECTS	MIND FATE
A ✕	-3/0/0/+3	you will stand as a citadel against the night
2 ✕	-3/0/+1/+2	the firmament will betray eyes too quick to trust
3 ✕	-2/-1/+1/+2	you will tempt the devil with your song
4 ✕	-2/-1/0/+2	you will dance with a doll made in his image
5 ✕	-2/0/0/+2	the evening wind will shake the trees
6 ✕	-2/0/+1/+1	a single tear will fall
7 ✕	-1/-1/0/+2	the claws of the forsaken leave wounds that will not heal
8 ✕	-2/-1/0/+2	the trees drape you in their green shroud
9 ✕	-1/-1/+1/+1	you will gird yourself in the armor of souls
10 ✕	-1/-1/0/+2	an anvil of the horde will ring with war
11 ✕	-1/0/0/+1	you will share the only secret that matters
12 ✕	-1/0/0/+1	the echoes of lightning will not be thunder
13 ✕	-2/+1/+1/+1	the pain is never enough
A ♠	-3/-1/+1/+3	you will carry your woes across the threshold
2 ♠	-2/-2/+2/+2	she will beg you to fail
3 ♠	-2/-1/+1/+2	darkness will shroud your missing heart
4 ♠	-2/0/0/+2	your path becomes a map of lies
5 ♠	-3/0/+1/+2	you will abandon one name for another
6 ♠	-2/-1/0/+2	love will walk across the flames
7 ♠	-1/-1/-1/+3	you will take up the sword of your father
8 ♠	-1/-1/0/+2	spilled wine turns friends into murderers
9 ♠	-1/0/0/+2	you will conquer the dreaming worms
10 ♠	-1/-1/-1/+2	you will dream of what once was
11 ♠	0/0/0/0	the skinless one turns to your sorrow
12 ♠	-1/0/0/+1	the earth will rain from the sky
13 ♠	-2/0/+1/+1	you will take an eye for the eye was taken
Black Joker	-2/-2/-2/+4	the mirror darkens in the light of twin moons

WATERWAYS TAROT REFERENCE TABLES

ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
Red Joker	3,3,3	When you finally notice the blood on your hands
A♠	3,3,2,1	As the flames rise all around you
2♠	3,3,1,1,1	If you ignore the rope in the trees
3♠	3,3,1,1,1	When the roaring lion falls to silence
4♠	3,2,2,1	If you stand in the threshold of indolence
5♠	3,2,2,1	With false assumptions and utter certainty
6♠	3,2,1,1,1,1	If you squeeze the trapped vermin between your hands
7♠	3,2,1,1,1,1	Should you try to set right what has gone wrong
8♠	3,1,1,1,1,1,1	If you surrender to his violence
9♠	3,1,1,1,1,1,1	If you embrace your brother with loving arms
10♠	2,2,2,2,1	Should you choose to settle the score
11♠	2,2,2,2,1	When the levee bursts beneath pick and axe
12♠	2,2,2,1,1,1	If you flinch as jaws tighten around your throat
13♠	2,2,2,1,1,1	Once the log is split and the splinters settle
A♣	3,3,3,1	If you step into the ring of spears
2♣	3,3,2,2	When the desert sings its deathless words
3♣	3,3,2,2	Freedom is a curse when the cage is open
4♣	3,3,2,1,1	If you rise above the noise and confusion
5♣	3,3,2,1,1	Should you choose to spare the lash and spoil the child
6♣	3,2,2,1	When the song sings of sunsets and endings
7♣	3,2,2,1	If you mask your stigma in a shroud of virtue
8♣	3,2,1,1,1,1	If you ignore the blackening smoke
9♣	3,2,1,1,1,1	As the gears shriek an agonizing chorus
10♣	3,1,1,1,1,1,1	Amidst the accusations and hurled stones
11♣	3,1,1,1,1,1,1	If you open your arms to the ragged outcasts
12♣	2,2,2,1,1,1	When the skies rumble with the storm's anger
13♣	2,2,2,1,1,1	If the man of beaten iron scoffs at your offer

WATERWAYS TAROT REFERENCE TABLES

ENDEAVOR CARD

CARD	SKILLS	ENDEAVOR FATE
A ✕	3,3,2,1	When the ghosts reveal the unsought truth
2 ✕	3,3,1,1,1	If you spear the loudest pig
3 ✕	3,3,1,1,1	If the laughing revenant finds your trail
4 ✕	3,2,2,1	When the choking grass grows tall and thick
5 ✕	3,2,2,1	If you open the pine box
6 ✕	3,2,1,1,1,1	Should you wade through the waters black
7 ✕	3,2,1,1,1,1	If the blinded eyes become like mirrors
8 ✕	3,1,1,1,1,1,1	When children play with instruments of ruin
9 ✕	3,1,1,1,1,1,1	If the feast is lost to the tempest
10 ✕	2,2,2,2,1	As you shuffle from one name to the next
11 ✕	2,2,2,2,1	Under the light of twin full moons
12 ✕	2,2,2,1,1,1	When night is safer than day
13 ✕	2,2,2,1,1,1	If you choke on your words of peace
A ♡	3,3,2,1	If the ocean's wind breaks over you
2 ♡	3,3,1,1,1	Once you have broken the arrows of war across your knee
3 ♡	3,3,1,1,1	If you hold him back
4 ♡	3,2,2,1	Once the dust has settled
5 ♡	3,2,2,1	If you open the heart's box
6 ♡	3,2,1,1,1,1	If water is passed while the cup remains dry
7 ♡	3,2,1,1,1,1	Should you choose to deny the beast inside
8 ♡	3,1,1,1,1,1,1	When every word is a folded puzzle
9 ♡	3,1,1,1,1,1,1	Should the truth be cast aside
10 ♡	2,2,2,2,1	If the trees remember your trespass
11 ♡	2,2,2,2,1	If you know the dimming of the lanterns
12 ♡	2,2,2,1,1,1	When nightmares rise from the traveler's smile
13 ♡	2,2,2,1,1,1	If you inscribe your name in the book of love
Black Joker	2,2,2,2,2,2	If the world is everything you had hoped it would be

CONFLICT CARD

CARD	TALENT	CONFLICT FATE
Red Joker	Attention Seeker	but there is no escape from the Labyrinth.
A♠	Alarmingly Flammable	and you will burn with each step across the coals.
2♠	Big 'Un	but your nightmares are not your own.
3♠	The Wrong Crowd	but the wall needs its mortar.
4♠	Scapegoat	and the crown of frogs is lost among the broken reeds.
5♠	Focused Drilling	but violence is an old road that goes both ways.
6♠	Stinky	and you will lose yourself amidst the whispers.
7♠	Feud	and you will find only the sound of crickets.
8♠	Surly	but all roads lead to the boathouse.
9♠	Showboater	and it watches you with obsessive attention.
10♠	Overconfident	but you will break your teeth on the feast of metal.
11♠	Lingering Wound	and you will swallow the bleakest bullet.
12♠	Thick Skull	and his sulfurous breath is like a blazing furnace.
13♠	Ate a Toad	and he will watch you drink the venom.
A♣	Focused Drilling	and you will leave it where it lies.
2♣	Alarmingly Flammable	but the chance won't come again.
3♣	Too Pretty for the Bayou	and she will mourn you all of her days.
4♣	Gator Bait	and the torch will sputter into darkness.
5♣	Smells Delicious	and it will be the feast of ages.
6♣	Watch the Skies	and the maiming blade will fall upon you.
7♣	Butterball	and you will descend into the flood.
8♣	Runt	and you will claw your way to the head of the pack.
9♣	Sticky Fingers	leaving you with nothing but the flowers of your grave.
10♣	Chatty	and you will hear the croon of million lies.
11♣	Spirit Talker	and you will drive the chariot of winter.
12♣	Showboater	and you will share your campfire with the last gunslinger.
13♣	Magical Conduit	and the wretched will avenge themselves in flame.

CONFLICT CARD

CARD	TALENT	CONFLICT FATE
A ✕	Butterball	and the butcher will claim its pound of flesh.
2 ✕	Feud	and the end will come to all.
3 ✕	Runt	but you are less than the others.
4 ✕	"Whoops!"	but yours is the voice that calls it home.
5 ✕	Thick Skull	and they will bury you with your past.
6 ✕	Smells Delicious	and it will take you in the night.
7 ✕	Lush	but the end comes with the rising of the sun.
8 ✕	Prone to Panic	and you will repair what has been broken.
9 ✕	Surly	and the darkest soul will unburden itself in moonlight.
10 ✕	Ate a Toad	and you will sleep by the river as the waters rise.
11 ✕	Spirit Talker	and your hand will close around the bloodied knife.
12 ✕	The Wrong Crowd	but, in the end, they will turn on you.
13 ✕	Lingering Wound	and you will be too weak to change anything.
A ♠	"Whoops!"	and you will put down the law with bullet and fist.
2 ♠	Chatty	and you will drown in your family's wrath.
3 ♠	Lush	and you will risk everything to roll the dice.
4 ♠	Overconfident	but there is another with greater skill.
5 ♠	Watch the Skies	and the skies smolder with colored flame.
6 ♠	Gator Bait	and the monster you see will distract you from the true threat.
7 ♠	Too Pretty for the Bayou	and you will force her to close her eyes and look away.
8 ♠	Big 'Un	and you will be crushed beneath the wheel of time.
9 ♠	Stinky	but the pieces no longer fit.
10 ♠	Prone to Panic	and you will take it to your grave.
11 ♠	Sticky Fingers	but she was never real to begin with.
12 ♠	Magical Conduit	and the eyes in the darkness will change you.
13 ♠	Scapegoat	and you will carry her, screaming, into that golden light.
Black Joker	Weird Lookin'	and they will cheer as you bring them their doom.

CONFLICT

TALENTS

Conflict Talents are special Talents that can only be gained by having the matching Conflict Card in the Waterways Tarot. Conflict Talents tend to be a little bit good and a little bit bad, as they represent all the different ways that the character or her family works against her own well-being.

ALARMINGLY FLAMMABLE

Despite an unnerving tendency to catch flame, this character has managed to survive to adulthood. Whenever this character comes within 2 yards of an open flame (including another character with the **Burning** Condition), if she does not have the **Burning** Condition, she must either discard a card or gain **Burning +1**.

Fortunately, being burnt so often has left the character inured to the fire's fury (or at the very least, without enough surviving nerve endings to feel the pain). When this character suffers damage from the **Burning** Condition, that damaged is reduced by 3, to a minimum of 1.

ATE A TOAD

On a dare, this character ate one of the toads outside the Swamp Witch's hut. She still hasn't quite recovered from the experience, and she can swear that she can still feel it moving around down there, warping her destiny and giving her stomach cramps.

On this character's turn during Dramatic Time or at any point during Narrative Time, she may suffer 1 damage to draw a Twist card and then discard a Twist card.

If this character ever Gambles with Zoraida (see pg. 48), Zoraida draws three additional cards to make her Poker hand.

ATTENTION SEEKER

When this character was young, she was the favorite child of not just her mother, but the entire village. All of the attention and compliments went right to her head, and now that she's an adult, she's become addicted to the attention.

This character may not benefit from the "On the Pursuit" Talent of her current Pursuit.

Instead, once per session, this character may make a spectacle of herself to discard her entire Twist Hand (even if it is empty) and draw five new cards. During Dramatic Time, she may only do so on her turn, and it counts as a successful Impose Action (with one Margin of Success per discarded Twist Card) against every opponent within (X)6.

BIG 'UN

This character grew up big and strong... far bigger and stronger than any of her siblings. This character is Height 2 and has the range of her /// weapons increased by +1. If this character gains the Wall of Muscle Talent, she increases to Height 3 as normal but does not further increase the range of her /// weapons.

Because of her size, however, when determining a random target in a melee involving this character, other characters flip three cards for this character and choose the lowest.



BUTTERBALL

Whether as a result of a mother who was convinced that her favorite child wasn't eating enough or simply adults who didn't notice when this character got into the pig slop, this character is more "wide" than "big."

This character's increased size gives her +1 Wound, but any sort of physical exertion leaves her gasping for breath after only a few moments. She suffers \square on all Acrobatics and Athletics duels.

CHATTY

This character's mother took a liking to her and always wanted to hear what she had to say. As a result, this character never quite learned when to shut up and is prone to talking way too much. This character may Cheat Fate on Social Skill Challenges regardless of whether or not she has any ranks in the appropriate Skill.

The character's inability to keep quiet for longer than a few seconds gives her a $\square\square$ penalty on Stealth Challenges. When making a Stealth Challenge, this character may discard up to two cards; for each card she discards, she negates one \square modifier.

FEUD

This character was raised by Gremlins that held a grudge against another family, and this character inherited all of that misplaced anger and only a vague idea of what started the feud in the first place. After determining this character's family, she must choose a Gremlin family other than her own to be the target of her feud.

When attacking members of the chosen family, this character deals +1 damage. Social Skill Challenges this character makes against members of that family (other than Intimidate) suffer $\square\square$.

FOCUSED DRILLING

When this character was a child, an adult in her village took a liking to her and decided to give her some focused combat training. While this didn't leave much time for playing around with the other children or having fun, it did mold this character into a lean, green, fighting machine. At the start of this character's turn, she may discard a card to gain the **Focused +1** Condition.

Part of the character's training, however, involved heavy-handed punishments for failure, and as a result, this character doesn't handle failure well. Whenever this character fails a Skill Challenge, if she would not normally generate a Margin of Failure, she generates a single Margin of Failure.

GATOR BAIT

When this character was little, her siblings decided that it would be fun to tie her up and dangle her above a hungry Bayou gator for a few hours. The experience left her with an intense hatred for (and fear of) most Bayou wildlife.

This character treats characters with the Swampfiend Characteristic as if they had the Terrifying (All) 11 Ability. This character deals +1 damage when attacking characters with the Swampfiend Characteristic.

LINGERING WOUND

At some point in this character's childhood, she or one of her siblings did something that left her with a wound that never quite healed right... and given how sterile the Bayou tends to be, it's probably infected, too. This wound causes the character constant pain, and depending upon the nature of the injury, she may frequently cough up blood, have a screwdriver permanently stuck in her ear, or suffer from a seeping open wound. This character has -1 Wound.

On the plus side, the constant pain of her lingering wound has inured this character to further pain, and as a result, she is immune to Weak Critical Effects and reduces the value of all other Critical Effects by -2.

LUSH

This character was a loud child, and to shut her up, the adults in her village just kept shoving bottles of moonshine into her mouth. As a result, she grew up with something of a drinking problem.

If this character would gain the **Intoxicated** Condition while she already has the **Intoxicated** Condition, she heals 1 damage instead of gaining the **Poison +1** Condition.

When drunk, however, this character tends to revert back to her childish ways. When this character has the **Intoxicated** Condition, she treats all \oplus modifiers on her flips as if they were \ominus modifiers.



MAGICAL CONDUIT

Something this character did as a child - whether upsetting a bokor, wandering into a site that was sacred to the swamp spirits, or just swallowing a particularly shiny Soulstone - turned her into a natural magical conduit.

At the start of this character's turn, if she has a Condition that was given to her as a result of a Spell or Manifested Power, she heals 1 damage.

When this character suffers damage from a Spell or Manifested Power, however, she suffers +1 damage.

OVERCONFIDENT

This character was particularly good at shooting things as a child, and it resulted in her growing up with a grossly inflated sense of her own competence as a marksman.

Once this character has assigned all of her Skill ranks, she gains a rank in a Ranged Combat Skill of her choice (to a maximum of 3 ranks).

The character then gains the following Trigger on attacks with the chosen Ranged Combat Skill:

- ☛ *"I Got 'em!"*: After resolving, this character moves 3 yards towards the target. This character must declare this Trigger if possible.

PRONE TO PANIC

As a child, the adults of this character's village thought that it would be fun to frighten her by throwing baby gators at her, firing off shotguns right behind her head when she wasn't paying attention, and leaving her in the middle of the Bayou to find her own way home. It left her a nervous, high-strung wreck, and while she may have recovered somewhat as an adult, she still breaks down when things start going bad.

After this character suffers 2 or more Wounds from a single source, she gains a **+** to her Defense duels and a **-** to her Attack duels until the end of her next turn, to a maximum of **++** and **--**, respectively.

RUNT

This character was smaller than the other Gremlins in her litter, and as a result, she was ruthlessly tormented by her larger siblings and grew up thinking that every other Gremlin around her wanted nothing more than to torment and terrorize her.

So long as this character is Height 1, she gains **+** to her Defense flips made to avoid Ranged Combat Attacks.

This character treats other Gremlin characters as if they had the Terrifying (All) 11 Ability.

SCAPEGOAT

Something about this character makes her a perfect target for blame. Whenever something goes wrong or another Fated character does something wrong, everyone assumes that this character was somehow involved. If this character actually was involved, then this character receives the majority of the blame for whatever went wrong, no doubt to the delight of her cohorts.

Years of trying to convince others of her innocence (even when she actually was guilty) have resulted in this character gaining a **+** to all her Deceive duels.

SHOWBOATER

This character grew up surrounded by siblings who found her antics to be incredibly amusing, and it left her with an intense need to show off for others.

Whenever this character makes a Skill Challenge without any **-** modifiers, if there are any other characters watching her, she may choose to gain a **+** to her flip.

If any of the cards the character flipped for that Challenge have the same suit, however, then the character's attempts to show off for her friends backfire and injure her in some manner, dealing 1 damage to her and causing her Skill Challenge to automatically fail with one Margin of Failure.

For the purposes of this flip, the Red Joker counts as a card of every suit, while the Black Joker counts as a card with no suits.

SMELLS DELICIOUS

For some reason, this character gives off a natural aroma that most animals find delicious. This scent tends to put most animals at ease, which grants this character a **+** on her Husbandry Challenges.

If this character suffers 2 or more points of damage from a single source, however, all Beasts within melee range of her (even if friendly) immediately make a (1) **///** attack against her as if they were Fatemaster NPCs. No Beast may make more than one of these attacks against the same character in a single round.



SPIRIT TALKER

This character heard strange, disembodied voices when she was growing up, and when her family found out about it, they tossed her (perhaps figuratively, perhaps literally) at a bokor for training. Whether or not she had the patience to stick with it, she managed to pick up a few tricks in the process.

The Fatemaster chooses an Enchanting or Necromancy Magia that this character always has access to, no matter her current Grimoire. If she does not possess a Grimoire, this character may act as if she possessed a Grimoire with the chosen Magia. After the Magia is chosen, this character gains her choice of either the Tradition Magic Theory or The Whisper Magical Theory.

Unfortunately, whenever this character draws upon her magic, the voices well up again, shouting and distracting her with the intensity of their demands. After successfully casting a spell, this character gains the **Dazed** Condition for one minute.

STINKY

This character has a very distinct (and unpleasant) odor that makes it unpleasing to be around her. While this can be helpful in causing an ambushing gator to flinch as soon as it gets a whiff of the character's odor, it also makes it difficult for her to make friends. Other characters within 102 of this character have the **Dazed** Condition.

STICKY FINGERS

This character made the unfortunate choice of spending too much time around thieving adults when she was growing up. This character gains 4 to her Pick Pocket Challenges.

After interacting with one or more Fatemaster characters during Narrative Time, this character must flip over the top card of the Fate Deck; on a ♠, the character has stolen an object of emotional (but little material) worth from one of those characters (Fatemaster's choice). The victim of this senseless crime invariably comes to realize that the item was stolen and that this character is the only one who could have taken it.

SURLY

This character was ruthlessly teased and insulted as a child, and it's left her with a bad temper and a mean streak a mile long. This character gains 4 to her Intimidate Challenges.

When this character is insulted, teased, or threatened by a Fatemaster Character, she must succeed at a TN 12 Centering Challenge to avoid being forced to attack that character. The nature of this attack is up to the character, but it should fit the circumstances of the situation; smacking a small Gremlin child upside the head for making fun of her small hat is perfectly acceptable, but a human who does the same thing could very well earn a shotgun blast to the kneecaps.

THE WRONG CROWD

Ignored by her mother, this character grew up in a pack of similarly ignored Gremlins. The presence of so many other Gremlins was a comfort to her, and she grew up overlooking the fact that most of her friends were mean, reckless, or just very, very stupid.

This character gains a Gremlin friend or relative that accompanies her on her adventures and tries to influence her into doing stupid and dangerous things that seem like they'd be fun. The Gremlin is a subordinate character and may be commanded with the (1) Order Action. It uses the stats of a Bayou Gremlin (pg. 159).

Once per session, the Fatemaster can have the Gremlin suggest that the character undertake some risky, but not obviously life threatening, action. Unless the character passes a TN 12 Willpower Challenge, her friend succeeds in convincing her to perform the action. If the Gremlin friend or relative dies or the character abandons them, a new one will show up after a day spent in or near the Bayou.

TERRIFYING (ALL) II

Enemy characters must pass a TN 11 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

THICK SKULL

This character was dropped on her head or accidentally smacked against hard surfaces so many times as a child that it knocked something loose. This character is immune to Horror duels.

Whenever this character fails an Intelligence- or Cunning-based Skill Challenge, she counts as having achieved one more Margin of Failure than normal.

TOO PRETTY FOR THE BAYOU

Every so often, Gremlin genetics get on their game and produce someone really special. As a child, this character was surprisingly attractive (for a Gremlin) and was one of her mother's favorites. Her good looks (again, for a Gremlin) only continued to improve as she grew older, and the preferential treatment they brought her enabled her to have a relaxed and easy life.

When this character is targeted by an enemy Action, a friendly Gremlin within 3 yards and line of sight of her may choose to push adjacent to this character and become the target instead (regardless of the attack's normal range). If the friendly Gremlin is a Fated character, it may draw a card after resolving the attack.

Growing up pretty in the Bayou meant that this character had plenty of enamored friends who were willing to do all of her unpleasant chores, but it also resulted in her growing up soft. This character has -1 Wound.

WATCH THE SKIES

When this character was little, she had a harrowing encounter with a trained Raptor that snatched her up and carried her high into the sky. How the character survived is up to her, but however it happened, the encounter left her paranoid about avian predators.

This character's constant vigilance against flying creatures that could swoop down on her at a moment's notice gives her a **+** on any Notice Challenge made while outdoors, but she also treats characters with the Flying Talent as if they had the Terrifying (All) 11 Ability.

WEIRD LOOKIN'

Something about this character just looks weird, even to other Gremlins. It might be a large, discolored birthmark, overly prominent buck teeth, a weirdly-shaped skull from being dropped as an infant, or just about anything else. Naturally, everyone in her village (child and adult alike) latched onto this feature and ruthlessly teased her as a child.

This character suffers a **[-]** on Social Skill Challenges with characters who can see her. Depending upon the nature of her appearance (and the wishes of the Fatemaster), a particularly elaborate disguise might be able to negate this penalty.

Unbeknownst to the character, her weirdness is a sign that Fate has something special in store for her. When determining her Twist Deck, this character has no Descending Suit; instead, she adds a 10 to her Defining Suit, a 7 to her Ascending Suit, and a 4 to her Center Suit.

"WHOOOPS!"

The adult that taught this character how to shoot a gun did a terrible job of it, and now this character is a danger to everyone around her. When this character reloads a firearm, it costs her one less AP (to a minimum of 1 AP).

When this character misses with a Ranged Combat attack, the closest friendly character within range and line of sight must pass a Defense duel (TN 15 minus the Acting Value of this character's Ranged Combat attack) or suffer 1 damage as she's hit by a ricocheting bullet.





PURSUITS

Pursuits are temporary templates that describe a character's role within a story and their short term goals. A Pursuit is not necessarily a full time career; characters are encouraged to move between different Pursuits as the game progresses in order to build a diverse and well-rounded character. That being said, some characters may wish to stay on a single Pursuit until its completion, allowing them to become specialized at the cost of more diverse capabilities.

Pursuits have three main mechanical components: The Starting bonus is the benefit you gain only if the Pursuit in question is your character's first Pursuit. On the Pursuit is the ability you gain while actively on the Pursuit during a game. Advancements are the Talents you gain from the Pursuit at the end of each session during the Epilogue.

Pursuits from *Into the Bayou* have a Step 0 Talent. This is a bonus for starting that Pursuit regardless of whether it's done at character creation or at the start of a later session. The Step 0 Talent is gained as soon as you choose the Pursuit for the first time.

This section lists two types of Pursuits: Basic and Advanced. Advanced Pursuits all have certain prerequisites that must be met before a character can take them, so they aren't available to starting characters. Taking the right Basic Pursuits and making certain in-game decisions will open up Advanced Pursuits for your Fated, allowing for some interesting and exciting gameplay options.

Remember that Pursuits are chosen after each Prologue and help decide how your Fated advances for that session. The Epilogue at the end of every session provides some options for what Skills you may increase with experience points and a Talent based on your current Pursuit.

BASIC PURSUITS

Basic Pursuits are Pursuits that any character can choose during a session's Prologue. They require no special training or initiation to follow, though players and Fatemasters are encouraged to come up with reasons to explain why a given character might choose one Pursuit over another and to work that choice into the story.

BOKOR

A Bokor is a shaman that trucks with unseen spirits and black magic to curse her enemies, take control of weak minds, and manipulate her own fate. Armed with voodoo dolls and more curses than she can shake a stick at, a Bokor excels at weakening her enemies and turning their own strengths against them.

BOOMER

Boomers love shotguns and causing mayhem, which go hand-in-hand from their point of view. Whether she's laughing maniacally as she blows off an opponent's legs with a burst of buckshot or just laying down enough firepower in an area to turn an elephant into Swiss cheese, a Boomer is in her element when she's holding a gun and facing off against a swarm of enemies.

BOOZER

As the name implies, a Boozer is a character who is a bit too fond of alcohol and moonshine (which is saying something for a Gremlin). Often stumbling through life with a drunken swagger, a Boozer can weaken her opponent with an offered drink and numb her own pain with a drink of her own.

BUCKAROO

Buckaroos are mounted combatants capable of riding down an enemy in the blink of an eye. Whether faced with a wild horse, an ornery pig, or even a giant chicken, a Buckaroo is the sort of person who can confidently point to any animal and say, "I can ride that!"

COPYCAT

Gremlins have an innate talent for mimicry, but the Copycat takes things one step further. Capable of perfectly impersonating her allies and enemies alike, a Copycat can be or do nearly anything, provided that there's someone else around who knows what they're doing. By themselves, Copycats might find themselves struggling to fit in, but as soon as they have a solid ally (or an equally solid enemy) to play off of, they can be incredibly versatile.

PUGILIST

While some melee fighters might rely upon big swords or axes to harm their enemies, all a Pugilist needs is her fists and a face she doesn't like all that much. Whether she specializes in pugilism or grappling, a Pugilist becomes more and more worked up as she suffers damage, allowing her to shrug off damage and unleash some truly devastating attacks upon her unfortunate enemies.

SWINEHERD

Pigs! That's the word of the day for the Swineherd, who concerns herself with raising a small drove of piglets. In time, those piglets grow up into adult pigs, giving the Swineherd a drove of squealing, oinking pork that she's just barely able to keep under her control.

TRAPPER

Some characters prefer to avoid direct combat, hiding in the shadows as they wait for their prey to stumble into their carefully laid traps. More comfortable in the wilderness than in their villages, Trappers are crafty hunters who know that the easiest way to get ahead in life is to throw bear traps in front of everyone else.

BOKOR

Bokor are shaman-like figures of strange power and often stranger beliefs. They serve the spirits of the swamp, such as they understand them, and are in turn rewarded with a variety of strange and unusual powers. The most notable is a talent for ensnaring the minds of others and bending them toward the Bokor's control, but most Bokor also learn a smattering of curses to complement their mind-controlling powers.

A Bokor draws her power from the spirits of nature, which for most means the spirits of the Bayou. It's certainly possible that a Bokor might develop a connection with the spirits of the Ten Peaks or those that reside in the depths of the Knotwoods, but the spirits of the Bayou are far more numerous and far more active.

Most of the spirits heard by the first Bokor were actually the whispering of the Grave Spirit, which manipulated into servitude the ignorant Gremlins that would one day become the Gautraeux family. As the Bokor tradition spread beyond the Gautraeux, however, its practitioners began turning away from necromancy in favor of the curses and hexes afforded to them by enchanting magic. Some even have a rudimentary ability to glimpse the strands of fate, and with practice, a Bokor can learn how to manipulate these threads for her own benefit.

While most Bokor are Gremlins, a few humans have spent time in the swamp and learned the ways of the Bokor. Sometimes this is intentional, the result of an aspiring Bokor seeking out a mentor among the Gremlins, but other times it is accidental, with the human having been taken captive by a Bokor and only escaping by turning its own magic against it.

Regardless of a Bokor's race or how she learns her craft, most choose to stay in the swamp afterwards, either living among the Gremlins or striking out on their own to live in solitary huts as they delve deeper into the secrets of fate. A few return to civilization, however, turning their talents for curses, mind control, and manipulation toward more lucrative (and often, political) ends.

STARTING

A Bokor begins the game with a non-magical skill toolkit.

ON THE PURSUIT: BEGUILÉ

When an enemy succeeds at a Willpower duel to resist one of this character's Spells or Manifested Powers, this character may draw a card. During the Epilogue, a character on this Pursuit may advance in any Crafting Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Bokor gains the Talent listed below:

STEP	TALENT
0	Seize Mind
1	The Mysteries of Fate or Hex Bag
2	General Talent
3	Malicious Effigy
4	General Talent
5	Suppress Destiny or Jinx
6	General Talent
7	Ensoy or Enthral
8	General Talent
9	Puppet Master or Animal Hex
10	Empowered by Fate

"DIS 'ERE DOLL SURE LOOKS A LOT LIKE YOU, BOSS. WHAT'S WITH ALL THE PINS IN ITS EYES, THOUGH?"

- ALDO LACROIX TO WARNER LACROIX, ONE HOUR BEFORE THE LATTER HAD HIS EYES PECKED OUT BY A SWARM OF CROWS

SEIZE MIND

The character always has access to the Mind Control Magia, no matter her current Grimoire. If this character does not possess a Grimoire, she may act as if she possesses a Grimoire with this Magia. If she does not possess a Magical Theory, she gains the Tradition Magic Magical Theory at this time.



THE MYSTERIES OF FATE

The character can use tarot cards, animal entrails, or other divinatory tools to discern the pattern of fate. Once per session, the character may spend five minutes reading her fate, at which point she flips a card from the Fate Deck (which may be cheated) to determine what sort of knowledge she has gleaned about the future. This information tends to be vague, such as referring to a redheaded man with one eye as “The Crimson Cyclops” or an obsessive researcher as “the Seeker of Knowledge.” If no such character exists, the character learns as much.

☞: The character learns about someone who can help her by physically doing something.

📖: The character learns about someone who can help her by providing her with useful information.

✂: The character learns about someone who openly opposes her interests and receives some clue about how to stop them (if applicable).

🦋: The character learns about someone who is secretly working against her and gives some clue how to stop them (if applicable).

Red Joker: The character catches a brief glimpse of the Fate laid out in front of her. At any point in the current session, the player may declare that one flip the character just made is instead treated as if she had flipped the Red Joker. This ability may not be used if the character flipped a Black Joker.

Black Joker: The character catches a glimpse of her impending, catastrophic failure. At any point in the current session, the Fatemaster can declare that one flip the character just made is instead treated as if she had flipped the Black Joker.

HEX BAG

The character can create a small, magical bag that can be used to induce debilitating illness in her enemies. Creating the Hex Bag takes 1 hour; if the character has created any previous Hex Bags, they become inactive when she creates a new Hex Bag.

A character possessing the Hex Bag (who need not be its creator) gains the following Manifested Power:

HEX BAG				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm + Enchanting</i>	0	10	Wp	6 yards
<p>Effect: Target a character. This Action must declare a Trigger.</p> <ul style="list-style-type: none"> <i>Prick:</i> The target suffers 1 damage. <i>Feet to the Flames:</i> The target gains Burning +1. <i>Just a Drop:</i> The target gains Poison +1. <i>Dizzy Spell:</i> The target gains the Dazed Condition until the end of its next turn. 				

MALICIOUS EFFIGY

The character can create a voodoo doll that is mystically linked to another character. The magic imbues the doll with a semblance of sentience (and often a few of its namesake's personality traits).

This character gains the following Manifested Power:

SEWN IN MALICE				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Cunning + Stitching</i>	1	10☹	Wp	6 yards
<p>Effect: Summon a Voodoo Doll (pg. 83) adjacent to the caster and under her control. The Voodoo Doll is Linked to the target. The number of Voodoo Dolls a character may have active at any one time is equal to her Charm Aspect (minimum 1). If she exceeds this limit, she must immediately choose one of her Voodoo Dolls to become inert, which breaks its Link with any other characters.</p>				

SUPPRESS DESTINY

Flipping the Black Joker does not prevent this character from being able to Cheat Fate. If another character within 6 yards of this character flips the Black Joker, this character may discard a card to allow that character to Cheat Fate.

JINX

This character gains the following Manifested Power:

JINX				
ACTING VALUE	AP	TN	RESIST	RANGE
<i>Charm + Enchanting</i>	1	10✕	Wp	8 yards
<p>Effect: The target suffers 2 damage and gains the Useless Limb Condition for a limb of your choice until the start of your next turn.</p>				

ENSORCELL

The character gains the following Defensive Trigger:

Df (☹) Ensorcell: After this character suffers damage from an enemy's attack, the attacker immediately takes a 1 AP Action under this character's control. This Action may not force the target to sacrifice or attack itself directly but can cause it to take actions against its nature.

ENTHRALL

At the start of every session, this character gains the service of an Enforcer subordinate character who has been charmed by the character's magic. The subordinate is always related in some way to the adventure - if the adventure is a trek through the Bayou, for example, it might be a local Gremlin who can serve as a guide. The subordinate character can be commanded with the (1) Obey Action and will follow even obviously suicidal orders without complaint. At the end of the session, the subordinate comes to her senses and returns to her normal life with only a vague memory of what happened while enthralled.

PUPPET MASTER

Controlling others has become second nature to this character. When she casts a Spell or Manifested Power involving the Mind Control Magia, this character gains +♠ to her final duel total and gains the following Trigger:

♠♠ "Yes, Master...": After succeeding, take this Action again against the same target. This Action may not declare Triggers.

ANIMAL HEX

Drawing upon the most powerful magic at her disposal, the character is able to transform her enemy into some sort of mild, relatively harmless animal. Toads are common, but sometimes a Bokor will end up with a surly pig or confused chicken instead.

This character gains the following Manifested Power:

ANIMAL HEX				
ACTING VALUE	AP	TN	RESIST	RANGE
Cunning + Enchanting	1	14♠	Wp	6 yards
<p>Effect: The target is transformed into a small animal of the Fatemaster's choice (typically a toad, chicken, or piglet) for three rounds, plus one round per Margin of Success. While transformed, the target retains its current Wounds but cannot take Actions other than to Walk. The caster can choose to end this effect as a Free Action.</p> <p>♠♠ <i>Princess Clause:</i> After succeeding, the target remains in animal form until another character kisses it as a (1) Action, at which point the target immediately returns to its normal form.</p>				

EMPOWERED BY FATE

As the character's control over Fate increases, she learns how to twist its strands to her benefit. The character adds a Red Joker to her Twist Deck.



VOODOO DOLL

Peon (3), Construct, Doll

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

Skills: Martial Arts 1.

Linked: When this character is summoned, it is Linked with the target of the Sewn in Malice Manifested Power that created it. When a character becomes Linked to this character, it ceases being Linked to any other Voodoo Dolls. When this character suffers damage or gains a Condition, the Linked character suffers 1 damage or gains the same Condition with a value of 1.

Dance, Puppet: This character's controller may use a (1) Action when adjacent to this character to make a character Linked to this Voodoo Doll within Line of Sight move up to 4 yards in any direction.

(1) Pins (Martial Arts)

AV: 1 (4) ----- Rg: ♠ 1 ----- Resist: Df
Target suffers 1/1/2 damage.

BOOMER

The heft of a shotgun in her hands, the booming roar as she pulls the trigger, the kick backwards as everything in front of her is blown to pieces... all of these things make the Boomer's heart leap with joy.

Gremlins have been fascinated by shotguns ever since the first explorer carried a blunderbuss into the Bayou. The appeal of being able to deal out so much damage, often to multiple enemies, without having to worry about annoying nuisances like "aiming" makes a good shotgun one of the most preferred Gremlin weapons in the swamp. When humans returned to Malifaux and brought a century's worth of shotgun innovation and improvements with them, the Gremlins were overjoyed.

Gremlins who are fortunate enough to obtain a shotgun and skilled enough to master its use without blowing themselves to pieces are known as Boomers. The name is a reference to the loud sound these weapons often make, as Gremlins often judge the relative worth of a shotgun by how much noise it makes (as opposed to... well, just about any other, more relevant measure of worth).

Boomers often hold positions of respect in Gremlin villages. This is partially out of respect for their talent and skill and partially because, in Gremlin society, it's usually not a good idea to argue with the Gremlin holding the big gun. Regardless of whether or not a Boomer is a bully, however, most Gremlins are happy to have such a character around when it comes time to raid a human caravan or nearby Gremlin settlement.

A love for shotguns and the mayhem they can cause isn't a strictly Gremlin phenomenon, though. There are plenty of humans within the ranks of the Guild that favor wading into combat with a reliable shotgun at their side, and the weapon is practically synonymous with cheap mercenaries who might have problems aiming with more precise weapons. Weapon manufacturers have taken notice of this, and each year, newer and deadlier shotguns roll off the assembly lines and into the waiting hands of shotgun enthusiasts across Malifaux... many of whom just so happen to be short and green.

STARTING

A Boomer begins the game with one shotgun of a value up to 12 scrip. This weapon gains one customization of the character's choice at no additional cost.

ON THE PURSUIT: LEADSTORM

When this character fails a Ranged Combat duel during Dramatic Time, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Ranged Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Boomer gains the Talent listed below:

STEP	TALENT
0	Bigger Boom
1	Wideshot or Friendlier Fire
2	General Talent
3	Up Close and Personal or Deadly Crits
4	General Talent
5	Aim High or Collateral Damage
6	General Talent
7	Blow Apart or Bloodbath
8	General Talent
9	Hit the Deck or Unchecked Carnage
10	Massive Damage

"I DON'T CARE IF YER FRIENDLY. I GOTTS THE GUN, SO I MAKES THE RULES. AND THE RULE IS, 'TAKE OFF DEM FANCY PANTS AND DA BIG HAT, AND TOSS 'EM OVER DIS WAY.'"

- JOEL CLAMPETT, BOOMER

BIGGER BOOM

This character may spend one hour modifying a shotgun to either add +1 to its Severe damage at the cost of lowering its Capacity by 1, or to add +3 to its Moderate and Severe damage at the cost of lowering its Capacity by 3. These additional 1 only apply while the firearm is loaded with Shot ammunition. If this modification would lower the shotgun's Capacity below 1, the firearm becomes useless; there's no room left for bullets!

WIDESHOT

Experience with shotguns and other spread-shot firearms has given this character a knack for causing collateral damage.

When this character generates one or more Blasts with a firearm, the total Blast radius increases by +1 yard.



FRIENDLIER FIRE

Keeping friends is often a matter of ensuring that they don't get accidentally caught in the blast range of one's weapons. While the Boomer knows that this isn't always possible (especially when her allies always seem to stand *right next* to whatever she wants to shoot), she at least tries to cut them some slack and mitigate the amount of damage they suffer from her attacks. Sadly, most people just aren't all that understanding about being sprayed with buckshot, even if the Boomer was magnanimous enough to not just shoot them in the first place. Some people can be so ungrateful...

When a friendly character suffers Blast damage from one of this character's firearms, that damage is reduced by 1, to a minimum of 1 damage.

UP CLOSE AND PERSONAL

This character knows just how dangerous a point-blank burst from a shotgun can be. With practice, she's gradually worked out just how to get the most out of a shotgun at close range... and how to avoid blowing herself to pieces in the process.

This character may choose to use Shotgun weapons as if their range were $\frac{1}{2}$ 2 yards. When this character uses a Shotgun weapon in this way, she is immune to any damage caused by that weapon's Blasts.

DEADLY CRITS

Shotguns are notorious for their destructive power, which is one of the reasons why the Gremlins are so very fond of them. Buckshot is particularly popular among their ranks, as each round of buckshot contains anywhere from eight to thirty large lead pellets, all of which are propelled outward from the barrel of the gun in a widening spread. This ensures that anyone hit by a shotgun isn't wounded just once, but multiple times, further increasing the odds that the Gremlin will hit something vital... or just blow her target in half, as is often with the case with the largest shotguns.

After generating a Critical Effect against an enemy character with a firearm, this character may add up to half her ranks in this Pursuit, rounded up, to the value of the generated Critical Effect.

AIM HIGH

Gremlins tend to be short. While this often puts them at a disadvantage with regards to all the larger predators that lurk in the Bayou, it also gives them a bit of an advantage when it comes to gunplay: by aiming high, a Gremlin can vastly improve her odds of hitting whatever huge monster is trying to eat her friends without having to worry about accidentally hitting her friends in the process.

When this character makes a Ranged Combat attack, she may choose a Height value from 1 to 4. She does not flip for characters lower than the chosen Height when determining a random target when firing into an engagement, and such characters do not suffer damage from any Blasts generated by her attack. If this prevents the attack from targeting at least one character in the engagement, she aims too high and the attack misses.

COLLATERAL DAMAGE

Part of the fun of a shotgun is just how much damage its wielder can do to a large group of people. Ideally, those people are enemies and the wielder is intentionally firing her weapon, but even when a shotgun is accidentally discharged - such as by dropping it - it remains no less effective at clearing a room.

After this character inflicts a Critical Effect with a firearm against her initial target, she may discard a card to cause any characters that suffered Blast damage from the attack to also suffer a Weak Critical Effect.

BLOW APART

When an enemy is hiding behind cover, Boomers often just blow that cover into pieces and then resume shooting the poor fool who thought he could hide. This character gains the following Trigger on all Shotgun attacks:

✦ *Blow Apart*: After resolving, if the target received Cover from an inanimate object against this attack, a one-yard-radius section of the object is destroyed and rendered unable to grant Cover. If this radius would encompass the entirety of the object, the object is completely destroyed.

BLOODBATH

Some people have a knack for violence. They don't just clip their enemies in the shoulder with bullets; they blow off their target's entire arm in a shower of gore, leaving behind nothing but a red mist of blood. When it comes to shooting someone in the leg, they don't leave them with a limp so much as an excuse to visit a doctor and get fitted for a prosthetic.

This character is, fortunately enough, one of these exceedingly violent people. When combat breaks out around her, everyone knows that it's just a matter of time before the violence inside her is unleashed like a hurricane. There is no avoiding her terrible fury, and anyone who knows the character's reputation as a dealer of death makes themselves scarce whenever she draws her gun and racks a shell.

When this character generates a Critical Effect with a firearm, the severity of the Critical Effect improves by one step (from Weak to Moderate, or from Moderate to Severe) before any cards are flipped.

HIT THE DECK

When the bullets start flying, the wise hit the deck and try to get out of the line of fire. Some people need a bit more encouragement to be wise than others, however, which forces a Boomer toward more drastic measures. Whether it's shouting curses or threats at her target as she unleashes blast after blast of destructive power or merely remaining cool and silent in the midst of battle, all it takes is one look from the Boomer (and a few dozen buckshot pellets to the chest) to send her enemies dropping for cover.

This character gains the following Trigger on all Shotgun attacks:

☛ *Hit the Deck*: Characters that suffer damage from this attack must pass a Willpower duel (TN equal to 10 + the damage suffered) or immediately take the Drop Prone Action. Characters who fall prone in this manner also become **Slow**.

UNCHECKED CARNAGE

Occasionally, Boomers find themselves presented with a situation that requires them to kill a whole lot of people in a very short period of time. Where a pistoleer or rifleman would find it difficult to hit so many targets with the precision necessary for her weapons to be effective, the Boomer has no such concerns. After all, why bother aiming when you can just unload a huge blast of buckshot across the entire area, killing everyone with a single shot?

This character gains the following Tactical Action:

(2) **Unchecked Carnage**: Make a single Shotgun attack against every character in range and within a 90 degree cone in front of you. Characters hit by this attack suffer damage as determined by their distance from you: characters in the first third of your weapon's range, relative to you, suffer Severe damage, those in the middle third of your weapon's range suffer Moderate damage, and those in the furthest third of your weapon's range suffer Weak damage. None of these damage flips generate Blast damage. Using this Action depletes the entire Capacity of your readied Shotgun. This Action cannot be used with weapons that are loaded with Slug ammunition. For the purposes of Triggers, every character in the 90 degree cone is considered to be your target.

MASSIVE DAMAGE

Boomers excel at hurting people. Even after she's blown a hole in someone's stomach or turned their arm into so many chunks of meat, her victim continues to writhe in torment from the sheer amount of damage her body has sustained. Organs shut down, mechanical motors lock up and fly apart, and brittle, rotting bones snap from the many small fractures caused by the Boomer's handiwork. While some of these wounded warriors might survive to see another day, the Boomer makes certain to put more of her enemies in the ground than not.

Characters who suffer a Critical Effect generated by one of this character's firearm attacks suffer 2 damage after resolving the Critical Effect. This extra damage does not generate a Critical Effect of its own.

BOOZER

Gremlins are quite fond of their moonshine, and there are plenty who overindulge in their vices and become unrepentant alcoholics. The Boozer, however, isn't just some uncouth drunk who drains every jug of 'shine she can lay her hands on. She's a connoisseur of cocktails, an aficionado of alcohol, and a dilettante of drinks.

As a Boozer drinks more and more, her liver becomes inured to the poisonous alcohol pumping through her body, enabling her to drink greater and greater quantities of progressively stronger 'shine. Eventually, she becomes accustomed to her drunken existence and embraces her lack of sobriety, often to the cheers of her fellow Boozers.

Boozers tend to be rather well-liked among their friendly Gremlins. Their tendency to have the best types of 'shine and their willingness to share it makes them everyone's friend, and even an angry rival will think twice about blowing away someone who's offering him a cup a high-quality liquor.

Among the Gremlins, there are rumors of a group of highly trained (and heavily intoxicated) warriors known as Moon Shinobi which serve the Leong family (and, to a lesser extent, the mysterious Gremlin known as the Brewmaster). The prestige associated with becoming a Moon Shinobi (not to mention all the free drinks involved) draws dozens of Boozers to the northern fringes of the swamp each month, and those who are able to demonstrate a talent for unarmed combat and a love of drinking are often sworn into the group's mysteries (which primarily involves the realization that the Moon Shinobi ultimately answer to the Ten Thunders and not the Leong family).

The Gremlins weren't the ones to invent alcohol, though, and there are plenty of human Boozers across Malifaux, slumped over bars in seedy taverns and wandering the streets at night, moving from one pub to the next on their nightly carousals. Other Boozers are mercenaries who dump most of their earnings into their cups, ensuring that they never have to face the horrors of Malifaux while sober.

STARTING

A Boozer begins the game with a Culinary skill toolkit and five flasks of alcohol (of any type she desires).

ON THE PURSUIT: MOONSHINER

When this character fails a Crafting duel, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Resilience-based Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Boozer gains the Talent listed below:

STEP	TALENT
0	Drinking "Problem"
1	Have a Drink
2	General Talent
3	Breathe Flame or Beer Me!
4	General Talent
5	Alcohol Abuse or Numb the Pain
6	General Talent
7	Hangover or Stumble Around Drunk
8	General Talent
9	Incoherent Rambling or You're Drunk, Go Home
10	Ethanol Powered

**"WAIT, SO YOUSE IS SAYIN' THERE'S A
WALL OUT THERE WITH NINETY-NINE
BOTTLES O' BEER ON IT?"**

- TOBIAS JONES

DRINKING "PROBLEM"

This character gains a **+** to any Culinary Challenges made to brew alcohol. Additionally, she gains the following Tactical Action:

(0) **Hidden Stash:** This character may discard a card to find one flask of alcohol (of any type she desires) that she has hidden away among her belongings. If the discarded card had a value of 10+, she finds one additional flask of alcohol.

FLASKS OF ALCOHOL

When this Pursuit references "flasks of alcohol," it is only as a unit of measurement; any similar amount of alcohol (around six ounces) will have the same effect, regardless of whether or not the drink is actually in a flask.

When a Living character imbibes a flask of alcohol, she gains the **Intoxicated** Condition for 10 minutes. If the character already has the **Intoxicated** Condition, she gains the **Poison +1** Condition instead.



HAVE A DRINK

While there's a certain appeal in drinking alone, most Boozers are social drinkers. A flask of moonshine is best when shared with a friend, and Boozers are quite good at convincing those around them to relax and have a few drinks. Even in the middle of a roaring gunfight, free booze is free booze, right?

This character gains the following Tactical Action:

(1) **Have A Drink:** Target a Living character within 1 yard and make a Bewitch Challenge opposed by the target's Carouse + Tenacity. On a success, the target imbibes an offered flask of alcohol.

BREATHE FLAME

With a bit of magic, some Boozers are able to summon small flames into their hands, which they can then use to ignite their breath as they exhale a great cloud of extremely flammable alcohol vapor. It makes for a potent - and often unexpected - weapon against those who might otherwise attempt to take her drinks away from her.

If there's a downside to this gift, it's that drunken Gremlins spewing out goutts of flame near vast quantities of highly flammable moonshine tend to have short life expectancies. While burning to death in an alcohol-fueled inferno isn't the way that most Boozers would choose to go out, most are willing to admit that it at least beats having to sober up.

This character gains the following Manifested Power:

BREATHE FLAME				
ACTING VALUE	AP	TN	RESIST	RANGE
Cunning + Carouse	1	-	Df	6 yards
<p>Effect: The target suffers 1/2☠/3☠☠ damage. All characters damaged by this attack gain Burning +1.</p> <p>Special: This Manifested Power can only be cast if this character has the Intoxicated Condition.</p>				

BEER ME!

Sometimes, it's impractical to dart across the battlefield, dodging bullets and wild beasts, just to get a flask of moonshine to someone. Boozers who realize this fact typically develop their throwing skills, allowing them to deliver their delicious drinks at range.

The range of this character's Have A Drink Tactical Action increases to three yards per rank she possesses in the Thrown Weapons Skill.

ALCOHOL ABUSE

As the character's drunken lifestyle spirals further out of control, she finds that she needs progressively stronger types of alcohol to keep her buzzed. Fortunately for her, she's figured out how to distil moonshine down to a more concentrated form, giving it a kick about on par with being hit by a speeding train.

While these strong drinks are quite refreshing for a Boozer, those she shares her stash with are often far less able to resist their effects. Most Boozers view these so-called "lightweights" with scorn; after all, what sort of self-respecting drinker lets a little bit of organ failure get in the way of sharing a drink with her new friend?

This character's Have A Drink Tactical Action gains the following Triggers:

- ☠ *Liver Damage:* After succeeding, the target suffers 1/3/4 damage.
- ✖ *A Bit Woozy:* After succeeding, the target becomes **Slow**.
- 📖 *Spillage:* After succeeding, the target does not imbibe the offered flask of alcohol. Instead, it gains the following Condition for 5 minutes: "**Flammable:** If this character gains the **Burning** Condition, she gains an additional **Burning +2** and then ends this Condition."
- 🐾 *The Good Stuff:* After succeeding, the target gains the **Blind** Condition until the end of its next turn.

NUMB THE PAIN

While a fifth of whiskey or a long pull from a flask of moonshine can help someone forget the pain of a broken leg or dislocated shoulder, it doesn't actually do much to heal the wound. Sometimes, however, being able to numb the pain of an injury is good enough to get a Boozer through a bad situation until she can find proper medical attention (or at the very least, a few more drinks).

While this character has the **Intoxicated** Condition, she may ignore the effects of Weak and Moderate Critical Effects. The Critical Effects still accumulate and track their duration on the character as normal; she just doesn't suffer any penalties from them while she is **Intoxicated**. When her **Intoxicated** Condition ends, any Critical Effects that are still in effect once again begin to affect the character normally.

HANGOVER

After enough bleary mornings of waking up with crippling hangovers, some Boozers manifest the ability to transfer all that misery and suffering to others.

This character gains the following Manifested Power:

BLAAAARGH!!				
ACTING VALUE	AP	TN	RESIST	RANGE
Tenacity + Culinary	1	10X	Wp	8 yards
Effect: If the target has the Intoxicated Condition, it immediately ends, and the target gains the Paralyzed Condition. In addition, the target suffers ☐ to Social Skill Challenges for the next hour, or until she cleans herself up with some soap and water.				

STUMBLE AROUND DRUNK

If this character has the **Intoxicated** Condition, she may push up to 2 yards in any direction at the start of her turn. If this push would take her into physical contact with another character, that character pushes 2 yards directly away from this character.

INCOHERENT RAMBLING

If this character fails a Social Skill Challenge while she has the **Intoxicated** Condition, she may immediately retry the Challenge. If this second Challenge succeeds, she is considered to have passed the first Challenge with no adverse effects. If the second Challenge fails, however, she suffers a ☐ to all Social Skill Challenges made against the target(s) for one week.

YOU'RE DRUNK, GO HOME

Boozers are rarely of a mind to willingly leave taverns, distilleries, and other sources of convenient alcohol behind them, which often results in them getting tossed out into alleys and empty streets as taverns close down and neighbors check on their unguarded moonshine stills. After being tossed out enough, the character begins to get a knack for how best to maneuver a drunk person around... often by just copying whatever techniques seem to work best on her.

This character gains the following Defensive Trigger:

Df (☑) You're Drunk, Go Home: After succeeding against an enemy attacker with the **Intoxicated** Condition, push the attacker a number of yards equal to its Walk Aspect away from this character.

ETHANOL POWERED

Eventually, the character's long-running battle with her liver ends in victory as her tortured and abused organ just gives up the fight. Once it's made its peace with being pickled in booze, it starts working with the character rather than against her.

At the start of this character's turn, she may imbibe one flask of alcohol in her possession to gain 1 additional General AP.

BUCKAROO

Horses have played an important role in human history since the early days of civilization. Long before they were used to pull farming implements or carry supplies, they were ridden into battle, a practice that continues to this day. It's not surprising, then, that the Gremlins picked up on the habit and decided to figure out the concept of mounted warfare for themselves.

The Gremlins didn't have much in the way of horses - those few they managed to steal from the humans met quick deaths in the unsuitable environment in the Bayou - but they had plenty of pigs, and soon, the Gremlins were learning how to ride the surly beasts into combat.

While most Gremlins just hopped onto a pig's back at the start of a battle and tried to steer it toward their enemies and away from their allies, a few took the time to practice more elaborate techniques, such as the ever-important but often forgotten "how to get off the pig when you're done riding it." Through the process of attrition, these Gremlins ended up being the ones comprising the bulk of the Bayou's mounted forces, and they set the example for all the younger Gremlins that would follow in their footsteps.

As can be expected, Gremlins aren't the only race with Buckaroos. There are plenty of humans in Malifaux with mounted experience, be it with horses, camels, mules, or even elephants, but the Guild's import restrictions mean that most have to make due with horses on this side of the Breach. The Guild has put the horses under their care to good use, and their mounted cavalry have become a thorn in the side of the Neverborn.

Though it was never common before the arrival of humans, the speed and skill of the Guild's mounted forces have pressured a few Neverborn to learn the ways of the Buckaroo as well. The creatures ridden by the Neverborn are often twisted animals that were horses before Malifaux warped them into their new forms, but a few deliberately seek out dangerous beasts native to their world. Taming these monsters is dangerous, but those that are successful gain a powerful mount with often wondrous talents.

STARTING

A Buckaroo begins play with a Beast mount of Minion level or lower. The mount must have a Height equal to or greater than the character's own, and it cannot have the Defiant Characteristic. The Fatemaster must approve the choice of mount, as not all mounts are suitable for all campaigns.

ON THE PURSUIT: IN THE SADDLE

When this character fails a Close Combat or Expertise duel while mounted, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Close Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Buckaroo gains the Talent listed below:

STEP	TALENT
0	I Can Ride That!
1	Leaps and Bounds
2	General Talent
3	Plough Over or Drag Along
4	General Talent
5	Rear Up or Cavalry to the Rescue!
6	General Talent
7	Trample or Ride Through
8	General Talent
9	Come With Me If You Want To Live or "WHEE!"
10	Barreling Charge

"SURE, OL' SNAPTOOTH HAS EATEN THE PAST THREE FOLKS DUN TRIED TO RIDE 'TM... BUT HE'S PROBABLY FULL BY NOW. I RECKON YOU'VE GOT A GOOD SHOT AT BREAKIN' 'TM."

- SOGGY CRABTREE, GATOR RANCHER

I CAN RIDE THAT!

This character may attempt to transform a Beast of Minion level or lower that does not possess the Defiant Characteristic into a mount. Doing so requires that the character approach to within one yard of a Beast with a Height equal to or greater than her own and then use 1 AP to hop onto its back (or whatever qualifies as a back, in the case of weirder mounts). The character may then attempt a Husbandry Challenge against a TN equal to the Beast's combined Wounds and Willpower Aspect. On a failure, the character suffers damage equal to one of the Beast's Close Combat attacks as she's tossed from its back, landing adjacent to it. She immediately takes the Drop Prone Action.

On a success, the Beast becomes the character's mount for as long as she remains on its back, after which time it generally flees for safety. If the character achieved a Margin of Success on the Husbandry Challenge, however, the Beast becomes tame and will remain with the character indefinitely, provided that it is regularly fed and treated at least somewhat decently.

Any Animal Companions the character possesses may be ridden as a mount without requiring a Husbandry Challenge.



MOUNTED COMBAT

A character with a Husbandry Skill of 2 or higher can ride a non-Swarm mount into combat and still have one hand free to use a weapon. With a Husbandry Skill of 4 or higher, the character can guide the mount with her knees, allowing her to keep both hands free.

A mounted character must use the mount's Walk Aspect in place of her own Walk and Charge Aspects. A ridden mount does not get a turn during Dramatic Time, but the character riding it may spend AP to force her mount to perform Actions (including any attacks it might have). The mount counts as a subordinate character for the purposes of these Actions. If the mount has a Talent that affects movement or charging – such as Flight or Pigcharge – the character gains that Talent while riding her mount. If a character or her mount are pushed, both move together.

Each time a mount is injured, the character must make a Husbandry Challenge against a TN equal to 6 + the damage dealt; on a failure, the character is thrown from the mount, takes 1/2/4 damage, and immediately takes the Drop Prone Action. The mount likely flees from the combat. If the mount is the character's Animal Companion, the character automatically passes this Challenge.

These rules have changed slightly since they first appeared in *Into the Steam*.

LEAPS AND BOUNDS

When this character is mounted on a Beast, she may Cheat Fate for her mount. In addition, her mount ignores penalties for severe terrain when moving and reduces any damage it suffers by 1, to a minimum of 1.

PLOUGHED OVER

When this character's mount is moving at full speed, it's a juggernaut of unstoppable force. Keeping either of the two locked in combat becomes nearly impossible, as a good slap from the character is all it takes to send her mount barreling forward, plowing over anyone and anything in her way.

When this character is mounted on a Beast, she and her mount both gain the following Trigger on their Close Combat attacks:

☛ *Ploughed Over*: After damaging an enemy, instead of dealing damage, push the target 4 yards away from you. If you are not engaged (or if you can declare Charges while engaged), you may then take a Charge Action against a different target. This Trigger may only be declared once per Activation.

DRAG ALONG

If this character is able to get her weapon stuck in her target, she can kick her mount with her heels, launching it forward as she drags her kicking and screaming victim along for the ride.

When this character is mounted on a Beast, she and her mount gain the following Trigger on their Close Combat attacks:

✕ *Drag Along*: After damaging an enemy, push up to 3 yards in any direction for every ✕ in the final duel total. Then push the target into physical contact with you.

REAR UP

With a shout and a slap, this character can force her mount to rear up and slam its hooves (or claws, or whatever) back into the ground, wounding everyone near her. When this character is mounted on a Beast, she gains the following Tactical Action:

(1) Rear Up: This character may discard a card to make a single duel using her Husbandry rank and the Strength Aspect of her mount, that is opposed by the Evade Challenges of every character within (M)3 of her mount. Every character that fails this Evade Challenge suffers 2 damage and immediately takes the Drop Prone Action.

CAVALRY TO THE RESCUE!

When an ally is trapped behind enemy lines or surrounded by enemies, the only proper way to rescue them is with a daring cavalry charge! With a terrifying shout and the clatter of hooves, claws, tentacles, or whatever else her mount might possess, this character is able to charge into the middle of her enemies, distracting them and allowing her allies to dart to safety.

When this character is mounted on a **Beast** and declares a **Charge Action** against an enemy target, all friendly characters engaged with the enemy target may move up to 3 yards directly away from the target before this character moves. Every friendly character that moves in this way (other than this character) may discard a card to heal 1/2/3 damage.

TRAMPLE

This character knows just how to goad her mount into running down her enemies. Faced with a rampaging boar, a rearing horse, an annoyed Silurid, or any number of other strange and deadly monsters, most people freeze up just long enough for the character's mount to trample them to the ground.

When this character is mounted on a **Beast** and declares a **Charge Action** against an enemy target, her mount's /// Actions inflict +1 damage against the target. If at least one of these /// Actions was successful, the target also takes the **Drop Prone Action** after resolving the **Charge Action**.

RIDE THROUGH

As the character becomes more accustomed to riding her mount in dangerous situations, she starts to realize that few people are willing to stand in the way of a charging beast, especially when it's already in a bad mood due to being forced to serve as a mount.

When this character is mounted on a **Beast**, she and her mount may declare **Charge Actions** even while engaged.

COME WITH ME IF YOU WANT TO LIVE

One of the great things about mounts is that there's usually room for a second person... in the short term, if nothing else. Of course, just saying "hop on" isn't that dramatic, so most Buckaroos embellish a bit when they ask their friends if they want a lift.

When this character declares a **Walk Action** while mounted on a **Beast**, she may nominate a willing character within 2" of her mount to bring along for the ride. The nominated character's **Height** must be equal to or less than the **Height** of this character's mount. After the **Walk Action** is complete, the friendly character is placed on the ground adjacent to this character's mount.

"WHEE!"

A daring leap from the saddle can often catch a Buckaroo's opponent's off guard. Sometimes, it even catches the Buckaroo off guard, on those times when her mount decides on its own that it's time for its rider to be dashing and dramatic. While these leaps often end awkwardly, for those handful of seconds when the character is airborne, it's quite the rush of excitement!

When this character declares a **Charge Action** while mounted on a **Beast**, she may choose to move a distance up to her mount's **Charge Aspect** and then continue moving, without her mount, an additional number of yards equal to her own **Charge Aspect**, ignoring terrain and other characters. Charging in this way grants the character a + to her **Attack** and **Damage** flips, but also dismounts the character and deals 1 damage to her as she comes to a sudden and abrupt landing (and possibly causes additional falling damage, if her mount is **Flying** and airborne when she dismounts).

BARRELING CHARGE

As the character's mount grows more accustomed to her commands and orders, she's able to spur it into action much more quickly.

When this character is mounted on a **Beast**, she may perform the **Charge Action** as if it were a (1) **Action**.

COPYCAT

Mimicry is an innate talent of Gremlins, who learn how to survive in the Bayou and how to function in society by watching their older kin. Young Gremlins learn how to fire guns, prepare moonshine, skin gators, care for pigs, and many other important skills just by watching their elders and mimicking what they do. In this way, Gremlin culture survives from one generation to the next, ensuring that the skills they've learned survive even when the Gremlins themselves can't be bothered to teach their young the proper way to do something.

There are always a few Gremlins, however, that are especially good at mimicking others. Instead of just picking up general lessons and behaviors, they copy every little detail, including the way they walk, the words they use, and even their posture and physical cues. Most Gremlins find this sort of thing to be hilarious, and such skilled youngsters often find themselves called upon to showcase their skills to the entire village, mimicking each adult one at a time. As they grow older, these Gremlins become natural Copycats that improve upon their mimicry talents with each passing year.

Even if a Gremlin isn't recognized for her talents early in life, that potential remains inside of her, should she have the inclination to develop it. Most Gremlins find humans to be fascinating and will go to great lengths to copy them whenever possible. After all, it was copying the humans that led to their domestication of pigs, use of guns, and brewing of moonshine, and those are all luxuries that no self-respecting Gremlin would ever want to give up. Who knows what other amazing things they still have to learn (i.e., steal) from their taller neighbors?

Copycats are far less common among humans, where the talent to mimic another is often seen as derogatory at best. Among the Neverborn, however, it is considered to be an important and extremely useful skill. These Copycats often insinuate themselves into human society, spreading lies and causing confusion in order to buy their martial brethren the opportunities they need to strike at the heart of Malifaux's unwelcome invaders.

STARTING

A Copycat begins the game with a Deceit skill toolkit.

ON THE PURSUIT: FEIGNING COMPETENCE

When this character fails a Skill Duel involving a Skill that was copied with the Imitation Action, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Expertise Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Copycat gains the Talent listed below:

STEP	TALENT
0	Imitation
1	Mimicry or Insulting Parody
2	General Talent
3	Lost in the Role or Sincerest Flattery
4	General Talent
5	Do As You Do or Me Too!
6	General Talent
7	Talented Mimicry or Klaatu, Barada, N...
8	General Talent
9	Copy Fate or Fates Entwined
10	Living Mirror

"OOOOOOOH, LOOKEE ME! I'M THE BIG STUPID HUMAN LADY WITH THE RED HAIR AND THE BIG SWORD! I'M SOOOOO SCARY!"

- SALLY LOU FISHBOCKER, COPYCAT

IMITATION

This character gains the following Tactical Action:

(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 that is more or less in keeping with the target character's personality (i.e., assertive, cowardly, drunk, etc.), she may use the target's rank in the chosen Skill in place of her own (to a maximum of 3 ranks above this character's rank in the chosen skill). This bonus lasts until the next sunrise or sunset, whichever comes first, or until this character takes this Action again.

MIMICRY

One of the first tricks that Copycats learn is how to mimic someone else's voice. It might be an animal call intended to lure game out into the open or just an imitation of a particularly silly-sounding person at a party, but either way, the character's impersonation is nearly flawless.

This character gains **+** on any Deceive Challenge that involves mimicking another character's voice.



INSULTING PARODY

There's an old saying that claims that "imitation is the sincerest form of flattery," but that's not always the case. Sometimes, imitation is the easiest way to annoy someone, particularly when that person has a readily identifiable flaw that can be mocked by a Copycat, such as a speech impediment or an awkward way of walking or carrying themselves.

That annoyance typically reaches new heights once the costumes come into play, even if it's a crude approximation like a pillow shoved underneath one's shirt to mock a particularly fat person or thick glasses to poke fun at someone with bad eyesight. Even in the absence of such props, however, it's usually not too difficult for a Copycat to mock something mockable in her enemies.

When this character uses the Impose Action to target a character whose Skill(s) 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.

LOST IN THE ROLE

Some Copycats get so caught up in their mimicry that they find it difficult to break character. While some Gremlins find this amusing at first, as the weeks pass and their friend continues to keep up her charade with no end in sight, it often starts to become a bit worrying.

When this character takes the Imitation Action, the bonus lasts until this character takes the Action again and does not end at the next sunrise or sunset.

SINCEREST FLATTERY

Some Copycats aren't content with just pretending to copy one aspect of a person. Instead, they strive to capture the very essence of that person with their performance, from the particular way their subject squints in the sunlight to the nervous tics that their subjects don't even realize they have.

When this character uses the Imitation Action, she may copy a number of additional Skills from her target equal to her Cunning Aspect (minimum 1 additional Skill).

Do As You Do

While Copycats usually aren't any all that much smarter than those around them (and a few are literally as dumb as a box of rocks), they do tend to have a certain talent for aping the behavior of others. It doesn't really matter if they don't understand how a machine works if they just keep turning valves like the person next to them, and even the most haughty social gatherings can be smoothly navigated by parroting back the fancy words the character heard a few minutes earlier.

Of course, this reliance upon others often means that Copycats are only as skilled as those around them. To make up for this, most Copycats either try to surround themselves with allies who have a variety of useful skills they can duplicate or just make up for their shortcomings with particularly clever costumes. Whether or not doing so is actually effective is a matter of debate, but if nothing else, nobody can accuse the Copycat of not looking the part, right?

Once per Ongoing Challenge, after another character makes a Challenge flip as part of the Ongoing Challenge, this character may choose to copy that character's final result instead of making her own Challenge flip. If she does so, she is treated as having the exact same final duel total as the copied character for the exact same Skill. This character may not copy the results of a Challenge flip made during a previous Duration.

ME TOO!

Copycats sometimes get too caught up in the moment, springing into action right on the heels (often literally) of their allies. While this enthusiasm can sometimes get the character into trouble - particularly if she is too caught up in pulling out wigs and costumes out of her pack to pay attention to her surroundings - it usually ends up being a significant boon for her allies.

After a friendly character finishes her turn during Dramatic Time, if this character has not already taken her turn for the round, she may discard a card to immediately take her turn, regardless of her initiative value. Using this Talent does not change the character's initiative value on subsequent rounds.

TALENTED MIMICRY

Necessity is the mother of invention, they say, and nobody is quite as inventive as a Copycat in need of the proper costume. Stilts to make her appear taller, metal plates tied to her body to properly represent a construct, chicken feathers and a copious amount of glue to get that little bit closer to the true essence of a Bayou Chicken... this character has tried just about everything in the name of her art and knows just how to solve all of those tricky costuming problems that come up in her day-to-day life.

When this character takes the Imitation Tactical Action she may also copy one of the target's Talents until her Imitation bonus ends. Talents that rely upon the owner's unique physical shape (such as Flight or Incorporeal) cannot be copied in this manner unless this character has a reasonable explanation for how she might be able to duplicate the Talent in question (such as some crudely crafted artificial bird wings in the case of Flight), as determined by the Fatemaster.

KLAATU, BARADA, N...

Spellcasting isn't so hard! It's mostly just waving one's arms around and chanting the right words, right? All this character needs is a good demonstration of how it's done and she can fake her way through it... often resulting in actual effects. Of course, that doesn't necessarily mean that she knows what the spell's going to do when she starts copying it, but that's half the fun!

On her turn, this character may discard a card to attempt to copy a Spell cast by a character within 5 yards since her last turn. The copied spell uses the same Magia and Immuto as the original spell; these may not be altered by the character. The character makes a flip to cast the spell as normal, using her relevant Aspect and Skill for the copied spell, but she may add the suit of the card she discarded to her final duel total.

COPY FATE

As the lines between performance and reality begin to blur, the Copycat finds that she's able to temporarily remake her destiny until it resembles the destinies of her companions.

After another character Cheats Fate, this character may discard a card to place the other character's Twist Card face up in front of her. Until the end of Dramatic Time (or the end of the current scene, in the case of Narrative Time), this character may Cheat Fate with the face up card as if it were in her Control Hand. Afterwards, the face up card is discarded into the appropriate discard pile.

FATES ENTWINED

The limits of this character's mimicry have begun to transcend the physical and wander into the mystical. Even the Copycat finds it difficult to explain how she is able copy the destinies of those she mimics.

After a character from whom this character is copying a Skill with the Imitation Action performs a Healing Flip or gains a Condition, this character may heal the same amount or gain the same Condition. If this character performs a Healing Flip or gains a Condition, she may choose to allow any characters from whom she is copying a Skill with the Imitation Action to heal the same amount or gain the same Condition.

LIVING MIRROR

This character's skill at mimicry has reached a new level entirely. Now, when she mimics a subject, she doesn't just copy them... she becomes them.

After targeting a character of the same race (human, Gremlin, etc.), height, and gender with her Imitation Action, this character may choose to transform herself into a perfect copy of that character. This transformation lasts for the duration of the Imitation bonus and affects the character's posture, skin tone, voice, and bone structure, but not any of her physical possessions or equipment. If this character or the target has any pneumatic limbs or augmentations, they are not replaced or copied by this Talent.

PUGILIST

While Gremlins are fond of solving their problems with a firearm, the scarcity of guns, ammunition, and powder in the Bayou means that most non-lethal confrontations are solved the old-fashioned way: by beating your opponent to a pulp with your bare hands. While it's not quite the explosive boom that Gremlins crave, watching two people punch, kick, and wrestle around with each other is still quite entertaining, and these fights often draw crowds of cheering spectators whenever they break out.

Just about every Gremlin knows how to throw a good sucker punch, but some of them end up becoming true fighters, laughing off their opponent's attacks before unleashing a ruthless beating against the poor fool. Often times, these fearsome Pugilists are some of the larger Gremlins in their village, and it's not uncommon for a village's best Pugilists to also be its most merciless bullies.

The thrill of a fight gets a Pugilist's adrenaline flowing, allowing her to ignore minor scrapes and scratches as she slugs her way through a fight. With experience, she even learns how to harness these bursts of energy to unleash a flurry of brutal attacks or sudden bursts of incredible energy.

Despite the name, not every Pugilist focuses on punching her enemies. Some Gremlins focus instead on wrestling and grappling with their enemies, trapping them in leg- and arm-locks until their helpless opponent calls for their uncle to come save them. While never quite as popular as a good fist fight, this sort of wrestling has been steadily gaining in supporters ever since the legendary wrestler Mancha Roja won the Iron Hand Tournament in Malifaux City.

Events similar to the Iron Hand Tournament can be found all across Malifaux City. Some are formal events that draw society's upper crust to their structured and organized bouts, while others consist of little more than a handful of drunkards punching each other in a back alley for a few free drinks at the nearest pub. Either way, Pugilists are involved, laughing and grinning as they punch their way to happiness and profit.

STARTING

A Pugilist begins the game with +1 Wound.

ON THE PURSUIT: KING OF THE IRON FIST

When this character fails a Close Combat duel during Dramatic Time, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Close Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Pugilist gains the Talent listed below:

STEP	TALENT
0	Adrenaline Rush
1	Launch Off or Bring It!
2	General Talent
3	Fightin' Dirty or Pummel
4	General Talent
5	Extended Attack or Combo Attack
6	General Talent
7	Reversal or Rush 'em
8	General Talent
9	Keep Your Guard Up or Worked Up
10	Time to End This

"IT AIN'T 'BOUT HOW HARD YOU HIT 'EM, IT'S 'BOUT HOW HARD YOU CAN GET HIT AND KEEP ON FIGHTIN'."

- ROBERT "ROCK-FACE" BERNARD

ADRENALINE RUSH

When this character suffers damage caused by another character, she gains the following Condition until the end of Dramatic Time: **“Adrenaline +1:** At the end of this character’s turn, she heals exactly 1 damage and lowers this Condition's value by 1.”

LAUNCH OFF

This character has practiced the dangerous but flashy technique of climbing up onto a sturdy object and launching herself down at her enemies. This not only gives her some extra distance on her charge attacks, but also allows her to go right over the top of any intervening obstacles.

When this character declares a Charge while within 1 yard of a wall or other solid object at least 2 yards in height, she may add her ranks in the Athletics Skill to her Charge Aspect and may ignore terrain during her movement.



BRING IT!

Gremlins aren't known for fighting fair, and even in Malifaux City, it's not uncommon for someone to have to defend herself against multiple attackers at once. The Pugilist relishes these moments, however, using her opponent's bodies against them, ducking and feinting in such a way as to keep them awkwardly stumbling over each other.

This character increases her Defense by an amount equal to the number of enemy characters in her engagement range (to a maximum bonus of +3).

FIGHTIN' DIRTY

Whether it's kneeing her opponent in a sensitive area, throwing sand in their eyes, or even tugging their enemy's pants down around their ankles in the middle of a fight, this character knows all sorts of tricks to shift a battle in her favor. None of these tricks would be considered "fair" or "sportsmanlike," but they sure are effective when it comes to distracting her opponents and throwing them off guard.

This character may take the (1) Trick Action as a (0) Action.

PUMMEL

When a Pugilist gets worked up, there's almost nothing that can stand in her way. Every attack that doesn't knock her opponent out is just another opportunity to segue into another attack, allowing her to work her opponent over with a series of quick attacks that come at lightning speed, one after another. It's only after she's landed a solid, definitive blow that she takes the time to catch her breath, but by then, the fight is often over for her unfortunate, battered opponent.

After dealing Weak Pugilism or Grappling damage to a target, this character may lower the value of her **Adrenaline** Condition by one point to make another Pugilism or Grappling attack against the target after completely resolving the initial attack and any Triggers.

EXTENDED ATTACK

While most people can quickly gauge an opponent's effective reach, this character always seems to catch them by surprise with her quick, darting attacks and lunges. When combined with her training and a whole lot of practice, this allows a Pugilist to threaten a much greater area around her, ensuring that anyone that gets too close to her is fair game.

The range of this character's Grappling and Pugilism attacks increases to $\text{///} 2$. If the range of her Grappling and Pugilism attacks are already $\text{///} 2$, they instead increase to $\text{///} 3$.

COMBO ATTACK

When the blood starts to pump in a Pugilist's veins and the cheer of the crowd roars in her ears, she becomes capable of extreme acts of violence. With each thrown punch, each knee to the stomach, each smashing headbutt, she becomes more and more lost in the violence of her brutal art, until finally she channels that unchecked aggression and rage into a single, all-or-nothing attack.

For some Pugilists, this is a powerful right hook that sends her opponent crashing to the ground as she hovers over him, bleeding fists held at her sides as she glares death at her fallen enemy. For Pugilists with a greater flair for the dramatic, these attacks might take on a different form entirely, from flashy "signature moves" that never fail to draw a cheer from spectators to simpler but no less effective punches to the throat or groin. Regardless of how a Pugilist finishes her combo attack, the end result is always an aching opponent who never wants to be hit that hard again.

This character gains the following Trigger on her Grappling or Pugilism attacks:

📖 *Right Hook*: You may lower your **Adrenaline** Condition by one to make an additional attack against the target, increasing the Acting Value of the attack by an amount equal to the value of your new **Adrenaline** Condition. This additional attack deals +1 damage.

REVERSAL

To the untrained observer, pugilism and grappling can often seem to be a complicated dance of quick attacks, daring feints, and surprising reversals. In reality, however, the fighters are making a flurry of snap decisions and reflexive reactions honed by years of training and practice, all of them designed to give the fighter the advantage while minimizing her opponent's options.

Sometimes, it's more advantageous for a Pugilist to let herself be hit with an attack than to dodge it. Doing so can disrupt her opponent's momentum and give her the opportunity to turn her opponent's aggression and momentum back against him.

This character gains the following Defensive Trigger:

Df (♣) Reversal: After suffering damage from a Grappling, Martial Arts, or Pugilism attack, reduce the damage by 2, to a minimum of 1, and make a free Grappling or Pugilism attack against the target (if within range).

RUSH 'EM

As a Pugilist fights, she draws upon more and more adrenaline, heightening her speed, reflexes, and reaction time. Once she gets worked up enough, a Pugilist can almost appear to be in two places at once as she charges across the battlefield, meeting each new threat with a barrage of violent punches and brutal kicks.

This character may lower the value of her **Adrenaline** Condition by 2 to declare the Charge Action for 1 AP.

KEEP YOUR GUARD UP

With experience comes wisdom, and with combat experience comes combat wisdom. Experienced Pugilists have developed almost a sixth sense about their opponents, knowing just when to dodge to the side or raise their arms to dodge or avoid a particularly dangerous attack.

Other characters may not declare Triggers on Close Combat attacks against this character.

WORKED UP

Memories of past battles and unforgotten injustices are capable of getting this character worked up even before a battle begins. This might take the form of a slowly simmering anger that always lurks beneath the surface of the character's thoughts and actions, or it might be something that she has to build herself up to with a few quick words of encouragement.

Either way, the result is the same: one riled up Pugilist who is ready and willing to shatter bones, smash faces, and do whatever else it takes to leave a pile of broken bodies behind her.

At the start of Dramatic Time, this character flips a Fate card that may be cheated; on a Weak result, this character gains **Adrenaline +1**, on a Moderate, she gains **Adrenaline +3**, and on a Severe, she gains **Adrenaline +5**. If the character flips the Black Joker, nothing happens, but if she flips the Red Joker, she gains **Adrenaline +5** and **Fast**.

TIME TO END THIS

Some people can only be pushed so far before they snap. When the fury of combat overtakes this character, she can sometimes burn all of her excess rage and energy in a single moment of violent action.

For most Pugilists, this burst of energy is accompanied by a feral scream of pure aggression as she unleashes her considerable fury upon whatever unfortunate enemy has drawn her ire. Some Pugilists are more focused, however, falling silent as they get "the look" in their eyes... often striking fear into the hearts of their opponents as they realize just what sort of punishment is about to come their way.

At the end of her turn, if this character has the **Adrenaline +5** or higher Condition, she may end her **Adrenaline** Condition to gain the **Reactivate** Condition.

SWINEHERD

Pigs are an important part of Gremlin life, but they don't raise themselves. Or rather, they do raise themselves, but that process tends to involve attacking and eating Gremlins, which is a habit that the Gremlins of the Bayou would be quite happy for them to forget about. Enter the humble Swineherd.

Swineherds have an affinity for pigs, and they use that affinity to keep the grumpy animals calm, happy, and under control. Contrary to what most Gremlins might think, this isn't as easy as just making sure that the pigs stay well fed. As with most things in the Bayou, pigs tend to get bigger the more they eat, so throwing food at a pig in order to keep it docile is often just making a potential problem worse by delaying it; bigger pigs need more food to keep happy, which in turns means that the pig grows larger, which means that it needs more food.

Eventually, the pig's handlers aren't able to keep up with it, and the large pig starts growing upset and throwing itself against the walls of its pen, which have often not been reinforced or repaired since the pig was much smaller. Thus, the pig breaks free and runs amok in its village, eating whatever Gremlins it can find to fill its large belly.

Swineherds solve this problem by making sure that their pigs get regular exercise, letting them burn off some of their weight and excess energy. Keeping a pig interested is important, as it means that it won't grow bored and look for trouble, but more important is making sure that a young piglet grows up knowing that Gremlins are its friends and not a source of food or antagonism. To that end, Swineherds often treat their piglets like children, walking around their villages with a small drove of the curious creatures, letting them explore and grow accustomed to their (often very nervous) Gremlin neighbors.

When push comes to shove, however, a Swineherd isn't above sending her piglets charging off into combat with a fierce shout and a slap on their pink bottoms. Such a pork stampede can be deadly to anyone caught in its way, particularly once the Swineherd's loyal piglets become adults.

STARTING

A Swineherd begins play with a Clubbin' Stick or a Pig Prodder (see page 126).

ON THE PURSUIT: THE CRISPIEST OF BACON

When a friendly Pig is killed or rendered unconscious within 8 yards of this character, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Expertise Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Swineherd gains the Talent listed below:

STEP	TALENT
0	Piglets!
1	Pork Whisperin'
2	General Talent
3	Sic 'em or "Sooey!"
4	General Talent
5	Grow Up Strong or Now, I May Be a Simple Bayou Swineherd, But...
6	General Talent
7	Pig Throwin' or Shot in the Rear
8	General Talent
9	Slop 'em Up or Feed the Piggies
10	Call Forth the Pork

"SOOOOEEY! SOO-SOO-SOOOOOEEY!"

- ROSCOE TURNER, SWINEHERD

PIGLETS!

At the start of each session, after the Prologue, this character may make a TN 8 Husbandry Challenge to gain a single subordinate Piglet (pg. 161), plus one subordinate Piglet per Margin of Success, up to a maximum number of subordinate Piglets equal to her total completed ranks in this Pursuit (minimum 1 Piglet).

These Piglets remain under this character's control indefinitely (or at least, until they're killed). This character can command a subordinate Pig with the (1) Order Action.



PORK WHISPERIN'

One of the first lessons a Swineherd learns is just how, well, pig-headed a pig can be. After working alongside her piglet for a little while, however, the Swineherd eventually comes to realize that much of this stubbornness is actually just a form of love. A love of violence and eating, true, but love nonetheless.

Friendly Pigs beginning their turns within 8 of this character may ignore the Set 'er Off Talent for the duration of their turn. When this character uses the Order action to command subordinate Pigs, she may command up to two Pigs instead of just one, and the orders may be different.

SIC 'EM

Pigs generally don't respond too well to commands. More often than not, a pig will just stare at its owner in blank confusion as she tries to convince it to do something it wasn't intending to do already. This character, however, has developed a rapport with her pigs and can send them squealing toward her enemies with nothing more than a gentle nudge.

The character chooses a Skill, and all attacks with the chosen Skill gain the following Trigger:

☞ *Sic 'em:* After damaging, a friendly Pig within 8 yards and Line of Sight of the target may push into physical contact with the target.

"SOOEY!"

With a single call, this character is able to attract the attention of all the pigs around her, informing them that it's time to come get their meals. Unfortunately, it's possible to call out to the pigs just a bit too loudly, which just riles them up in annoyance.

This character gains the following Tactical Action:

(1) "Sooey!": This character makes a TN 10 Husbandry Challenge. On a success, all Pigs in range may move a number of yards equal to their Charge Aspect toward this character. If this Action fails, all Pigs in range instead immediately Charge this character as if they were hostile Fatemaster characters. The Pigs can take this Charge Action even if they are engaged.

GROW UP STRONG

Malifaux Pigs tend to grow up a bit faster than their Earthside counterparts, often reaching maturity in a matter of months. They keep growing throughout their life, depending upon the availability of food, and as her piglets become larger, they do not forget the kindness and tenderness (or constant fear) that was taught to them by their loving (or abusive) caretakers.

At the end of each session, the character may choose one of her subordinate Piglets to grow up and become a Bayou Pig (pg. 162). The Piglet's stats change to reflect its more mature body, but it still remains under the character's control.

Each Bayou Pig under this character's control counts as two Piglets when determining how many subordinate Pigs she can control. If this would cause the character to surpass her limit on the number of Pigs she can control, any excess Pigs must be released into the wild (or stabled in a pen, or butchered and eaten, or whatever else the character can think to do with them that no longer involves them being subordinate characters).

NOW, I MAY BE A SIMPLE BAYOU SWINEHERD, BUT...

Raising pigs teaches a Swineherd a lot of things, not just about pigs (though there's a lot of that) but also about life in general. Time and time again, Swineherds have shown that a simple understanding of how to keep baby pigs from eating each other can be easily translated into an in-depth knowledge of Guild legal procedures, mountain climbing, or even advanced engineering. No matter the topic, it seems like there's always a few words of simple pig-related wisdom capable of shedding light on the situation.

When this character is involved in an Ongoing Challenge, she may choose to make one of the Challenge Flips using her Husbandry or Homesteading Skills instead of the appropriate Skill.

It falls to the player to explain how this functions from a story perspective. Perhaps the character relies upon her piglets to sniff out the trail of an escaped fugitive, or maybe she just impresses people with her simple, down-home country logic.

PIG THROWIN'

Pigs can be dangerous attack animals or loving pets, but an experienced Swineherd knows that they can also be ammunition.

This character gains the following Attack Action:

WEAPON (THROWN WEAPONS)	RANGE	DAMAGE
Thrown Pig	Varies	2/3/4

Special: To perform this Action, this character selects a Ht 1 Pig within 2 yards. After resolving, the selected Pig is placed adjacent to the target and suffers a 1/2/3 damage flip, which may be cheated. The range of this attack is equal to three yards multiplied by this character's Thrown Weapons Skill.

🐾 *Enraged:* After resolving, the Pig gains **Fast**.

📖 *Gently:* The Pig suffers 1 less damage from this Action (to a minimum of 0).

SHOT IN THE REAR

If this character makes a successful Ranged Combat attack against an unengaged subordinate Pig, that Pig may take an immediate Charge Action against a legal target of this character's choice.

SLOP 'EM UP

With a simple gesture, the Swineherd can teleport slop into a pig pen... or onto her enemies.

This character gains the following Manifested Power:

SLOP 'EM UP				
ACTING VALUE	AP	TN	RESIST	RANGE
Cunning + Prestidigitation	1	10🐷	Df	6 yards

Effect: The caster teleports a hefty amount of disgusting (and stinky) slop onto the target. The target gains the following Condition until it washes the slop off: **"Covered in Slop:** This character suffers a \square to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain \blacklozenge to the Attack flip."

FEED THE PIGGIES

It seems as if pigs are constantly eating, and to some extent, they are. In order to reward them for their good behavior, most Swineherds carry around treats like apples, handfuls of pig feed, or even slabs or roasted meat for their pigs. A quick meal is often just what a pig needs to get back in the fighting spirit.

This character gains the following Tactical Action:

(1) **Feed the Piggies:** This character flips a card from the top of the Fate Deck that may be cheated. On a \times , if there are any Pigs or characters with the Ghoul Pursuit within $(\times)3$ of this character, this character takes 1 damage for each such character. On any other result, all such characters heal 2/3/4 damage. This character must have some sort of food on hand to declare this Action, though what exactly qualifies as "food" to a Pig (or a Ghoul) is left open to interpretation.

CALL FORTH THE PORK

As a Bayou Pig grows older, it becomes larger and more muscular, eventually becoming a mighty Warpig. It can take years for a Bayou Pig to reach this impressive pinnacle of pig-dom, and while most pigs are patient and content to just keep eating until that day rolls around, most Swineherds are not.

With a few chanted words and a bit of magical power, a Swineherd can infuse one of her pigs with magical energy, kick starting its growth process. The transformation doesn't last long, but that's fine with a Swineherd, as a fully grown Warpig would likely be too much of a hassle to care for in the long run.

This character gains the following Manifested Power:

CALL FORTH THE PORK				
ACTING VALUE	AP	TN	RESIST	RANGE
Husbandry + Enchanting	1	12🐷	-	6 yards

Effect: The caster transforms one of her subordinate Piglets or Bayou Pigs into a Warpig (pg. 163) for one minute. At the end of the duration, the Warpig returns to its normal form.

TRAPPER

The Bayou can be a dangerous place to live and an even more dangerous place to find food. Even if one manages to avoid the more mundane dangers of the environment, such as quicksand or poisonous mushrooms, there are still plenty of creatures in the swamp's dark depths just waiting for a bite-sized Gremlin to wander their way.

The Trapper is a Gremlin's answer to the constant question of how to get food in the Bayou. Instead of hunting angry pigs or vicious gators through the swamp, the Trapper just finds a good spot, sets a few traps, and returns the next day to find her prey already captured in her nets and snares. Killing a dangerous varmint after it's expended all of its energy trying to escape a trap is relatively easy and results in the Trapper gaining a few hundred pounds of fresh meat for her village with minimal risk to herself.

As they sneak through their marshy homeland, Trappers learn other tricks to help them provide for their family. The use of hunting blinds enables her to wait in ambush for particularly clever prey (or rival Gremlins), and her innate pragmatism ensures that she has a use for just about anything she might find on her prey (whether beast or otherwise).

Perhaps one of the greatest skills that successful Trappers learn is when to avoid a fight. Sometimes, creatures wander into traps meant to catch much smaller prey, forcing a Trapper to choose between attempting to take on a fearsome creature like a twenty-foot-long Bayou gator or just backing away slowly and letting the beast find its own way out of the trap. Sometimes, survival isn't about what a Gremlin can kill but about what she can avoid fighting.

Humans are also prolific Trappers, especially on the frontiers of civilization. Numerous Trappers brave the northern Ten Peaks in search of hoarcat pelts, which are fashionable in Malifaux City, and earn a good amount of scrip, while those who live further south tend to use their skills simply to survive in the desolation of the Badlands. A few human Trappers even manage to make their way into the Bayou, where they moonlight as guides for those who don't want to deal with the unpredictable Gremlins.

STARTING

A Trapper begins the game with a non-magical skill toolkit.

ON THE PURSUIT: BEGUILÉ

When this character fails an Expertise duel during Dramatic Time, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Expertise Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

At each step, a Trapper gains the Talent listed below:

STEP	TALENT
0	Set Traps
1	Lay of the Land or Quick Traps
2	General Talent
3	Hunting Screen or Deadly Traps
4	General Talent
5	Scavenge Supplies or Elaborate Traps
6	General Talent
7	Playing Possum or Snares
8	General Talent
9	Hide in the Mud or Spring Traps
10	The Strong Get Stronger

"THE SOUND OF THEM TRAPS SNAPPIN' SHUT IS LIKE MUSIC TO MY EARS... 'SPECIALLY ONCE THE SCREAMIN' AND HOLLERIN' STARTS UP."

- CEZELIA BENOIS



SET TRAPS

As can be expected, Trappers are rather skilled at setting traps to catch their prey. These traps might be heavy steel bear traps, clever wooden constructions, or even a simple sharpened stick attached to a small, supple tree.

This character gains the following Tactical Action:



(2) Set Traps: This character may make a TN 10 Wilderness Challenge to set a crude trap in her current position. Once the trap is set, the next non-Incorporeal character to pass within 1 yard of the trap must succeed on an Acrobatics Challenge (TN 10 + 2 per Margin of Success on this character's Wilderness Challenge) or suffer 1/2/3 damage and gain the Useless Limb Condition until all damage is healed. The limb affected by the trap is determined by the suit of the damage flip: ♠ is right arm, ♣ is left arm, ♡ is right leg, ♠ is left leg, and on a Joker this character chooses the affected limb. Once a trap has been sprung, it ceases to function.

This character may choose not to trigger her own traps when she passes near them. Other characters who actively look for the trap can detect it with a Notice Challenge and disarm it with a Wilderness Challenge (both at TN 10 + 2 per Margin of Success on this character's Wilderness Challenge).

LAY OF THE LAND

Everyone knows that hiding behind a thick tree or a tall rock is a good idea when bullets start flying, but few people can take advantage of cover in quite the same way as a Trapper. Even when faced with spells that twist around obstacles to seek their targets or those that would enslave her mind, a Trapper knows how to stay partially hidden no matter what, giving her an advantage against any sort of attack that might come her way.

This means that Trappers often stick to cover when possible, which suits most of them just fine. After all, wild game is usually frightened away by the sight of a Gremlin hovering nearby, and predators are often more inclined to come after a Trapper for a quick meal than to poke around one of her baited traps. When hiding in the shadows and watching her traps from a distance, waiting for something tasty to stumble into them, a Trapper feels most at home.

While in cover, this character receives cover from all non- Actions (instead of from just  Actions).



QUICK TRAPS

Practice and repetition make everything go faster, and setting up traps is no exception. As she becomes more comfortable with the tools of her trade, a Trapper is able to set her traps much faster than before, clicking them into place or tying them off with quick flicks of her hand, rather than the more uncertain, more cautious way she went about it before.

This character's Set Traps Tactical Action becomes a (1) Action. If she discards a card when she takes the Set Traps Tactical Action, she may treat that Action as if it were a (0) Action.

HUNTING SCREEN

While the Bayou often provides plenty of cover for an enterprising young Trapper to hide behind, there are some regions - like the fens to the east and the watery expanses of the north - that are more open than not. Similarly, Trappers that spend their time in environments with less vegetation - such as the Northern Hills, the Ten Peaks, and the Badlands - often find themselves without very many good places to hide from their potential next meals.

Trappers that frequent these regions learn how to construct hunting screens capable of shielding them from view. Whether that involves weaving swamp reeds into a crude "fence," building up an elevated position with snow, or just digging down deep into the cracked dirt, these Trappers are able to conceal not just their own presence, but also the presence of their allies. Even when not waiting for an animal to wander into a trap, these hunting screens are safe places for a character to catch a quick nap without having to worry about being set upon by some terrible creature hungry for the Trapper's blood and meat.

This character may spend 5 minutes setting up a Hunting Screen in a 2 yard radius around her. While within a Hunting Screen, characters are considered to have soft cover and gain **+** to their Stealth Challenges made to avoid being noticed.

DEADLY TRAPS

By strengthening the springs of her traps, adding more sharpened wooden stakes, or using thicker, less flexible trees in her traps, this character is able to ensure that each one deals the maximum possible damage to anything foolish enough to wander into them.

Traps placed with this character's Set Traps Talent now inflict 2/3/4 damage and have the TN of the Acrobatics Challenge to avoid them increased by +2.

SCAVENGE SUPPLIES

Everything has some measure of worth, and Trappers are skilled at figuring out what that worth might be and exploiting it. Whether that means going through a dead enemy's pockets for unspent bullets or just skinning a particularly large gator for its hide, one way or another, she knows how to turn a corpse into a potentially profitable resource.

This character may spend 1 AP during Dramatic Time to search the remains of a defeated enemy within 1 yard. On a successful Notice Challenge (TN 20 minus the target's Rank Value), she is able to find hides, spare weapons, ammunition, or other valuables worth an amount of scrip equal to the creature's Rank Value minus 3. The character can choose the exact form these valuables take, subject to common sense and the Fatemaster's approval; a cave bear is unlikely to be carrying around a shotgun, for example.

Each defeated enemy can only be searched in this manner once per character with this Talent.

ELABORATE TRAPS

Most Trappers try to keep their traps relatively simple... but not this character! Secondary trigger wires, multiple moving parts, and implausible mechanisms that trigger secondary traps are all little touches she uses to make her traps more effective.

Traps placed with this character's Set Traps Talent now have a range of 3 yards and may be triggered twice before ceasing to function. A character that has triggered a trap will not trigger it again unless it leaves the trap's area and then returns.

PLAYING POSSUM

The first reaction of many Gremlins when being attacked is to squeal like a pig and make a big fuss, either by shooting their guns into the air or by running away with flailing arms. This character takes a different approach, choosing instead to fall to the ground and feign death when attacked. This is usually enough for most intelligent enemies to turn away from her and focus on other enemies (such as this character's allies), but care must be taken when trying the same thing against hungry animals who are quite content to shuffle up to a presumably dead character for a quick snack.

This character gains the following Defensive Trigger:

Df (☛) Playing Possum: After resolving an enemy attack against this character, this character immediately takes the Drop Prone Action. So long as she does not declare any attacks, cast any spells or Manifested Powers, stand up, or move further than 3 yards per turn, all opponents consider this character to have been killed (or at the very least, mortally wounded) by this attack and cannot take any Actions against her until after Dramatic Time has ended.

SNARES

Most traps can be improved with the addition of a few cable or wire nooses. While relatively simple to make, these additions make a trap dangerous not just in the sense of how much damage it deals to the unfortunate creature that wandered into it, but also in how much the trap slows it down, making the creature easier prey for the many predators that lurk in the Bayou.

When a character is damaged by a trap that was placed by this character's Set Traps Talent, the damaged character also becomes **Slow** for 10 minutes or until the end of Dramatic Time, whichever comes first.

HIDE IN THE MUD

Sometimes, it's best to just lay low in the mud and wait for the right opportunity to act.

Whenever this character takes the Pass Action, she gains the **Defensive +1** Condition until the start of her next turn. If she takes two Pass Actions on her turn, she also gains the following Condition until the start of her next turn: "**Bulletproof +2:** Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1."

SPRING TRAPS

From time to time, it's better to trap prey than to kill it outright. Fortunately, this character knows how to make spring traps that launch her enemies into the air when triggered, holding them safely suspended above the ground.

When this character places a trap with her Set Traps Talent, she may choose to make it into a Spring Trap. Spring Traps function like the character's normal traps, but instead of applying the Useless Limb Condition, they catapult the target into the air and leave it hanging there, bound and unable to take any actions other than attempting to escape (which is a (1) Use Skill Action requiring a TN 12 Acrobatics Challenge). Alternatively, another character with a knife or other cutting instrument can cut the target down with a (2) Action.

STRONG GET STRONGER

By the time a Trapper has reached the pinnacle of her art, she's spent enough time in the wilds to realize that strong creatures prey upon the weak in order to survive. As one of those strong creatures, this character feels a surge of invigoration whenever a weaker creature is defeated that leaves her refreshed and ready to claw out a higher place for herself on the food chain.

After another character is killed or knocked unconscious within 6 yards of this character, this character may draw a card. If, after drawing, she now has three or more cards in her hand, she must discard a card.

mad non, uncurculo l as
na, creble "pattison" en sub
nensuicunt jaragura cas

mad non, uncurculo l as
na, creble "pattison" en sub
nensuicunt jaragura cas

Lightning bug

big hat



Rocketeer

ADVANCED PURSUITS

lo l amniph - alphas, mad non, uncurculo
en subduca uncurculo, creble "pattison" en
na, creble "pattison" en sub
nensuicunt jaragura cas



Virtuoso

Taxidermist

ADVANCED PURSUITS

The following are some Advanced Pursuits that are common among Gremlins. Three of them - the Big Hat, the Lightning Bug, and the Taxidermist - are profoundly Gremlin concepts that are unlikely to be learned by other races (though doing so is certainly possible, provided that a character is willing to spend a great deal of time living and training alongside Gremlins). The remaining two - the Virtuoso and the Rocketeer - are Advanced Pursuits that are relatively common in Gremlin lands but which can be picked up by just about anyone that meets the requirements, even if they've never seen a Gremlin before.

Remember that characters never choose Advanced Pursuits as their current Pursuit during the Prologue. Instead, the character takes a step along her Advanced Pursuit only when the session focuses on her Advanced Pursuit. During the Epilogue of such a session, the character takes one step down her Advanced Pursuit's path, instead of her current Pursuit. The character otherwise advances normally. See the Advanced Pursuits chapter in the *Fatemaster's Almanac* for a more detailed explanation of Advanced Pursuits.

As with other Advanced Pursuits, the options presented here are only available if a character meets certain story requirements, which are provided here in brief.

VIRTUOSO

Characters that have focused on the art of music are often referred to as Virtuosos. These talented musicians are equally able to distract or inspire those around them with their songs, often earning acclaim and fame in the process.

Requirement: The character must prove her skills as a master musician. The exact nature of how the character goes about doing so is left to the imaginations of the player and her Fatemaster, but it should involve some sort of grand performance or musical tour.

BIG HAT

Big Hats are the leaders of Gremlin villages and gangs, so named because of their large, fancy hats. They're good at bossing other Gremlins around and generally behaving like entitled jerks.

Requirement: The character must find a suitably large and fancy hat and then do something to prove her leadership, such as challenge the leader of a Gremlin village or lead some sort of large project or raid.

LIGHTNING BUG

Lightning Bugs are the acolytes of the elusive Gremlin sorcerer known as Wong. Under his tutelage, Lightning Bugs learn how to unleash their inner magic... usually in the form of uncontrolled but entertaining (for Wong) explosions.

Requirement: The character must find Wong, convince him to accept her as an acolyte, and then complete whatever stupid and/or dangerous quest that he assigns the character to "unlock her magic power."

ROCKETEER

Strapped to what is essentially a controlled explosive device designed to propel them into the sky at high speeds, it might be easy to write these daring pilots off as suicidal lunatics. To the Rocketeer, however, there's nothing quite like rocketing through the sky on a roaring jetpack.

Requirement: The character must find, create, or otherwise acquire a Jetpack.

TAXIDERMIST

At its heart, Gremlin taxidermy revolves around stuffing an animal full of explosives and then animating it as an obedient (if somewhat bloated) zombie. Why would you want to do this? It's art, don't question it!

Requirement: The character has to find a suitably impressive creature's corpse, then stuff and mount it in a lifelike or humorous pose.

VIRTUOSO

The soft melody of a soothing lullaby, the lightning-quick tempo of a fast hoedown, the pounding drums that stir the blood of warriors to action... all of these are the lifeblood of the Virtuoso. While many people might consider music to be a luxury, something pretty to be enjoyed in the late hours of the night when there is nothing to do but rest, the Virtuoso knows that music is everywhere, all around her. It's present in the striking of hammers against metal, can be heard in the low buzzing of the Bayou's insects as they chirp to each other in the treetops, and can even be felt during battle as the staccato reports of gunfire mix with the shouts of commanders and the cries of the wounded.

To the Virtuoso, music is life, death, and everything in between the two.

With their love of music - particularly the twang of the banjo - it's no surprise that Gremlins treasure their best musicians. The arrival of a Virtuoso in a village always draws a crowd eager to hear a song, and other performers will often fetch their instruments for a chance to play alongside such a well-known master of the musical arts. These performances are unscripted and organic, with the entire song changing pace as someone shows up with a washboard, set of spoons, or washtub bass. In a way, this "live in the moment" sort of music exemplifies the entire Gremlin outlook on life.

Human Virtuosos tend to favor more organized performances, involving songs that have been around for many years and have become popular favorites. Some of these performers do write their own songs, but even then, they are unlikely to change very much from performance to performance, ensuring that the Virtuoso's fans always know just what sort of performance they're going to get at each show.

While dangerous, Malifaux has a way of luring skilled musicians from Earth, and it's easy to see why: while a Virtuoso might achieve some small measure of fame in her home country back on Earth, all of the world's eyes are upon Malifaux, and one amazing performance can turn a struggling musician into a world-wide superstar practically overnight.

REQUIREMENTS

Becoming a Virtuoso primarily involves the character showing the world - and herself - that she's one of the best music-makers out there. Usually this involves a series of concerts or some sort of concert tour, but Gremlins can usually get by with just putting on a few amazing performances at Bayou Bashes or other gatherings of Gremlinkind.

Whatever the character chooses as her means of making the world aware of her talent, it should be a large performance that draws in listeners from miles in every direction. Performances at the Star Theater in Malifaux are a favorite of prospective human Virtuosos, but attending one of the festivals in the Northern Hills is also a good way to get her name out into the world.

Once the character finishes her performance and everyone leaps to their feet and showers her with applause and calls for an encore, she can finally begin calling herself a true Virtuoso.

ADVANCEMENT

At each step, the Virtuoso gains the Talent listed below:

STEP	TALENT
1	Distracting Music
2	Accompaniment
3	Rude Song
4	Inspirational Music
5	Foggy Bayou Hoedown

**"JUST 'CAUSE YOU STOP PLAYIN'
DOESN'T MEAN THE MUSIC AIN'T
STILL IN YER HEART N' SOUL."**

- JOEL CLAMPETT, VIRTUOSO

DISTRACTING MUSIC

This character gains the following Tactical Action:

(1) Distracting Music: This character makes a single Music Challenge, which is compared against the Willpower of all characters within (X)8. Friendly Fated characters gain a + to their Willpower to resist this Action. Every character with a final duel total that is equal or less than this character's final duel total becomes tired and gains the **Dazed** Condition until the start of this character's next turn.

ACCOMPANIMENT

Whenever this character is involved in an Ongoing Challenge, before any other characters have made their Challenges during a Duration, she may discard a card to make a Challenge Flip using her Music Skill instead of the appropriate Skill (she still uses the appropriate Aspect, however). If the character chooses to do this, all other characters participating in this Ongoing Challenge suffer a - to any Stealth Challenges they make during that Duration but gain + to any non-Stealth Challenges.

RUDE SONG

Sometimes, all it takes to anger a group of people is a fast-paced song with some insulting lyrics and a good beat. When this character takes the Impose Action, she may choose to make a Music Challenge in place of the typical Intimidate Challenge to have the Impose Action affect every enemy character without (X)8.

INSPIRATIONAL MUSIC

With just a few short verses of song, this character is capable of inspiring her allies to deeds far greater than they would otherwise be capable of achieving.

This character gains the following Tactical Action:

(1) Inspirational Music: All friendly characters within (X)8 may add this character's ranks in Music to their final duel totals until the start of this character's next turn.

FOGGY BAYOU HOEDOWN

When this character uses her Rude Song Talent, she may take the Impose Action as if it were a (0) Action, and she may always take the Distracting Music and Inspirational Music Tactical Actions as if they were (0) Actions.

Furthermore, whenever this character is singing or playing a musical instrument during Narrative Time, she gains an automatic Margin of Success on her successful Social Skill Rolls.



BIG HAT

Gremlin culture, such as it is, has latched onto clothing as a symbol of status. The more clothing that someone has, and the better that clothing is, the more important that person must be, they assume. While this may be strange to humans, it's really not much different from how things work back on Earth; the poor are clothed in threadbare garments while the rich wear finely tailored suits and designer dresses. When someone wishes to appear more important than they are for a formal event, they don a tuxedo or a ball gown.

The primary point where these similar philosophies diverge is when it comes to hats. To humans, a hat is just something that one wears on their head, either as a fashion symbol or simply to keep warm. To Gremlins, however, a hat is a sign of leadership. In the days of the first Breach, all of the humans that bossed around their peers had big hats, and the Gremlins that watched them from the shadows took note of this and made a connection that wasn't entirely accurate.

Generations later, the reasons why hats are symbols of leadership aren't all that important to Gremlins: that's just the way that things have always been, and considering a world where the Gremlins with big hats weren't the ones in charge is a fantasy akin to a human imagining a world that was made out of marshmallows.

Big Hats are what the Gremlins call the bosses of their villages and the leaders of their people. It means something akin to "someone you should listen to because they might shoot you if they don't," and as such, Big Hats tend to get plenty of respect wherever they go... at least, until they run into another Big Hat. Competition between these leaders of the Gremlin race is fierce, especially when dealing with members of other families. Very few Gremlins become Big Hats without a considerably large ego, and that ego is often threatened by running into someone who has happened to find a larger hat than their own.

Most Big Hats are Gremlins, but it's not unfeasible that a human might come to lead a group of Gremlins... but why would she want to?

REQUIREMENTS

As might be expected, the most important requirement to becoming a Big Hat is to find an eponymous big hat. Contrary to what some might believe, it's not just the size of the hat that matters, as things such as style and panache are also involved in the evaluation process.

Once a proper hat has been located, it's not quite as simple as the character just putting it on her head and waiting for all the Gremlins to bow down in front of her. In order to prove that she's in charge, the character has to either challenge the leader of a Gremlin village for its control (a challenge that is only ever taken seriously if the character's hat is more impressive than that of the current leader) or lead a group of Gremlins to accomplish some important task, such as building a needed dam or raiding a particularly well-armed Guild caravan.

If the challenge or task ends in this character's favor, then she can truly call herself a Big Hat.

ADVANCEMENT

At each step, the Big Hat gains the Talent listed below:


STEP	TALENT
1	Encouragement
2	Family Tree
3	Survival of the Fittest
4	"Helping" Hands
5	The Biggest Hat

"Y'ALL GIT UP THAR N' JUST... TURN THE NOB THINGY 'TIL IT... Y'KNOW, STARTS WORKIN' AGAIN. NOW GIT GOIN' FORE I GIT REAL ANGRY-LIKE!"

**- CHESTER "SOMBRERO" LACROIX,
GREMLIN BOSS**

ENCOURAGEMENT

A supportive environment and a few inspiring words can have a significant effect upon getting one's allies to give it their best... but it's usually better to just throw rocks at them until they stop slacking off and do what you tell them to do.

Friendly characters within a number of yards of this character equal to three times her rank in the Thrown Weapons Skill (minimum 1 yard) may suffer 1 damage when performing an Action to gain  to that flip.

FAMILY TREE

A lifetime spent bossing around other Gremlins has taught this character just the right thing to say to get her lazy relatives to quit screwing around and come help her out. Even those few Big Hats who are human eventually master this talent, as most Gremlins care more about the threats and the yelling than the exact details of who is actually making those threats.

This character gains the following Tactical Action:

(1) **Git Over Here!:** This character makes a Leadership Challenge against a TN equal to 10 + twice the number of friendly Bayou Gremlins accompanying the character and her allies. On a success, a subordinate Bayou Gremlin arrives on the scene to assist the character in whatever way she deems appropriate. If it acts on the round it is summoned, it gains **Slow**. The Bayou Gremlin remains for 10 minutes, plus 5 minutes per Margin of Success, before drinking itself into a coma, accidentally blowing its own head off with its firearm, or just getting distracted and wandering off for an unspecified reason. This character may command all the Bayou Gremlins summoned by this Action with a single (1) Order Action.

SURVIVAL OF THE FITTEST

When a subordinate character under the control of this character or one of her allies is killed or knocked unconscious within this character's line of sight, this character may draw a card. If the subordinate character was a Gremlin, this character heals 1 damage.

"HELPING" HANDS

Whenever this character is involved in an Ongoing Challenge while one or more of her subordinate Bayou Gremlins are present, she may choose to use her Leadership Skill instead of the appropriate Skill (though the relevant Aspect remains unchanged). If she fails this Skill Challenge, however, she generates one additional Margin of Failure unless she chooses to allow one of her assisting Bayou Gremlins to suffer a gruesome death related to the task at hand.

It falls to the Fatemaster and player to explain how this functions from a story perspective, but generally speaking, this sort of thing usually involves yelling and throwing things at the confused Bayou Gremlins while they do all the work (and, more often than not, suffer horribly for it).

THE BIGGEST HAT

Once per session, this character may declare that she is drawing attention to just how big her hat is. If the character is not wearing a hat - or if there is another character present with a larger hat - then she is set upon by a sudden feeling of inadequacy and this Talent fails to activate. If the character does have the biggest hat, however, then she may discard any number of cards in her Control Hand and then draw cards until she has reached her maximum hand size. Until the end of her next turn, the character may add the suits of any cards discarded in this way to the final duel total of every duel she makes.



LIGHTNING BUG

All throughout Malifaux, there are people - human, Gremlin, and Neverborn alike - capable of channeling magic in countless unique ways. While this power is often uncontrolled and surprising at first, most spellcasters find some means of controlling the magic at their fingertips.

Then there are the Lightning Bugs. Standing as prime examples of the self-destructive nature of the Gremlin race, these erratic spellcasters violate nearly every rule of self-preservation in their pursuit of arcane power. Very few end up surviving long enough to fully grasp the magical secrets they seek, but then again, it's not like most Gremlins were going to see their twilight years anyways.

Every Lightning Bug owes the secrets of her magic to her mentor, the elusive and mysterious Gremlin known as Wong. Once known as Obdiah Bernard, he abandoned that name once he looted the legendary Three Demon Bag from a fallen Three Kingdoms sorcerer. The Bag called him Wong, and Obdiah - never one to argue much with shouting incorporeal voices - just kind of rolled with it, becoming the student of the sinister voices inside the Three Demon Bag.

Once he had mastered the lessons of the Bag (or at least, the lessons he bothered to pay attention to), Wong started gathering up other Gremlins with magical skills and teaching them what he had learned... more or less. In truth, Wong wasn't much of a teacher, but he still had a knack for showing others how to unlock their magical powers in particularly spectacular ways.

With students scattered all across the Bayou - including one or two humans who sought him out for reasons far beyond his own comprehension - Wong now stands posed to enact the sinister wishes of the spirits trapped inside Three Demon Bag and usher in a new age of darkness for all of Malifaux.

You know, when he gets around to it.

Maybe tomorrow?

In the meantime, he's content to send his students off on silly quests and laugh at the explosive results.

REQUIREMENTS

In order to become a Lightning Bug, a character must seek out the great and mysterious Wong, one of the first Gremlins to unlock the explosive power of the Lightning Bug. Once located, the character must then convince Wong to accept her as an acolyte, an endeavor that can range from quite easy to extremely difficult, depending upon the character's magical prowess, reputation, and how much moonshine she forks over to her would-be mentor.

Once the character has become an acolyte, Wong typically sends her on an assignment that ranges from dangerous (such as gathering up toads from around Zoraida's shack to make a thick stew he can use to see the future) to downright suicidal (such as flying a kite while standing in a large pool of water that is surrounded by makeshift lightning rods).

Regardless of the assignment, by the time the character returns to Wong (if she returns...), her magic has grown more powerful and less controlled, making her just the sort of student Wong is interested in training.

ADVANCEMENT

At each step, the Lightning Bug gains the Talent listed below:

STEP	TALENT
1	Unstable Magic
2	Learn by Exploding
3	Fzzzzap!
4	Randomly on Fire
5	Tinkerin' with the Unknown

**"HMMM... I WONDER WHAT THE BOSS
KEEPS IN THIS BLACK BAG..."**

**- BAILEY SUTTON, LAST WORDS
(OTHER THAN ALL THE SCREAMING)**

UNSTABLE MAGIC

This character has access to the Elemental Projectile Magia and an Elemental Immuto of her choice, regardless of her current Grimoire. If this character does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia and the chosen Immuto. If she does not possess a Magical Theory, she gains the Hedge Magic Magical Theory.

Whenever this character casts a Spell or Manifested Power that deals damage, she must flip a Fate card that cannot be cheated for every character within (X)3 of the target (even if that character was not a legal target for the initial spell). Every character that receives a suit matching the Magical Skill used to cast the Spell or Manifested Power (♣ for Enchanting, 📖 for Sorcery, ✂ for Necromancy, or ♠ for Prestidigitation) suffers 2 damage.

LEARN BY EXPLODING

This character reduces the damage she suffers from (X) and 🐞 effects by +1, to a minimum of 1. When she suffers damage from a (X) or 🐞 effect, she may immediately take a (1) AP Action after the current Action is resolved.

FZZZZAP!

Characters that suffer damage from this character's Unstable Magic Talent also suffer the effects of any Elemental Magia that the character applied to her original Spell or Manifested Power.

RANDOMLY ON FIRE

Such is the Lightning Bug's proficiency with magic that she is often able to conjure magical effects without being entirely aware of doing so. Unfortunately for her, this usually results in her randomly bursting into flame with a loud "WHOOSH!" sound. As one might expect, being on fire can be quite motivating, especially with regards to finding a way to no longer be on fire.

At any point after her turn during Dramatic Time, this character may discard a card to gain the **Burning +3** and **Reactivate** Conditions. If the character does not gain the **Burning** Condition for some reason (perhaps she is underwater), she also does not gain the **Reactivate** Condition, as the lack of flames fails to properly motivate her.

TINKERIN' WITH THE UNKNOWN

When this character makes a flip to determine if a character will be damaged by her Unstable Magic Talent, that flip receives a 🎲+. In addition, damage caused by this character's Spells, Manifested Powers, and Unstable Magic Talent ignores Armor.



ROCKETEER

Some people dream about soaring through the sky like a bird, trailing their arms through thick clouds as they spin and twirl over the world far below them. Other people just strap a Jetpack onto their backs and make that dream a reality. These thrill-seeking explorers of the aerial world are known as Rocketeers.

The first Rocketeers were humans back on Earth. When Jetpack technology was in its infancy, these proto-Rocketeers risked life and limb to test out each new rocket thruster or propulsion system, often in the employ of an inventor unwilling to risk her own life during the testing process. A few Rocketeers created their own Jetpacks, but these trusting souls were few and far between... primarily because all it took was a single mistake to permanently end their lives (and with it, their research).

When the first Rocketeers arrived in Malifaux, it was inevitable that the Gremlins would eventually catch sight of a Jetpack and attempt to create their own version. Despite numerous failures, they eventually cobbled together a few working Jetpacks and experienced the thrill of flight for themselves. Merris LaCroix was the first of her kind, and prospective Gremlin Rocketeers are often advised to seek out her advice on Jetpack construction and control.

Humans, of course, can become Rocketeers as well, and there are a number of inventors and engineers who have crossed through the Breach to advance the field of aerial technology. Professor Hackeem Tewolde, in particular, is a well-known prodigy in his field, having constructed a number of different flying devices, both in the traditional "harness" format common to most Jetpacks as well as a more innovative "flying saddle" design that allows for a more stable aerial platform... at the risk of the pilot accidentally falling off the machine mid-flight.

FLIGHT

A character with the Flight Talent is immune to falling damage and may ignore any terrain or characters while moving.

REQUIREMENTS

In order to become a Rocketeer, the character must find a Jetpack (pg. 135). While a rather simple requirement, the scarcity of Jetpacks makes this more difficult than a prospective Rocketeer might imagine. Generally speaking, most Rocketeers either find a working Jetpack, build one of their own, or hire someone else to build one for them.

The latter options are the most reliable method of obtaining a Jetpack, but also the most difficult. A character can create a Jetpack with one week of work and roughly twenty scrip in raw materials. Once the Jetpack is constructed, a character (who need not be the creator) must don and activate it, at which point the Jetpack's creator makes a TN 17 Artefacting Challenge.

On a success, the Jetpack is functional and can be used to allow a character to join this Advanced Pursuit. On a failure, the Jetpack just sputters out and doesn't work. If the character achieves a Margin of Failure on this Challenge, however, the Jetpack explodes in a massive fireball, dealing 4/6♣/8♣♣ damage to the character wearing it.

ADVANCEMENT

At each step, the Rocketeer gains the Talent listed below:

STEP	TALENT
1	The Need for Rocket Speed
2	Afterburner
3	Blasting Off Again
4	Hover
5	Dive Bomb

"TO THE BAYOU... AND BEYOND!"

**- TIM "BUZZ-BRAIN" HIGGINS,
ROCKETEER**

THE NEED FOR ROCKET SPEED

This character has a jetpack that she may activate as a (0) Action, which requires her to flip over the top card of the Fate Deck. If she flips the Black Joker, her jetpack explodes, dealing 4 damage to the character and every character within (X)3 of her. The jetpack cannot be used again until it is repaired, requiring 4 hours of work from someone with 4 or more ranks in Artefacting.

If she flips a non-☉ card, she gains the Flight Ability and increases her Walk and Charge Aspects by +4. If she flips a ☉, she still gains the Flight Ability, but her Walk and Charge Aspects also increase by +6, and the character suffers 1 damage at the end of each turn the jetpack is operational.

An activated jetpack counts as an Unstable Platform (which imposes a ☐ penalty on ☐ Actions), but this penalty is often canceled out by the character attacking from a higher elevation than her target (which grants a +, due to her Superior Position).

At the end of the character's turn, if she did not move at least three yards during her turn, her jetpack stalls out and automatically shuts down, which ends all bonuses she receives from the jetpack and causes her to fall to the ground, possibly causing falling damage if she is high above the ground. This character may also deactivate the jetpack as a (0) Action.

AFTERBURNER

When this character activates her jetpack or declares her Blasting Off Again Trigger, she may discard a card to give every character within (X)3 the **Burning +3** Condition before any movement occurs.

BLASTING OFF AGAIN

This character gains the following Defensive Trigger:

Df (☉) Blasting Off Again: After resolving against an enemy character, if this character has an activated jetpack, she may move up to her Walk Aspect in any direction.

HOVER

The character no longer considers an activated jetpack to be an Unstable Platform, and her jetpack no longer shuts down if she does not move on her turn. In addition, the character gains the following Tactical Action:

(1) **Hover:** This character gains the following Condition until the start of her next turn: "**Hovering:** This character is hovering above the ground and may not be targeted by ☐ attacks unless the attacker has the Flight Talent. If this character becomes **Paralyzed** or takes the Drop Prone Action, she suffers 2/3/4 damage, and every character within (X)3 of her gains **Burning +1** as she spirals out of control and falls to the ground, deactivating her jetpack and ending this Condition."

DIVE BOMB

If this character declares a Charge Action while she has an activated jetpack and moves at least 7 yards, her melee attacks resulting from the Charge Action gain + to their attack flips and inflict +2 damage on a successful hit. If both her attacks miss, the character moves an additional 3 yards past the character she Charged and suffers 2/3/4 damage, which immediately deactivates her jetpack.



TAXIDERMIST

The practice of taxidermy is an ancient and respected tradition that allows a skilled artist to capture the majesty of a wild beast in a single, timeless pose. Museums all across Earth are filled with stuffed animals that almost seem to be alive, allowing those who might not have the opportunity to see a lion or elephant in the wild to gaze at one in a display mimicking its natural environment.

Unfortunately, when the Gremlins picked up taxidermy in the days of the first Breach, something got lost in translation, and the century that passed without human contact didn't do them many favors when it came to figuring out why the humans were so interested in capturing animals and stuffing them.

When the Breach reopened and humanity returned to Malifaux, the excited Gremlin Taxidermists hurried to Malifaux City to eagerly show their human counterparts some of their best creations. When they arrived, humanity realized with horror that Gremlins had taken the practice of taxidermy down a somewhat dark path... namely, the path that involved shoving explosives into a dead animal and then animating it into a bloated, unpleasant zombie.

As one might imagine, the Gremlin Taxidermists were upset at the horrified reactions of their peers. Returning the Bayou with the small handful of their zombified pigs that hadn't exploded during their demonstrations, the Taxidermists realized that their human counterparts had lost sight of the true purpose of their art, which was, of course, finding the best way to shove a stick of dynamite up the back end of a struggling pig.

In the years since the schism between Earthside and Breachside Taxidermists, the Gremlins have taken to experimenting with all sorts of new taxidermy techniques in an attempt to show up their alleged rivals in the art. Whenever a human comes to them wanting to learn the "right" way to stuff an animal, a Taxidermist always gets excited and does her best to pass on the gist of her teachings... hopefully without getting all the dynamite-stuffed pig-zombies that follow her around too riled up.

You just never know when one might go 'pop.'

REQUIREMENTS

In order to become a Taxidermist (at least, of the sort that matters to Gremlins), the character must find the corpse of a really impressive creature (often by killing said really impressive creature) and then stuff and pose it in a suitably realistic or humorous manner. Generally speaking, unless the creature was of Enforcer rank or higher, most Gremlins don't really consider the prospective Taxidermist to have given her project quite enough effort, no matter how impressive it might otherwise be.

Once the creature has been stuffed and posed, the character just has to display it in some suitably noticeable manner. Most of the time, this involves positioning the stuffed creature right in front of some unlucky Gremlin's shack and then quietly waiting with the rest of the village for her to walk outside and see the horror waiting for her. More refined characters often just work to get their creation displayed in a museum, often with a little plaque that immortalizes their contribution to the ever-progressing field of taxidermy.

ADVANCEMENT

At each step, the Taxidermist gains the Talent listed below:

STEP	TALENT
1	Taxidermin'
2	Shove Some Powder in Thar
3	Remote Trigger
4	Quick 'n Dirty
5	Rogue Taxidermy

"COURSE IT HAD TWO HEADS IN THE WILD! THAT STITCHIN' IS JUST, UH... JUST A NATURAL FUR PATTERN!"

- SALLY JO TUCKET, TAXIDERMIST, DISCUSSING HER 'DIRE PIG' EXHIBIT

TAXIDERMIN'

This character can prepare and stuff the corpses of dead Beasts... and then transform them into loyal undead servants. Doing so requires one hour per Height of the dead Beast and requires a Stitching Challenge at a TN equal to 10 + half the Beast's Wounds Aspect (rounded up).

On a success, the Beast is animated as a subordinate zombie under this character's control, but on a failure, the corpse is ruined and cannot be animated. The undead Beast's Tenacity is increased to 3, its other Mental Aspects are lowered to -5, and it loses any Mental Skills it had in life. It loses the Living Characteristic and gains the Undead Characteristic. The undead Beast is raised with half of its Wounds remaining (rounded up).

SHOVE SOME POWDER IN THAR

When this character creates an undead Beast with the Taxidermin' Talent it gains the following Ability:

Bacon Bomb: When this character is reduced to 0 or fewer Wounds, it is killed and its corpse is destroyed. When this character is killed, flip a card from the Fate Deck that cannot be cheated and apply the following effect:

⌘: All characters in (X)1 suffer 4 damage.

☞: All characters in (X)2 suffer 3 damage.

📖: All characters in (X)3 suffer 2 damage.

♣: All characters in (X)4 suffer 1 damage.

Joker: All characters in (X)3 suffer 3 damage and are pushed 3 yards away from this character.

REMOTE TRIGGER

This character gains the following Tactical Action:

- (1) Remote Trigger: Target an undead subordinate within 8 yards. If the target has the Bacon Bomb Ability, it is killed and gains a ♣ to its Bacon Bomb flip.

QUICK 'N DIRTY

This character gains the following Trigger on all Melee Attacks:

- ⌘ *"Hurry, Before It Stops Movin'!":* After killing a Living Beast, this character may discard a card to immediately animate the corpse as if she had used the Taxidermin' Talent. The undead creature remains active for 10 minutes, at which point it grunts and then explodes in a huge fireball, per its Bacon Bomb Ability. Undead animated in this manner may not benefit from the Rogue Taxidermy Talent.

ROGUE TAXIDERMISTRY

When this character creates an undead Beast with the Taxidermin' Talent, she may nominate any other Beast corpses near her as "donor corpses," up to a number of donor corpses equal to her Cunning Aspect (minimum one). For each nominated donor corpse, this character may choose to either give one of the donor corpse's Talents to the created undead Beast or to replace one of the undead Beast's Physical Aspects with one of the Physical Aspects of the donor corpse. Each donor corpse used in the process of creating an undead Beast increases the TN of the Stitching Challenge by +2.





DOODADS

Gremlins aren't particularly well known for their crafting skills. Sure, they can figure out a way to turn a rusty tin can and a bit of string into a dangerous weapon, and half the time, they will even do it without any unexpected casualties. Very little actually gets produced in the Bayou, however, and most of the weapons that the Gremlins have access to are either cheaply made (such as staves or lassos) or have been traded for or stolen from humans.

Firearms are regarded as particular prizes, especially shotguns, which Gremlins consider to be the very pinnacle of firearm technology. The bigger and louder a gun is, the more it's coveted by the wiry little creatures. Gremlins often go to great lengths to "modify" their weapons, pulling the components and pieces from one firearm to add to another in a manner that frequently results in a weapon that is nearly as dangerous to its wielder as to her target.

All of the special rules used by these new weapons are included in this chapter, as are a few new types of armor that are particularly prevalent in the depths of the swamp. While most often used by Gremlins, all of the equipment in this chapter is still usable by humans... provided that they're desperate enough.

The second section of this chapter deals with a number of new items that the Fated might find or create over the course of their adventures. These items are rare objects that entire adventure sessions - or even entire campaigns - can revolve around, and the Fatemaster should make certain that these items are never relegated to ambivalence or boredom.

We've also included some rules for a few of the different kinds of mushrooms that can be found in the Bayou. From the deadly Lilith's Mane to the helpful Lingzhi Mushrooms, these fungal growths should provide plenty of interesting options for characters willing to dig around in the fertile dirt of the Bayou.

WEAPON SPECIAL RULES

- *Arrow*: This weapon may use specialty arrows (such as Barbed or Piped).
- *Blunderbuss*: This weapon gains \oplus to damage flips against targets within the first third of its range, relative to the wielder, and \ominus to damage flips against targets within the last third of its range.
- *Bow*: This weapon must be used two-handed. It does not need to be loaded as that is part of the firing process.
- *Concealable*: This weapon grants \oplus to any attempt to hide it.
- *Finely Tuned*: This weapon cannot be modified.
- *Fistload*: Pugilism and Martial Arts attacks made with this weapon in hand gain \oplus to the Damage Flip.
- *Flaming*: Anyone damaged by this weapon also gains **Burning +1**.
- *Grapeshot*: This weapon includes an additional barrel that contains a single grapeshot round, which may be fired as a Range 5 weapon that deals $1/2\bullet/4\bullet$ damage.
- *Gremlinized*: Gremlin weapons tend to sport a number of dubious “improvements.” When this weapon is first acquired, the character flips the top card of the Fate Deck and consults the following chart:
 - \spadesuit *Bent Gun Barrel*: The weapon’s Range is reduced by -3 yards.
 - \times *Loose Trigger*: When the Ready Weapon Action is used to draw this weapon, flip a card. On a \times , if this weapon is loaded, it fires off a round and deals its damage to its wielder.
 - \heartsuit *Kicks Like A Pig*: After firing, the wielder is pushed 3 yards directly away from her target.
 - \clubsuit *Jury-Rigged*: This weapon’s Capacity is reduced by 3 (to a minimum of 1).
- *Heavy*: Attacking with this weapon is a 2 AP Action. If this weapon is a gun, it must be braced to a weapon mount in order to fire.
- *Indirect*: This weapon can be fired without line of sight, but when doing so, it receives a \ominus on the attack flip and neither attack nor damage can be cheated.
- *Intimidating*: This weapon’s reputation may be used to add \oplus to Intimidate Challenges involving it.
- *Loader*: Up to 3 characters can work together to reload this weapon, each contributing AP to the reload.
- *Multi-Barrel*: This weapon may fire its entire Capacity as one action to gain \oplus to its Damage Flip and deal +1 damage for every 2 bullets fired (rounded down).
- *Pig Sticker*: This weapon deals +1 damage to Pigs.
- *Rifle*: The range of this weapon is multiplied by 10 for each \oplus it gains from the **Focused** Condition.
- *Saddlegun*: This weapon may be fired with one hand at no penalty. If it is fired using both hands, the character gains \oplus to her attack flip. In addition, Saddleguns may use Grace instead of Intellect when determining the Acting Value of the user.
- *Shoddy*: This weapon cannot declare Triggers.
- *Snaring*: The target gains the **Slow** Condition in addition to any normal damage.
- *Special Ammo*: This weapon requires a specific type of ammo in order to function.
- *Steam-Powered*: This weapon also uses the Pneumatic Skill (see Multiple Combat Skills, *Fated Almanac*, pg. 119).
- *Tether*: When using this weapon, this character is treated as having the Pull and Drag Trigger, as below.
 - \heartsuit *Pull and Drag*: After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).
- *Thrown*: If thrown, this weapon has a range of 3 yards multiplied by the Attacker’s Thrown Weapons Skill.
- *Vented*: This weapon inflicts +1 damage when its wielder has the **Focused** Condition.

CLOSE COMBAT WEAPONS

WEAPON	RANGE	DAMAGE	SPECIAL	COST	SKILL
Bowie Knife (Melee)	/// 1	1/3/4	-	2\$	3
Clubbin' Stick (Melee)	/// 1	2/2/4	Pig Sticker	3\$	1
Frying Pan (Melee)	/// 1	2/3/4	Finely Tuned	1\$	2
Gunnin' Blade (Melee)	/// 2	2/3/4	Grapeshot (2 AP Reload)	10\$	3
Sharp Rock (Melee)	/// 1	0/1/2	Finely Tuned, Thrown	0\$	n/a
Pig Prodder (Heavy Melee)	/// 2	1/3/4	Pig Sticker	3\$	2
Rifle Butt (Heavy Melee)	/// 1	1/1/2	Must be wielding a Rifle or Carbine. Finely Tuned, Shoddy	n/a	n/a
Staff (Heavy Melee)	/// 2	1/2/4	-	2\$	1
Whack'n Stick (Heavy Melee)	/// 2	3/4/5	Finely Tuned, Heavy	6\$	1
Fishing Pole (Flexible)	/// 3	1/2/3	Tether (Ht 1 targets only)	3\$	2
Lasso (Flexible)	┌ 6	1/1/2	Finely Tuned, Snaring	2\$	1
Knuckleduster (Pugilism / Martial Arts)	/// 1	Special	Concealable, Fistload	1\$	1

BOWIE KNIFE

These knives are long, imposing blades that can be used as effective weapons as easily as camp or hunting tools. When sold brand new from a general store, Bowie Knives usually come with a fitted leather scabbard for storage and transportation, but in the Bayou, such scabbards are somewhat uncommon.

CLUBBIN' STICK

Not just any stick makes for a good Clubbin' Stick. The stick has to be solid and sturdy, thick enough that it won't break after cracking someone upside the head but still thin enough that its wielder can get a good grip on it. It's also preferable that the stick have a rounded end, a bit like a mace, as it lends a certain "oomph" to the clubbing that just isn't there with a flatter stick. Finally, a Clubbin' Stick has to be free of the rot and mold that infests so much of the Bayou. More than one Gremlin has brought a rotten Clubbin' Stick down on the head of a Bayou Gator, only to have it snap in half as the weakened wood gives way beneath the force of the blow.

FRYIN' PAN

Despite how silly they may look to humans, Gremlins consider Fryin' Pans to be versatile weapons. They're simple to use, are made of treated cast iron to protect them from rust, and are durable enough that they don't dent after beating someone senseless. On top of all that, they double as an easy way to cook food over a campfire without need for a spit; the Fryin' Pan can just be set right on the fire or coals without much hassle. As far as the Gremlins are concerned, humans are stupid for trading them off as easily as they do.

GUNNIN' BLADE

The "Gunnin' Blade" is a general term to encompass a large sword, axe, or other bladed weapon that has been fitted with a crude firearm containing a single grapeshot round. While not precisely practical, these weapons do give their wielders some interesting tactical options in combat. Gunnin' Blades are popular among the LaCroix family in particular, if only because they let their wielders effectively carry two weapons at once.

SHARP ROCK

Rocks aren't anyone's first, second, or even third weapon of choice, but sometimes, they're all that a person has to defend themselves.

PIG PRODDER

A "Pig Prodder" is a tool with a long handle that ends in multiple tines of metal or sharpened wood, much like a pitchfork. Most of the time, Pig Prodders are used to safely pitch heaps of food into a pig pen, but as their name would suggest, they also see frequent use as porcine motivation tools. Pigs tend to have tough flesh, and some of the larger ones have layers of blubber that inure them to harm, but a good jab with a Pig Prodder can let even the largest pig know that its minders are displeased with its behavior.

RIFLE BUTT

Rifle Butts aren't weapons per se, but that doesn't stop them from being used in combat. It is most often a weapon of desperation, the last resort of a rifleman caught at close range without enough time to switch to a more effective melee weapon. Rifle Butts aren't purchased or crafted, save as part of a rifle, and none are actually intended to be used as weapons. While a few Gremlins have gotten it into their heads to modify the butts of their rifles to be more effective weapons, all this does is make the rifle more difficult to effectively fire.

STAFF

Staves are relatively common weapons that encompass any sort of walking stick, whether fancy or not. While not especially effective as weapons, they're easy enough to make with a little bit of work, which makes them popular among Gremlins. As with a Clubbin' Stick, it's important to make sure that a staff is free of any sort of rot or mold, lest it snap in half at the wrong moment.

WHACK'N STICK

A Whack'n Stick is essentially just a Clubbin' Stick on a larger scale. These weapons are often just the trunks of small trees that have had their branches stripped off and ends cut, giving the wielder a solid three feet of hard, blunt force. Whack'n Sticks are popular among the larger Gremlins of the Bayou, but they still see some use among their smaller kin, who just sort of close their eyes and put everything they have into one swing, hoping that they deal enough damage to their target to knock it unconscious in one strong blow.

FISHING POLE

While not the sort of weapon that most people would willingly carry into combat, Fishing Poles can still be somewhat effective weapons in the right hands. In general, the fish in Malifaux are larger than those back on earth, and those in the Bayou tend to be larger still. Gremlins use large hooks and actual rope to catch these fish, which means that their Fishing Poles can be used as lashes or flails in a pinch.

LASSO

The Lasso is rather popular among pig herders, though a few Gremlins have found uses in employing it to round up hyperactive youngsters. Since it's basically just a length of rope with a loop at one end, a Lasso is relatively easy to come by.

KNUCKLEDUSTER

A "Knuckleduster" is a general term for any sort of item held or worn on the hands to make punching more effective. Whether brass knuckles or just a roll of coins, knuckledusters are designed to preserve and concentrate the force of a punch, allowing a pugilist to deal more damage with each of her unarmed attacks.

RANGED COMBAT WEAPONS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL	COST	SKILL
Flyapart Pistol (Pistols)	☞ 8	2/3/4	5	3	Gremlinized	6\$	3
Much-Abused Pistol (Pistols)	☞ 10	1/3/4	5	2	Gremlinized	4\$	2
Threatenin' Gun (Pistols)	☞ 10	3/5/6	4	3	Gremlinized, Intimidating	14\$	3
Big Honkin' Gun (Long Arms)	☞ 10	2/3/5	2	2	Gremlinized, Saddlegun	5\$	2
Boomstick (Long Arms)	☞ 12	1/2/3☠	1	1	Gremlinized, Rifle	1\$	1
Varmint Rifle (Long Arms)	☞ 14	1/3/4	2	2	Gremlinized, Rifle, Vented	6\$	3
Backwater Pepperbox (Shotgun)	☞ 8	2/3☠/5☠	6	4	Gremlinized, Multi-Barrel	13\$	4
Flintlock Boomer 1894 (Shotgun)	☞ 9	2/4☠/5☠	1	3	Blunderbuss, Intimidating	9\$	2
Hooch Igniter (Heavy Guns)	☞ 10	1/1☠☠/1☠☠☠	8	3	Flaming, Special Ammo, Steam-Powered	20\$	4
Jug Rocket (Heavy Guns)	☞ 12	3/4/5	1	2	Indirect, Special Ammo	30\$	4
Pigapult (Heavy Guns)	☞ 24	2/3/5	1	6	Indirect, Heavy, Loader, Special Ammo	25\$	3
Blowgun (Archery)	☞ 6	1/1/2	1	1	Concealable, Snaring, Special Ammo	4\$	1
Shortbow (Archery)	☞ 8	2/2/3	n/a	n/a	Arrow, Bow, Indirect	4\$	1
Slingshot (Archery)	☞ 9	1/2/3	n/a	n/a	Bow, Special Ammo	1\$	1

FLYAPART PISTOL

So named due to their tendency to fall apart (or explode) as they're being fired, these pistols have been modified to the point of instability. They're roughly as dangerous to their wielder as their target.

MUCH-ABUSED PISTOL

These pistols were among the first that the Gremlins stole from the humans attempting to settle Malifaux City. In the hundred years since then, these weapons have been modified, taken apart, reassembled, and tweaked so many times that it's impossible to tell what sort of pistols they might have originally been.

THREATENIN' GUN

These heavy pistols pack enough of a punch to blow a hole in a thick tree, which is a quality that most Gremlins are quite happy to demonstrate to their friends. Unfortunately, the modifications that enable this sort of destructive power also make these guns unreliable, and it's not uncommon for them to either knock their wielder off her feet when fired or to have roughly the same range as if she just threw the gun at her enemies. Despite this, Threatenin' Guns are favored by those who are fortunate enough to own one, if only because their large, bulky frames tend to be quite imposing when they're shoved into someone's face; hence the name.

BIG HONKIN' GUN

These rifles have been given larger stocks and barrels, often by simply replacing the barrel of a rifle with one that has been liberated from a shotgun. This results in a shorter barrel length, which makes a Big Honkin' Gun easier to wield in one hand while still allowing it to be used at range. Or at least, that's the theory; in practice, the multiple modifications these firearms undergo often end up functioning at cross purposes to each other. Most Gremlins are willing to forgive this, however, on account of Big Honkin' Guns being at least 20% cooler than any other rifle available in the Bayou.

BOOMSTICK

Boomsticks are a plentiful and much-abused staple of Gremlin life. Many of these weapons date back to the days of the first Breach, having been passed down from father to son to thief more times than anyone can count. The years (not to mention Gremlin attempts at improvement) haven't been kind to them, and as a result, most Boomsticks tend to have the personality of a particularly mean pig.

VARMINT RIFLE

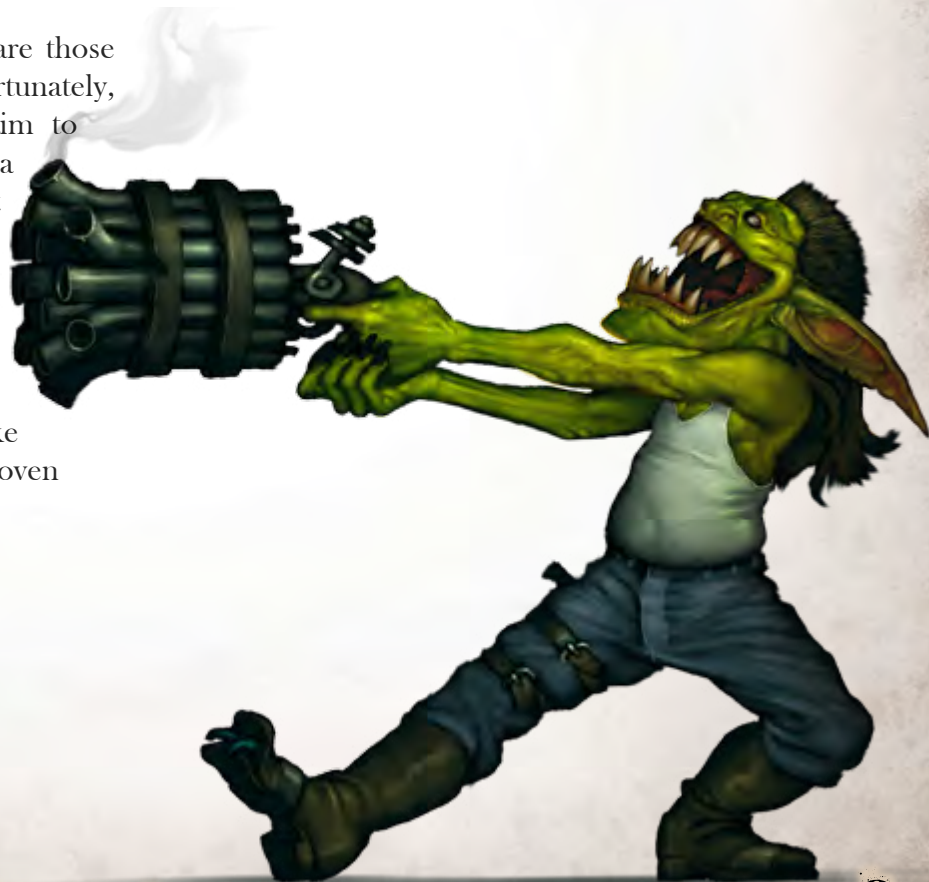
The firearms known as "Varmint Rifles" are those that are primarily used for hunting. Unfortunately, most of these weapons have fallen victim to Gremlin modifications, resulting in a number of dubious "benefits." The most common modifications are vents drilled into the barrel, allowing gasses to escape in a manner that reduces recoil and ensures a steadier aim at the cost of a reduction in range. Other adjustments - such as shortening the stock so as not to take up as much room in a backpack - have proven less effective than one might expect.

BACKWATER PEPPERBOX

The Backwater Pepperbox is a weapon that could only have been created by a Gremlin. Consisting of anywhere from fifteen to twenty-five pistols that have been tied together with belts or bands of iron and modified to fire from any number of the weapon's three to five triggers, this weapon is capable of putting out some serious firepower. The trick is in controlling where all that firepower goes, as aiming is just about impossible with that many gun barrels involved. Few Gremlins care very much about that particular detail.

FLINTLOCK BOOMER 1894

The Flintlock Boomer 1894 has become infamous since falling into the hands of Som'er "Teeth" Jones, one of the most prominent Gremlin bosses. The Flintlock company has tried hard to distance itself from the weapon, but there are still plenty of 1894s floating around Malifaux and the Bayou in particular. This has been a boon for the Gremlins, who covet every Boomer that falls into their hands.



HOOCH IGNITER

The Hooch Igniter is a relatively recent creation that came about after a member of the LaCroix family witnessed a member of the Freikorps attempting to clear a path through the Bayou by using a flamethrower to light the underbrush on fire. The Freikorpsmann failed to produce much more than smoke and flames, but it sparked an idea in the watching Gremlin's mind, and after three weeks of mostly failed attempts to replicate the device, the Hooch Igniter finally came into existence.

At its core, the Hooch Igniter is a simple steam engine hooked up to a pumping mechanism and a tank of high-proof moonshine that the wielder carries on her back. When activated, the pressurized moonshine is pumped through hoses and into the firing mechanism, ignited, and spewed forth in a concentrated stream of flaming alcohol.

JUG ROCKET

This weapon is rarely seen outside the lands of the LaCroix family, who guard knowledge of how it works quite carefully. The core principles of a Jug Rocket are relatively simple, requiring only a reliable method of generating sparks or flame and a number of empty moonshine jugs for ammunition. To load the bulky weapon, an empty moonshine jug is placed over the end of the rocket.

When the ignition trigger is pulled, the sparks or flame ignite the alcohol vapor inside the jug, propelling it forward at high speeds toward the target. Much to the satisfaction of their Gremlin wielders, Jug Rockets tend to produce a very loud and distinct "pop" sound when they're fired.

PIGAPULT

When the mercenaries and bounty hunters of Malifaux City tell stories of their battles against the Gremlins, the weapon that constantly gets mentioned is the Pigapult. As the name implies, Pigapults are little more than catapults designed to hurl pigs at a distant enemy. While not especially accurate, being hurled through the sky does little to improve a pig's mood; if it survives its rough landing, a fired pig often begins a stampeding as soon as it stands up.

BLOWGUN

Blowguns are simple weapons that haven't quite caught on in the Bayou. They can still be found among the less fortunate families who don't have access to firearms, but these hollow reeds are often discarded as soon as a better weapon comes along.

SHORTBOW

These small bows are the staple weapon of most of the poorer Gremlin families, such as the Tuckets and Brackenridges. They don't require much training or skill to use effectively, and for those who value stealth while hunting, they also make far less noise than just about any sort of ranged weapon.

SLINGSHOT

Though humans often see Slingshots as little more than a children's toy, they're regarded as serious weapons in the Bayou... up to a point. While nobody can fault the use of a Slingshot while hunting smaller game such as Gupps or Skeeters, their usefulness quickly falls off against larger predators such as Bayou Gators or Ahools. On the other hand, rocks are plentiful just about everywhere in Malifaux, so Slingshot enthusiasts never really have to worry about running out of ammunition.

AMMO

WEAPON	SPECIAL	COST	SKILL
20 Bullets	Bullet	3\$	1
20 Arrows	Bolt	1\$	1
20 Barbed Arrows	Barbed, Bolt	3\$	2
5 Darts	Special (Blowgun)	1\$	3
1 Pig	Special (Pigapult)	3\$	n/a
Small Rock	Special (Slingshot)	n/a	n/a
Empty 'Shine Jug	Special (Jug Rocket)	1\$	n/a
1 Hooch Tank (8 shots)	Special (Hooch Igniter)	4\$	3

BULLETS

This includes bullets, shells, and the necessary powder to fire any black powder weapons.

ARROWS

These are typical arrows for use with most bows.

BARBED ARROWS

These arrows are barbed, ensuring that as the victim moves around, the barbs will dig further into the wound and cause even greater damage.

DARTS

These small darts aren't very dangerous on their own, but they are often coated with poison (such as those found in *Under Quarantine*, pg. 141).

PIG

This pig is *not* happy about being ammunition.

SMALL ROCK

These simple rocks can be found just about anywhere.

EMPTY 'SHINE JUG

These empty jugs are sealed until use, ensuring that the small amount of moonshine within them transforms into alcohol vapor. If opened prematurely, the jugs are rendered ineffective.

HOOCH TANK

This is a large tank that is filled with moonshine. Each "shot" is equivalent to roughly twenty flasks (120 ounces, or about a gallon) of alcohol.

AMMO SPECIAL RULES

- *Barbed*: A character wounded by one or more barbed arrows suffers 1 damage at the end of any turn in which it spent 2 or more AP. The arrow can be removed with a TN 15 Doctor Challenge.
- *Bolt*: This ammo can only be used with a Bow.
- *Bullets*: This ammo cannot be used with a Bow.
- *Pig*: The size of the Pig being lobbed into the air impacts how much damage it deals when it strikes its target. Increase the damage of the firing weapon by +1 if the launched Pig is Height 2, or by +2 if it is Height 3. If the launched Pig has the Bacon Bomb Talent, add +🍖 to the Pigapult's Moderate and Severe damage.

ARMOR

ARMOR	EFFECT	COST	SKILL
Barrel Lid	Awkward, Shield	0.5\$	1
Bushwhackin' Hat	Counts as a Stealth Toolkit while in the Bayou	15\$	3
Doublet / Duster	Protected (☹)	5\$	1
Goggles	Wearer is immune to the Blind Condition	3\$	1
Metal Pot	Awkward, Protected (☹)	0.5\$	1
Scaled Armor	Light, Protected (Varies), Scaled	8\$	2
Trail Chaps	Protected (☹)	2\$	1
Trail Gloves	Protected (☹)	2\$	1
Whiskey Barrel	Awkward, Light, Protected (☹)	2\$	1

BARREL LID

The Gremlins will be the first to admit that humans have some pretty amazing ideas. The barrels and kegs that are used to store moonshine are just one example of those ideas, but like most things, the Gremlins have "improved" upon the original design in a way they consider clever. For instance, by nailing a few leather straps to the lid of a whiskey barrel, a clever Gremlin can create a crude shield that she can use to shield herself from the arrows and bullets of her enemies. The fact that this works at least some of the time is good enough for most Gremlins.

BUSHWHACKIN' HAT

These stylized hats are wide-brimmed and topped with stuffed animals, both in the "teddy bear" and "taxidermy" senses of the word. While this doesn't do much to protect the wearer from stray bullets or the teeth of a hungry gator, it does help her to blend into her surroundings to ensure that she goes unseen among the wilderness of the Bayou.

These hats are particularly popular among the Bayou Bushwhackers, a group of Tuckets who popularized their use in a number of daring raids against the nearby humans of the Northern Hills as well as their Gremlin neighbors. Wearers are advised against using living animals when making these hats; baby gators tend to be just as mean and bitey as their parents, and strapping one to your head is usually a bad idea.

DOUBLET OR DUSTER

These tight-fitting jackets and coats are often padded with linen, ensuring a minimal amount of protection without overly burdening their wearer. Most of the Doublets and Dusters found in the Bayou are tattered and cut down to fit a smaller Gremlin frame.

GOGGLES

In addition to promoting a certain type of fashion aesthetic, Goggles help to protect the eyes from caustic liquids and bright lights, ensuring that no matter what, the wearer will be able to see clearly.



METAL POT

In the tradition of repurposing human cooking equipment for combat, the Gremlins have transformed a number of small metal pots into helmets... which is a more favorable way of saying that they just put the pots on top of their head and hope that they don't fall down over their eyes while they're in the middle of shooting something.

SCALED ARMOR

Silurid scales aren't all that durable by themselves, when removed from the Silurid and reinforced with a bit of metal framework, they can make for surprisingly effective armor. As an added bonus, when clad from head to toe in Scaled Armor, a person can pass as a particularly ugly Silurid, which is usually enough to convince most Swampfiends to ignore the character and let her go about her business.

TRAIL CHAPS

Trail Chaps are leather leg and thigh protection that are typically used to make long rides more comfortable. They also provide a bit of protection against environmental hazards that crop up along the way.

TRAIL GLOVES

Given all of the dangerous things in the Bayou - many of them poisonous, slimy, or covered in slimy poison - it's understandable why Gremlins might see the value in a good pair of gloves. Made from sturdy leather, these gloves protect the wearer from minor scrapes and injuries without hindering her grip.

WHISKEY BARREL

There's usually not much of a call for armor in the Bayou - Gremlins tend to be a bit cavalier about their own safety at the best of times - but sometimes, a particularly forward-thinking Gremlin will realize that having some extra protection between herself and a bullet might not be a bad idea. Enter the humble Whiskey Barrel.

By adding a few leather straps that can serve as suspenders, a Whiskey Barrel can be transformed from a simple means of holding liquor into an awkward but sturdy suit of armor.

Because of the perceived poverty and backwater nature of the Gremlins, political cartoonists in Malifaux City and Ridley have taken to using a human wearing a barrel as a sign of poverty, particularly when discussing the Guild's oppressive tax rates.

ARMOR SPECIAL RULES

- *Awkward*: A character wearing armor with this modification suffers a \square to Acrobatics and Athletics duels for each such piece of worn armor (to a maximum of $\square\square\square$).
- *Light*: A character wearing this armor on at least one location is considered to be Lightly armored (Armor +1).
- *Protected (Suit)*: The character ignores the first Critical Effect (but not damage) generated with the noted Suit during each Dramatic Time.
- *Scaled*: If the armor on the character's head, chest, arms, and legs all has this modification, Swampfiend characters will not attack the character unless the character attacks them first.
- *Shield*: When this character takes a Defensive Stance Action, increase the value of the granted Defensive Condition by the character's Shield value.

TRINKETS

This section lists a number of rare and unique items that the Fated may come across in their travels. None of these items should be directly purchasable, but instead should be hidden away in ancient ruins, received as a gift after assisting an NPC with an important task, and so on. They are the sort of items that adventures should revolve around, and thus, obtaining one of these rare items should never feel like an everyday occurrence.

BOKOR BONES

These bleached bones were once nestled comfortably inside a bokor, but bad luck and an apprentice who dabbled in dark magic ended up with them in their current form. If a character asks a yes or no question while tossing the bones on the ground, the Fatemaster notes down a single suit of her choice, then the character flips over the top card of the Fate Deck. If the flipped card doesn't match the suit the Fatemaster noted down, then the character receives a truthful response to her question. If the flipped card matches the one noted by the Fatemaster, however, then the character receives a false answer.

As the Bokor Bones are used more and more, the spirit of the bokor begins interfering with the results to spite those who are fiddling around with her mortal remains. Every additional time the Bokor Bones are used within the same 24 hour period, the Fatemaster notes down an additional suit, to a maximum of three noted suits. Asking the same question of the Bokor Bones within the same 24 hour period produces the same answer, regardless of the flipped suit.

BOOGIE BANDANNA

This faded cloth bandanna is elaborately stitched with designs of dancing skeletons and musical notes. When tied to a corpse (usually around the neck or head, but an arm or leg works just fine, too), it imbues it with a very peculiar form of animation.

So long as the Boogie Bandanna is in place, whenever the corpse can "hear" music, it stands up and begins walking toward an object that was named when the bandanna was tied around it. The corpse doesn't gain any insight to the item's current location and only goes the last place it remembers the object being or to the last person it remembers having the object; if the object has since been moved or the person no longer has the object, the corpse has no way to know this.

If the corpse doesn't know where the named object can be found (because it never knew in life where the object was or who had it), then it instead either begins walking toward its murderer (if it has one) or just stands in place, quietly swaying to the music as it enjoys the brief reprieve from being fully dead.

Whenever the corpse is prevented from "hearing" music, it immediately ceases being animated and collapses to the ground, only to stand up again once the music resumes.



HIDIN' COAT

While most Gremlins can do just fine in the Bayou or on its outskirts, they face greater danger the further they travel beyond its borders. Much of this danger is due to humans, many of whom are more than willing to shoot a Gremlin dead in order to collect the standing bounty on their heads.

To address this problem, a clever Gremlin Dabbler enchanted a few long dusters with a subtle illusion that allowed her and her cousin to visit Malifaux City whenever she wanted. When she returned, her cousin blabbed about the so-called "Hidin' Coat" to everyone that would listen, prompting other Gremlins to create their own version.

When worn by two Gremlins - one standing on the shoulders of the other - these long dusters enable a Gremlin to appear to be a human... often, a drunk human, from the strange mid-waist swaying and low mutterings that often occur when one Gremlin is trying to ride on the shoulders of another while whispering down directions to her lower half.

So long as the Hidin' Coat isn't opened, the illusion is fool-proof, though some people might wonder why someone is walking around in a buttoned-up duster in the middle of a heat wave, for instance. The top Gremlin may cast Spells or Manifested Powers and can attack with Ranged Combat weapons normally, but is unable to move or use any Close Combat Weapons while using the Hidin' Coat.

The bottom Gremlin cannot cast Spells or Manifested Powers or attack while using the Hidin' Coat, but she can move, which makes her the propulsion system for the Gremlin on top.

If the Gremlins using the Hidin' Coat suffer any damage, it is divided evenly between them (if it makes sense to do so), then both Gremlins spill out of the coat, ending the illusion effect and forcing anyone witnessing the transformation to make a TN 10 Horror Duel.

Donning the Hidin' Coat requires a (1) Action from both characters. Either character may end the coat's effect as a (1) Action by hopping down from the bottom Gremlin's shoulders or lowering the top Gremlin to the ground (as appropriate).

JETPACK

Humans have dreamed of flying for centuries, but it took an industrial revolution and the opening of the Breach for it to become a reality. The creation of hot air balloons predated the opening of the first Breach by a few years, but after a half-century, aviation technology had reached the point where the creation of Jetpacks became possible.

While never especially efficient, practical, or affordable, Jetpacks captured the imagination of humanity like almost no other mechanical device before them. Inventors all across the world began modifying their own versions of the Jetpack, and in the decades that followed, inventors created dozens of different types of Jetpacks... none of which ever approached anything approximating mass production.

When Merris LaCroix saw a human woman named Anasalea Kaeris flying across the Malifaux skyline, she experienced a sense of awe and fascination similar to that experienced by humanity fifty years earlier on an entirely different world. It took her almost two years to cobble together a working moonshine-fueled jetpack, an impressive feat, given that she didn't have the slightest idea how jetpacks were supposed to function. It was a sputtering machine that produced clouds of black smoke when functional, but her success inspired even more of her people, and soon ramshackle Jetpacks were turning up sporadically in the Bayou.

A character must have a Jetpack in order to gain access to the Rocketeer Advanced Pursuit (pg. 120), and she must have at least one rank in the Rocketeer Advanced Pursuit to properly operate a Jetpack. Gremlin-created Jetpacks tend to be more awkward-looking and sputtering than their human-crafted counterparts, but both follow the same mechanical rules as described in the Rocketeer Advanced Pursuit.

KYTHERA WEAPON

When Kythera was destroyed by the cannons of the Leviathan, pieces of the ancient structure were thrown for miles in every direction. The Gautraeux family gathered up many of these fragments in the following months and years and turned them into crude weapons. Through trade and theft, some of these weapons have passed beyond the borders of their land, but most Kythera Weapons still remain in Gautraeux hands.

The blades of Kythera Weapons are crafted from the remains of the Kythera temple and often resemble stone or metal fragments that have been sharpened to a fine point. There are a few clubs that incorporate shards of the temple as well, primarily as rough studs nailed into a sturdy wooden club.

A few members of the Gautraeux family have taken to carving the smaller fragments of the temple into bullets, but these are far fewer in number than the melee weapons in existence; the ownership of a Kythera Weapon is a symbol of prestige among their family, and bullets hiding in a pouch or the chamber of a gun just aren't the best way to show off to one's neighbors.

Any character damaged by a Kythera Weapon gains the following Condition until the start of its next turn: "**Adversary:** Spirits gain \blacklozenge to Attacks targeting this character."



LUCKY CHICKEN'S FOOT

This large Bayou Chicken's foot is attached to a chain so that it can be worn around the neck, wrapped around a wrist, or hung from a belt. Chicken feet are considered to be lucky by Gremlins, and for the most part, they seem to be right. Whether that luck is good or bad, however...

Once per session, before a character with a Lucky Chicken's Foot resolves a duel that would result in her failing to perform a successful Action, she may choose to discard any cards involved in the duel and begin it over again, ignoring any \square modifiers.

Unfortunately, the Lucky Chicken's Foot attracts back luck as often as good luck. Any character carrying a Lucky Chicken's Foot treats the Red Joker as if it were the Black Joker.

MAGIC BLASTY STICK

These magical wands are typically created by Lightning Bugs as a means of channeling their sorcerous talents. When "fired" at an enemy, they produce balls of glowing energy that ricochet toward the target and then explode in a brightly-colored burst of uncontrolled magic.

While anyone can pick up a Magic Blasty Stick and get it to fire off a ball of light, only those of significant arcane training can actually make the glowing energy balls go in the direction they want.

WEAPON (SORCERY)	RANGE	DAMAGE
Magic Blasty Stick	8	2/3/3

Special: This attack ignores Armor and must declare a Trigger if possible.

- \blacklozenge *Red Light:* After resolving, all characters within (X)2 of the target heal 1 damage.
- \times *Green Light:* After resolving, all characters within (X)2 of the target become **Slow**.
- \square *Blue Light:* After resolving, all characters within (X)2 of the target suffer 1 damage.
- \blacklozenge *Gently:* After resolving, all characters within (X)2 of the target become invisible (per the Invisibility Magia) until the start of this character's next turn.

MASK OF TERROR

Gremlin bokor are fond of wearing wooden masks that have been carved into any number of frightening visages, such as snarling Bayou Gators or leering Silurids. While most of these masks are really only useful for scaring small children, those that have been carved from the trees nearest the ruins of Kythera are truly terrifying.

When the Grave Spirit attempted to enter Malifaux, its essence corrupted the nearby flora, infusing them with the raw essence of death. The masks carved from these trees are truly terrifying and grant anyone wearing one the following ability:

"Terrifying (Living) 11: Enemy Living characters must pass a TN 11 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action."

THE 'SHINE STONE

This dingy yellow Soulstone is about the size of a grape (Lade 2; Size 2, Quality 0). Due to the magical experiments of a particularly dedicated Gremlin mage, any character using the Harness Soulstone Skill in conjunction with the 'Shine Stone suffers a ☐ to her flip.

Despite this, the 'Shine Stone is still seen as a treasure worth far more than any other Soulstone... at least to the Gremlins. When placed in water for at least a minute, the 'Shine Stone will expend a stored Charge to transform up to five gallons of water (whether clean or brackish) into high-proof moonshine. If that is not enough to transform all of the water around it into moonshine (if it was placed in a larger container or dropped into a lake in the Bayou, for instance), the 'Shine Stone will continue expending Charges to transform as much of the water as possible.

If the 'Shine Stone is in water when it gains a Charge (most often from something dying near it), it immediately expends that Charge to transmute the water around it into moonshine.

SINGING TOAD

This fat, normal looking toad is capable of singing any song it has heard in a deep, bass voice. Generally speaking, it requires a bit of prodding to get the toad to sing, but once it gets going, the Singing Toad finishes the entire song before falling silent.

Exactly which song the toad selects to sing is random, but it tends to have a pretty good feel for the mood, choosing somber songs in times of sorrow or mourning or faster and more upbeat songs when everyone is happy and celebrating around it.

Beyond that, the Singing Toad is a normal toad. It eats bugs, insects, and slugs and can fend for itself in the Bayou, but will wander away just like a normal toad if left unsupervised.

STILTS

Stilts are not especially fantastic or rare - all it takes to create a pair are a few long pieces of wood and a TN 9 Homesteading Challenge - but they can be quite useful to a Gremlin in need of some additional height.

A character may climb up onto a pair of Stilts as a (1) Action. While walking on Stilts, a character is treated as being +1 Height. She uses her Acrobatics Skill in place of her Speed Aspect to determine her Walk and Charge Aspects, but when she suffers damage, she must make an Acrobatics Challenge against TN 6 + the damage dealt or be knocked to the ground, forcing her to immediately take the Drop Prone Action.

If the creator of the Stilts achieved a Margin of Success on her Homesteading Challenge, then they are stable even when the character is not using her hands to operate them. Otherwise, the character suffers a ☐ to any Acrobatics Challenges made when she is not using both hands to operate the Stilts.

MUSHROOM PATCHES

The Bayou is home to a wide variety of mushrooms, many of which are poisonous or otherwise harmful to living creatures. Identifying the properties of a given mushroom patch (if any) requires a TN 12 Wilderness Challenge. Most of these mushrooms grow in patches that yield anywhere from one to four dozen individual mushrooms.

FLY AGARIC

These red mushrooms have white speckles across their caps. If ingested, a Living character must succeed at a TN 13 Carouse Challenge or gain the following Condition for the next 24 hours: "**Big Shrooms:** This character believes she is Height 4 and increases all of her TNs by an amount equal to 4 minus her actual Height."

INKY CAPS

While originally native to Earth, these mushrooms have spread throughout the Bayou since their introduction a hundred years ago, mutating slightly with each successive generation. Named for their gray-brown, bell-shaped caps that release an inky black goo when they open, they're commonly considered to be poisonous by Gremlins.

In reality, Inky Caps are actually edible, only becoming poisonous when combined with alcohol. This has made them popular among poisoners in Malifaux, who can cook them into a meal and safely eat it themselves while also poisoning their alcohol-drinking companions. The tell-tale sign of Inky Cap poisoning is the black goo that is produced when the mushrooms come into contact with the alcohol in a victim's stomach, which is victims often vomit up in their last moments of life.

If ingested, a Living character must succeed at a TN 14 Carouse Challenge or gain the following Condition for the next 6 hours: "**Tippler's Bane:** If this character has or gains the Intoxicated Condition, she also gains the **Poison +5** Condition, then end this Condition."

LILITH'S MANE

While Lilith's Mane have red caps like Fly Agaric, they're much more vibrant in color and lack the other mushroom's white spots. When ingested, a Living character must succeed on a TN 14 Carouse Challenge or gain the following Condition for the next two hours: "**Stomach Pains:** This character suffers \square 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 Challenge." Regardless of whether or not the Carouse Challenge was passed, the character also gains Poison +3.

LINGZHI MUSHROOM

The physicians of the Three Kingdoms have considered the Lingzhi Mushroom to be an important ingredient in healing tonics and poultices for thousands of years. When they brought these mushrooms to Malifaux, their color changed from their typical brown-orange to a brighter orange interlaced with black stripes, and their healing properties intensified. They tend to grow only in the northernmost areas of the Bayou, in the watery lands of the Tong.

If eaten without preparation, Lingzhi Mushrooms are bitter but harmless. A character can properly prepare them in hot water with a TN 10 Culinary Challenge. On a success, the resulting brew can be imbibed by one character within the next two hours, healing 1 damage per mushroom used in the brew's creation. If at least ten mushrooms are used in the brew's creation, the character may also remove a non-Amputated Critical Effect of her choice.

MESSEL CAP

These orange-brown mushrooms are often found on corpses or among other patches of decaying organic matter. Messel Caps are parasitic fungi that infect their hosts, take control of their bodies, and use them to their own ends (which consist almost entirely of spreading Messel Caps to others). After ingesting a Messel Cap, a Living character must succeed on a TN 14 Carouse Challenge or gain the following Condition: "**Messel Infection:** At the end of every week, increase the value of this Condition by +1." See the accompanying sidebar for more details.

MESSEL INFECTION

The **Messel Infection** Condition is a new Mundane Disease. It uses the Sickness and Disease rules first presented in *Under Quarantine* (pg. 149), which have been summarized here for ease of use.

A character that has contracted Messel Infection suffers certain symptoms, as noted by the value of her Messel Infection Condition. These symptoms are cumulative; as the spores spread through the character's body, she develops more and more symptoms until the fungus finally takes complete control of her body.

The Messel Infection Condition

Characters that have contracted the **Messel Infection** Condition have been infected with an insidious, parasitic fungus. Left untreated, the fungal spores will multiply and gradually seize control of the character's nervous system, rendering her unable to act as the fungus devours her body and uses it to grow more mushrooms, begins the entire process over again.

"Messel Infection: At the end of every week, increase the value of this Condition by +1."

Messel Infection Value & Symptoms

- 0: **None.** Not infected.
- 1-4: **Disorientation.** The spores begin sending long, branching filaments called hyphae through the character's brain, causing some minor brain damage. The character suffers a -1 penalty to the final duel totals of her Intellect-based Skill duels.

- 5-8: **Fungal Bloom:** The fungus spreads to the character's lungs, and each breath she exhales carries hundreds of microscopic Messel spores. She gains the following Trigger on all Physical Skill Challenges:

☞ *Fungal Infection:* After resolving, all characters within (X)1 gain **Messel Infection +1**. You must declare this Trigger if possible.

- 9-12: **Brain Damage.** The hyphae in the character's brain begin to grow together, forming a fungal web and causing irreparable brain damage as the fungus seizes control of her nervous system. The character's Intellect Aspect is reduced by 2, but the damage to her nervous system renders her immune to Weak Critical Effects.

- 13+: **Brain Death.** The hyphae creeping through the character's brain finally succeed in causing enough damage to the character to cause brain death. The character dies and is consumed from within by the Messel Infection. If her corpse is not burned, a number of Messel Caps equal to 10 x the character's Height grow from her remains within 24 hours.

The **Messel Infection** Condition can be treated once per day with a successful TN 13 Doctor Challenge. This requires approximately an hour of examination by someone with a Doctor Skill Toolkit and at least one Rank in the Doctor Skill. A success lowers the Condition's value by -1, plus -1 per Margin of Success.

If the value of the **Messel Infection** Condition is lowered to 0, the character is cured, but the Disorientation and Brain Damage symptoms (if present) remain even after the Messel Infection has been cured.



TALENTS & MAGIC

Talents are the tricks, knacks, and abilities that set a character apart from everyone else. They might be unique fighting styles or avenues of research that the character has mastered, a benefit she gains due to some unique physical quality, or just a weird twist of fate that has marked her in some way.

This chapter is divided into two sections. The first section introduces new General Talents to bolster those in the Fated Almanac. Many of these Talents are unique to Kin characters, which restricts their use to Gremlin characters and those few humans who grew up in the Bayou.

These General Talents can also be used to customize Fatemaster NPCs, simply by swapping out one of the NPC's existing Talents for one presented here. In this way, Fatemasters can keep their NPCs fresh and exciting and keep the Fated on their toes.

Also included in this section are the Culinary, Geography, and Grappling Skills, which were introduced in *Into the Steam*. Their inclusion here is a courtesy to players and Fatemasters, since they are referenced elsewhere in this book (e.g., many of a Pugilist's talents work well with the Grappling Skill, and the Culinary Skill is used to prepare food and moonshine, both of which are important parts of Gremlin culture).

The second section of this chapter goes into detail about all the weird magic that can be found in the Bayou. This includes twelve new Magia, divided evenly between the four different types of magic, as well as a list of some of the unique Grimoires that can be found hidden in the dark corners of the Bayou.

Finally, we've included some rare magical items that characters might come across in their journeys. Most of them were made by Gremlins, so be careful!

GENERAL

TALENTS

Whenever you gain a step in a Pursuit that grants you a General Talent, you can choose from any of the Talents below. In addition, there are General Talents in other *Through the Breach* books that may be appropriate for your character, but you should check with your Fatemaster to make certain that you only choose Talents from books being used in your game.

If a Talent has multiple requirements, you must meet each one before you can select that Talent.

A GREMLIN'S LUCK

Requirements: Kin, Cunning -2 or lower

This character's lack of common sense has led her to rely upon her natural luck to carry her through life. Fortunately, it mostly seems to work for her... mostly. When performing a duel, this character may discard a card or suffer 1 damage to Cheat Fate with the top card of the Fate Deck.

ALL THE BIG WORDS

Requirement: Literacy 3 or higher

This personage has taken to peppering her dialogue with a plethora of sesquipedal words. While this does make her sound perspicacious, it tends to discombobulate anyone aurally perceiving her dialogue, and perplex them withal.

If this character succeeds on a Social Skill Challenge during Narrative Time, the target of the Challenge gains the **Dazed** Condition for one minute. If the character achieves a Margin of Success on the challenge, every other character within listening distance gains the **Dazed** Condition for one minute.

CREATIVE REFURBISHMENT

Requirement: Artefacting or Blacksmithing 3 or higher

With one hour of work, this character may remove a single property of a firearm (including range, capacity, damage, or one special rule) to add it to another firearm. Neither firearm can possess the Shoddy special rule. If the second firearm already possesses the chosen property (such as range, capacity, or damage), it gains the better of the two properties. The first firearm is destroyed in the process of modifying the second firearm, which then gains the Shoddy special rule.



CRUDE SENSE OF HUMOR

Requirements: Kin, Resilience 1 or higher

There's something terrible happening in this character's insides... and she finds that to be downright hilarious in the right circumstances. This character gains the following Tactical Action:

(0) Pull My Finger: If this character is adjacent to a friendly character, that character may choose to pull this character's finger. If she does, all non-Gremlin characters within (X)2 of this character gain the **Poison +2** Condition. If this character chooses to discard a card when the adjacent character pulls her finger, any non-Gremlin characters within (X)2 also become **Slow**.

DIRTY CHEATER

Requirements: Kin, Tenacity -2 or lower

What this character lacks in willpower she makes up for in underhanded tricks. Whenever this character Cheats Fate from her Twist Hand, she heals 1 damage after resolving the current Action.

FORGOTTEN LORE

Requirement: Appraise 3 or higher

It can often times be difficult to correctly identify one of Malifaux's many Grimoires. Some appear to be the thick tomes and books that most people expect to find, but others take on far stranger shapes, like talking skulls, runed weapons that whisper their secrets to their owner in their sleep, or even groups of standing stones that impart magical knowledge to anyone standing between them during the right phases of the moons.

This character has managed to successfully identify a powerful Grimoire and claim it for her own. The character gains a Grimoire with 3 Magia and 3 Immuto of her choice, but no more than 2 of these Magia can be of the same type of magic (i.e., Enchanting, Necromancy, etc.). Grimoires gained by this Talent tend toward uncommon appearances; the character is encouraged to work with the Fatemaster to determine her Grimoire's appearance.

FROM THE HIP

Requirement: Grace 1 or higher

For whatever reason, this character just doesn't believe in carefully aiming her shots. Whether it's a reliance upon her instincts, special training, or just good old fashioned impatience, this character knows how to accurately aim a rifle at a moment's notice.

When making a Long Arms attack, this character may substitute Grace for Intellect when calculating her Acting Value.

GREMLIN ENGINEERING

Requirements: Kin, Engineering 3 or higher

As every good Gremlin engineer knows, the trick to making a machine work is to hit it with a heavy wrench whenever it starts doing something you don't like. Machines are a lot like Gremlins in that aspect.

After one of this character's subordinate Constructs within engagement range of one of this character's melee weapons fails a Skill Challenge (including an attack), this character may make a damage flip against the Construct. If the Construct suffers at least 1 damage from this character's weapon, it may immediately reflip its result on the Challenge.

HELPING HAND

Requirement: Cunning 1 or higher

This character functions well as part of a group and is extremely good at keeping all of her allies operating at peak efficiency. When this character takes the Assist Action during Dramatic Time, the target of her assistance gains the **Focused +1** Condition instead of the usual benefits of the Assist Action. When this character takes the Pass Action during Dramatic Time, she may add 1 to the Initiative Value of every other friendly character within (X)3.

HERDING SQUIRRELS

Requirement: Leadership 3 or higher

Getting people to work together can be difficult, and that goes double for when those people are a pack of drunken idiots who refuse to acknowledge that the character is their supervisor. Through trial and error, this character has figured out that it's less about giving orders and more about just keeping everyone moving in the same direction as she hopes for the best.

This character may use a (1) Order Action to command a subordinate character controlled by another friendly character, with its controller's permission. A subordinate character may only take one turn per round, no matter how many (1) Order Actions it receives.

HYPERACTIVE

Requirement: Kin

While the standard portrayal of a Gremlin in the eyes of a human mostly involves a drunken green monster lazing around in a tree with a shoddy banjo, that's only partially true. Once a Gremlin gets worked up about something, it can be difficult to get her to calm back down... and this character is no exception.

At the start of this character's turn, she may suffer 1 damage to remove the **Slow** Condition from herself, or 2 damage to remove the **Paralyzed** Condition. This damage cannot be reduced.

HYSTERICAL FURY

Requirement: Resilience -1 or lower

This character isn't very hardy, and she knows it. When she becomes wounded, she enters a manic frenzy, fighting desperately to claw her way out from under the looming threat of death. When this character has zero or fewer Wounds remaining, she gains **+** to her attack and damage flips.

I GOT MY BRO

Requirement: Charm 1 or higher

One of this character's Gremlin relatives accompanies her on her adventures! If the character is not a Gremlin, this will probably raise more questions than answers, but the little fellow insists that the character is his sibling no matter how hard she tries to convince him otherwise. Use the Bayou Gremlin stats on pg. 159 to represent the character's bro.

The Gremlin relative is a subordinate character and may be commanded with the (1) Order Action. If the Gremlin relative dies or the character abandons them, a new one will show up after a day spent in or near the Bayou.



LOW STANDARDS

Requirement: Non-Kin

Most humans don't care too much for Gremlins; they're loud, craven, and prone to acts of suicidal stupidity and negligence. Even the Neverborn tend to consider Gremlins to be beneath their notice. This character, however, is an exception to the rule. Whether due to a shared rustic background, an appreciation for the simpler ways of life, or just a fondness for moonshine and some good banjo music, this character has befriended enough Gremlins to know just how to properly interact with them.

This character gains a **+** on Social Skill Challenges with Gremlins and counts as a Kin character for meeting the requirements of Talents.

OOO, GLOWY

Requirement: Counter-Spelling 3 or higher

Protecting others from hostile magic isn't something that most people in Malifaux give much thought to doing - it's a dangerous world out there, and giving that protection away means that their own defenses are weakened - but this character has figured out a way to turn some of that extra magical energy to her benefit.

When this character uses a (1) Action to protect another character with *Magical Shielding* (*Fated Almanac*, pg. 245), the protected character also emits faint light, and her attacks ignore *Armor* and *Hard to Wound* for the duration of the *Magical Protection*.

PICKLED

Requirements: Kin, Carouse 4 or higher

The toxicity of Gremlin moonshine is often higher than most actual poisons, and a lifetime of pouring moonshine down her gullet has raised this character's blood alcohol level to the point where most poisons just don't stand a chance.

This character no longer suffers damage from the **Poison** Condition.



PIG FRIEND

Requirements: Kin, Charm -2 or lower

This character has a special bond with pigs that can only come from being ostracized and disliked by most of the non-pig things in the world.

At the start of her turn during Dramatic Time, if this character is within 1 yard of a friendly Pig, she heals 1 damage. Additionally, when a Pig character is determining the closest target that can be charged with its Stampede Trigger, this character is not considered to be a legal target.

POUNCE

Requirement: Speed 1 or higher

When an enemy wanders into this character's melee range, she lashes out with sudden and deadly fury.

When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP Close Combat attack against the enemy character.

QUIT SCREWIN' AROUND!

Requirements: Kin, Intimidate 4 ranks or higher

A few shouted threats are all it takes for this character to get everyone around her to stop showboating and just kill each other. This character gains the following Tactical Action:

(0) Quit Screwin' Around: Until the start of this character's next turn, characters within 6 of this character may not declare Triggers. If this character discards a card when she uses this Action, it does not affect her or her allies.

ROLE MODEL

Requirements: Kin, Teach 3 or higher

It's hard being such a great role model for the youngsters, but this character tries to live up to their expectations. After all, if she doesn't teach them the proper way to shoot a gun or skin a pig, who will?

When this character takes the Assist Action to help a friendly Gremlin character, that character gains an additional **+** to their Challenge Duel. If this character discards a card when she takes the Assist Action, the friendly Gremlin may also add the suit of the discarded card to her final duel total.

SCHOOL OF HARD KNOCKS

Requirement: Intellect -2 or lower

Even though this character isn't the sharpest knife in the drawer, she's spent some time in the world and learned the hard way that the world won't wait for her to catch up to it. She's made plenty of mistakes along the way, but she's learning, and she rarely makes the same one twice.

After this character fails a Challenge involving a Skill she has no ranks in, she gains 1 rank in that Skill until the end of the session.

SKULKING AROUND

Requirements: Kin, Speed -2 or lower

This character might not be very quick on her feet, but she makes up for that by being a sneaky little git.

At the end of any round of Dramatic Time, if this character was not targeted by any enemy attacks (regardless of whether or not those attacks succeeded), she may immediately move a number of yards up to her Walk Aspect.

SQUEAL

Requirements: Kin, Might -1 or lower

Gremlins aren't particularly well known for suffering pain with dignity and grace. In fact, it's far more likely that a wounded Gremlin will squeal like a stuck pig upon receiving even the most minor of wounds. Humans are often surprised at just how quickly a Gremlin can run away from a fight once it's realized that the fight isn't going its way.

This character gains the following Defensive Trigger:

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

STALKER

Requirement: Wilderness 3 or higher

Whether hunting in the Bayou or the Badlands, a skilled hunter knows that the best way to take down her prey is to isolate it from its allies before striking. That principle holds true no matter what the prey might be, whether pig, gator, or human.

When attacking a target that is not within 4 yards of a character it considers to be friendly, this character deals +1 damage.

VERSATILE

Requirement: Kin

The Gremlins of the Bayou have always had a certain amount of cleverness to them. Once an idea to build or do something gets into their head, they can usually follow through on it with a certain amount of success, regardless of their lack of training, expertise, or even common sense.

After this character succeeds on a Challenge involving a Skill she has no ranks in, she may draw a Twist Card.



ADDITIONAL SKILLS

The Culinary, Geography, and Grappling Skills are new skills that were originally introduced in *Into the Steam*. They have been reprinted here since they are mentioned elsewhere in this book, to make referencing their rules easier for players and Fatemasters alike.

Each of these new Skills has an associated Aspect and a Skill Category. Players should feel free to use these Skills as if they were printed in the *Fated Almanac*.

CULINARY

Skill Category: Crafting
Associated Aspect: Charm

Culinary is a Crafting Skill that is used in the creation of food and beverages. The top chefs of Malifaux have high Culinary, as do the distillers and brewers working to keep the Union workers happy. Most individuals specialize in either food or drink preparation, but someone skilled in Culinary can create both equally well.

The culinary arts are as much about understanding the audience as they are about understanding the ingredients. Knowing the right wine to serve with dinner or preparing foods pleasing to those from a specific culture are all things a skilled chef must take into account. Feeding a Gremlin in a satisfying way is a significantly different experience than doing so with a miner.

GEOGRAPHY

Skill Category: Academic
Associated Aspect: Intellect

Geography is the study of the land itself. Unlike Wilderness, which focuses on surviving on the land, Geography focuses on the landscape, its inhabitants, and how they both relate to each other. A study of Geography is important when picking out the best areas to dig for Soulstones or when deciding where to lay railroad track. It also covers the creation of maps and other similar items.

GRAPPLING

Skill Category: Close Combat
Associated Aspect: Speed

Sometimes close quarters combat isn't about striking your opponent so much as it is about controlling them. The ability to hold and pin an opponent is a useful one, and many grapples can result in lasting damage to the opponent. Grappling uses its own attack chart.

GRAPPLING	RANGE	DAMAGE	SPECIAL
Rank 1	/// 1	0/0/1	Pinning
Rank 2	/// 1	0/1/1	Pinning
Rank 3	/// 1	0/1/2	Pinning
Rank 4	/// 1	1/1/2	Pinning, Potent
Rank 5	/// 1	1/2/3	Pinning, Potent

Pinning: Whenever this weapon deals Severe damage, the target is **Paralyzed** until you take another Action.

Potent: Whenever this weapon deals Moderate damage, the target suffers a Weak Critical Effect. Whenever this weapon deals Severe damage, the target suffers a Moderate Critical Effect. This is in addition to any other Critical Effects the target would suffer from the attack.

NEW MAGIA

In the Bayou, magic is the domain of bokor, shaman-like spellcasters who draw upon the spirits of the swamp to fuel their strange spells.

This section delves into the new Magia available to *Through the Breach* characters. These options expand upon those provided in the *Fated Almanac*, giving spellcasters new and interesting ways to solve their problems. This section adds twelve new Magia to the game.

The Magia in this section are strongly tied to the Bayou. Though they are, by default, open for every *Through the Breach* character to take, the Fatemaster may wish to restrict them to Kin or other characters who have a strong connection to the Bayou. If this is the case, then these Magia should only appear in Grimoires found within the Bayou.

SORCERY MAGIA

Bokor who dabble in sorcery tend to favor spells that turn the strengths of the Bayou against their unfortunate enemies. Summoning is popular, particularly among Gremlins, who are happy to let others fight their battles for them whenever possible.

DANCE OF THE FIREFLIES

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	12	-	8 yards

The caster creates a swarm of darting, flaming insects within a large area.

Effect: Create a swarm of flaming insects within a 5 yard radius centered at a point within range. The “fireflies” brightly illuminate the area, and any character that begins her turn within the affected area gains the **Burning +1** Condition, plus an additional **Burning +1** for each Margin of Success the caster achieved while casting this spell. The caster may direct the swarm as a (1) Action, moving the center of this spell’s effect to any other point within range. The swarm remains for 3 turns before disappearing.

QUICKSAND

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10	-	6 yards

The caster transforms a patch of ground into a sucking quagmire.

Effect: The ground in a 3-yard radius around a point within range turns into quicksand that pulls anyone in the area down into the ground. This spell may only be cast upon unworked stone or dirt surfaces.

When cast, the affected area becomes Severe Terrain, and characters in the affected area gain no benefit from the **Defensive Stance** or **Focused** Conditions. Characters that begin their turn within the affected area become Slow if they also end their turn within the affected area. The quicksand remains for 3 turns, at which point the spell ends and the ground solidifies from the bottom up, pushing anyone trapped within the quicksand to the surface.



MUD CALLING

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	13	-	1 yard

The caster summons a Mire Golem.

Effect: Summon a Mire Golem within range on a surface that can support its weight. The caster can command the Mire Golem with the (1) Order Action. If the Mire Golem acts on the round it was summoned, it gains the **Slow** Condition. The summoned Mire Golem lasts for 3 turns before disappearing.

If this Spell is cast within the Bayou, the caster gains + to her final duel total.



MIRE GOLEM

Enforcer (7), Swampfiend

<i>Might</i> 4	<i>Grace</i> -3	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> -2	<i>Tenacity</i> 3
<i>Defense</i> 3 (10)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 2 (9)
<i>Willpower</i> 5 (12)	<i>Charge</i> 5	<i>Wounds</i> 8	

Skills: Evade 1, Intimidate 2, Labor 2, Notice 1, Pugilism 2, Toughness 2, Track 2, Wilderness 2.

Regeneration +2: This character heals 2 damage at the beginning of its turn during Dramatic Time.

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

(1) Swamp Claws (Pugilism)

AV: 6 (13) ===== Rg: 2 ===== Resist: **Df**

Target suffers 3/4/6 damage.

Quicksand: After damaging, the target must succeed on a TN 12 Walk duel or become **Slow**.

(1) Swamp Flurry

This character may discard a card. If it does, it may make 3 Close Combat Attack Actions with an AP cost of 1 against a single target. If this character is a subordinate character, its controller must discard a card in order for this character to take this Action.

ENCHANTING MAGIA

Perhaps more than any other school of magic, Enchanting is favored among bokor. The ability to transform one thing to another, to strengthen the weak and weaken the strong, appeals to the Gremlin love for mischief. Because Gremlins tend to be physically weaker than most of the other denizens of the Bayou, most bokor consider the use of Enchanting magic to be a way to level the playing field, putting them on even footing with their many fearsome enemies.

BULLET TRICK

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	8♣	Special	/// 1 yard

The caster enhances a weapon to make it significantly easier to reload.

Effect: The target weapon has the number of AP required to reload it reduced by 2. If this would reduce the number of AP required to reload the weapon to 0 or below, the character may reload the weapon as a (0) Action. This effect lasts for 1 minute.

OFFENSIVE STENCH

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	8♣	Wp	5 yards

The caster amplifies the target's natural body odor to truly offensive proportions.

Effect: A Living target begins emitting a stench that imposes a ☒ to any Close Combat attacks made against her by Living characters for 1 minute. The stench also causes the target to suffer a ☒ on her Social Skill Challenges involving Living characters for the duration of the Spell.

MUDFORM

ASPECT	AP	TN	RESIST	RANGE
Charm	1	8♣	Wp	*

The caster transforms her body into oozing mud.

Effect: The caster's body and gear become an oozing mass of wet, brown mud for 3 turns. The caster gains the Swampfiend Characteristic while transformed, and she can squeeze through any opening large enough to allow water to pass. When she suffers damage from a Ranged Combat or Close Combat attack, the damage is reduced to 1.

Unfortunately, the caster cannot make attacks or cast Spells or Manifested Powers while transformed, and she leaves a trail of mud behind her wherever she goes, giving anyone attempting to track her a + to their Track Challenge. If this spell ends while the character is in a space that cannot fit her normal body (such as a narrow pipe), she still turns back, most likely losing one or more limbs (if that would allow her to fit) or killing her in a particularly messy manner (if not). The caster can end this Spell as a (0) Action.



NECROMANCY MAGIA

The whispers of the Grave Spirit are particularly strong in the Bayou, no doubt on account of the Kythera ruins. The first bokor were elbow deep in Necromancy (and, often, the guts of their fellow Gremlins), and even though their focus has drifted away from Necromancy and toward Enchanting in recent years, there are still plenty of bokor who follow the old ways of blood and bone.

CORPSE BLOAT

ASPECT	AP	TN	RESIST	RANGE
Charm	1	10✕	-	5 yards

The caster causes a nearby corpse to bloat up with gas and then explode, spraying rancid viscera and jagged bone shards in every direction.

Effect: The target corpse begins to visibly bloat and swell with its own decaying gasses. At the start of the caster's next turn, the corpse explodes, dealing 2/3/4 damage to anyone within (X)3. Characters who suffer Moderate or Severe damage are also **Dazed** for one turn. The explosion completely destroys the corpse.

DOWN-HOME COUNTRY CHARM

ASPECT	AP	TN	RESIST	RANGE
Charm	1	10♣	Wp	5 yards

The caster surrounds the target with a magical aura that twists the minds of everyone nearby, forcing them to interpret the mannerisms of the target in the best possible light.

Effect: For one minute, when the target makes a Barter, Bewitch, Convince, or Leadership Skill Challenge, if she has zero or one ranks in that Skill, she gains ♣ to the Challenge. If the target is Fated, she may Cheat Fate on these Skill Challenges for the duration of the spell, even if she doesn't have any ranks in the Skill in question.

MINGLE ESSENCE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	12✕	Wp	5 yards

The caster mingles the target's life force with her own.

Effect: The Living caster and a Living target combine their current Wounds into a single Wound pool for the next 3 turns. During that time, when one of them heals or suffers damage, the healing or damage is applied to their collective Wound pool. If the Wound pool is reduced below 0 Wounds, both the caster and the target must check to avoid unconsciousness at the start of each of their turns. If one of them suffers a Critical Effect, the other suffers the same Critical Effect.

When this spell ends, the caster and the target each set their current Wounds to half the remaining value of the Wound pool, rounding down.



PRESTIDIGITATION

MAGIA

While Prestidigitation magic isn't all that common among bokor, it's quite prevalent among the other magic-using Gremlins of the swamp. The ability to defeat or frustrate a stronger enemy through trickery and illusion is highly prized in Gremlin society, especially among the smaller Gremlins who might otherwise find themselves languishing at the bottom of Gremlin society.

DISTRACTING ILLUSIONS

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10☹	Wp	5 yards

The caster surrounds the character in a miasma of flickering, distracting illusions.

Effect: For the next three turns, whenever the target activates, it must flip a card from the top of the Fate Deck and consult the following chart:

- ☹ *Flashing Lights:* The target is **Blind** this turn.
- 📖 *Moment of Clarity:* The character can act normally this turn.
- ✂ *Scary Ghosts:* The character is **Slow** this turn.
- ☹ *Former Loves:* The character is **Dazed** this turn.

GRUDGIN' MUG

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	10☹	Wp	5 yards

The caster shrouds the target in a subtle illusion that makes everything it does infuriating to everyone around it.

Effect: For the next 3 turns, whenever a character within 6 of the target declares a Strike Action, that character must pass a TN 10 Willpower Challenge or choose the target of this Spell as the target of the Strike Action (if possible). Characters that consider the target to be an ally gain a + to this Challenge.

THE KITCHEN SINK

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10	Df	5 yards

The caster teleports a large, heavy object above the target's head and lets gravity do the rest.

Effect: The target suffers 1/2/3 damage as an object falls on her. The fallen object (which could be a heavy rock, a four-foot-tall wooden duck, or the eponymous kitchen sink) is left behind in a space adjacent to the target (caster's choice). This Magia must declare a Trigger if possible.



Triggers:

- ☹ *Heavy:* This spell deals +1 damage per ☹ in the final duel total.
- 📖 *Flaming:* The target and every character within (X)2 gain **Burning +1** per 📖 in the final duel total.
- ✂ *Bulky:* The object left behind by the spell provides Hard Cover to anyone behind it.
- ☹ *Strange:* Characters within (X)3 of the object cannot take the Focus or Defensive Stance Actions until the start of the caster's next turn.



UNIQUE GRIMOIRES

Here are some new Grimoires that characters might discover in the Bayou. Each of these Grimoires is a unique, one-of-a-kind item, the sort of items that entire adventures can be based around.

The Glaring Staff

At first glance, this gnarled wooden staff might not seem like much, but set in a cup-like depression at its top is a bloodshot eye that constantly darts this way and that, as if paranoid. Its paranoia is probably justified, given that multiple generations of Gremlins have subjected the eye to just about every indignity possible, all for a few cheap laughs.

The staff has taken to using its powers to show its wielder's enemies exactly where to find her, in the hope that its next owner will be more respectful of its 'unblinking eye on a stick' lifestyle, but thus far, it has only met with disappointment and pain.

- *Magia:* Distracting Illusions, Divination
- *Immuto:* Focus Object (The Glaring Staff, -4 TN), Increased Duration, Location
- *Special:* This Grimoire can be wielded in combat as if it were a Staff (see pg. 126). Doing so counts as mistreating the Glaring Staff (see below).
- *Special:* If the Glaring Staff is mistreated, it begins sending sporadic visions to its wielder's enemies, showing them where to find the character and the horrible way she is abusing it. This happens regardless of whether or not the character wielding the staff is currently using it as a Grimoire.

The Grumpin' Hat

This old, beaten up hat doesn't look like anything much until a character puts it on her head. Then, it comes alive, the creases in its rough top opening to reveal slits that serve the hat as eyes and a mouth. The latter gets far more use than the former, however, as the Grumpin' Hat likes to complain about everything its wearer does, loudly lamenting her lack of skill, patience, and intelligence, how she was born in the wrong family, and the many ways that the character has things easy, compared to "back in the day."

While the hat's constant complaining imposes a ☐☐ on any of the character's Stealth Challenges made while it's worn, it does make for a fairly decent magical tutor, provided that the character wearing it can put up with its constant complaints.

- *Magia:* Grudgin' Mug, Interrogate, Sleep
- *Immuto:* Alter Range, Increase Resistance, Increased Duration
- *Special:* The Magia and Immuto contained in the Grumpin' Hat can only be used by a character who is wearing it on her head.

The Last Moments of Barney Sutton

It's said that when people are near death, their life flashes before their eyes. Sometimes, though, when people in Malifaux find themselves on the brink of death, the life of Barney Sutton flashes before their eyes instead. In a split second, the character sees the most important moments of the unfortunate Gremlin's life - stealing a shotgun from a human, sharing moonshine with his sweetheart, rolling around happily in a flowery meadow with his litter of children - and can draw upon them for strength.

- *Magia:* Heal, Mend Critical, Mingle Essence
- *Immuto:* Combined Spell, Increase AP
- *Special:* This Grimoire only reveals itself to characters after they have suffered a Critical Effect while they are at 0 Wounds or less. The character may choose to immediately attune herself to this Grimoire. This Grimoire only ever appears once to any given person.

The Shackled Doll

This small doll has tiny iron shackles around its arms and legs. Though it appears nondescript at first glance, the longer someone remains attuned to the doll, the more it changes its appearance to resemble that person. After two weeks, it begins moving on its own, often pantomiming weeping into its hands or attempting to kill itself.

- *Magia*: Elemental Engulf, Mind Control, Mud Calling
- *Immuto*: Alter Range, Increase AP, Spirit
- *Special*: After two weeks of being attuned to this Grimoire, the Shackled Doll becomes a Voodoo Doll (pg. 83) and becomes Linked with the character attuned to this Grimoire. The Shackled Doll attempts to harm itself (and thus, its owner) by leaping into open fires, cutting itself with knives, and other acts of blatant self-harm. The character cannot attune herself to another Grimoire while the Shackled Doll is active in this way. Only the destruction of the doll ends its link to the character, at which point she becomes unattuned to it, losing access to any *Magia* or *Immuto* granted by this Grimoire. When destroyed, the Shackled Doll reappears somewhere in the Bayou (often at Zoraida's Hut).

Old Stuffins

This fifteen-foot long stuffed gator is the work of a particularly ingenious Gremlin taxidermist. According to the rumors, the taxidermist animated the gator with necromancy and was fond of riding it into battle, but that came to an end when a rival bokor reached out to the gator's spirit and freed it from the taxidermist's control. It snapped up the taxidermist in one bite, then chased the bokor down and devoured her as well.

Now Old Stuffins wanders the swamp, staring out at the world with glass eyes and skin that is starting to come apart at the stitching. Rotting and putrefying pits of food constantly ooze out from the tears in its belly, a result of the Gremlins who offer the stuffed gator ample amounts of food in an attempt to earn its fickle loyalty.

- *Magia*: Beckon, Mingle Essence (can only target Old Stuffins)
- *Immuto*: Alter Range, Focus Object (Old Stuffins, -3 TN), Reduce AP
- *Special*: Old Stuffins has the stats of a Bayou Gator (pg. 164), but its Rank Value is Enforcer (8) and it exchanges the Living Characteristic for the Undead Characteristic. Only one character may be attuned to this Grimoire at one time, and that character may treat Old Stuffins as a subordinate character. If the character ever changes Grimoires, or if she flips a Black Joker on a Magical Skill Challenge, Old Stuffins ceases to become a subordinate character and instead turns on its former master and attempts to devour her. When Old Stuffins turns on its master in this way, she loses all *Magia* and *Immuto* granted by this Grimoire and can never again attune herself to Old Stuffins. If Old Stuffins is killed, it becomes inert, but it can be restored back to life at 1 Wound with a successful TN 20 Stitching Challenge.
- *Special*: When casting a spell from this Grimoire, the caster may choose to have the spell take effect as if the caster had been Old Stuffins, rather than herself.



Salazar's Shovel

Some shovels are content to be ordinary, mundane tools, but not this one! Gremlin legend (or at least, Tucket legend) has it that Salazar was a powerful Gremlin bokor who taught his shovel the secrets of magic so that it could travel around the Bayou and dig up truffles while he remained at home. The shovel ran away, however, triggering an epic and in no way believable adventure that ended with Salazar traveling deep into the Bayou while disguised as a Silurid.

Regardless of the veracity of the story, Salazar's Shovel has survived to the current day. It doesn't walk around or trick people into giving it their moonshine like in the stories, but it *is* a damn fine shovel. Oh, and it whispers secrets of magic to anyone that uses it to dig in the dirt and mud. So maybe the stories aren't entirely made-up.

- *Magia*: Mudform, Quicksand
- *Immuto*: Alter Range, Delay, Increased Duration
- *Special*: Characters who are holding and attuned to Salazar's Shovel may move through areas of thick mud, loose dirt, or quicksand without penalty.

The Skull Mug

This Gremlin skull has been turned into a macabre chalice. It's not actually very good at holding much liquid - after the first few ounces are poured into it, the contents just dribble out through the skull's eye sockets - but it looks fearsome enough that most Gremlins are willing to overlook that particular design flaw.

The Grimoire only imparts its magic to the wielder after she has taken a sip of some sort of liquid from the skull mug.

- *Magia*: Corpse Bloat, Elemental Blast
- *Immuto*: Alter Range, Decay, Increase Pulse
- *Special*: After an attuned character drinks from the Skull Mug, she gains the Terrifying (Living) 10 Ability until the next sunrise or sunset, or until another character drinks from the Skull Mug.

Vanity Fair

Rather than being a unique Grimoire, this Grimoire is actually one of a series; for some unknown reason, every copy of the novel "Vanity Fair" that enters Malifaux becomes a Grimoire... for Gremlins. Those few Gremlins who are able to read and who have forced themselves to trudge through the abominably slow and dull book have discovered that the greedy, amoral, and unlikable characters are only there as a distraction to keep the foolish from finishing the book and unlocking its awesome arcane potential.

No matter how hard they try, however, humans are unable to find any sort of hidden meaning in Vanity Fair... other than as a general satire of society as a whole, of course. Nevertheless, one of these books is quite the prize for a Gremlin spellcaster... provided that she has the time and patience to finish the entire book.

- *Magia*: All *Magia* of a randomly determined type of magic (flip a card for each copy of Vanity Fair discovered: ♠ is Enchanting, ♣ is Sorcery, ♠ is Prestidigitation, ♠ is Necromancy).
- *Immuto*: Every *Immuto* that the player can name off the top of her head without having to look them up.
- *Special*: Only Gremlin characters can attune themselves to this Grimoire.
- *Special*: A character must spend an entire day reading this Grimoire and then pass a TN 12 Literacy Challenge to attune herself to it. On a failure, the character becomes too bored by the book and cannot finish it, though she may try again on a subsequent day if she is feeling particularly masochistic.



CREEPY CRAWLIN' CRITTERS

This section contains a variety of people and creatures that are native to the swamps, fens, and bogs of the Bayou. These characters are presented in a way that allows the Fatemaster to easily use them as combat adversaries, antagonists, allies, or even as companions or mounts for the Fated.

Of course, not all creatures are alike, so Fatemasters are encouraged to make adjustments to these creatures as they see fit. This might be as simple as swapping out one weapon for another or just increasing or decreasing a character's Rank Value to make it more or less threatening.

Alternatively, Fatemasters with *Into the Steam* could give a creature one (or more) of the Triggers listed in the Skill Triggers section (pg. 128 of that book). This is a good way to make a creature feel unique without increasing its power by too much.

For instance, an adventure might involve the Fated traveling from the swamp and into the city in pursuit of a strange Bayou Chicken with the ability to convince humans - or most humans, at least - that it is one of them. Just because it's a giant chicken doesn't mean that it can't have increased intelligence and the ability to cloak itself in poor illusions that somehow manage to fool everyone around it.

Alternatively, for a more serious approach to challenging players, Fatemasters should consider cherry-picking a Pursuit Talent or two and adding them to a Bayou Gremlin, along with a few ranks in Toughness. Fated who are expecting a typical drunken Gremlin would be surprised to find one that has laid snares around them like a Trapper or one that can draw upon her Bokor powers to control their minds.

And hey, if a Gremlin can do it, why not a pig?

FROM THE DIARY OF EMELINE BELLEROSE:

It is strange how one always looks forward to freedom from one's duties, to time spent lounging on a picturesque beach with a chilled drink in one hand and a beautiful companion in the other, only to find one's mind turning back to their work once that freedom is obtained. In the months since my departure from the Guild, I have found myself beset with an abundance of time and little of interest to keep myself properly occupied.

One of the worst aspects of undeath is just how much time a charming and still quite attractive young woman now has in her daily life. With the need to sleep removed from one's schedule, it might be easy to imagine that such a woman might pick up all sorts of hobbies or spend her nights carousing the bars and taverns, enjoying whatever company she might find and generally behaving as if she were seventeen all over again.

The more time that such a woman spends with the living, however, the more she realizes just how far she has been removed from the life of the living. Alcohol and wine - even the strongest moonshine smuggled in from the Bayou - does nothing to induce intoxication, and she must always be wary of someone accidentally brushing against a patch of exposed skin and realizing that she is, to use a somewhat on-the-nose metaphor, as cold as a corpse.

Eventually it becomes easier to just avoid such gatherings, and that's when that talented young woman realizes just how much time is in each day. She could remain hidden away in her rented apartment, for the cost of living is surprisingly cheap once the need for food is removed from the equation, but to what end? If she does not seek to involve herself in the world, to continue to be an active part of human society, then what is the point of her continued existence?

Those were the thoughts that troubled me as I lounged about my apartment (rented under a false name and delightfully furnished, one of the few luxuries that I can still enjoy), trying to decide how to return to the world. As much as I wished to return to Paris, I doubt that my former companions would quite appreciate my cold, clammy touch.

Surprisingly, the answer came to me from one of the shadows of my former life. Once upon a time, a certain Fleurette Tolbert, a naturalist and amateur artist with an interest in a native Malifaux bird that just happened to roost in the foothills outside a suspected Arcanist stronghold, met an explorer by the name of Cristovao Rodrigues. They got along rather well, and if anyone accused the attractive and quite adorable Ms. Tolbert of using the rugged Mr. Rodrigues as a means of disguising her true intent in the region, well, it certainly never reached *my* ears.

To make a long story short, Mr. Rodrigues noticed me sulking (adorably) in a tavern and approached me, offering to buy me a drink. As we talked, I mentioned that I had quit my last job and was searching for something to occupy my time, at which point Mr. Rodrigues confided in me that he was writing an explorer's guide to the Bayou and was looking for someone to provide illustrations of the local flora and fauna.

His enthusiasm about the project was contagious, and by the end of our conversation, I had eagerly agreed to accompany his expedition to make a visual record of the journey. It seemed just the sort of adventure to pull me out of my depression, and soon Ms. Fleurette Tolbert was planning out an entirely new wardrobe for her newfound career as an adventurous nature documentarian! -E.B.



I had never had much cause to visit Edge Point, but the stories I heard from my former Guild colleagues painted it as a quiet, sleepy little town with little in the way of ambition. Thus, you can imagine my surprise when I stepped off of the surprisingly luxurious train and found an entire street of delightful boutiques and classy restaurants waiting for me!

Unfortunately, it was little more than a ruse designed to separate the idle rich from their idle pocketbooks. While the shops were certainly of high quality, one needed but to travel one block down the street before the illusion was shattered and the true nature of the somewhat shabby little town was laid bare.

Walking me by the arm, Mr. Rodrigues let me protectively through the less impressive areas of the town to the eastern slums, apologizing all the while about the foul smell of the swamp and the biting insects that seemed to roll off of the Bayou in a wave. Neither bothered me much at all, but I still scrunched up my nose and pretended to put on a brave face.

We soon met with the rest of the expedition, all of them Edge Point residents who seemed, to put it gently, a bit rough around the edges. All were heavily armed in one way or another, but I was surprised by the prevalence of bows and knives over firearms and swords. When I asked one of the few women who was armed with a rifle about their lack of modern weaponry, the woman - Heloise Lemelle, I learned later - explained that gunpowder can be ruined after a firearm is dropped into the water, but that a bow will fire the same whether wet or dry.

It was an interesting glimpse into the minds of these languid but clever people. Ms. Lemelle was surprised by my request to sketch her, but once the piece was finished, she grinned and complimented me on my talents. - E.B.

SWAMP PEOPLE

Minion (6), Living

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

Skills: Archery 3, Evade 2, Homesteading 2, Husbandry 3, Melee 3, Navigation 1, Notice 2, Track 1, Wilderness 3.

Lay of the Land: While in cover, this character receives cover from all non-*☞* Actions (instead of from just *☞* Actions).

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

(1) Hunting Knife (Melee)

AV: 5 (11) ----- Rg: *☞* 1 ----- Resist: **Df**

Target suffers 1/3/4 damage.

✕ *Gut 'em:* After inflicting Moderate or Severe damage, the target suffers a Critical Effect of the same severity.

(1) Shortbow (Archery)

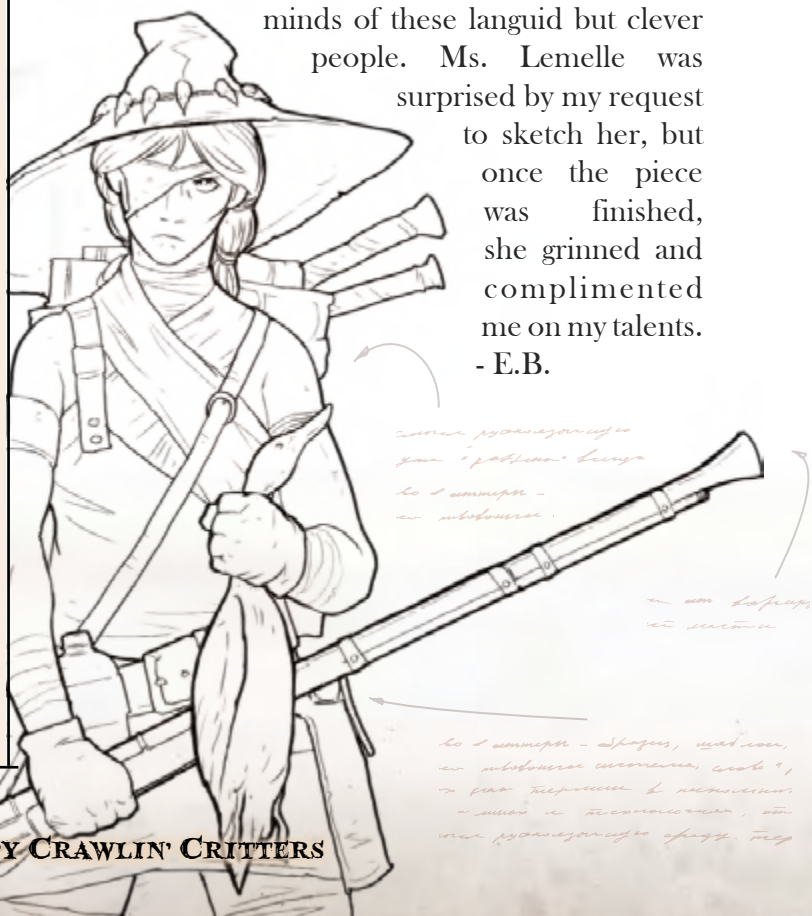
AV: 5 (11) ----- Rg: *☞* 8 ----- Resist: **Df**

Target suffers 2/2/3 damage. This weapon may take a *☐* on its attack flip to fire indirectly, without needing Line of Sight.

☞ *Headshot:* When damaging, this attack ignores Hard to Wound. If a Critical Effect is generated, it automatically affects the target's head.

(0) Wrangle Critter (Husbandry)

Target friendly Pig or Swampfiend within 2 yards may immediately take a (1) AP Action.



It only took a few hours of slogging through the muck and slime of the Bayou to reach our first destination, a small Gremlin village which was known for being friendly with the nearby humans of Edge Point. The rubber waders that Heloise let me borrow were quite unfashionable, but quite invaluable when it came to making it through the muck without actually having to come into contact with all that unpleasantness.

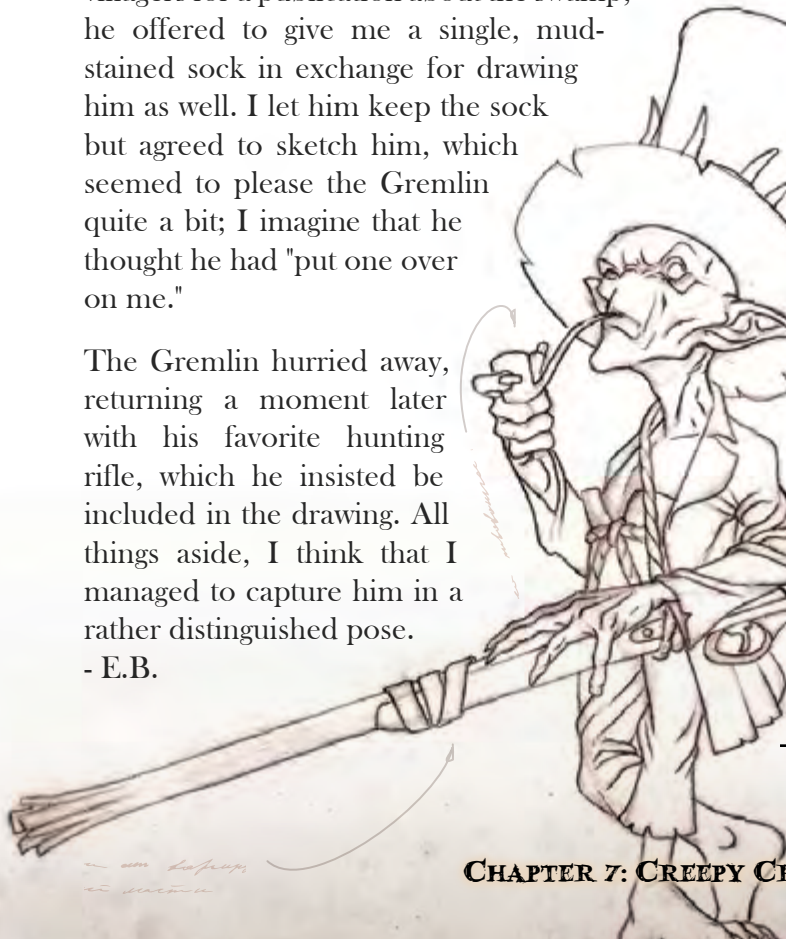
I have never interacted with Gremlins before, so the village turned out to be quite the experience. The Benois family - a name that was apparently stolen from French explorers during the days of the First Breach - was quite happy to welcome us into their village. I found a relatively clean rock to sit upon and began sketching the Gremlins as they spoke with Mr. Rodriques and the other members of the expedition.

Despite everything I had read about the creatures in the various Guild propaganda, the Gremlins seemed to be much like humans in how they went about their day to day activities. I had just finished my second sketch of the town when one of the little creatures approached me and started asking me questions about what I was doing.

When I explained that I was sketching his fellow villagers for a publication about the swamp, he offered to give me a single, mud-stained sock in exchange for drawing him as well. I let him keep the sock but agreed to sketch him, which seemed to please the Gremlin quite a bit; I imagine that he thought he had "put one over on me."

The Gremlin hurried away, returning a moment later with his favorite hunting rifle, which he insisted be included in the drawing. All things aside, I think that I managed to capture him in a rather distinguished pose.

- E.B.



BAYOU 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: Barter 1, Carouse 2, Deceive 2, Evade 2, Gambling 1, Homesteading 1, Husbandry 1, Long Arms 2, 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.

From the Hip: This character uses its Grace instead of its Intellect when making Long Arm attacks.

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

(1) Banjo Bash (Melee)

AV: 1 (6) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 2/2/4 damage. If this weapon inflicts a Critical Effect, it breaks in half and ceases to function as either a weapon or a musical instrument.

(1) Boomstick (Long Arms)

AV: 4 (9) ===== Rg: ♣ 12 ===== Resist: Df
Target suffers 1/2/3 damage. This Attack must declare a Trigger if possible. Capacity 1, Reload 1.

- ♣ *Dumb Luck:* When damaging, this attack inflicts double damage. This character suffers damage equal to half of the amount suffered by the target.
- ♣ *Whoops, Ricochet:* After resolving, the closest other character within range and line of sight suffers 1 damage.
- ♣ *What If... More Powder?:* When damaging, this attack adds +♣ to its Moderate and Severe damage.
- ♣ *"I Got 'im!":* After succeeding, push this character 3 yards toward the target.

SLOP HAULER

Minion (6), Living, Gremlin

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

Skills: Athletics 2, Carouse 2, Deceive 2, Evade 2, Homesteading 2, Husbandry 2, Melee 2✕, Music 1, Notice 2, Thrown Weapon 3, Wilderness 1.

One Eye on the Pigs: At the start of this character's turn, if there is a Pig within 3 yards of it, this character generates one additional AP that can only be used to take a Movement General Action.

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

(1) Slop Bucket (Melee)

AV: 2✕ (8✕) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 1/2/2 damage.

✕ *Full of Slop:* After succeeding, take the Tossed Slop Action against the target, even if engaged.

(1) Tossed Slop (Thrown Weapon)

AV: 5 (11) ===== Rg: ♣ 9 ===== Resist: Df
Target suffers 1/2/3 damage. Every character damaged by this attack gains the following Condition until it washes the slop off: **"Covered in Slop:** This character suffers a □ to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain + to the Attack flip." Capacity 1, Reload 1.

♥ *"Come and Get It!":* After succeeding, every Pig within (X)5 of the target pushes 5 yards toward the character and makes a ♣ attack against the target, if possible.

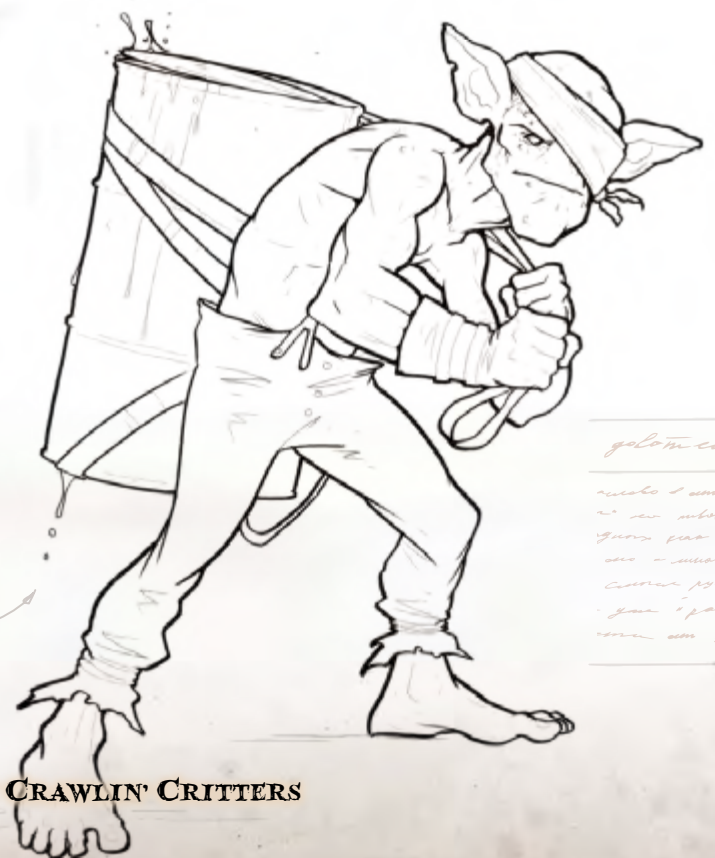
After I finished sketching him, I showed the Gremlin his portrait and watched as his face lit up with delight. He insisted that I had to show the drawing to his cousin Emory, and with the rest of the expedition still speaking with the leaders of the village, I indulged in his whim and followed the Gremlin deeper into the village.

As it turned out, his cousin was one of the Gremlins in charge of keeping the village's pigs properly fed. We found Emory Benois hunched over a large drum, which he was filling with foulness the likes of which I hadn't see since my first journey through Malifaux's sewer system. Without going into too much detail, let us just say that the Gremlins are quite lucky to not have any noses.

Though he complained about being busy when he saw my guide approaching him, Emory nevertheless whistled in appreciation when I showed him the sketch. Soon I was sitting on a hastily brushed clean wooden barrel and sketching away as he told me all about the nature of his profession.

The pig-feeders are apparently known as "slop haulers," which is evidently a position of some worth among Gremlin society, though it seemed impolite to ask why anyone would willingly wish to work with such vile ingredients on a daily basis.

Perhaps Gremlin society is based around pity? - E.B.



*he is carrying a slop bucket, and he is
in a hurry to get to work, and he is
in a hurry to get to work, and he is
in a hurry to get to work, and he is
in a hurry to get to work, and he is*

*gelomice
he is carrying a slop bucket, and he is
in a hurry to get to work, and he is
in a hurry to get to work, and he is
in a hurry to get to work, and he is
in a hurry to get to work, and he is*

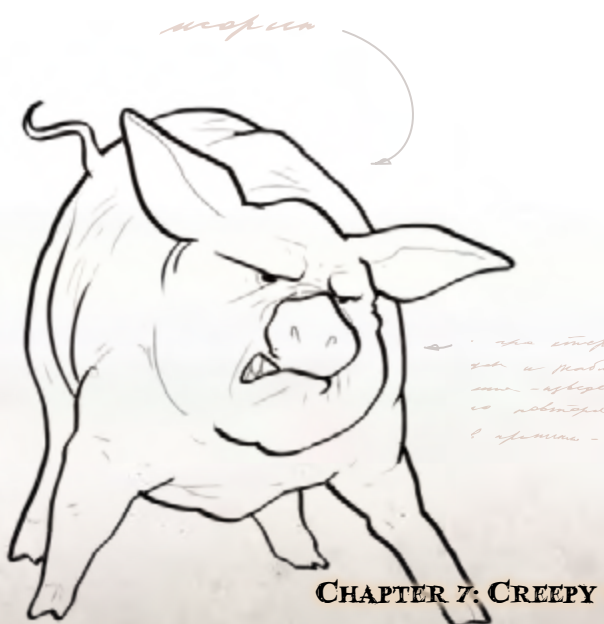
I made a few sketches of Emory for my employers and one for him, which he looked at and then shoved into his pocket. I winced at the treatment of such a carefully crafted sketch, but neglect for personal possessions seemed to be second nature for Gremlins. All of the village I had seen thus far could charitably be described as "squalor," but the Gremlins didn't seem to mind (or even notice) their obvious poverty, so it seemed a poor topic to comment upon.

Emory said it was time to feed the pigs and invited me to come along, so I bid farewell to my former guide and followed Mr. Benois to the village's pig pen. It was a simple structure consisting of a few wooden planks nailed to crooked posts, and the smallest of the pigs within were pawing at the ground in an attempt to dig their way out of their confinement.

When the pigs saw us coming, they immediately stopped digging and tried to - and I know how this ridiculous this sounds - *act nonchalant* so as not to draw any unwanted attention to their digging project.

I watched the piglets carefully as Emory dumped the wretched contents of his slop-drum into the pen, and for a moment, it seemed as if I saw a glimmer of intelligence in their beady little eyes. But then there was food in front of them, and the little piglets threw themselves at it like the beasts they clearly are.

I doubt there is any real intelligence in these fat little creatures, or at least, no more than one might find in a trained dog, but it does make one wonder, doesn't it? - E.B.



PIGLET

Peon (4), Living, Beast, Pig

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 0
<i>Charm</i> -3	<i>Intellect</i> -2	<i>Cunning</i> -3	<i>Tenacity</i> 1
<i>Defense</i> 5 (9)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 4 (8)
<i>Willpower</i> 3 (7)	<i>Charge</i> 7	<i>Wounds</i> 4	

Skills: Navigation 2, Notice 1, Pugilism 1, Track 1, Wilderness 2.

Pigcharge: This character may perform the (2) Charge Action as a (1) Action.

Set 'er Off: At the start of this character's turn during Dramatic Time, if it is not engaged or within 2 yards of a friendly character without this Ability, this character must declare a Charge against the closest legal non-Pig target.

Small Target: Ranged Combat Actions that target this character suffer \square .

(1) Ram (Pugilism)

AV: 3 (7) ===== Rg: /// 1 ===== Resist: **Df**
Target suffers 1/2/3 damage. When this Attack is used as part of a Charge, add +1 to the final duel total for each yard moved before the attack. This Attack must declare a Trigger if possible.

Stampede: After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result.

Eat Anything: After damaging a Living or Undead character, this character heals 1 damage.

Grab On: After damaging, the target gains the following Condition: "**Clamped On +1:** This character receives -1 Walk, -2 Charge, and suffers +1 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."

Bowled Over: After succeeding, the target must succeed at a TN 10 Acrobatics Challenge or take the Drop Prone Action. Then this character takes the Drop Prone Action.

BAYOU PIG

Minion (6), Living, Beast, Pig

Might 3	Grace 0	Speed 2	Resilience 2
Charm -4	Intellect -1	Cunning -2	Tenacity 2
Defense 4 (10)	Walk 5	Height 2	Initiative 4 (10)
Willpower 4 (10)	Charge 6	Wounds 7	

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

Pigcharge: This character may perform the (2) Charge Action as a (1) Action.

Set 'er Off: At the start of this character's turn during Dramatic Time, if it is not engaged or within 2 yards of a friendly character without this Ability, this character must declare a Charge against the closest legal non-Pig target.

Eat Like A Pig: After killing a Living or Undead creature with a Close Combat attack, this character may immediately end its turn to heal 3 damage.

(1) Tusks (Pugilism)

AV: 5 (11) ===== Rg: /// 1 ===== Resist: Df
Target suffers 2/3/4 damage. This Attack must declare a Trigger if possible.

☞ **Stampede:** After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result.

✕ **Eat Anything:** After damaging a Living or Undead character, this character heals 1 damage.

📖 **Tossed Up:** After succeeding, place the target anywhere within 2 yards of this character. The target immediately takes the Drop Prone Action.

👤 **Trampling Hooves:** After succeeding, the target must succeed at a TN 12 Acrobatics Challenge. On a failure, it suffers 1 damage and takes the Drop Prone Action.

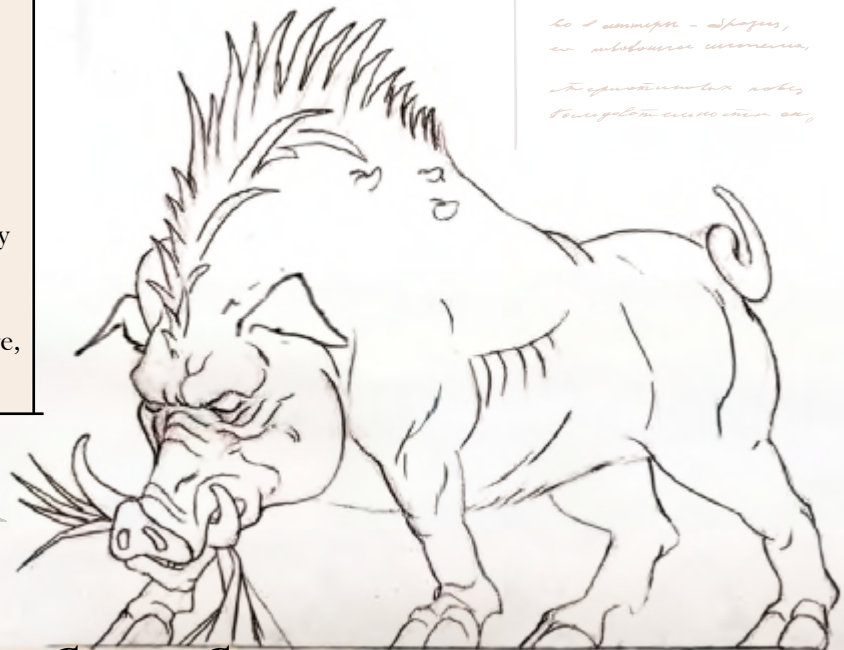
The smaller pigs in the pen only had a few moments to gulp down as much of their disgusting meal as possible before their larger brethren muscled their way in and started devouring everything that was left. While their eating habits were quite revolting, the adults pigs themselves were quite impressive in size and build.

Last year, when I was tracking down the arcane tomes that would eventually lead to my demise in the northern mountains, the dearly departed Mr. McEwan and I encountered a wild boar on the outskirts of the Bayou. These pigs seem similar to the pig that would become our dinner that night, with a humped back that was as tall as my shoulders.

I found the pigs to be just as gassy in life as they had been in death, though fortunately, I no longer had any need to breathe, which made their company easier to withstand (but still no less unpleasant for my ears, as they were quite loud in that particular aspect). Emory claimed that if you "plugged up" one of the smaller pigs, it would actually start floating from all the gasses building up inside of it.

When I expressed my doubt as to whether such a thing was possible, he seemed offended and ran off to find a piece of cork that he could use to prove his claims. Needless to say, this seemed like a good time to slip away from the pigs and return to my companions.

Some things simply cannot be forgotten once they have been seen. - E.B.

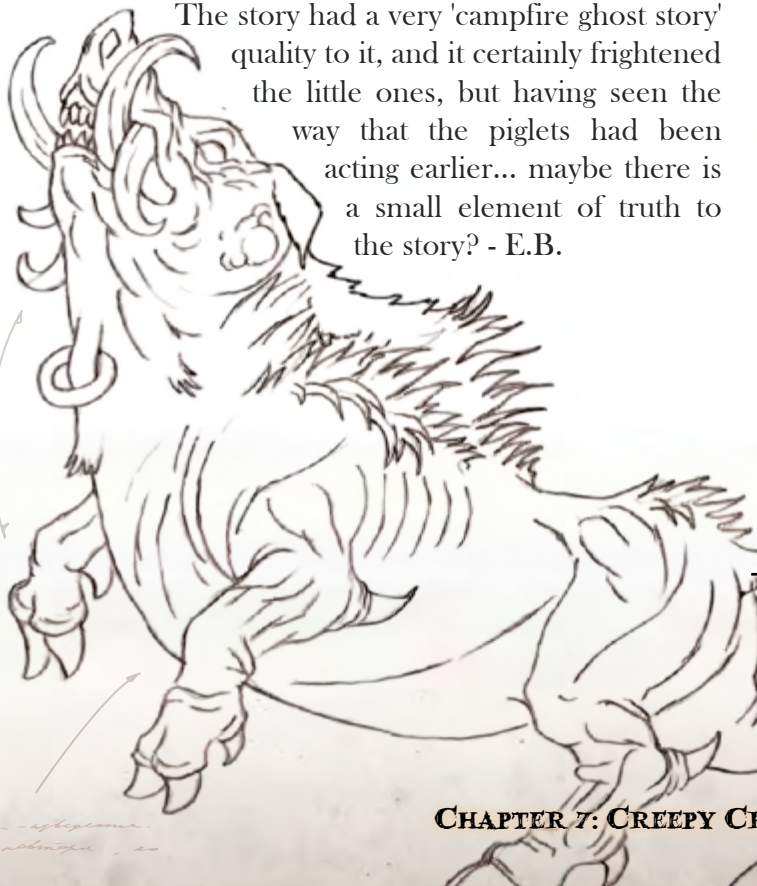


Mr. Rodrigues was just finishing up his business with the Gremlins when I returned to him and the rest of the expedition. While he was initially quite cross with me for wandering off - he seems to be under the belief that Ms. Fleurette Tolbert is completely incapable of looking out after herself - his anger faded when I showed him all of the sketches I drew while he was having his meeting with the Gremlins.

An eavesdropping Gremlin woman with a little one against her breast pointed out that the pigs they keep aren't even fully grown. Evidently the Gremlins try to butcher their pigs before they reach full maturity because fully grown adult hogs - which she referred to as "war pigs" - are temperamental, dangerous, and too smart to be kept in captivity.

To illustrate this, she told me a story about an old, crafty pig known as Old Major that organized a pig rebellion against his Gremlin masters. A dozen or so young Gremlins gathered around us as she told the story, and I noticed that even a few of the Edge Point residents were listening in as she wove her tale. In the end, Old Major gained control of the Gremlin village and ruled over it for some time, eating Gremlins when they refused to listen to him, until finally it was just a village of pigs, wearing hats and walking around with boomsticks in their tusked mouths.

The story had a very 'campfire ghost story' quality to it, and it certainly frightened the little ones, but having seen the way that the piglets had been acting earlier... maybe there is a small element of truth to the story? - E.B.



WAR PIG

Enforcer (7), Living, Beast, Pig

Might 4	Grace 0	Speed 2	Resilience 3
Charm -4	Intellect -1	Cunning -1	Tenacity 3
Defense 4 (11)	Walk 5	Height 2	Initiative 5 (12)
Willpower 5 (12)	Charge 6	Wounds 10	

Skills: Navigation 2, Notice 3, Pugilism 3, Toughness 4, Track 2, Wilderness 3.

Pigcharge: This character may perform the (2) Charge Action as a (1) Action.

Eat Like A Pig: After killing a Living or Undead creature with a Close Combat attack, this character may immediately end its turn to heal 3 damage.

Mean and Vengeful: This character gains \blacklozenge to attack flips against any characters that damaged it since the end of its last turn.

(1) Tusks (Pugilism)

AV: 5 (11) ===== Rg: \lll 1 ===== Resist: Df

Target suffers 2/3/4 damage. This Attack must declare a Trigger if possible.

\blacklozenge **Stampede:** After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result.

\times **Eat Anything:** After damaging a Living or Undead character, this character heals 1 damage.

☰ **Toss and Gore:** After succeeding, place the target anywhere within 2 yards of this character. The target immediately suffers 2 damage and takes the Drop Prone Action.

\blacklozenge **Enraged Trample:** After succeeding, the target must succeed at a TN 13 Acrobatics Challenge. On a failure, it suffers 2 damage and takes the Drop Prone Action.

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: $\frac{1}{1}$ 2 ===== Resist: Df

Target suffers 2/3/5 damage.

☞ *Death Roll:* When damaging, this Attack gains $\frac{1}{1}$ 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.

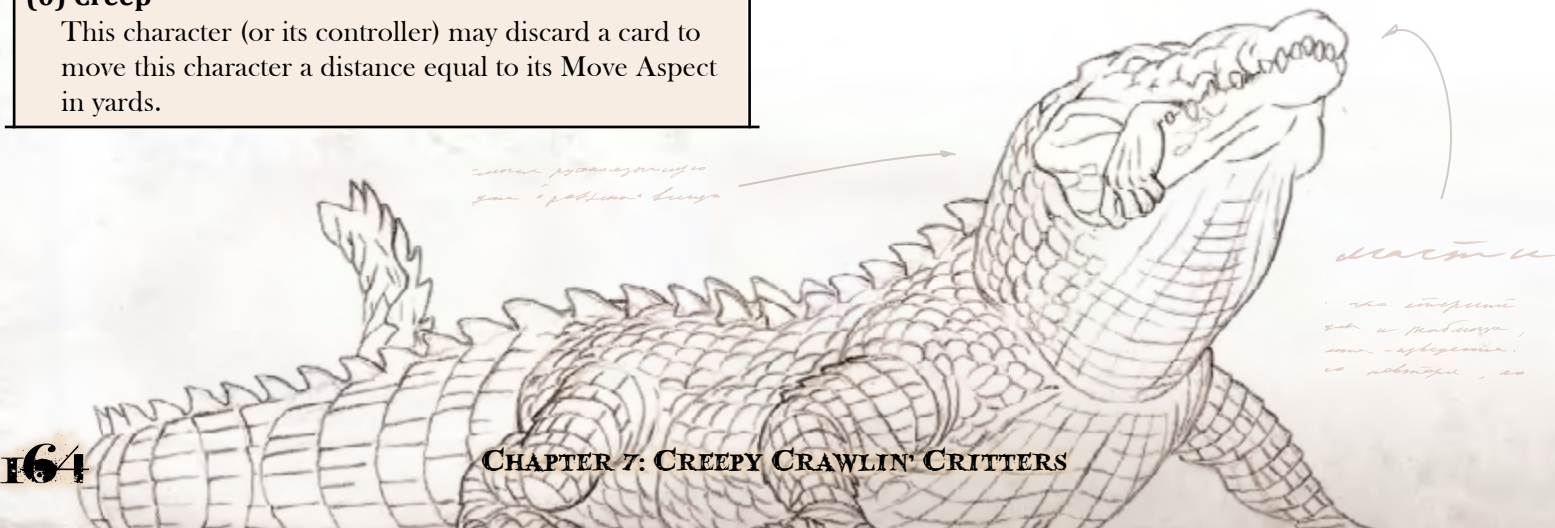
Disaster has struck the expedition! When we left the Gremlin village, a half dozen of the little green creatures came with us, ostensibly to provide introductions to the nearby Jones family, who were far more violent and distrusting of humans than the Benois.

Two days later, I was shrieking and scrambling to get out of blood-drenched water as quickly as I could. It happened so quickly that when I look back at the incident an hour later, all I can remember are flashes of images. We had come across a sunken portion of the swamp and been forced to wade across it in order to continue. Our Gremlin guides, being much shorter than ourselves, had been forced to swim and were some fifteen feet ahead of us.

In literally the blink of an eye, what I had assumed were merely a pair of floating logs had opened their eyes and lunged toward the pack of Gremlins, each one snapping up a Gremlin in its fearsome jaws! It was only then that I realized we had waded into the feeding grounds of some of the largest alligators (or crocodiles?) that I have ever seen.

Had I still a heartbeat, I suspect it would still be pounding. Mr. Rodrigues kept going on about what an amazing chapter this would make in his book and insisted that I sketch one of the beasts, much to my annoyance. He was upset that I did not get closer to the murderous death reptiles, but I have seen how quickly they can move! They are languid now, seemingly content to let us watch them swallow the dismembered remains of their victims, but in the moment of their attack, the hungry alligators moved with frightening speed.

I have no desire to be eaten in the name of your book, Mr. Rodrigues! - E.B.



Another terrible day of travel! I had expected the Bayou to be dangerous, but I never thought that it would make me look back upon my days spent in the sewers of Malifaux City with fondness. Then again, when I think back to the horrors I saw in the University of Transmortis...

Perhaps the Bayou is merely terrible in a completely different sort of way.

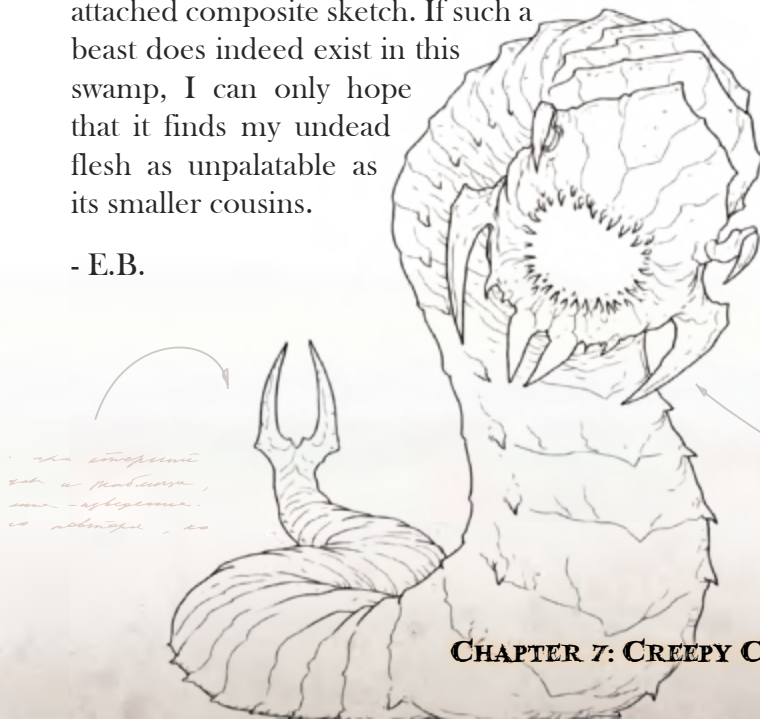
For instance, the stagnant and brackish water is infested with leeches. Since we left the Gremlin village, the living members of our expedition have been pulling the fiendish creatures from their skin every night. Mr. Rodrigues has frequently offered to help me "search for leeches," despite my equally frequent assurances that I can handle such inspections myself. As I spend more time with the man, I suspect that he and the leeches might have more in common than he believes.

Fortunately, the leeches seem to have little interest in whatever happens to be inside my veins these days; I have yet to experience the horror of finding a parasitic swamp creature clamped to my skin.

Our surviving Gremlin scouts seemed to be amused by how much of a fuss we were making over the creatures. When I asked them why, they pointed out that we hadn't even encountered the "big ones" yet, which were apparently the size of a large dog and covered in armored plates.

I asked the Gremlins to describe the creature, and with their help, I was able to come up with the attached composite sketch. If such a beast does indeed exist in this swamp, I can only hope that it finds my undead flesh as unpalatable as its smaller cousins.

- E.B.



BAYOU LEECH

Minion (6), Living, Swampfiend, Beast

Might -2	Grace -2	Speed 2	Resilience 1
Charm -5	Intellect -4	Cunning 1	Tenacity 2
Defense 3 (9)	Walk 5	Height 1	Initiative 4 (10)
Willpower 4 (10)	Charge 6	Wounds 6	

Skills: Grappling 3, Notice 2, Stealth 3, Toughness 1, Wilderness 2.

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.

(1) Attach (Grappling)

AV: 5 (11) ===== Rg: $\frac{1}{1}$ ===== Resist: **Df**
 Target suffers 0/1/2 damage. If this attack deals Severe Damage, the target is **Paralyzed** until this character takes another Action. If the target is Living, it also gains the following Condition: "**Clamped On +1:** This character has -1 Walk, -2 Charge, and suffers +1 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."

✕ **Hit An Artery:** If the target gains the **Clamped On** Condition, it gains an additional **Clamped On +2**.

☞ **Drain Blood:** When damaging, deal +1 damage, then this character heals 1 damage.

(0) Blood in the Water

If this character is in the Bayou, it may discard a card to summon a Bayou Leech adjacent to a character with the **Clamped On** Condition. This character may take this Action without ending the **Clamped On** Condition.

STUFFED PIGLET

Peon (4), Undead, Beast, Pig

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> 3
<i>Defense</i> 5 (9)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 3 (7)
<i>Willpower</i> 5 (9)	<i>Charge</i> 7	<i>Wounds</i> 4	

Skills: Pugilism 1.

Small Target: Ranged Combat Actions that target this character suffer \square .

Bacon Bomb: When this character is reduced to 0 or fewer Wounds, it is killed and its corpse is destroyed. When this character is killed, flip a card from the Fate Deck that cannot be cheated and apply the following effect:

✕: All characters in (X)1 suffer 4 damage.

♣: All characters in (X)2 suffer 3 damage.

♠: All characters in (X)3 suffer 2 damage.

♥: All characters in (X)4 suffer 1 damage.

Joker: All characters in (X)3 suffer 3 damage and are pushed 3 yards away from this character.

(1) Ram (Pugilism)

AV: 3 (7) ----- Rg: ♣ 1 ----- Resist: Df

Target suffers 1/2/3 damage. When this Attack is used as part of a Charge, add +1 to the final duel total for each yard moved before the attack. This Attack must declare a Trigger if possible.

♣ *Premature Detonation:* After damaging, this character immediately resolves its Bacon Bomb Ability, killing it.

✕ *Too Hard:* After damaging, this character suffers 1 damage.

♠ *Grab On:* After damaging, the target gains the following Condition: "**Clamped On +1:** This character has -1 Walk, -2 Charge, and suffers +1 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."

♥ *Flop:* This Attack deals no damage. This character takes the Drop Prone Action.

Our arrival in the lands of the Jones family did not go as well as Mr. Rodrigues had expected. The first patrol we encountered - and I use that term as loosely as is possible - consisted of a male Gremlin wearing a wide-brimmed hat, travel chaps, and little else. Four small piglets that had been strapped with multiple sticks of dynamite trailed behind him.

Everyone was immediately on edge, and the progressively less-than-diplomatic shouting between our guides and the lone Jones Gremlin were not helping matters. As the situation worsened, I realized that the pigs accompanying the Gremlin were standing unnaturally still for living animals.

Then it dawned on me: the piglets were undead!

I had honestly never considered the possibility that there were Gremlins capable of necromancy, and in that moment of revelation, it was difficult not to feel a bit of revulsion toward the one who had created them. The undead dog I had spent time with months ago had at least retained some measure of its personality into undeath, but these pigs... they were like empty shells. Writing this down hours later, I am surprised at just how much I was bothered by the creatures in that moment.

Just as it seemed as if the negotiations between our guides and the necromancer Gremlin were about to devolve in to violence, the Jones Gremlin rolled his eyes and agreed to take us to his village. The decision was entirely his own, of course, and certainly had nothing to do with a bit of magical influence from the quiet, reserved, and utterly harmless Fleurette Tolbert. - E.B.



We have just finished a meeting with the "boss" of this village, which seems to be a title that roughly translates to "mayor." Or perhaps merely "the bully with the biggest gun." I doubt that the Gremlins here could tell the difference between the two.

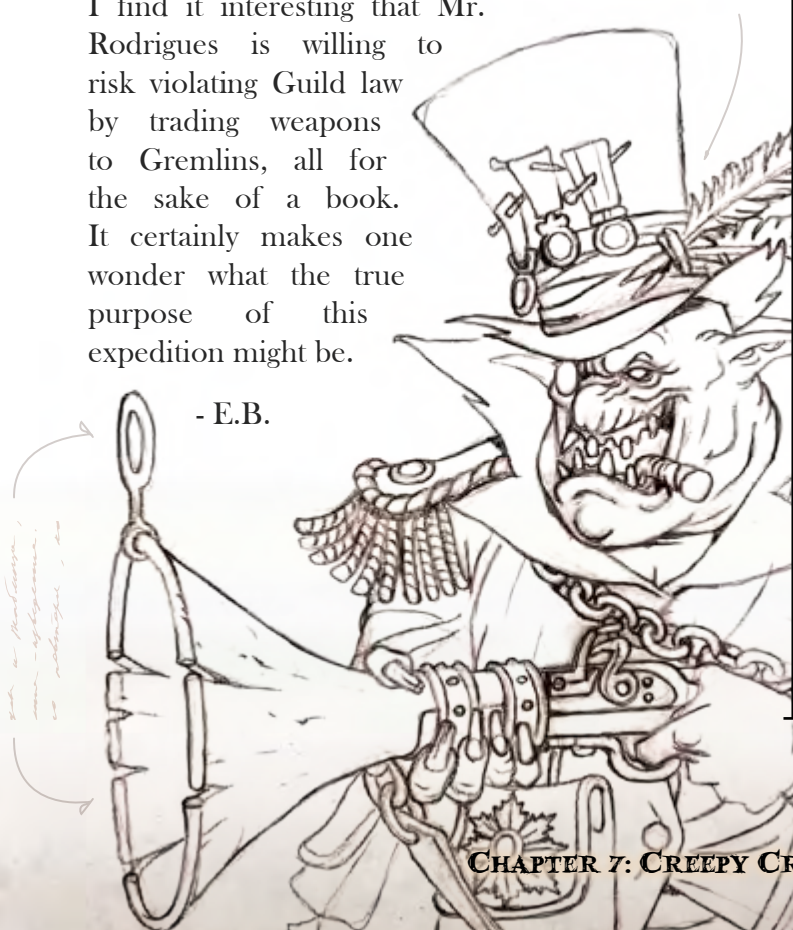
The boss was a big, fat, lazy Gremlin who was clearly quite inebriated at the time of our meeting. He was dressed in what had once been a Guard uniform, which our Benois guides claim is seen as something of a fashion statement among the Jones family. Evidently it symbolizes that the leader was able to kill a guardsman for his clothes, which serves as a constant reminder of their leader's combat prowess.

The other Gremlins tip-toed around their boss as if walking on egg shells, and it was not difficult to surmise that they were quite accustomed to being shouted at and beaten when they did not comply with their leader's wishes.

In a way, he reminded me of a few Guard sergeants I had known in life, both in temperament, girth, and outlook on sobriety. Fortunately, after Mr. Rodrigues had bribed him with a crate of rifle ammunition, we convinced him to loan us some of his kin to help navigate the swamp and find the locations Mr. Rodrigues was interested in.

I find it interesting that Mr. Rodrigues is willing to risk violating Guild law by trading weapons to Gremlins, all for the sake of a book. It certainly makes one wonder what the true purpose of this expedition might be.

- E.B.



BAYOU BOSS

Enforcer (8), Living, Gremlin

Might 2	Grace 2	Speed 2	Resilience 3
Charm -2	Intellect -1	Cunning 3	Tenacity 3
Defense 5 (13)	Walk 5	Height 2	Initiative 5 (13)
Willpower 6 (14)	Charge 6	Wounds 9	

Skills: Barter 2, Carouse 4, Centering 4, Deceive 3, Evade 3, Gambling 2, Leadership 2, Melee 3, Music 1, Notice 3, Shotgun 3, Thrown Weapon 2, Toughness 3, Wilderness 1.

Encouragement: Friendly characters within 6 yards of this character may suffer 1 damage when performing an Action to gain \oplus to that flip.

Gremlin Boss: This character is accompanied by a number of friendly Bayou Gremlins (pg 159) equal to its Rank Value.

Df (📖) "Delegate": After an attack succeeds against this character, it instead affects a friendly character within 3 yards of this character.

(1) Clubbin' Stick (Melee)

AV: 5 (13) ----- Rg: \lll 1 ----- Resist: Df
Target suffers 2/2/4 damage, +1 damage if it is a Pig.

(1) Flintlock Boomer 1894 (Shotgun)

AV: 5 (13) ----- Rg: \lll 10 ----- Resist: Df
Target suffers 2/5 \oplus /5 \oplus damage. This weapon gains \oplus to damage flips against characters within 3 yards, and \square to damage flips against characters further than 6 yards away.
 \bullet *Blown Back:* After damaging, if this attack dealt Moderate or Severe damage, the target is pushed 1 yard away and takes the Drop Prone Action.

(1) "Git Over 'ere!" (Leadership)

This character may discard a card to summon two friendly Bayou Gremlins within 10 yards. They may not act this round (they're tired from running into the battle!) but may act normally on subsequent rounds.

WHISKEY GOLEM

Enforcer (8), Construct

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

Skills: Centering 1, Pugilism 3, Toughness 3.

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

Nimble: This character generates 1 additional AP on its turn which may only be used to take Walk Actions.

Df (♥) Sprung a Leak: After this character suffers damage from a ♣ Attack, it immediately takes the Alcohol Abuse Action. If the attacker is within (X)2, it gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.

(1) Barrel Fist (Pugilism)

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

✕ **Smashed:** After succeeding against a Living target, it gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.

(0) Alcohol Abuse

Every character within (X)2 gains the following Condition for 5 minutes: "**Flammable:** If this character gains the **Burning** Condition, she gains an additional **Burning +2**, then ends this Condition."

(2) Flurry

This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

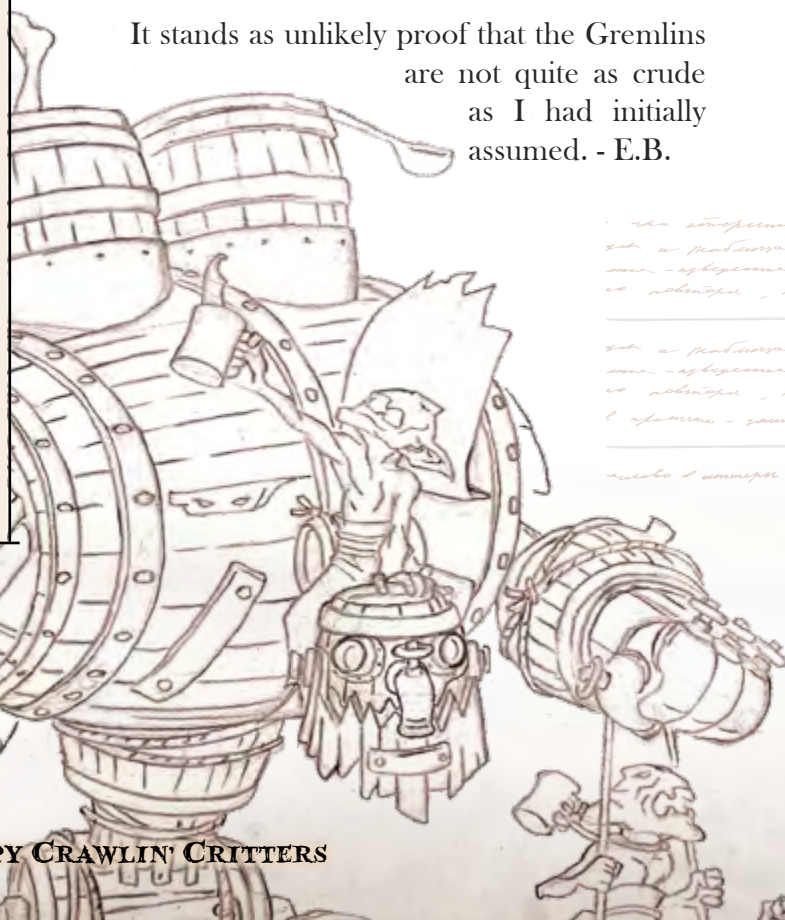
The strangest construct just shuffled into the camp. The rest of the expedition had already bedded down for the night, but Fleurette Tolbert (a long-time sufferer of insomnia, as it turns out) was awake and touching up some of the sketches in her journal when the construct arrived.

It stood nearly nine feet tall and seemed to be made entirely from kegs and barrels. The Jones Gremlins were quite proud of the device, which they called a "Whiskey Golem." Despite the name, it has nothing in common with "true" golems, as it was clearly cobbled together and then magically animated in the manner of most constructs.

The Gremlins seemed to use their Whiskey Golem to transport vast quantities of moonshine from one village to the next. It makes a certain sort of sense; I can't see how anyone would be able to drive a cart through the swamp with any degree of success, and their small size makes carrying such spirits in any great quantity difficult.

The so-called golem's iron fists were splattered with dried blood and ichor, which hinted that it was perfectly capable of defending itself as well. I'm unsure who might have created such a construct, but they seem to have stumbled across a completely functional design.

It stands as unlikely proof that the Gremlins are not quite as crude as I had initially assumed. - E.B.



It seems likely that the Gremlins witnessed a spellcaster summoning a golem of some sort and based the construction of their Whiskey Golem(s?) on its form. That begged the question... did they have smaller "Whiskey Gamin?"

The answer is yes, and they are *adorable*.

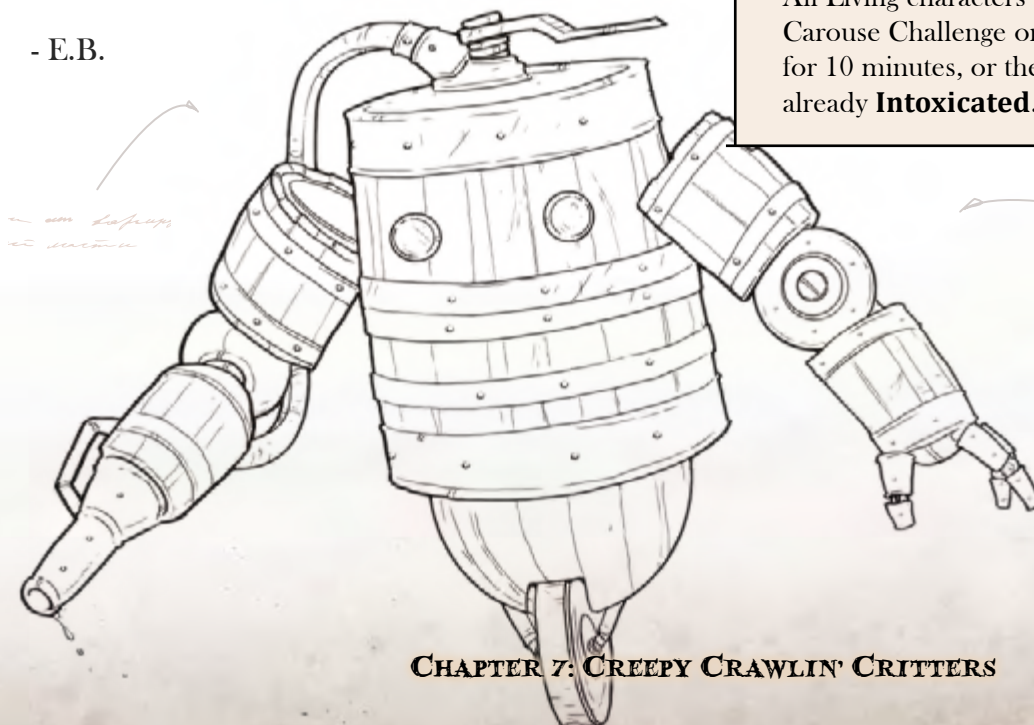
The one that the Gremlins rolled out to show off to me was little more than a barrel with two arms and a single wheel for self-propulsion. I suggested that it might be easier for such a creation to travel through the swamp with legs instead of wheels, and they scoffed at me! Apparently the wheel was an intentional design choice made so that a Whiskey Gamin would not wander off with all of the village's moonshine.

When I pointed out that the Whiskey Golem had legs and could walk off with far more booze if it were so inclined, all of the Gremlins grew very quiet and lost their veneer of good cheer. I am unsure whether I had inadvertently committed some sort of *faux pas*, so I quickly changed the subject and asked about the nozzle-like device hooked up to the construct's arm.

As it turns out, the nozzle device is a pressurized pump that allows a Whiskey Gamin to douse its enemies in whatever liquid is stored inside its body. That is typically high-proof moonshine, which seems like a somewhat odd defense mechanism.

Wouldn't some sort of acid or contact poison be more effective? Or is the pump less for combat and more for recreation?

- E.B.



WHISKEY GAMIN

Minion (5), Construct

Might -2	Grace 1	Speed 2	Resilience -2
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 3 (8)	Walk 5	Height 1	Initiative 2 (7)
Willpower 2 (7)	Charge 6	Wounds 4	

Skills: Flexible 2.

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

Wheeled Barrier: This character is capable of providing Hard Cover to other characters.

(1) Booze Pump (Flexible)

AV: 3 (8) ----- Rg: -6 ----- Resist: Df

Target gains the following Condition for 5 minutes:

"Flammable: If this character gains the **Burning** Condition, she gains an additional **Burning +2**, then ends this Condition." This attack ignores Soft Cover.

✗ **Smashed:** After succeeding against a Living target, it gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.

(1) Free Drinks for Everyone!

All Living characters within (X)1 must pass a TN 10 Carouse Challenge or gain the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if they are already **Intoxicated**.

WALDGEIST

Minion (5), Living, Swampfiend, Beast

Might 4	Grace 3	Speed 2	Resilience 3
Charm -2	Intellect 0	Cunning 3	Tenacity 3
Defense 4 (9)	Walk 5	Height 2	Initiative 5 (10)
Willpower 5 (10)	Charge 6	Wounds 7	

Skills: Enchanting 4♥, Evade 2, Navigation 2, Notice 3, Stealth 2, Toughness 1, Track 3, Wilderness 4.

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

Walking Tree: This character is indistinguishable from a normal tree when not moving.

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

(1) Tangling Roots (Enchanting/Cunning)

AV: 7♥ (12♥) ===== Rg: ♣ 2 ===== Resist: Df
Target suffers 2/3/5 damage. While this character is touching severe terrain, increase the range of this attack to ♣ 4.

♥♥ *Entangle:* After damaging, the target gains **Slow**.

♥♣ *Entrench:* After damaging, the target gains the following Condition until the end of its next turn:
"Rooted: This character may not take Walk or Charge Actions. If this character is pushed, remove this Condition and the character suffers 3 damage."

(1) Germinate

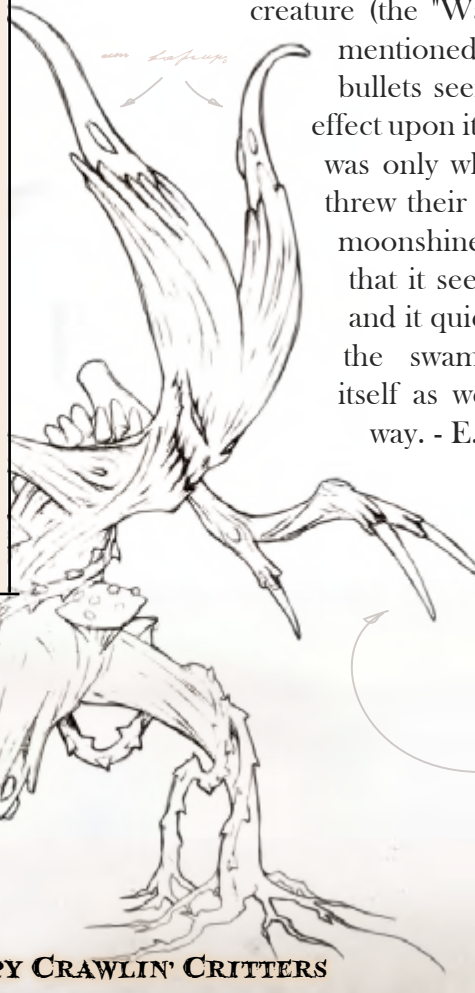
This character creates an area of thick vegetation that counts as severe terrain anywhere within 8 yards. The area is 3 yards in diameter and lasts indefinitely.

We left the second Gremlin village the next morning. Our Benois guides had returned home, but in their place, we now had a dozen Jones guides who were both less personable and more drunk than their southern cousins. In my opinion, Mr. Rodrigues has traded quality for quantity.

On the other hand, these new Gremlins certainly seem to have a good grasp on the dangers present in their lands. One of them - a short gentleman who was desperately trying to pass a leather boot off as a hat - motioned for us to stop as he slowly scanned the area. He said only a single word to warn his comrades - "Waldgeist" - and then they were all readying their weapons and pulling out bottles of moonshine and shoving cloth wicks into their mouths.

The rest of us fell silent, wondering what was going on but unwilling to break the silence they had fallen into. After a few tense moments, everything exploded into violence as one of the nearby, fungus-covered trees - *yes, the tree itself* - reached down with its branch-claws, scooped up two of our porters, and squeezed them so hard that... well, it was not pleasant.

The Gremlins unloaded their weapons into the creature (the "Waldgeist" they had mentioned earlier), but bullets seemed to have little effect upon its bark-like skin. It was only when the Gremlins threw their flaming bottles of moonshine at the Waldgeist that it seemed to feel pain, and it quickly retreated into the swamp to extinguish itself as we hurried on our way. - E.B.



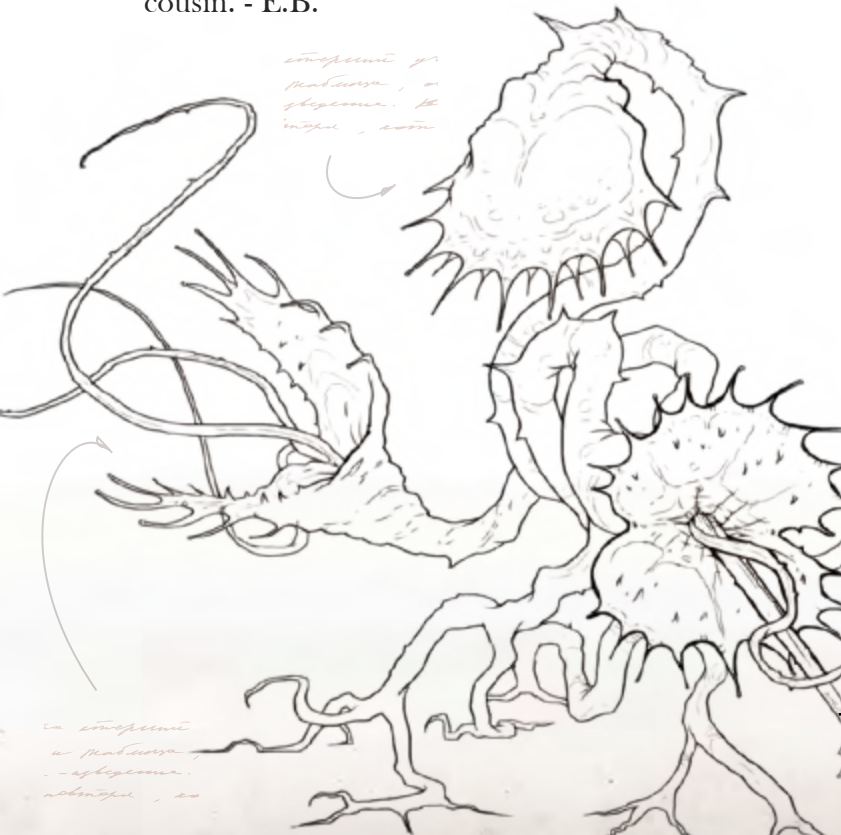
Once we had put a safe distance between us and the plant creature, Mr. Rodrigues called for a break so that he could take stock of our remaining supplies; the packs of the two dead porters had not been recovered during our flight to safety.

In order to prevent anything essential from being lost in a similar incident, he set about transferring supplies evenly between the remaining porters while I sat down to ask the Gremlins what else they knew about this so-called Waldgeist. Were they common in the area?

Evidently they were, though they were fickle predators at best and certainly not the most dangerous carnivorous plant in the swamp. More feared than the murderous trees was a plant that would apparently lash out at its prey with vines, entangling its victims' arms and legs and then dragging them into its multiple large, fanged mouths.

The creature reminded me of the Snaptooth Creepers which live in the barren Footprints north of Malifaux City. Could the two plants share a common ancestor, given their similar means of hunting?

I made a quick sketch of the plant from their descriptions and have dubbed it the "Snaptooth Creeper," in honor of its distant, poorly named cousin. - E.B.



SNAPTOOTH CREEPER

Minion (6), Living, Beast, Swampfiend

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

Skills: Evade 2, Flexible 3♥, Notice 2, Pugilism 2, Stealth 1, Toughness 4, Wilderness 2.

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

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

Buzzing Flies: The area within 2 of this character is considered to be soft cover.

(1) Entangling Vines (Flexible)

AV: 5♥ (11♥) ----- Rg: ♣5 ----- Resist: Df

Target suffers 1/1/2 damage. This character may take this Action without ending the **Clamped On** Condition.

☞ **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).

♥♥ **Entangle:** After damaging, the target gains **Slow**.

(1) Snapping Maw (Pugilism)

AV: 6 (12) ----- Rg: ♣2 ----- Resist: Df

Target suffers 2/4/5 damage. If this attack deals Moderate or Severe damage, the target must attempt a TN 12 Horror Duel.

☞ **Clamp Down:** The target gains the following Condition: **"Clamped On +2:** This character receives -2 Walk, -4 Charge, and suffers +2 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."

BAYOU CHICKEN

Minion (6), Living, Beast

Might 2	Grace 1	Speed 2	Resilience 1
Charm 0	Intellect -2	Cunning -1	Tenacity 2
Defense 5 (11)	Walk 5	Height 2	Initiative 4 (10)
Willpower 4 (10)	Charge 6	Wounds 7	

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

Rampage: At the start of this character's turn, if it has 0 or fewer Wounds, it must declare a Charge against the closest legal target that it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result. This character gains **+** to attack and damage flips made during this Charge Action.

Roostercharge: This character may perform the (2) Charge Action as a (1) Action.

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

(1) Beak (Pugilism)

AV: 5 (11) ----- Rg: /// 2 ----- Resist: **Df**
Target suffers 2/3/5 damage. This attack must declare a Trigger if possible.

BU-GAWK!!!: After damaging, this character must declare a Charge against the closest legal target which it is not engaged with. If this character is engaged when it declares this Charge, it suffers 1 damage.

X Foot Spurs: If this character is male, the target gains the **Dazed** Condition until the end of its next turn. If the target is already **Dazed**, it instead suffers +1 damage.

(0) Delicious Egg

If this character is female, it may discard a card to lay a fresh egg in any space adjacent to it. While within **5** of one or more fresh eggs, Bayou Chickens gain **+** to their Defense flips. The egg ceases to be fresh after two weeks.

It's been several days since my last entry. It's been raining quite a bit, and there just wasn't any reason to risk damaging my journal for the sake of complaining about the swamp. I know that I should be more upset with the foulness of the swamp, but truthfully, most of the troubles affecting my companions - the leeches, the insects, the lack of comfortable or dry places to sleep - are ones which do not bother me.

The humidity is my one consistent annoyance. I have to continually stop to reapply my makeup to maintain a semblance of healthy color, which has in turn given my companions the impression that I am some airheaded saloon girl who cannot go for more than an hour without touching up her rouge.

My complaints aside, there are some interesting creatures out here in the Bayou. Today we came across a family of chickens, which seem similar to those back on Earth, save that they are roughly six feet tall! The Gremlins were quite happy to come across the oversized fowl and immediately set about firing their weapons at the creature and shouting about who was had claim to any eggs they found.

Heloise told me afterwards that the chickens of the Bayou tended to be very high-strung and nervous, and I can certainly see why, if the Gremlins get so worked up whenever they see the birds. They're not quite as majestic as hunting raptors, but I still feel sorry for the poor things. - E.B.

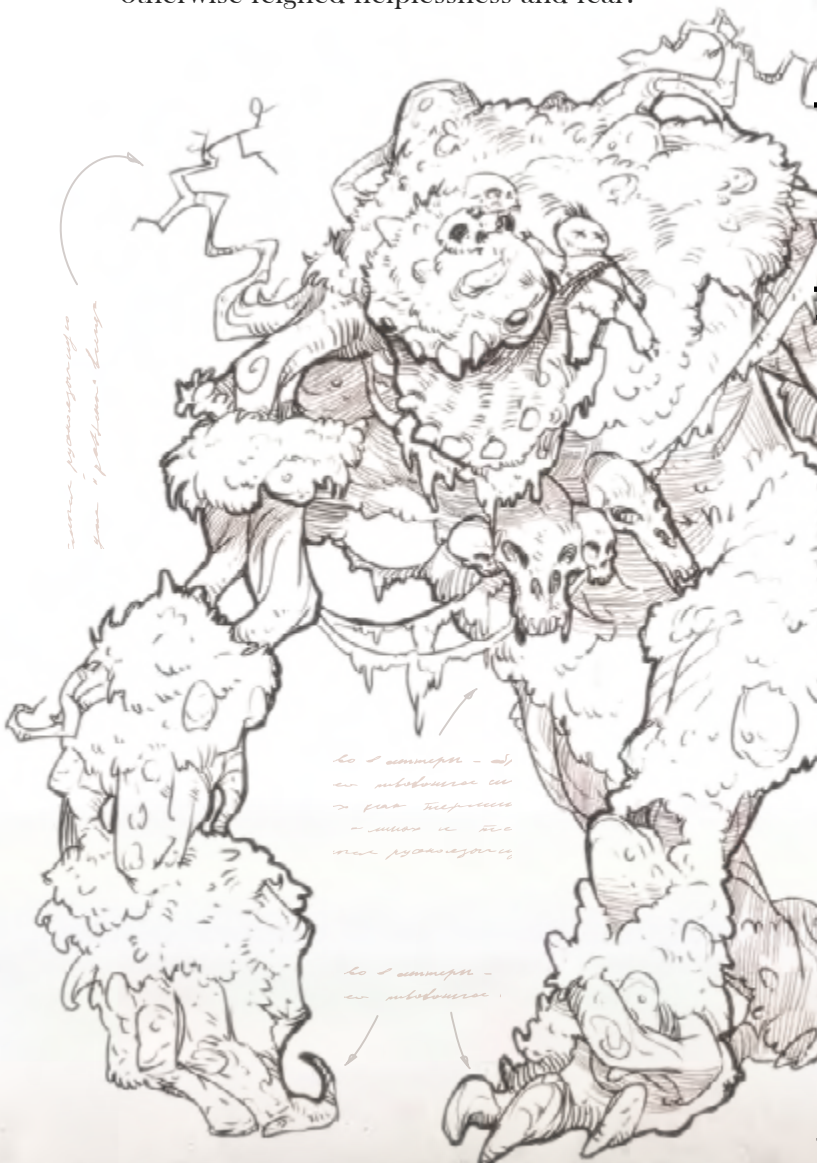


It's been two days since we entered the territory of the Gautraeux family. Our Jones guides stopped right at the border - which was made evident by a long line of piked human, Gremlin, and alligator heads - and told us that they weren't taking us any further. Mr. Rodrigues was furious, claiming that their boss had agreed that they would lead him all the way to "the Sunken City," but the Gremlins just shrugged and started heading back, wishing us good luck with the Gautraeux.

We have not had good luck with the Gautraeux. Earlier today, our expedition was attacked by a small group of Gremlins with painted faces. They were wielding crude swords that had been carved from what looked like black metal or rock (obsidian, maybe?), but the porters were able to repel them without too much trouble. I drew upon my talents when necessary to turn the tide of battle, but otherwise feigned helplessness and fear.

Then the... let us call it a "Mire Golem" appeared right in the middle of our group, just rising up out of the swamp to attack us. I have no doubt that the creature was conjured by some unseen spellcaster, and the devastation it wrought was terrible. Fully half of our expedition was slain by the hulking mass of animated sticks and mud, but their sacrifice at least bought time for the rest of us to escape.

Mr. Rodrigues is quite upset at this turn of events and has called for a short rest while he decides whether to bring a premature end to our adventure. - E.B.



MIRE GOLEM

Enforcer (7), Swampfiend

<i>Might</i> 4	<i>Grace</i> -3	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> -2	<i>Tenacity</i> 3
<i>Defense</i> 3 (10)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 2 (9)
<i>Willpower</i> 5 (12)	<i>Charge</i> 5	<i>Wounds</i> 8	

Skills: Evade 1, Intimidate 2, Labor 2, Notice 1, Pugilism 2, Toughness 2, Track 2, Wilderness 2.

Regeneration +2: This character heals 2 damage at the beginning of its turn during Dramatic Time.

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

(1) Swamp Claws (Pugilism)

AV: 6 (13) ===== Rg: \lll 2 ===== Resist: **Df**

Target suffers 3/4/6 damage.

✕ **Quicksand:** After damaging, the target must succeed on a TN 12 Walk duel or become **Slow**.

(1) Swamp Flurry

This character may discard a card. If it does, it may make 3 Close Combat Attack Actions with an AP cost of 1 against a single target. If this character is a subordinate character, its controller must discard a card in order for this character to take this Action.

After taking stock of our supplies, Mr. Rodrigues noted that we still had my sketches and the notes and maps he had been making each night, which meant that while he still had everything he needed to write his survival guide when he returned home, we were so low on supplies that we might not be able to survive in the Bayou. The expedition had been serious reduced in number, and now there were only six of us left: myself, Mr. Rodrigues, Heloise, and three porters.

The situation is not entirely hopeless, however. It sounds selfish to put these thoughts to the page, but any panic I may have felt over the loss of our supplies was tempered by the knowledge that I had little need for them. Hunger and thirst were not exactly pressing needs in my current situation.

However, I had to keep up appearances, so Fleurette Tolbert suffered from a very convincing panic attack as the dire nature of her situation set in. Mr. Rodrigues comforted me in what I sure he believed was a gentlemanly manner, patting my hand as he assured me that he would safely guide me home.

In his state of wishing to reassure me, he was particularly vulnerable to my talents, and it only took a little nudge to get him to reveal that he wished to be the first to provide a detailed description on "the Sunken City," a wide expanse of flooded ruins that dated back to the days of Old Malifaux.

Unfortunately, our moment was interrupted by a swarm of annoying, biting insects, each about the size of my thumb. They did not bother me, of course, but the rest of the expedition seemed quite annoyed by their presence and were soon packing things up as quickly as they could while shouting and slapping at the insects.

Of course, I pretended to be similarly bothered by the insects in order to keep up my ruse. While the others were distracted, I trapped one of the little creatures in my hands for later study. It proved to be a thoroughly vicious-looking little bug with tiny jaws and a bulbous abdomen. *Ça c'est dégoûtant!* - E.B.

SWARM OF BITING MIDGES

Peon (Variable Rank Value), Living, Beast, Defiant, Swarm

Might -5	Grace 3	Speed 3	Resilience -5
Charm -5	Intellect -5	Cunning -5	Tenacity 1
Defense 5	Walk 6	Height 1	Initiative 3 (Varies)
Willpower 3 (Varies)	Charge 7	Wounds Special	

Skills: Martial Arts 2, Navigation 1, Wilderness 2.

Distracting Buzz: Characters within 5 of this character add this character's Rank Value to the TN of any Spells or Manifested Powers they attempt to cast.

Collective Focus: This character has the following Condition: "**Rank Value +5:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Multiple Bodies: This character does not have Wounds; when this character would suffer damage, instead reduce its Rank Value Condition by 1, unless the attack dealt 1 or 0 damage, in which case its Rank Value is reduced by the full amount of damage dealt. When the Rank Value Condition reaches 0, the swarm disbands.

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

(1) Biting Swarm (Martial Arts)

AV: 5 (Varies) ===== Rg: 1 ===== Resist: Df
Target gains **Infection +1** (Weak damage), **Infection +2** (Moderate damage), or **Infection +4** (Severe damage).



It has been two days since my last entry. The insects have grown thicker as we travel east toward the supposed location of the "Sunken City," and they have finally begun to take their toll upon my companions. Everyone is sick with some sort of infection that is spreading from their numerous bug bites, and it has slowed our travel speed as one might imagine.

Worse yet, we lost one of our porters to a colossal insect the size of a horse! I heard the buzzing of its wings, but it was so loud that it took me a moment to realize what was causing it. By the time I had realized that we were under attack, the oversized mosquito had swooped down from the sky, knocked the unfortunate porter to the ground, and shoved its proboscis into his back.

By the time that Mr. Rodrigues had drawn his pistol, the porter had shriveled up like fruit left out in the sun. While horrifying, it was also surprising just how quickly the insect was able to drain the blood from a full-grown man. I suspect that it pierced his heart and allowed the beating organ to pump the man's blood into its own system, but that is merely conjecture on my part.

Mr. Rodrigues fired twice into the insect's abdomen, which burst open and released a quite copious amount of blood. It seems unlikely that it all came from our porter, which suggests that it had been preying on similarly large prey before finding us. Perhaps Gremlins? The porter, unfortunately, did not survive his injuries. - E.B.

SKEETER

Peon (4), Living, Beast

<i>Might</i> 2	<i>Grace</i> 3	<i>Speed</i> 5	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -4	<i>Cunning</i> -3	<i>Tenacity</i> 1
<i>Defense</i> 7 (11)	<i>Walk</i> 7	<i>Height</i> 2	<i>Initiative</i> 6 (10)
<i>Willpower</i> 3 (7)	<i>Charge</i> 9	<i>Wounds</i> 4	

Skills: Martial Arts 1, Navigation 1, Notice 1, Wilderness 2.

Can't Stop the Buzzing: This character gains **+** to disengaging strikes.

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

(1) Proboscis (Martial Arts)

AV: 6 (10) ===== Rg: $\frac{1}{1}$ 1 ===== Resist: **Df**

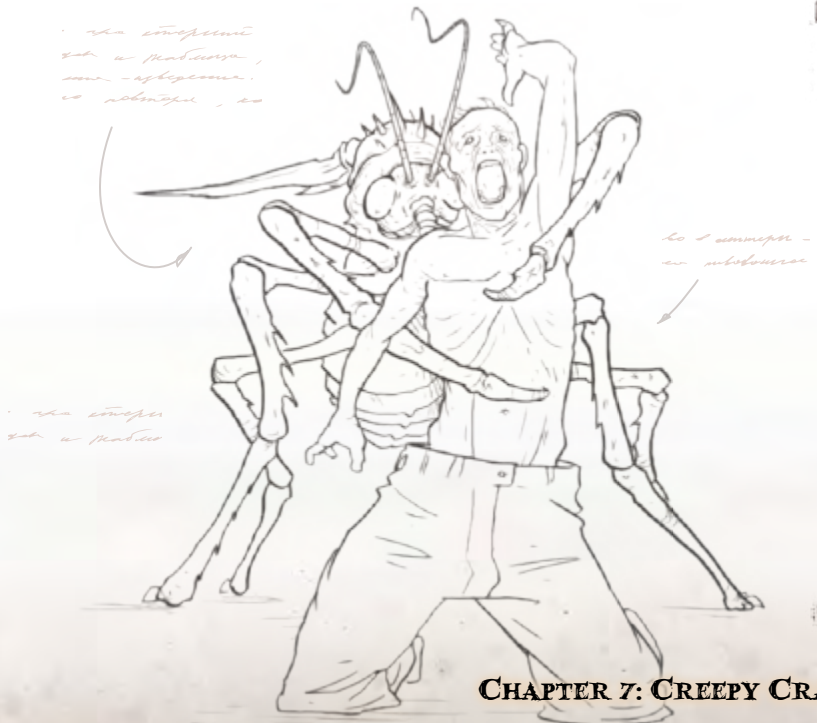
Target suffers 1/1/2 damage and gains the following Condition: "**Infection +1**: At the end of the day, this character suffers +1 damage."

☞ Drain Blood: When damaging, deal +1 damage, then this character heals 1 damage.

THE INFECTION CONDITION

The **Infection** Condition is described in more detail in *Under Quarantine* (pg. 150), but can still be used in your game with the following rules:

The **Infection** Condition can be treated with a TN 10 Doctor Challenge. This requires one hour of examination and the proper tools for the Doctor Skill. A success lowers the value of the Condition by 1, plus 1 per Margin of Success (to a minimum of 0 at which point the Condition ends).



BAYOU BUSHWHACKER

Minion (6), Living, Gremlin

Might 1	Grace 3	Speed 2	Resilience 1
Charm -2	Intellect -1	Cunning 2	Tenacity 1
Defense 6 (12)	Walk 5	Height 1	Initiative 4 (10)
Willpower 6 (12)	Charge 6	Wounds 7	

Skills: Barter 2, Carouse 2, Centering 4, Deceive 3, Evade 4, Gambling 1, Geography 1, Homesteading 1, Long Arms 3, Melee 3, Music 1, Notice 2, Pick Pocket 1, Toughness 2, Track 3, Wilderness 3.

From the Hip: This character uses its Grace instead of its Intellect when making Long Arm attacks.

"Get Off My Land!": While on any land that could reasonably be considered to be owned by this character (which, for all practical purposes, encompasses most of the Bayou), this character generates 1 additional General AP at the start of her turn.

Lay of the Land: While in cover, this character receives cover from all non-Action (instead of from just Action).

(1) Fryin' Pan (Melee)

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

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

(1) Varmint Rifle (Long Arms)

AV: 6 (12) ----- Rg: 14 ----- Resist: Df
Target suffers 1/3/4 damage. If this attack benefits from the **Focused** Condition, it deals +1 damage. Capacity 1, Reload 1.

☛ **Reposition:** After succeeding, move this character up to 3 yards in any direction.

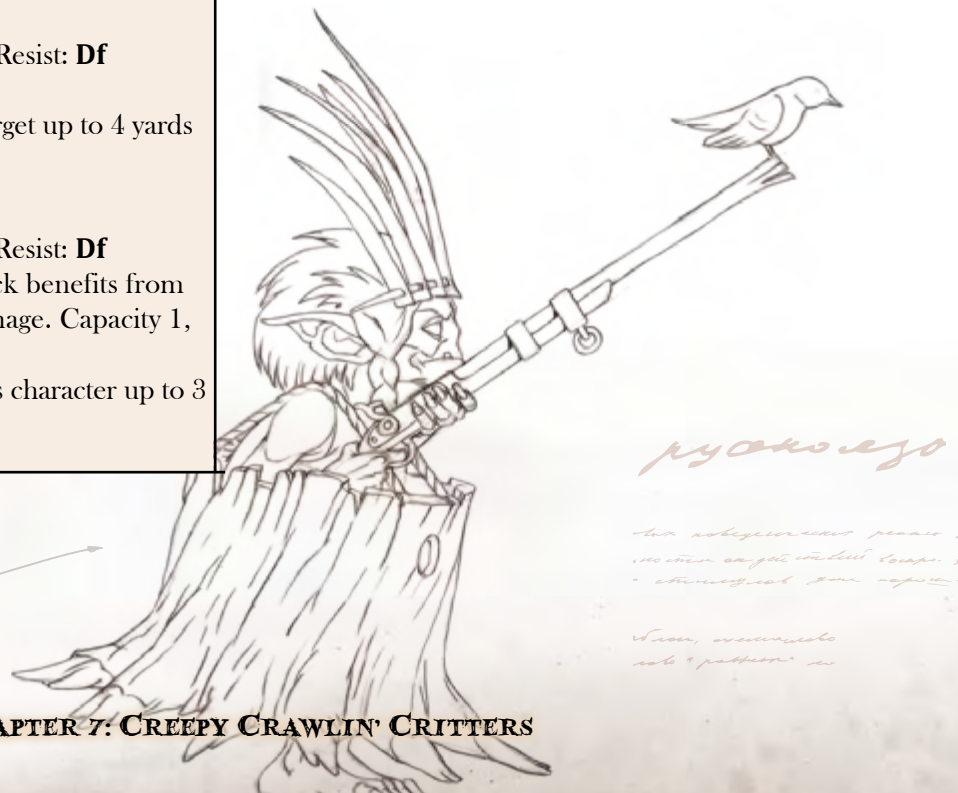
Our eastward journey has brought us to a shift in the Bayou's landscape. The tall, moss-covered trees began have begun to give way to open bogs and mires, which evidently smell quite terrible, as evidenced by the reaction of my companions.

The insects continue to be a constant annoyance, and the gradual decline of the expedition into sickness has not abated, which has cast my own "health" in the face of the insect-borne infection in an increasingly more prominent light.

Fortunately, we encountered a stroke of good luck earlier this afternoon. While we were paused for one of our increasingly more frequent breaks, we were ambushed by a surprisingly stealthy Gremlin who had hidden herself inside a hollow log. She had evidently taken stock of our poor condition and decided that we were ripe for the conquest.

She made the mistake of not shooting us immediately, however, and soon my talents had turned her mind away from attacking us. As she led us to her village at my prompting, she revealed that she was a member of the Cruickshanks family.

Evidently our would-be attacker was hunting Skeeters - the large mosquitoes - in the bog and was using her disguise to hide from them. I made a sketch of her costume, because it seems like the sort of silly thing that the readers of our book would enjoy, but I cannot argue with its effectiveness despite appearances. She was able to sneak up on us, after all. - E.B.

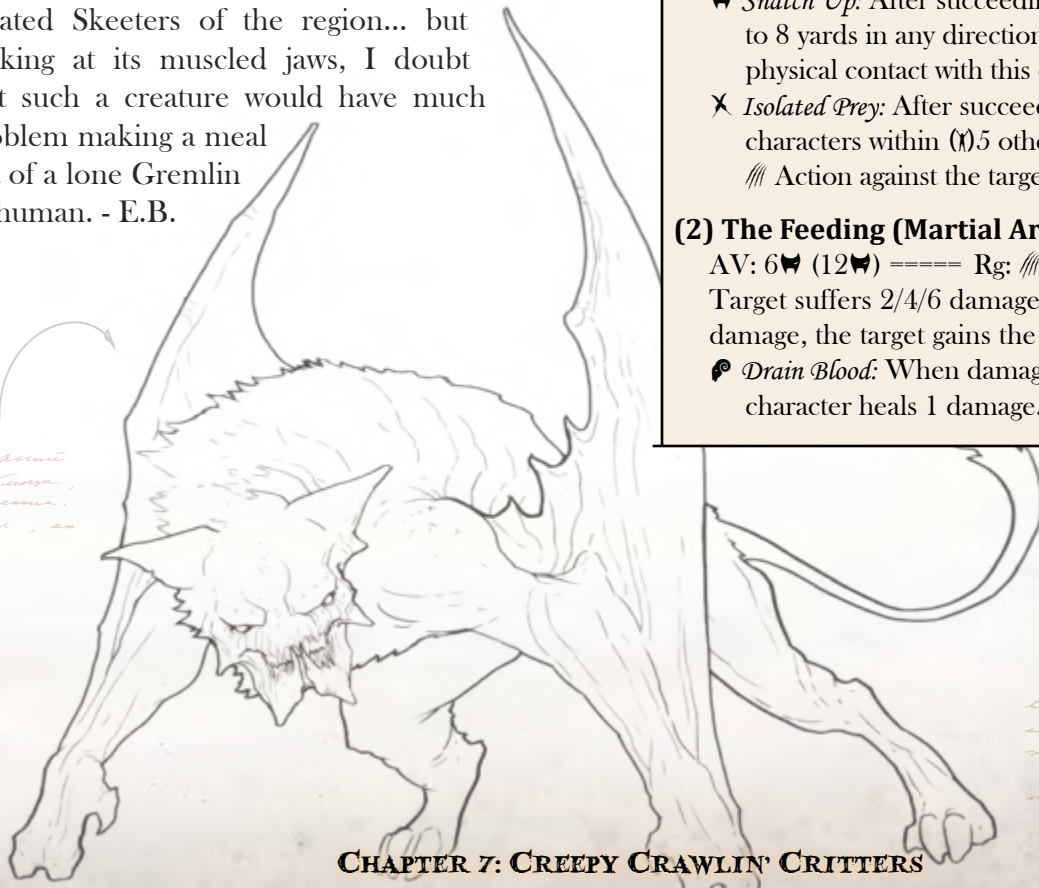


The Cruickshanks were initially untrusting of our expedition, but our hunter "friend" was very convincing in her claims that we were friendly and willing to trade with them. Part of that was my own influence over her mind, of course, but her fabricated story about how we saved her from something called an "Ahoor" was quite inspired and entirely her own creation.

As the Gremlins sent for their village's shaman(?) to tend to the sickness of my companions, I made some inquiries of our enthralled hunter to learn just what an "Ahoor" is supposed to be. Instead of getting a description, she led me to a large, warehouse-like building that belonged to a taxidermist who had killed and stuffed one of the beasts.

Evidently "taxidermists" are just what Gremlins call their necromancers, for the creature that I was brought to examine was actually an animated corpse, rather than a mounted display piece.

My ironic dislike of necromancy aside, the Ahoor was quite fascinating. It reminded me of a bat in the way that it walked using its wing-claws, and the taxidermist confirmed my suspicions by explaining that Ahoors are nocturnal predators that rely upon their excellent hearing to locate their prey. They feed upon blood and evidently prefer to hunt the bloated Skeeters of the region... but looking at its muscled jaws, I doubt that such a creature would have much problem making a meal out of a lone Gremlin or human. - E.B.



AHOOR

Minion (6), Living, Beast, Swampfiend

Might 3	Grace 1	Speed 4	Resilience 2
Charm -4	Intellect -1	Cunning 2	Tenacity 3
Defense 6 (12)	Walk 6	Height 2	Initiative 5 (11)
Willpower 5 (11)	Charge 8	Wounds 8	

Skills: Acrobatics 3, Athletics 2, Martial Arts 2♣, Notice 1, Stealth 3, Toughness 3, Track 1, Wilderness 3.

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

Swooping Ambush: When attacking a character that is either **Slow** or unaware of this character's presence, this character gains +♣ to its attack.

(1) Wing Buffet (Martial Arts)

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

♣ *Snatch Up:* After succeeding, move this character up to 8 yards in any direction, then place the target in physical contact with this character.

✂ *Isolated Prey:* After succeeding, if there are no enemy characters within (X)5 other than the target, take a 2 AP ♣ Action against the target.

(2) The Feeding (Martial Arts)

AV: 6♣ (12♣) ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 2/4/6 damage. If this attack deals Severe damage, the target gains the **Bleeding Out** Condition.

♣ *Drain Blood:* When damaging, deal +1 damage, then this character heals 1 damage.

SWINE-CURSED

Enforcer (8), Living, Gremlin, Pig

Might 4	Grace -1	Speed 2	Resilience 3
Charm -3	Intellect -2	Cunning 1	Tenacity 3
Defense 5 (13)	Walk 5	Height 2	Initiative 3 (11)
Willpower 5 (13)	Charge 8	Wounds 8	

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

Blast Resistant +1: Reduce all damage suffered by this character from (X) and ☠ effects by +1, to a minimum of 1.

Failed Experiment: These stats represent a Swine-Cursed in its transformed state. A Swine-Cursed in its Gremlin form is identical to Bayou Gremlins (pg. 159), save that it also possesses the Magical Transformation Action.

Rampage: At the start of this character's turn, if it has 0 or fewer Wounds, it must declare a Charge against the closest legal target that it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result. This character gains 🗡 to attack and damage flips made during this Charge Action.

Rush +2: This character's Charge has been increased by +2.

(1) Tear Apart (Pugilism)

AV: 6 (14) ===== Rg: 🗡 2 ===== Resist: Df
Target suffers 2/3/5 damage. This damage ignores Armor and Hard to Wound.

👁 **Headlock:** After damaging, the target gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first:
"Held Tight: This character cannot take movement Actions. If the character that applied this Condition takes a movement Action, it may place this character into physical contact with itself when the movement is complete. If it does not, end this Condition."

(0) Magical Transformation (Enchanting)

This character may discard a card to transform into a Bayou Gremlin (if it is a Swine-Cursed) or into a Swine-Cursed (if it is a Bayou Gremlin). Then, this character heals 2 damage.

It is the middle of the night, and the Cruickshanks have been relatively pleasant hosts, even going so far as to share their food with us. It took only a single glance at the "Skeeter Pie" to make me glad that I no longer felt hunger, but my companions were less fortunate. For once, Mr. Rodrigues did not scold me for refusing a meal.

That being said, I could do with a bit less banjo music. Even now, in the middle of the night, the Gremlins show no sign of -

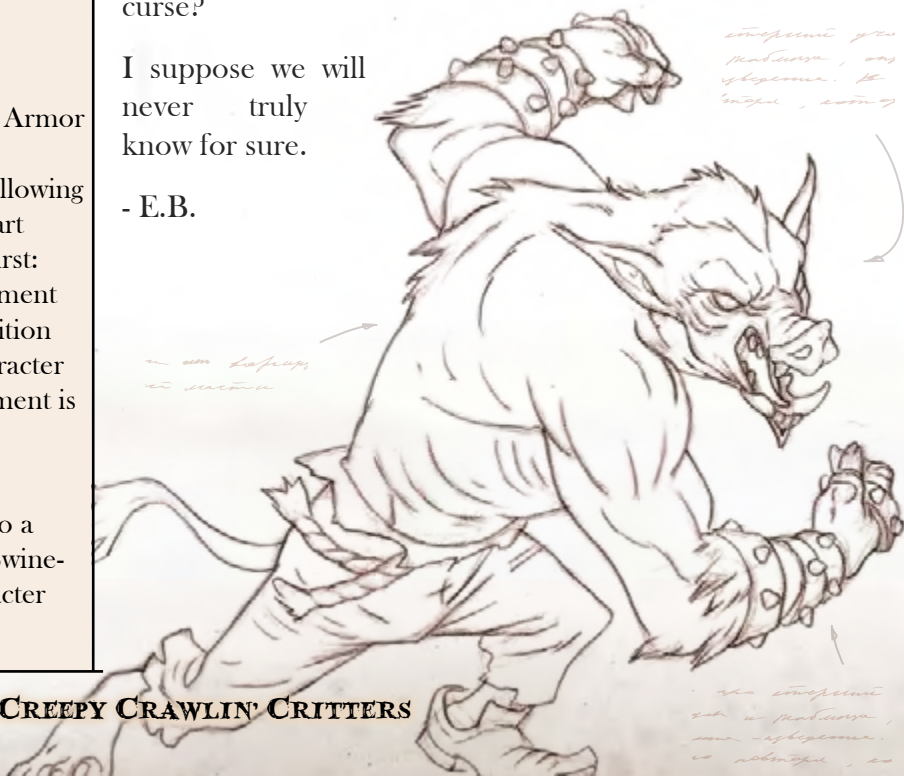
My apologies for not finishing my previous thought, but as I was writing, there was a commotion in the village - screams, gunshots, cries for help, the whole package. I grabbed my pistol and hurried toward the sounds, thinking that one of the Ahools might be attacking the village, or even one of the tree-like Waldgeists, but what I saw was stranger still.

It looked like some sort of green-skinned humanoid pig creature, and as I took aim at it, it lifted the shaman who had healed my companions a few hours earlier above its head and tore him in half. I emptied the chamber of my pistol into its chest, adding my bullets to the barrage of shotgun shells and rifle bullets provided by the rest of the panicking villagers, and together, we were able to bring it down.

As its life's blood pooled around it, the beast began to shift and contract, pulling it on itself until it was nothing more than a normal Gremlin! Had it been a shapechanger, or was it suffering from a terrible curse?

I suppose we will never truly know for sure.

- E.B.



The medicine given to my companions by the departed shaman proved to be just the thing they needed. While none of them are fully recovered from their infection, some of the discoloration and swelling around their bug bites seems to have gone down. I had thought that it might be wise to start conserving what little makeup I had left and went with a lighter layer of foundation this morning, but it was apparently not quite enough, as Heloise mentioned that I was looking a bit pale.

On the other hand, it seems to have made the rest of the expedition more comfortable in my presence. It is surprisingly that shared misery can be such a powerful bonding tool, but then, isn't that the driving force of the M&SU's vaunted "solidarity?"

Perhaps sensing the sorry state of our expedition, the Cruickshanks traded us a mechanical pig that they claimed could help us carry our packs. They didn't want very much for it and offered to toss in some dried pork as well, which made me wonder just what was wrong with it. They were simply too eager to get rid of the thing.

It didn't take much influence on my part to get them to admit that while the mechanical pig was perfectly functional, they were embarrassed to keep it in the village. One of their number had apparently traded for it at a gathering of some sort, only to learn that a metallic pig that could not be eaten wasn't of much use to the village.

I doubt that Mr. Hoffman would have seen things quite the same way, but it did not seem prudent to raise much of a fuss over what was essentially a cheap, tireless pack mule.

- E.B.

MECHANIZED PORKCHOP

Minion (6), Construct, Pig

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

Skills: Centering 2, Evade 3, Pneumatics 3, Toughness 1.

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

Powerful Furnace: After this character completes a Charge Action, every character within (X)1 gains **Burning +1**.

(1) Metal Tusks (Pneumatics)

AV: 6 (12) ===== Rg: $\frac{1}{3}$ 1 ===== Resist: **Df**

Target suffers 2/3/5 damage. This Attack must declare a Trigger if possible.

☞ **Heated Metal:** After damaging, the target gains **Burning +1**.

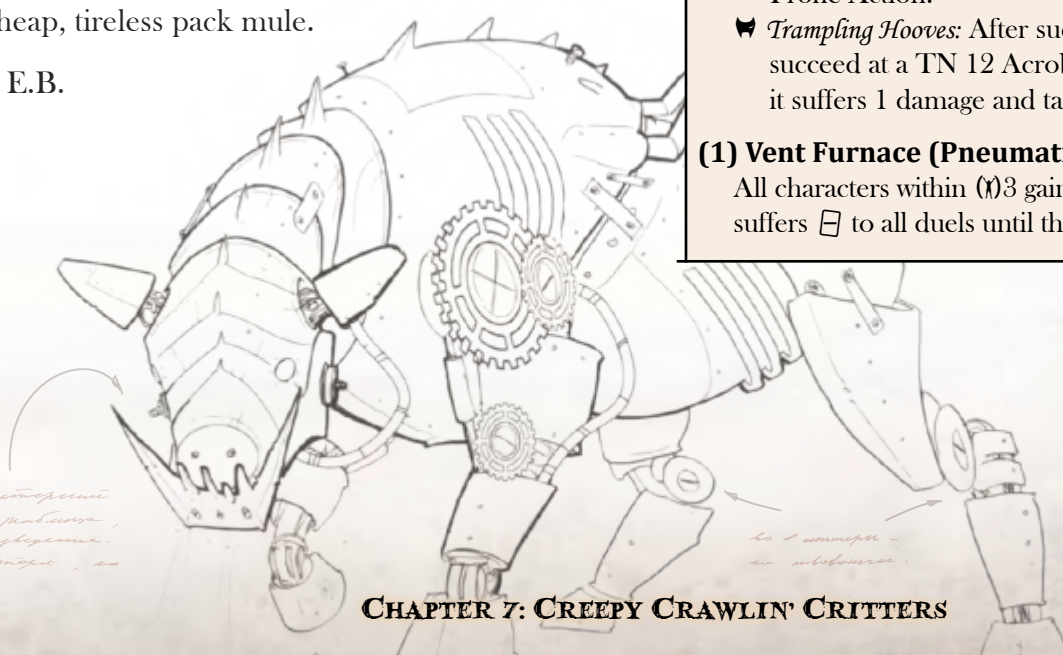
✕ **Steam Burst:** Until the start of this character's next turn, characters within (1)3 of this character count as being in Soft Cover.

📖 **Toss and Gore:** After succeeding, place the target anywhere within 2 yards of this character. The target immediately suffers 2 damage and takes the Drop Prone Action.

🐾 **Trampling Hooves:** After succeeding, the target must succeed at a TN 12 Acrobatics Challenge. On a failure, it suffers 1 damage and takes the Drop Prone Action.

(1) Vent Furnace (Pneumatics)

All characters within (X)3 gain **Burning +2**. This character suffers $\frac{1}{2}$ to all duels until the end of its next turn.



WANDERING DROSERA

Enforcer (7), Living, Beast, Defiant, Swampfiend

<i>Might</i> -2	<i>Grace</i> 1	<i>Speed</i> -2	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -4	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 3 (10)	<i>Walk</i> 3	<i>Height</i> 3	<i>Initiative</i> 0 (7)
<i>Willpower</i> 4 (11)	<i>Charge</i> 3	<i>Wounds</i> 8	

Skills: Bewitch 2, Evade 1, Flexible 4 ♣, Notice 2, Stealth 3, Toughness 3, Wilderness 2.

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

Distracting Scent: Non-Swampfiend characters within 10 are considered to have the **Dazed** Condition.

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

(1) Sticky Tentacle Slap (Flexible)

AV: 5 ♣ (12 ♣) ===== Rg: ♣ 4 ===== Resist: Df
Target suffers 1/1/2 damage. If this attack deals Severe damage, the target is **Paralyzed** until it leaves this character's engagement range.

♣ **Sticky Mucilage:** The target gains the following Condition: "**Covered in Mucilage:** This character has -2 Wk and -2 Cg and generates 1 less AP at the start of her turn. Any character within 1 yard of this character (including this character) may end this Condition as a 1 AP Action by pouring at least 8 oz. of alcohol on the character."

♣ **Digestive Enzymes:** If the target has the **Covered in Mucilage** Condition, increase this attack's damage to 3/6/7.

(0) Creep

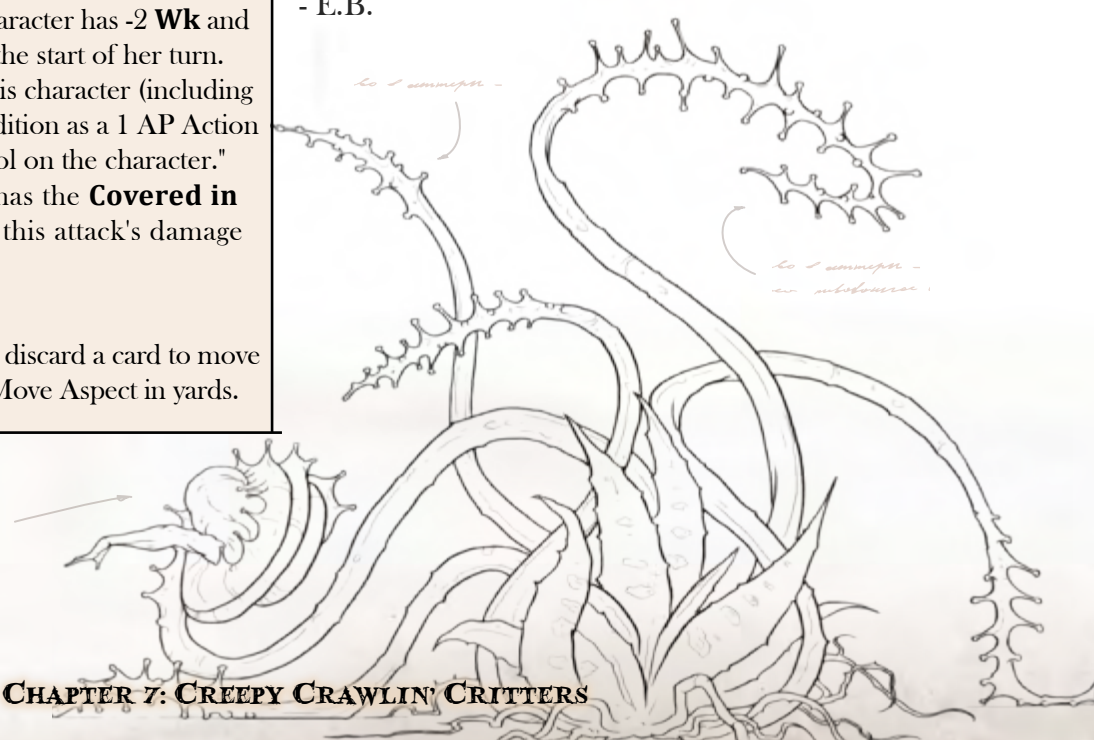
This character (or its controller) may discard a card to move this character a distance equal to its Move Aspect in yards.

Even if this Bayou survival guide never sees print, I believe that there might be promise in simply writing a book that describes the various carnivorous plants of Malifaux. The two that I have encountered thus far have both relied upon lashing tentacles to draw their prey into their fanged mouths (I continue to believe that fangs on a plant are an abomination of the highest order), but the one we saw this morning was something else entirely.

We had bid farewell to the Cruickshanks and set out across the open bogs, trading the forested shelter of the swamp for the open expanses and tall water grasses of the fens when we saw it in the distance. It was quite large, consisting of a central, shrub-like plant with numerous roots that provided it with a means to slow travel. From this central "bulb" sprouted six long, dull yellow tentacles that turned bright orange and red near their tips.

The plant's hunting process seemed to involve little more than flailing these tendrils in the area around it. They must have been coated in some sort of sticky mucus, for we saw it strike multiple Skeeters and then slowly wrap around them as the oversized insects tried to escape. There seemed to be a swarm of the pests around the plant, which was surprising, given what an obvious danger it presented to them.

Perhaps it exuded some sort of scent to draw them in? In any case, nobody (myself included) wanted to get close enough to the thrashing death-plant to confirm my theory, so I settled for a quick sketch. - E.B.



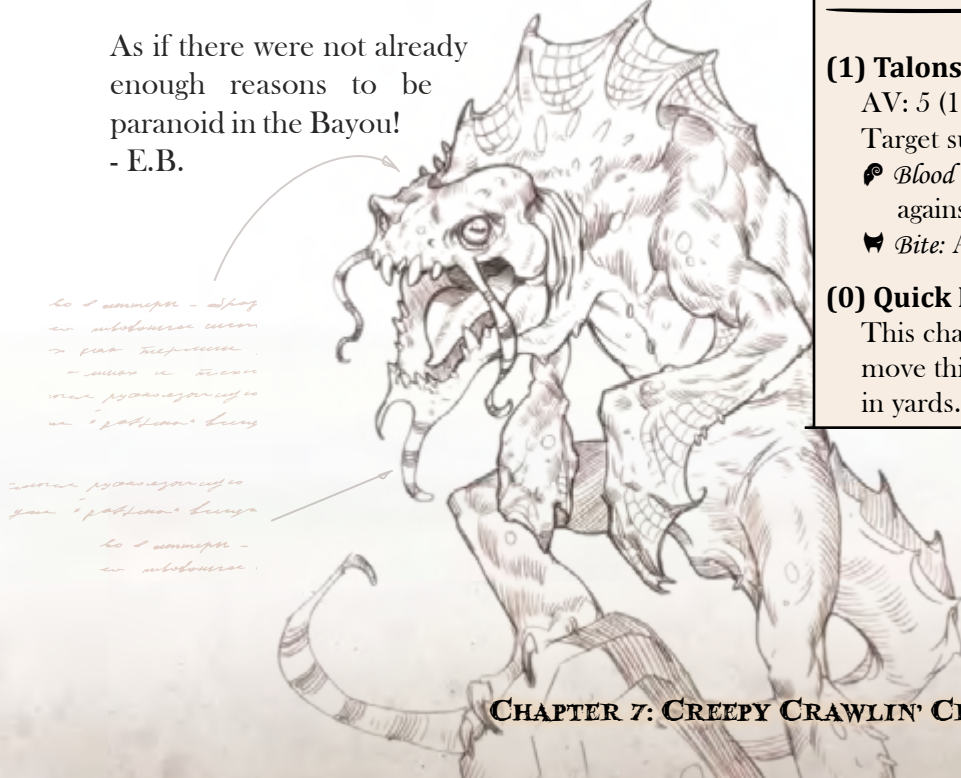
The first night of camping on the bog has proven uncomfortable for everyone involved. The insects are a constant threat, and there was far more slapping at exposed arms and faces than there was snoring. The others are riddled with bug bites both large and small, and morale is at an all-time low.

The mechanical pig and I have been relatively unbothered by the insects, and while the construct has experienced some difficulties in traversing the mud, muck, and standing water of the bog, it continues to soldier on with a steadfast determination that is lacking from my sickened and demoralized companions. I am beginning to see why Mr. Hoffman preferred to surround himself with machines, rather than people.

Near evening, as we were searching for a dry place to make camp, I caught sight of a Silurid, one of the humanoid fish-creatures (or maybe frog-creatures?) that are known to inhabit the Bayou, watching us from a small hillock. I have no doubt that it was looking us over and deciding whether or not we were an easy meal.

Evidently the creature decided against taking its chances, as it promptly disappeared back into the woods after I pointed it out to Heloise. She said that Silurids aren't too dangerous when it's just one of them, but they tend to be pack hunters that favor striking from ambush. She also claims that they can blend into their surroundings in much the same way as a chameleon, which is a troubling thought.

As if there were not already enough reasons to be paranoid in the Bayou!
- E.B.



SILURID

Minion (5), Living, Beast, Swampfiend

Might 2	Grace 2	Speed 2	Resilience 2
Charm -3	Intellect -2	Cunning 1	Tenacity 2
Defense 5 (10)	Walk 5	Height 2	Initiative 3 (8)
Willpower 4 (9)	Charge 6	Wounds 6	

Skills: Acrobatics 2, Athletics 3, Evade 3, Navigation 2, Notice 1, Pugilism 3, Stealth 4, Toughness 1, Track 2, Wilderness 3.

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

Perfect Camouflage: Each time this character takes a Pass Action, it gains \uparrow to Stealth Challenges and to Defense flips against Ranged Combat Attacks until the start of its next turn.

Slink Away: This character gains \uparrow to its Defense flips against disengaging strikes. If at least one friendly character is engaged with an enemy, that enemy may not make disengaging strikes against this character.

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

(1) Talons (Pugilism)

AV: 5 (10) ===== Rg: \lll 1 ===== Resist: Df

Target suffers 1/3/4 damage.

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

☞ **Bite:** After damaging, the target gains **Poison +1**.

(0) Quick Leap

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

It's been nearly a week since my last entry, and for that I apologize, dear diary. At first, it was merely a matter of trying to keep you dry, as we were overtaken by a spring storm that overstayed its welcome. I suspect that the constant rain may not be entirely natural, for it lingers over the bogs without moving on, despite the presence of a cool breeze. Perhaps someone in the sunken ruins is capable of controlling the weather?

We had lost one of our porters to infection before we reached the Sunken City. She simply did not wake up one morning, which I suppose is one of the more peaceful ways to go in the Bayou. There was nothing approaching solid ground around us, so we were forced to leave her body behind after redistributing her supplies; no doubt she will be feeding a hungry Silurid before the hour is over.

GUPP SWARM



Minion (Variable Rank Value), Living, Beast, Swampfiend

Might -1	Grace 3	Speed 2	Resilience -3
Charm -5	Intellect -2	Cunning 1	Tenacity 2
Defense 4	Walk 5	Height 1	Initiative 3 (Varies)
Willpower 4 (Varies)	Charge 6	Wounds Special	





Skills: Acrobatics 1, Athletics 2, Martial Arts 1, Notice 1, Stealth 2, Track 1, Wilderness 1.

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

Collective Focus: This character has the following Condition: **"Rank Value +5:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Multiple Bodies: This character does not have Wounds; when this character would suffer damage, instead reduce its Rank Value Condition by 1, unless the attack dealt  or  damage, in which case its Rank Value is reduced by the full amount of the damage dealt. When the Rank Value Condition reaches 0, the Gupp Swarm disbands.

(1) Dozens of Scratching Claws (Martial Arts)

AV: 3 (Varies) ===== Rg:  1 ===== Resist: Df
Target suffers 1/2/3 damage. If the target is currently prone, this attack gains   and deals +1 damage.
 **Bite:** After damaging, the target gains **Poison +1**.

(0) Quick Leap

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

Speaking of the fish creatures: they were everywhere. When we first arrived at the outskirts of the sunken city, Mr. Rodrigues was ecstatic. He began scribbling as best he could in his notebook while Heloise and the last surviving porter stood over him, using their bodies to block the rain and keep his notebook dry. I could have sworn at the time that I kept seeing movement out of the corner of my eye while we waited. Knowing what I do now, it is clear that we were being stalked by patient Silurids.

After an hour or so of wading through the water as the rain poured down on us - my rubber waders were essentially pointless in this weather - we found an ancient ruined building in a relatively shallow patch of water. Mr. Rodrigues insisted on entering the ruin to see what secrets it might hold, and the rest of us reluctantly followed his lead, leaving the mechanical pig outside without supplies.

The interior of the stone building was clogged with wooden flotsam, chewed bones, and dozens of small, wide-eyed young Silurids. They looked up from the rotting corpses they had been eating, regarded us in confused silence for the span of a single heartbeat, and then threw back their collective heads and released the most terrible, high-pitched wail of terror that I have ever heard.

So, all in all, they were much like human babies in that respect. *Je déteste les enfants.* - E.B.



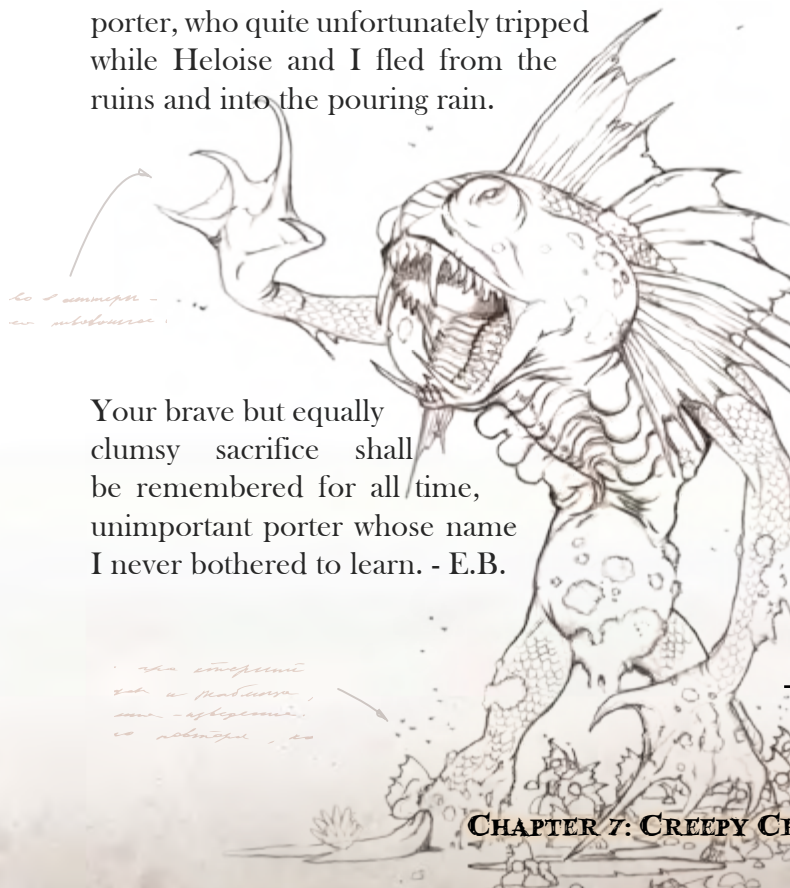
When one makes a child cry, it usually results in the appearance of its very angry mother. Or at least, that has been my experience. Granted, much of that experience had to do with attractive young women who made some terrible life choices and wound up married to very boring men, but I suspect that the adage holds true among fish people as well.

No sooner had the dozens of fish-eyed little Gupps (which is what Heloise called the young Silurids) begun shrieking than a towering, eight-foot-tall Silurid charged into sight from a mold-covered hallway at the back of chamber. I can only assume the creature was their mother.

We tried to escape, but three Silurids had crept up behind us and were blocking the door. No doubt they had been preparing to pounce on us when the young ones began screaming. Trapped between two groups of bestial monsters, it was a tough fight for us. Mr. Rodrigues drew his pistol and fired two shots into the largest of the Silurids, the one I am calling the "Spawn Mother," but it did him little good; she grabbed him in her claws and began ripping him to pieces.

The sight of the little ones falling hungrily onto his dismembered limbs as the Spawn Mother tossed them aside is a difficult one to forget. I ensnared the mind of one of the Silurids and turned it against its brother(?), while the third was distracted by our last porter, who quite unfortunately tripped while Heloise and I fled from the ruins and into the pouring rain.

Your brave but equally clumsy sacrifice shall be remembered for all time, unimportant porter whose name I never bothered to learn. - E.B.



SPAWN MOTHER

Henchman (9), Living, Beast, Swampfiend, Defiant

<i>Might</i> 4	<i>Grace</i> 1	<i>Speed</i> 3	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (14)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 5 (14)
<i>Willpower</i> 4 (13)	<i>Charge</i> 7	<i>Wounds</i> 9	

Skills: Acrobatics 1, Athletics 2, Navigation 2, Notice 2, Pugilism 3, Sorcery 3, Stealth 2, Thrown Weapons 3, Toughness 3, Track 2, Wilderness 4.

A Mother's Rage: After a friendly Swampfiend within 6 yards is killed or knocked unconscious by an enemy character, this character may immediately take a Charge Action targeting the enemy character (if possible).

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

Perfect Camouflage: Each time this character takes a Pass Action, it gains **4** to Stealth Challenges and to Defense flips against Ranged Combat Attacks until the start of its next turn.

Swarming Around Mama: After this character suffers damage, it may reduce the Rank Value Condition of a friendly Gupp Swarm within 2 yards by any amount to reduce the damage suffered by an equivalent amount.

(1) Menacing Talons (Pugilism)

AV: 7 (16) ----- Rg: **///** 2 ----- Resist: **Df**
Target suffers 2/3/5 damage.

☞ Critical Strike: When damaging, this attack deals +1 damage for each **☞** in the final dual total.

☛ Bite: After damaging, the target gains **Poison +1**.

(1) Spit Slime (Thrown Weapons)

AV: 4 (13) ----- Rg: **↖** 9 ----- Resist: **Df**
Target gains **Poison +2** (Weak damage), **Poison +3** (Moderate damage), or **Poison +5** (Severe damage).

☛ In the Eyes: The target gains the **Blind** Condition until they spend (1) AP to wipe away the slime.

As we fled from the ruins, more and more of the Silurids began to appear from every side, leaping down from partially obscured stone parapets or from out of the deeper stretches of water. We saw two of them fighting with the mechanical pig as we ran past it but could not spare the time to stop and save it.

BUNYIP

Minion (6), Living, Beast

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

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

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

Mimicry: This character gains **+** on any Deceive Challenge that involves mimicking another character's voice.

(1) Impaling Bite (Pugilism)

AV: 6 (12) ===== Rg: \int 1 ===== Resist: **Df**

Target suffers 2/3/5 damage. If this attack deals Moderate or Severe damage, the target also suffers a Moderate Critical Effect.

☞ *Rake the Eyes:* After damaging, the target receives the **Blind** Condition until she receives First Aid from the Doctor Skill (TN 9).

✕ *Hold Under:* After damaging, if the target is swimming or otherwise in the same body of water as this character, it gains the **Paralyzed** and **Suffocating +1** Conditions.

(1) Devour (Pugilism)

AV: 6 (12) ===== Rg: \int 1 ===== Resist: **Df**

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

✕ *Big Gulp:* After succeeding, the target suffers an additional Severe Critical Effect.

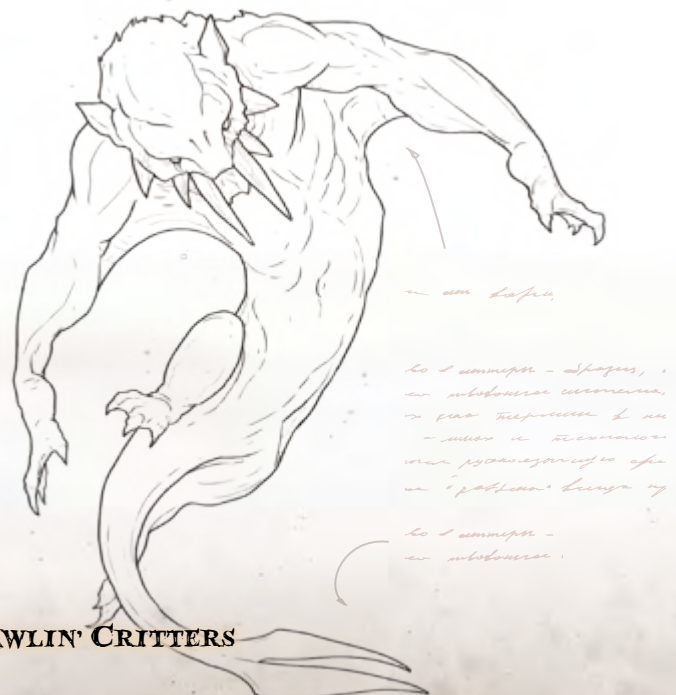
Truthfully, I find myself mourning the loss of the mechanical pig far more than that of Mr. Rodrigues. It may not have been much of a conversationalist (I admit, I tried), but it was my silent companion through many nights while the rest of the expedition slept. It also never called me "little lady" or tried to explain how a gun works, which is certainly a point in favor of the machine.

Heloise and I succeeded in escaping the Silurids, but only just. They were far more mobile and agile in the knee- to waist-deep waters of the bog, and were it not for the appearance of another predator, this diary would have ended rather abruptly.

The pack caught up with us, with a group leaping over our heads to block off our escape route. There were far too many of them for my influencing magics to properly deflect, and for a moment, I feared that we would never leave the bog. Then the waters to our left erupted with unexpected action as some sort of gray-skinned, tusked creature burst forth from the water and lunged into the mass of surprised Silurids.

In a way, it reminded me of seal, with its smooth, hairless skin. It seemed intent on crippling as many of the fishmen as possible, snapping one's leg in its jaws before turning its full attention to the next. Perhaps it had young to feed and was attempting to bring back as much food as possible?

In any case, the Silurids panicked and scattered like dust in the wind, and Heloise and I did not linger to thank the creature for our rescue. I doubt it would have been much of a conversationalist. - E.B.



It has been perhaps a week since we left the Sunken City (or the "Silurid City," if you wish for a more accurate name) behind us, and Heloise's condition continues to deteriorate. The infection that she had been shaking off has returned, no doubt worsened by her continued contact with the insects of the bogs.

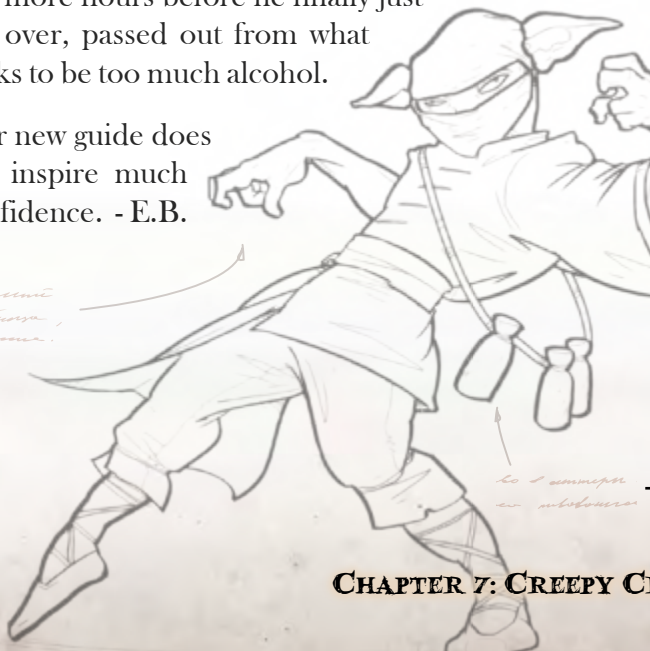
I had hoped that her condition would improve after we left the bog behind us and returned to the trees of the swamp, but after two days of helping her stumble through the underbrush and mud, listening to her mumble in delirium about her pet cat, I was giving serious consideration to simply putting her out of her misery.

That night while I was setting up camp - which at this point mostly consisted of starting a fire for Heloise and using my talents to force swamp rats to bash their heads against trees until they were disoriented enough for me to kill and cook them - I was beset by a strange visitor: a Gremlin clothed in garb that reminded me of the clothing worn by the residents of the Three Kingdoms.

The Gremlin just staggered out of the swamp, sat down next to the fire, and started drinking from one of the bottles he kept looped around his shoulder. When he didn't say anything further, I introduced myself (or rather, Fleurette Tolbert introduced herself) and asked if there was a village nearby that could help Heloise.

The Gremlin nodded, got up, and started staggering off in one direction, so I grabbed Heloise, rousing her from her sleep and helping her to her feet. We followed the zig-zagging path of the Gremlin for a few more hours before he finally just fell over, passed out from what looks to be too much alcohol.

Our new guide does not inspire much confidence. - E.B.



MOON SHINOBI

Enforcer (7), Living, Gremlin

Might 0	Grace 2	Speed 2	Resilience 2
Charm 1	Intellect -1	Cunning 1	Tenacity 2
Defense 6 (13)	Walk 5	Height 1	Initiative 5 (12)
Willpower 4 (11)	Charge 6	Wounds 8	

Skills: Acrobatics 2, Carouse 5, Bewitch 3, Evade 4, Gambling 1, Martial Arts 3, Notice 3, Pick Pocket 2, Pugilism 3, Stealth 3, Toughness 3, 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.

Drunken Gremlin Kung Fu: This character is always considered to have the **Intoxicated** Condition (and thus suffers \square to all Willpower duels). When this character is attacked by a Close or Ranged Combat attack, the attacker counts all \blacktriangle modifiers as \square modifiers, and vice versa.

Numb the Pain: While this character has the **Intoxicated** Condition, it ignores the effects of Weak and Moderate Critical Effects.

(1) Tiny Green Fists of Fury (Martial Arts)

AV: 5 (11) ===== Rg: /// 1 ===== Resist: **Df**
 Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.
 ☞ **Critical Strike:** When damaging, deal 1 additional damage for each ☞ in the final duel total.
 ♣ **Drunken Roundhouse:** After succeeding, take this Action again against a different character within range.

(1) Have a Drink (Bewitch)

AV: 4 (11) ===== Rg: 1 yard ===== Resist: **Wp**
 A Living target imbibes a flask of alcohol and gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.
 ✕ **A Bit Woozy:** After succeeding, the target becomes **Slow**.
 ☞ **Liver Damage:** After succeeding, the target suffers 1/3/4 damage.

Our guide was not particularly happy when he awoke, but it was halfway through the morning and I was growing tired of waiting. I had thought that, since nudging him with my foot and trying to shake him awake was not working, I would simply toss him into the nearest pool of swamp water.

He surfaced almost immediately, coughing and sputtering as he flailed around in surprise. It was an amusing sight for a moment, until the giant snake that had apparently been slithering through the water unseen rose up behind him. At first I thought it might have been a Razorspine Rattler, but it had eyes and lacked that snake's long bone spikes.

MUDSCALE MOCCASIN

Minion (6), Living, Beast, Swampfiend

Might 2	Grace 3	Speed 2	Resilience 2
Charm -4	Intellect -4	Cunning 2	Tenacity 3
Defense 6 (12)	Walk 5	Height 2	Initiative 4 (10)
Willpower 5 (11)	Charge 6	Wounds 8	

Skills: Evade 4, Intimidate 3, Notice 2, Pugilism 3, Stealth 3, Thrown Weapon 2, Toughness 3, Wilderness 2.

Terrifying (Living) 10: Enemy Living characters must pass a TN 10 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

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

Slither: If this character takes the Run Action, it may make a free 1 AP Close Combat attack against a legal target at the end of its movement.

(1) Fangs (Pugilism)

AV: 5 (11) ----- Rg: /// 2 ----- Resist: **Df**
 Target suffers 2/3/6 damage and gains **Poison +2**.
 ☠ **Death Roll:** When damaging, this Attack gains D to its damage flip, and the target takes the Drop Prone Action.

(1) Spit Poison (Thrown Weapons)

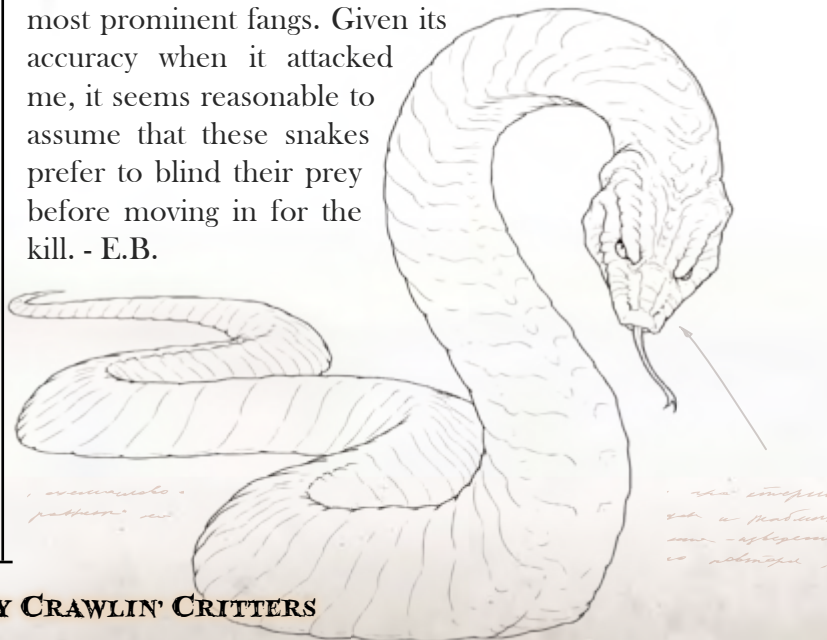
AV: 5 (12) ----- Rg: r 6 ----- Resist: **Df**
 Target gains **Poison +2** (Weak damage), **Poison +3** (Moderate damage), or **Poison +5** (Severe damage)
 ✗ **In the Eyes:** After succeeding, the target gains the **Blind** Condition and must make a TN 12 Toughness Challenge. On a success, the **Blind** Condition ends at the start of this character's next turn. On a failure, it is permanent.

I shouted and reached toward the snake, intending to seize control of its mind, but it opened its mouth and spit some sort of caustic substance right in my face! I stumbled back in surprise as I wiped at my eyes as quickly as I could. I could hear our guide making strange, chicken-like sounds and the splashing of water, and then there was something beside me.

I tried to pull away, thinking it the snake, but it was only Heloise, who had staggered to her feet and pulled the pistol from my hip. With three deafening shots, she put an end to the snake and saved all of our lives.

Our guide helped us pull the snake out of the water in order to butcher and cook the ophidian, but the substance that it had spit in my eyes had ruined my makeup, making it easy for my companions to notice my undead nature. The Gremlin seemed not to care, which was not a surprise, but the fact that Heloise was equally blasé about my condition was. Evidently I had earned her trust by keeping her alive and moving these past few days.

While she and the Gremlin were cooking the snake's meat, I examined its fangs and now suspect that the substance it spat at me was poison, projected out from the matching, forward-facing holes in its two most prominent fangs. Given its accuracy when it attacked me, it seems reasonable to assume that these snakes prefer to blind their prey before moving in for the kill. - E.B.



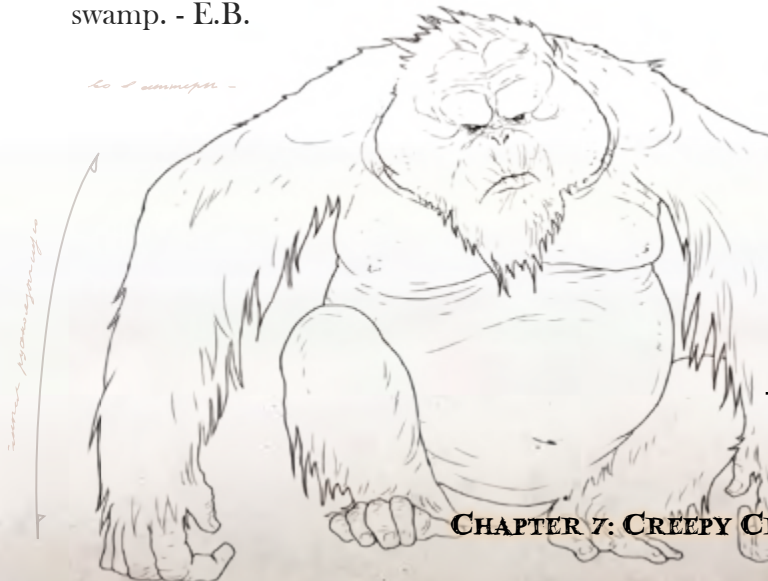
Despite my initial doubts, our guide seems to be reliable enough. I had some initial concerns about his constant drinking, but he seems to be perfectly capable of functioning despite his high level of inebriation, so I shall withhold both complaints and judgement. He has even shared a few of his drinks with Heloise, which seems to have eased the pain of her infection, if nothing else.

We seem to be drawing closer to our guide's village, and while he does not speak very often (or in anything resembling coherent speech), he has at least proven to be knowledgeable about the terrain and has stopped us from wandering through submerged areas containing patient alligators twice now.

Earlier today, he raised his hand and motioned for us to take cover. I had no sooner managed to help Heloise into some scratching underbrush than she winced and pressed a hand to her face, as if to block out a terrible stench. A few moments later, two very large apes wandered into sight, one of them with a much smaller, baby ape clinging to its back.

Despite their size, neither of the apes seemed to be particularly aggressive or upset, but given my previous experience with mothers and their children (both in and out of the Bayou), I was content to allow them to pass peacefully without revealing our presence. Once they had passed, Heloise explained that they smelled like - and I will use her own colorful words here - "rotten eggs covered in fresh shit."

I actually believe that I may have heard reports of one of these creatures before, accompanying a certain known Arcanist operative, but there was no mention of its smell in that dossier. Perhaps it is merely an unfortunate side effect of living in the swamp. - E.B.



SKUNK APE

Enforcer (7), Living, Swampfiend, Beast

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

Skills: Athletics 2, Centering 3, Evade 3, Intimidate 2, Notice 2, Pugilism 3, Toughness 3, Wilderness 3.

Loping Charge: When this character takes a Charge Action, it may make a single 2 AP /// attack with a + to the attack flip instead of two 1 AP /// attacks.

Distracting Scent: Non-Swampfiend characters within $\text{1}3$ are considered to have the **Dazed** Condition.

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

(1) Ferocious Claws (Pugilism)

AV: 7 (14) ===== Rg: /// 2 ===== Resist: **Df**
Target suffers 2/3/6 damage.

W *Drag:* After succeeding, move up to 2 yards and then push the target into physical contact with this character.

X *Cowed:* After damaging, the target gains the following Condition until the end of its next turn: "**Cowed:** This character suffers a E on all attack flips made against the character that applied this Condition."

(2) Rampage (Pugilism)

AV: 7 (14) ===== Rg: /// 2 ===== Resist: **Df**
Target suffers 4/5/7 damage.

B *Pound Chest and Howl:* After damaging, every character within (X)5 must make a TN 12 Horror Duel.

(0) Mark Territory

This character may discard a card to give all characters within (X)2 the following Condition until it washes off: "**Covered in Slop:** This character suffers a E to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain + to the Attack flip."

We arrived in a Gremlin village earlier this afternoon only to learn that our guide is apparently someone of importance. Unlike in the previous villages where we had to barter or coerce assistance from its Gremlin residents, these ones seem quite eager to help us.

SURVIVOR

Minion (6), Construct, Living, Gremlin

Might 2	Grace 2	Speed 0	Resilience 2
Charm -3	Intellect -1	Cunning 1	Tenacity 2
Defense 3 (9)	Walk 4	Height 1	Initiative 2 (8)
Willpower 4 (10)	Charge 4	Wounds 6	

Skills: Carouse 2, Deceive 2, Evade 2, Long Arms 2, Melee 2, Notice 2, Pneumatics 3, Toughness 1, Wilderness 1.

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

From the Hip: This character uses its Grace instead of its Intellect when making Long Arm attacks.

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

(1) Rusty Pneumatic Arm (Pneumatics)

AV: 5 (11) ----- Rg: ∞ 1 ----- Resist: Df

Target suffers 2/3/4 damage.

- ☞ *Steam in My Eyes!:* After damaging, the target gains the Blind Condition until the end of its next turn.
- ☞ *Pull the Big Lever!:* After succeeding, take a Shoddy Pneumatic Rifle attack against a target in range, even if engaged.

(1) Shoddy Pneumatic Rifle (Long Arms)

AV: 4 (10) ----- Rg: ∞ 9 ----- Resist: Df

Target suffers 2/3/4 damage. This attack must declare a Trigger if possible. Capacity 4, Reload 1.

- ☞ *A Piece Fell Off...:* After resolving, this character may not take this Action again until this weapon is repaired with a TN 12 Artefacting Challenge.
- ☞ *Explosive Blast:* When damaging, this attack instead deals 4/6/8 damage, then this character suffers 2 damage.

Heloise is now resting in one of their shacks, under the care of a Gremlin physician (or at least, the closest thing they seem to have). I was initially hesitant to leave Heloise in his care, but the other Gremlins of the village assured me that the physician had saved many of their residents from life-threatening injuries suffered at the hands of alligators, Silurids, and other Gremlins.

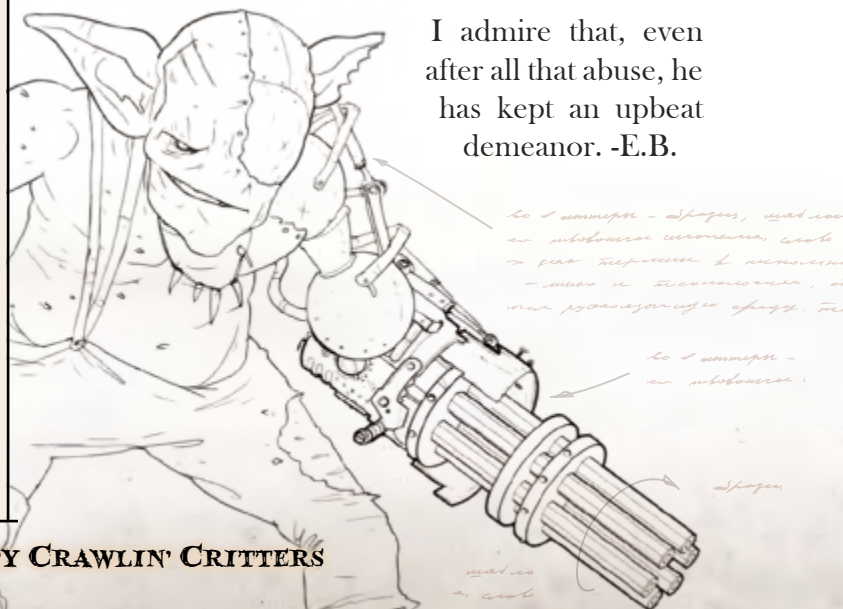
To prove his skill, they sent for "Shanks LeBlanc," one of the physician's previous patients. It is perhaps a testament to how deeply my last assignment with the Guild affected me that, upon meeting this LeBlanc, I immediately had had a flashback to the sinister creations of Albus Von Schtook.

Once that moment of trauma had passed, I steadied myself, returned my pistol to its holster, and apologized to the wide-eyed Gremlins around me and poor Shanks LeBlanc. Fortunately, I had not shot him in a particularly vital location and it was easy for the physician to patch up.

Shanks (Mr. LeBlanc?) was a good sport about the incident, at least. He apparently gets shot quite a bit, on account of being a LeBlanc, which is apparently seen as something of an unlucky family by the other Gremlin families. Indeed, it didn't seem like any of the other Gremlins of the village (most hailing from the Fishbocker family, as it turned out) cared that I shot him, other than to tease me about my poor aim.

Indeed, most of Mr. LeBlanc's augmentations came about as a result of "accidents" caused by his fellow Gremlins. His left arm had been replaced with some sort of crudely built revolving rifle, and one of his legs was little more than a hinged metal stump.

I admire that, even after all that abuse, he has kept an upbeat demeanor. -E.B.



Heloise's odds of recovery do not seem to be improving. Since our arrival yesterday, she has developed a hacking cough, which leaves me to believe that the infection has finally spread to her lungs. I bid Heloise farewell, leaving my pistol with her in case the pain became too unbearable or the Gremlin tried to replace her arms with automatic cheese graters.

I was unable to find my alcohol-fueled guide once I was ready to leave the village behind me, but truthfully, I did not search too hard for him. Traveling with the living had proven to be an exercise in frustration and boredom, and I wished only to return to civilization as quickly as possible.

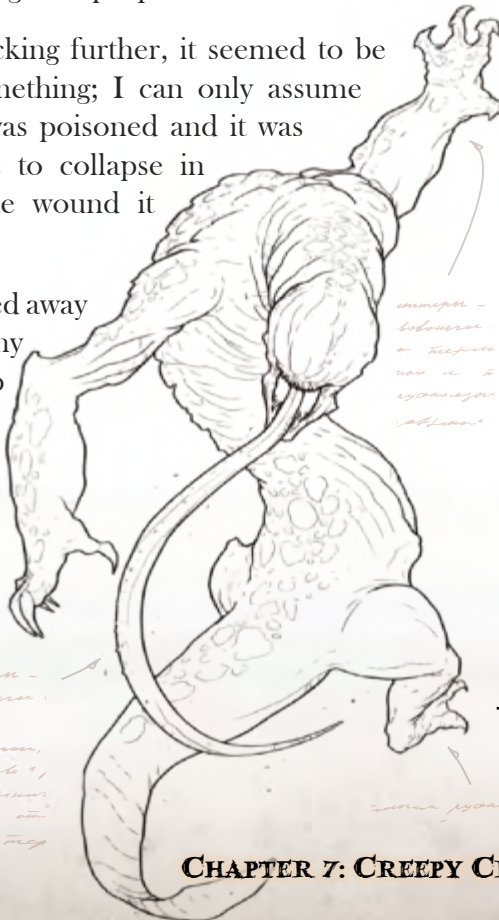
Unfortunately, traveling alone also makes one vulnerable to predators, as was proven this morning. I was passing under a particularly tall tree when I felt a blade cut into my back! I spun around, hand raised to seize control of my attacker's mind, only to recoil in horror at what I saw.

It was a very large, eyeless lizard, perhaps ten feet long from head to tail, and it was clinging to a tree some ten feet off the ground. I was confused how it had attacked me, but then it opened its mouth, revealing an unnaturally long, razor-sharp tongue that was dripping with purple saliva.

Instead of attacking further, it seemed to be waiting for something; I can only assume that its saliva was poisoned and it was waiting for me to collapse in agony from the wound it had dealt me.

Instead, I backed away slowly, using my talents to keep it calm and sedated as I put distance between us.

- E.B.



GROOTSLANG

Enforcer (8), Living, Beast

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 3
<i>Charm</i> -4	<i>Intellect</i> -2	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 3 (11)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 5 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 9	

Skills: Athletics 4, Flexible 3, Intimidate 2, Notice 3, Pugilism 3, Stealth 2, Toughness 3, Wilderness 2.

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

Expert Climber: This character may move its full Walk speed when climbing a surface, without needing to make Athletics Challenges. It never suffers attack penalties for unstable platforms.

Mithridization: When this character would suffer damage from the **Poison** Condition, it instead heals 1 damage.

(1) Wide Claws (Pugilism)

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

Rake Claws: After damaging, take this Action again against a different target in range.

(1) Barbed Tongue (Flexible)

AV: 5 (13) ===== Rg: r 5 ===== Resist: **Df**

Target suffers 1/2/4 damage and gains **Poison +2**. If this attack dealt Moderate or Severe damage, a Living target also gains the following Condition: "**Neurotoxin:** At the start of this character's turn, if it has the **Poison** Condition, it gains the **Slow** Condition. End this Condition when this character's **Poison** Condition ends."

(1) Poison Breath (Flexible)

AV: 5 (13) ===== Rg: /// 3 ===== Resist: **Df**

Target gains **Poison +2** (Weak damage), **Poison +3** (Moderate damage), or **Poison +5** (Severe damage). All other characters within (X)3 of the target gain **Poison +1**.

I have become quite thoroughly lost in this forsaken swamp. I am unsure how the Gremlins manage to find their way through this maze of sucking mud and gloomy trees, but I can certainly see why the late Mr. Rodrigues was so insistent upon finding guides from among their number. I have passed what I am certain is the same gnarled tree at least three times in the past day, but there is just enough doubt that I am unwilling to start backtracking and risk getting further lost. Perhaps traveling at night was not the best idea after all.

That brings us to my current predicament, doesn't it? Camped out next to a fire in the middle of a swamp, scribbling in a diary filled with sketches for a survival guide that will never be published.

I am beginning to believe that Ms. Fleurette Tolbert is something of an idiot, and that (the nevertheless quite attractive, given that she has been dead for nearly eight months) Emeline Bellerose was a bit foolish for letting her ennui draw her into Ms. Tolbert's *mauvais quart d'heure*. One would almost think that -

GUILD AUSTRINGER

Minion (6), Living, Guardsman

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

Skills: Bureaucracy 1, Centering 3, Evade 3, Husbandry 4, Navigation 2, Notice 2, Pistol 3, Stealth 2, Toughness 1, Track 3, Wilderness 2.

Falconer: This character is always accompanied by a Trained Raptor. This character does not flip a card for Trained Raptors when shooting into an engagement and gains a **+** when attacking an enemy that is engaged with a friendly Trained Raptor.

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

(1) Peacebringer (Pistol)

AV: 5 (11) ===== Rg: **10** ===== Resist: **Df**
Target suffers 2/3/5 damage. Capacity 6, Reload 1.
☛ **Critical Strike:** When damaging, this attack deals +1 damage for each ☛ in the final dual total.

(1) Command Raptor (Husbandry)

This character's Trained Raptor may immediately take a (1) AP Action. If the Raptor makes an attack, it gains **+** to its Attack flip and, if the target is a Gremlin, deals +1 damage.

Let it never be said that fate does not have a sense of humor! I was scribbling away in my journal when I heard the sounds of an approaching creature and quickly stood up to defend myself from whatever terrible swamp beast had seen the light of my fire. I was ready for anything, whether it be a wild pig or another of those razor-tongued lizard creatures.

Imagine my surprise, then, when I caught sight of a lantern in the beast's hands and realized that it was not an animal that had found me, but one of the Guild's austringers! He was surprised to find a cultured woman waiting for him, rather than the pack of Gremlins he had expected, and quickly apologized and lowered his pistol.

Whether due to the shadows of the campfire or his own surprise, he did not initially recognize that I was one of the walking dead, such as it were, so I invited him to join me as I excused myself to "freshen up a bit." When I returned, he introduced himself as Tahir Solak, and he was sympathetic to my story (or rather, Fleurette Tolbert's story) about being the lone survivor of a failed expedition into the Bayou.

I was well aware of what an Austringer was, but I still played up the part of an interested damsel in distress as he talked about his duty of patrolling the Bayou and ridding it of "the Gremlin menace."

He played his "duty" up as being more heroic than it actually was, of course; when I was with the Guild, the Austringers were viewed as something of a joke by the rest of the Elite Division. A few dozen men against the countless Gremlins of the Bayou?

Yes, you are certainly keeping the borders of the city safe, Mr. Solak. Tell me more. - E.B.

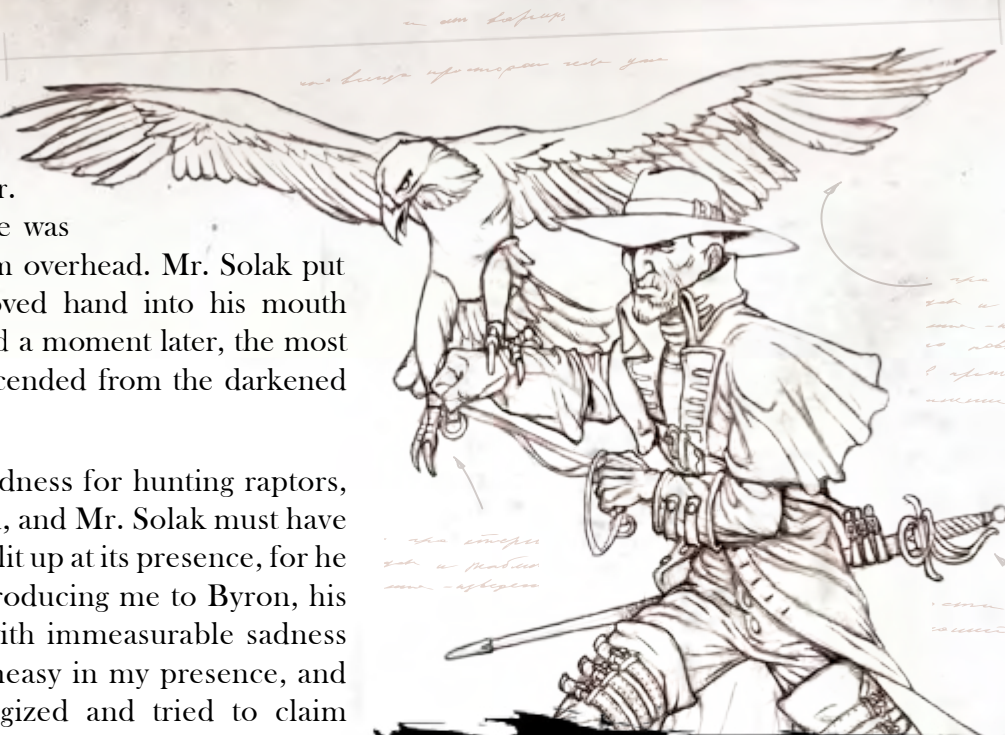
Just as Mr. Solak was getting around to asking whether there was a Mr. Tolbert in my life, there was a distinctive screech from overhead. Mr. Solak put the fingers of his ungloved hand into his mouth and whistled sharply, and a moment later, the most majestic of all birds descended from the darkened sky to alight on his arm!

I have always had a fondness for hunting raptors, ever since my childhood, and Mr. Solak must have noticed the way my eyes lit up at its presence, for he made a show out of introducing me to Byron, his trained raptor. It was with immeasurable sadness that I found the bird uneasy in my presence, and while Mr. Solak apologized and tried to claim that his winged partner was merely tired, I had no doubt that Byron's uneasiness was due to my own undead nature.

More than any other aspect of my undead nature, the revelation that such birds would always be uncomfortable in my presence was the one that finally broke my heart. I'm certain that Mr. Solak was confused by my partial breakdown, and while I am apparently incapable of tears, my distress was evidently apparent upon my face, for he began apologizing profusely without knowing just what he was apologizing for.

I eventually calmed down and waved away his concerns, claiming that I was just happy to have been rescued and was clearly in need of some sleep. He promised to watch over me while I rested but fell asleep after a few hours, at which point I quietly gathered up my things, cast one final look at his alert and wary raptor, and quietly slinked off into the night.

Perhaps Mr. Solak will think me a specter of the swamp and return to tell his comrades back at the hatchery about his encounter with the mysterious Fleurette Tolbert. For his sake, I hope that he does not mention the name on any official reports; I can only assume that Mr. Mattheson accepted my resignation without complaint, given the success of my final mission and the lack of assassins showing up on my doorstep in the months since, but it has always been difficult to predict that man's moods. - E.B.



TRAINED RAPTOR

Minion (5), Living, Beast

Might -2	Grace 5	Speed 3	Resilience -2
Charm -3	Intellect -4	Cunning 1	Tenacity 1
Defense 6 (11)	Walk 6	Height 1	Initiative 6 (11)
Willpower 3 (8)	Charge 7	Wounds 5	

Skills: Evade 4, Martial Arts 3, Notice 3, Stealth 1, Toughness 1, Wilderness 1.

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

(1) Sharp Talons (Martial Arts)

AV: 6 (11) ----- Rg: 1 ----- Resist: Df

Target suffers 1/2/4 damage.

☞ *Carry Away:* After succeeding, if the target's Height is equal to or lower than this character's Height, this character may move up to its Walk Aspect in any direction, ignoring Disengaging Strikes, and then place the target adjacent to this character.

☞ *Rake the Eyes:* After damaging, the target gains the **Blind** Condition until she receives First Aid from the Doctor Skill (TN 9).

RED CAGE ABOMINATION

Enforcer (8), Construct, Undead

Might 2	Grace -2	Speed -1	Resilience 3
Charm -5	Intellect -5	Cunning -5	Tenacity 3
Defense 4 (12)	Walk 4	Height 2	Initiative 0 (8)
Willpower 5 (13)	Charge 4	Wounds 9	

Skills: Athletics 2, Counter-Spelling 3, Evade 2, Notice 1, Pugilism 3, Toughness 3.

Aetheric Distortion: During any Dramatic Time involving this character, the top card of the Fate Deck is always turned face-up.

Devour Destiny: At the start of this character's turn, it may discard the top card of the Fate Deck for the following effect, as determined by that card's suit:

- ♣: This character heals 2 damage.
- ♠: Living characters within (X)3 suffer 1 damage.
- ♣: This character's attacks cause **Burning +2**.
- ♣: This character gains **Fast**.

Hard to Wound +1: Damage flips against this character suffer $\frac{1}{2}$.

(1) Desiccated Claws (Pugilism)

AV: 5 (13) ===== Rg: 5 ===== Resist: Df
Target suffers 2/2/3 damage. If the target is Fated and has no cards in hand, this attack deals +1 damage.
♠ *Wounded Essence:* After damaging, the target gains the following Condition until the end of Dramatic Time:
"Set in Stone: This character must discard a card before Cheating Fate, or she cannot Cheat Fate."

(0) Devour Destiny (Counter-Spelling)

AV: 6 (14) ===== Rg: 3 ===== Resist: Df
The target may discard a card. If it does not, it suffers 2/4/4 damage and must attempt a TN 11 Horror Duel.
♣ *The Future That Never Was:* After damaging, if the target is Fated, one of its unresolved Destiny Steps (Fatemaster's choice) must be reflipped on the Red Cage Destiny Chart (pg. 193).

I am currently perched at the top of a large, fallen tree, writing as best I can in the moonlight. I had originally climbed up here to take a survey of the land around me and was heartened to see the distant glow of Latigo to the southwest.

I had no intention of going anywhere near the Ortega stronghold - I doubt that a few layers of foundation would disguise my true nature from those who frequently battle against doppelgangers and other shapeshifting horrors - but knowing where it was allowed me to determine the location of Malifaux City, which was heartening.

Unfortunately, just as I was preparing to crawl down from my perch, a small group of undead abominations shuffled into sight below me. Despite my time spent pretending to be a Resurrectionist in order to infiltrate their organization, these creatures were like nothing I had ever seen before.

Each was a desiccated corpse that had been fitted with a variety of mechanical contraptions and apparatuses, but very few of the machines seemed to functional. Gazing upon their horrible, twisted forms, I was once more reminded of Von Schtook and his grotesque students. Had he based his design on these horrors, or was it merely a case of two twisted minds both following the same thread of insanity to the same conclusion?





I do not know how the creatures below would respond to company of a more modern nature, but until -











RED CAGE DESTINY

This chart is used in conjunction with the "The Future That Never Was" Trigger of Red Cage Abominations. When a character is told to reflip one of her unresolved Destiny Steps on this chart, she determines whether the Destiny Step being reflipped is a Beginning Step (it begins a sentence), a Middle Step (it neither begins nor ends a sentence), or an Ending Step (it ends a sentence) and flips a card, matching up the suit to the appropriate table to find her new Destiny Step.

Red Cage Destiny Steps cannot be reflipped by any means.

CARD	BEGINNING FATE
Joker	If you pull the string that unravels the tapestry
	When the eternal flame returns to its prison
	Should Death walk with you into the Cage
	As you turn your back on everything you wanted
	If you ignore the bars forming around you

CARD	MIDDLE FATE
Joker	your happiness will descend into the Cage
	the red glow beckons you ever deeper
	the road leads down through flames and failure
	the whispers grow louder with each darkening night
	the chains of destiny tighten around your neck

CARD	END FATE
Joker	and you will eagerly weave your own noose.
	but all paths lead down into the Cage.
	and at the bottom, you will scream.
	and you will learn the truth that can never be known.
	and you will be trapped for all time.

3/6/1907

Mr. Lucius Gustavius FitzWilliam Mattheson,

I was going to send this one in by telegraph like most of our reports, but... well, you'll see why I'm sending a sealed letter soon enough, I wager.

So... we've had plenty of problems with undead out in the swamp lately. Not just zombies, neither - these really old bastardos with weird machines bolted onto their backs. Near as we can tell, they've been coming out of the Red Cage, that big crater left behind from when the red star landed in the Bayou back in '02.

Remember the Event? Yeah.

Anyways, when the star hit, we saw a bunch of them undead crawl out of it and go off on a tear, really put a dent in the Gremlins living in the area. Died down a bit after that, but every so often we hear stories from the Bayou about a new surge of the things and the Gremlins fighting them off as best they can.

Anyways - yeah, yeah, I'm getting to the point here, just hold on.

So, last spring, there was another upsurge of the bastardo undead crawling out of the crater, only this time, the LaCroix Gremlins started herding them towards Latigo, so suddenly, we're the front line of the fighting. I'm sure the reports have crossed your desk, but Perdita said to be thorough, and with the new Governor-General and all, I'm not sure if you've even bothered to read our reports or not.

Cause hey, it's not like we've seen an increase in Guild funding since then, so I guess the paperwork just got lost in the shuffle or some bullshit like that, right?

So there we were, me, my brother Santiago, and a few of our pistoleros, middle of the night, tracking down a pack of those abominations we had spotted a few hours earlier. It

didn't take that long to find them, cause we're damned good at what we do, and it took way less time to kill them, cause again, we're damned good at what we do.

We're cleaning up, putting bullets in the back of all their heads and machines to keep the bastardos from getting back up, when we hear a woman calling down to us from the top of this big, fallen tree. Must have climbed up there to hide when the undead showed up.

We got her down and started walking her back to Latigo, but then she used some sort of influencing magic on my brother to get him talking about how we should give her our guns and other nonsense like that. Ended up having to crack him on the back of the head with my pistol and then turn my gun on the witch, but before I put a bullet between her eyes, she throws her hands up in the air and starts talking fast, claiming to be with the Guild - with the Elite Division, at that - and going on about how she's on some sort of secret mission. Knew all the right code words, too.

So that's where we're at: we've got your damned witch gagged and locked up in the cellar. I'm pretty damned interested in why you've got an undead woman working for you, but Perdita keeps throwing her hands up in the air and claiming that we're not going to get involved in whatever the hell you're doing, so this is us not getting involved.

Send someone to go get your rotting lackey before she starts stinking up the whole damned cellar.

- Francisco Ortega

CLASSIFIED

SENDER Francisco Ortega

RECIPIENT Lucius Martheson



FINGERS LEONG

As a child, Fingers was always picking up something to look at, play with, and then shove into his pocket. This wasn't done out of any great desire for the object in question, so much as a compulsive need to make it his own. As he grew older, he refined his tastes, favoring shiny valuables and interesting pieces of clothing over the random junk and debris that held his attention as a child.

Surprisingly, it wasn't Fingers' constant thieving that earned the ire of his peers. While a little bit of larceny here and there was expected (they were Gremlins, after all), Fingers had begun to develop a love of conversation. He annoyed the older Gremlins with endless questions about the most

inane subjects, he bothered his peers with pointless stories about his day, and he perplexed the children with long, meandering stories that distracted them from learning anything useful. When those children started to mimic the way that Fingers would yammer on for hours without interruption, the other Gremlins decided that they had to do something to preserve their sanity; an entire village of young Gremlins acting like Fingers was just too bleak of a future for any of them to imagine.

As his family and presumed friends chased Fingers out of their village with shouted insults and a hail of bullets, Fingers realized that it might be time for him to see a bit more of the world. He only lasted a few days in the next village before they were loading their firearms and warning him about what was going to happen if he didn't shut his mouth. Far more fond of talking than listening, Fingers was halfway through lifting the Boss's fancy silver watch when the others Gremlins finally had enough and started shooting.

Every village was the same: a few days spent with increasingly annoyed and grumpy Gremlins, followed by an escape into the Bayou to avoid being shot full of holes or fed to the village's pigs. Eventually, Fingers realized how much of his loot he was leaving behind during these flights and took to carrying a large sack over his shoulder to keep all of his purloined treasures on his person.

During one of these many trips through Leong lands, Fingers had the good fortune to encounter the Gremlin that was calling himself the Brewmaster. Possessed of a patience and tolerance far beyond most of his kin, the Brewmaster was one of the few Gremlins that didn't tell fingers to shut up or threaten him with violence. In fact, the Brewmaster would often listen patiently as Fingers went off on his rambling tangents and stories, nodding in agreement whenever Fingers stumbled across something particularly profound or even chuckling at a few of his poor jokes.



When the Brewmaster left that village to travel to the next, Fingers was at his side, constantly chattering about whatever topic had earned his current attention. The Brewmaster endured the unceasing verbal barrage with supernatural patience, until one day, Fingers finished a sentence and just stopped.

The silence surprised him, and he opened his mouth to say something else, only to realize that he had already said everything he had ever wanted to say. It was a confusing and horrifying moment for him, but before he could lapse too far into self-reflection, the Brewmaster spoke up, asking Fingers a few questions about something he had been blathering on about a few days earlier.

Fingers was accustomed to entirely one-sided (and frequently non-consensual) conversations, so the Brewmaster's questions caught him entirely off guard. Fingers had assumed that the older Gremlin was partially deaf, but the realization that the Brewmaster had been listening the entire time - and more, that he *wanted the conversation to continue* - was almost too much for him to comprehend.

Fingers took a moment to furrow his brow and think over the Brewmaster's questions before launching into a long answer that turned into an explanation that turned into a tangent. All the while, the Brewmaster listened with interest, nodding his head here and there.

The two Gremlins have been traveling together since. The Brewmaster sometimes hands Fingers a slip of paper with written instructions that takes that chatty Gremlin off on a solo assignment, but he always ends up back at the Brewmaster's side with a handful of stolen loot and plenty of stories about what happened along the way.

FINGERS LEONG

Henchman (9), Living, Gremlin, Tri-Chi

<i>Might</i> -1	<i>Grace</i> 1	<i>Speed</i> 4	<i>Resilience</i> 3
<i>Charm</i> 3	<i>Intellect</i> 2	<i>Cunning</i> 4	<i>Tenacity</i> 2
<i>Defense</i> 6 (15)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 7 (16)
<i>Willpower</i> 6 (15)	<i>Charge</i> 8	<i>Wounds</i> 9	

Skills: Appraise 2, Bewitch 3, Carouse 4, Centering 4, Deceive 1, Heavy Melee 2, Navigation 1, Notice 3, Pick Pocket 5, Stealth 3, Toughness 3, Wilderness 1.

Reckless: This character may suffer 1 damage at the start of his turn to gain one additional General AP.

Endless Chatter: Other characters within 6 suffer a 1 to all Social Skill Challenges while this character is conscious.

Df (M) Loudest Squeal: After an attack is resolved against this character (regardless of success or failure), push this character 4 yards in any direction.

(1) Have a Drink (Bewitch)

AV: 6 (15) ===== Rg: 1 yard ===== Resist: **Wp**

A Living target imbibes a flask of alcohol and gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.

M Sticky Fingers: After succeeding, take a Pick Pocket Action against the target, opposed by her Notice. On a success, this character steals one non-held item from the target without her knowledge.

(1) Stuffed Bag of Stolen Loot (Heavy Melee)

AV: 1 (10) ===== Rg: 1 ===== Resist: **Df**

Target suffers 1/2/2 damage. Every character within 6 of this character gains the following Condition until the end of Dramatic Time: "**Scattered Valuables:** When this character declares a 1 AP Action, she must pass a TN 10 Centering Challenge or instead spend her Action grabbing a valuable item worth 1 scrip off the ground."

(1) Ramble Annoyingly (Bewitch)

Until the start of this character's next turn, all attacks made by characters (friend or foe) within 6 of this character that do not target this character suffer a 1.

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TIME — TO GO — GREEN

Into the Bayou takes you out of the city and into the swamps, bogs, fens, and marshes east of Malifaux City. This book expands on the options presented in the Fated Almanac, allowing players access to the ramshackle weapons and strange magic of the Bayou's race of green-skinned Gremlins.

Inside you will find new options for character creation, including new Pursuits and the ability to play as Malifaux's shortest (and greenest) race: the Gremlins!

Into the Bayou is an expansion book for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



Don't trust the fickle nature of dice! Through the Breach characters use a deck of cards, known as the Fate Deck, to navigate their way through a world of gothic horror, magical gunslingers, and steampunk technology.

Through the Breach is an easy to learn tabletop roleplaying game perfect for telling stories set in the world of Malifaux.

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