



ORGAN DONORS

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

By: MASON CRWAFORD

THE FATED FIND THEMSELVES the victims of a kidnapping. They must escape McMourning's laboratory before they find themselves unwilling participants in his latest creation.

TAROT TIE-INS

CRSC or LLBC 5☷: "When you wake from the dream of ancestors" is an easy fit if the character dreams of her ancestors at the adventure's start.

CREC 11♣: "Your ruination will hound your desperate exodus" could describe the character's frantic attempts to escape the laboratory after a calamitous night of drinking.

PROLOGUE

This adventure opens with the Fated having been drugged and kidnapped by some of McMourning's nurses. The reasons for this are simple: the good doctor is planning a new creation, and the Fated just so happen to have wandered into the middle of his nurses' organ procurement plan. To that end, they've been taken to McMourning's citadel-like laboratory in the Passage district of the Quarantine Zone.

Obviously, this adventure works best if the Fated are all Living; the nurses have no use for Invested or Stitched characters and will avoid groups that associate with such allies.

The text below assumes that the Fated are visiting a tavern when they are drugged, but this scene (or the Fated's reason for being there) can be adjusted depending upon the activities of the Fated; the exact location of the abduction doesn't matter to the nurses.

When the Fated are ready, read the following text:

It was a bar just like any other seedy bar in Malifaux. The lights were dim, the tables empty, and the water-stained wooden walls were decorated with a scattering of battered dartboards. The only thing that made it stand out was the cheap beer.

When the two women entered the bar, you thought it was your lucky day. They were too pretty for a place like that, but they were friendly and more than willing to buy your drinks, provided that you listened to their sob story about their missing friend.

As they droned on, however, the room began to spin and their words began increasingly indistinct. The last thing you saw before you passed out was one of the women stepping behind [RANDOM FATED] and stabbing [HIM/HER/IT] in the neck with a syringe.



When you finally awaken, your head feels like it's been filled with cotton, making it difficult to think straight. More alarming, however, are your surroundings: you and your friends have been stripped out of your clothes and placed in a row of metal bathtubs, each of which is filled with some sort of chemical-smelling solution.

Wherever you are now, it's certainly not in the bar.

The nurses have drugged the Fated, either by slipping something into their drinks (for those characters who drink alcohol) or by injecting them with sedatives (for characters who do not). Once the Fated were unconscious, the nurses tipped the bartender to forget they were there, carried the Fated outside, and lowered them into the sewers. From there, the nurses used wheelbarrows to bring their new “patients” back to McMourning’s laboratory.

The Fated awaken naked, unarmed, and still under the effects of the nurse’s drugs. If any of the Fated have prosthetic limbs, they have been removed, though more complicated prosthetics (such as a brain pan or an artificial heart) are left in place; removing them would simply be too much work. Nevertheless, the lack of prosthetic limbs could make this adventure quite difficult for some characters.

The drugs the Fated have been injected with impose a \square penalty on any actions they take during this adventure. The use of the **Focus** Action can help mitigate this penalty, and once the Fated defeat the nurses, they have the opportunity to find some stimulants to counteract this penalty.

The bathtubs are filled with a combination of anesthetics, mineral salts, and preservative chemicals. If the Fated attempt to climb out of them, they can do so, but they will immediately notice that their limbs are numb, their minds clouded, and their actions sluggish.

The room the Fated are in is about four yards wide and three yards deep. The walls are rusting steel, and the only entrance is a steel door that has had its handle removed. A steel table (bolted to the floor) holds the room’s only source of light, a few small, stubby candles.

If the Fated have any subordinate characters, they are not present; the nurses either nabbed the Fated while their minions were distracted or sedated their minions and left them unconscious in the bar.

SCENE 1: SEDATION

Once the Fated have had a moment to come to terms with their situation, the nurses come to check up on them. Read the following text:

Suddenly, the room’s steel door groans as it swings open, revealing a blinding shaft of light that illuminates a curved female form in silhouette.

Her heels click on the stone floor as she enters the room, but her attention is upon the satchel on her hip and the vials of chemicals contained within. “Time for more sedatives, darlings. The doctor is running a bit late tonight.”

The woman is one of McMourning’s nurses. She’s dressed in what can only be described as a parody of a nursing uniform, with far more exposed skin than would be appropriate in any sort of professional operating room. A satchel on her hip holds a variety of vials and bottles containing various syringes, medicines, and chemicals.






If the Fated attempt to ambush the Nurse, she will be **Slow** on the first round of combat. If they attempt some sort of trick to catch the Nurse at a disadvantage, they will have to succeed at a TN 7 Deceive Challenge; she's not expecting much of a fight from such heavily sedated characters.

The Nurse's stats can be found on page 57. If the Fated seem more interested in escaping, she attempts to use her Take Your Meds Action to teleport drugs directly into the character's bloodstream, slowing them down and hopefully ending the escape attempt before it can begin.

Should the Fated not attempt to escape, the Nurse kneels down next to a random Fated, withdraws a vial of sedatives and a syringe, and then, if the Fated don't act, inject the Fated with the chemical, rendering them unconscious for one hour. If none of the characters act, then they slip into slumber and never wake up again (or, if the Fatemaster is feeling "generous" and has *Under Quarantine*, they wake up as Stitched (Amalgam) characters in Dr. McMourning's service).


If there are four or more Fated characters, a second Nurse waits outside the room, near the door.


SELF-MEDICATION


Once the nurse has been defeated, the Fated might think to examine her satchel for supplies. The vials are labeled with the name of the chemical compound within, and with a successful TN 8 Alchemy Challenge or a TN 10 Doctor Challenge, a character can locate a vial that contains a stimulant that will counteract the drugs in their system. Once injected in a character, the stimulant ends the penalty the  penalty imposed by the sedatives in her system.


If a character fails the Doctor Challenge, she's unable to identify any of the chemicals or medicines in the nurse's satchel. If the character injects a chemical at random, she must flip a card to determine the effects of the chemical, as noted on the chart below. Each vial contains enough medicine for roughly twenty doses, so once the characters find the right vial, there will be enough medicine for all of them.

MEDICINE ROULETTE

 **Powerful Hallucinogens:** The character gains the following Condition for one hour: "**Crazy +3:** This character suffers -3 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things which are not actually there, at the Fatemaster's discretion."


 **Anesthetic:** The character gains the following Condition for one hour: "**Comfortably Numb:** This character ignores the effects of Weak and Moderate Critical Effects." Note that this does not make characters immune to Critical Effects; it merely allows them to ignore the effects of those Critical Effects while the character has the Condition.

 **Stimulant:** This chemical ends the character's sedative penalty.

 **Deadly Poison:** The character gains the **Poison +4 Condition**.

Black Joker: The vial contains cyanide! The character injected with this poison suffers 2/3/4 damage and gains the **Poison +5 Condition**.

Red Joker: That's the stuff! The character suffers 1 damage from the strain to her heart but gains the **Fast Condition** for the next minute.

If the Fated search the Nurse for weapons, they can find a Doctor skill toolkit and few surgical instruments, including a few Syringes (as noted in the nurse's stat block) and a Scalpel (treat as a  1 Melee weapon dealing 1/2/3 damage).

ASK A NURSE

If the Fated question a Nurse after she has been defeated, she will only give them information after a successful TN 8 Intimidate Challenge. On a success, she reveals that the Fated are in the Quarantine Zone and that they are slated to have their organs removed "in the pursuit of further medical knowledge."



If they ask about their clothes and equipment, the Nurse says that they're probably still stacked near the sewer entrance, which is where they dispose of most unwanted items (and body parts).

SCENE 2: ESCAPED PATIENTS

Once the Fated have defeated the nurses, they can stumble out into the hallway and begin searching for an escape route. Read the following text:

After the darkness of the bath room, the grimy hallway almost seems to be bathed in light. Dark brown stains are flecked across the dirty walls, and refuse litters the floor.

The lingering, sharp tang of chemicals lingers in the air, as does the less pleasant scent of blood. Lanterns illuminate the corridor from behind mesh gratings, casting flickering shadows across the hallway's length.

The hallways of McMourning's laboratory are deliberately confusing and labyrinthine. In order to find a way out of the compound, the Fated will have to succeed at an Ongoing Challenge:

LET'S GET OUT OF HERE

- **Skills Allowed:** Engineering, Track, Wilderness
- **Target Number:** 9
- **Duration:** 5 minutes
- **Success Requirement:** 3 per Fated
- **Failure Requirement:** 1 per Fated

During this Ongoing Challenge, the Fated can rely upon Wilderness to navigate their way through the maze of corridors, Track to follow the footprints and drag marks in the dust on the floor, or Engineering to discern which walls are interior and which are exterior and from there attempt to guess where an exit might be.

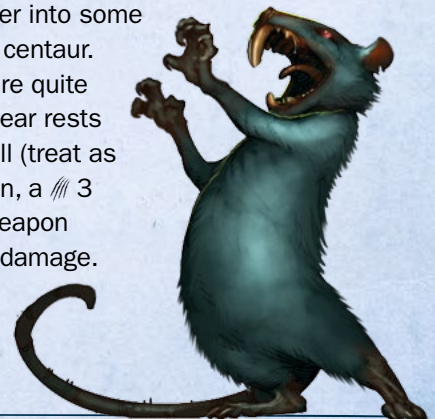
At the end of each Duration, the Fated will be faced with some aspect of McMourning's laboratory, as represented by the Laboratory Events on page 52.

If the Fated succeed at this Ongoing Challenge, they find the sewer entrance which will lead them out of the compound and to (relative) safety. See Down the Drain on page 53 for more details.

On the other hand, if they suffer a catastrophic failure, the Fated will run into Sebastian, McMourning's loyal assistant. See The Front Door on page 53 for more information.

LABORATORY EVENTS [IN NO PARTICULAR ORDER]:

- **Spare Part Storage:** The Fated pass through a large room that's being chilled by large bins filled with ice (and the occasional chilled organ). This makes the room quite cool, but the low temperature is needed to preserve the dozens of bodies that are hanging from meat hooks in the ceiling. This is where McMourning stores corpses while he's working on one project or another. None of the corpses are wearing clothes, but the meat hooks can be used as \llcorner 2 Heavy Melee weapons that inflict 2/3/5 damage.
- **Operating Theater:** The Fated pass through the lower level of a large operating theater. Dozens of corpses in advanced stages of decay have been propped up in the upper seats surrounding the room, posed as if watching everything happening below with rictus grins. On the operating tables at the center of the room are the corpses of a human man and a male horse. Anatomical drawings are scrawled onto a nearby blackboard, making it clear that someone intends to combine the two corpses together into some sort of undead centaur. Both corpses are quite ripe. A large spear rests against one wall (treat as a Glaive weapon, a \llcorner 3 Heavy Melee weapon dealing 2/4/5 damage.





- **Rat Swarm:** As the Fated are traveling down a hallway, have them make TN 7 Acrobatics Challenges. Those who fail slip on a bit of slick floor and fall to the ground, only to be swarmed by rats that leap out from holes in the crumbling floorboards and start biting at what they perceive as an easy meal. Each such character suffers 1/2/3 damage before they're able to beat the rats away and climb back to their feet.
- **Surgical Prep:** The Fated come across a supply room filled (somewhat haphazardly) with extra nurse uniforms, surgical gowns, rubber gloves, and a variety of medicines and chemicals. In addition to allowing the Fated to find some clothing, this room also contains one of Sebastian's backup Pneumatic Bonesaws; it is a /// 1 Pneumatic weapon that deals 2/3/5 damage, ignores armor, and gains + to its damage flip.

DOWN THE DRAIN

If the Fated succeed on the Ongoing Challenge, they find their way to the sewer entrance used by McMourning and his Nurses to travel between their Quarantine Zone lair and the civilized portions of the city.

Read the following text:

The room is wide and shallow, and the walls are covered with the sort of dingy white tiles that somehow make you feel unclean just by looking at them. To the left is a piled collection of clothing, discarded weapons, and at least one broken wheelchair.

To the right, a large manhole cover, at least two yards wide, is set into the floor. A mechanical winch has been attached to the cover, allowing it to be opened with a simple lever.

The Fated can find their missing equipment (and pneumatic limbs) mixed in with the refuse of McMourning's former victims. If the Fatemaster wishes to introduce any new weapons or items into her campaign, this is a good time to do so (and could even set up a future adventure where the ghost of

one of the victims attempts to "persuade" a Fated character to return its belongings to whatever remains of its family). Any particularly valuable items the Fated may have possessed (such as Soulstones, Grimoires, or anything worth more than 30 scrip) are not present in the pile of items; the nurses have confiscated these items, and the Fated will have to return at a later date to recover them.

Once the Fated have reequipped themselves, they can activate the winch and descend into the sewers (and into Scene 3, pg. 55).

THE FRONT DOOR

If the Fated suffer a catastrophic failure on the Ongoing Challenge, they find one of the exits from McMourning's lair... just not the one that's actually meant to be used. Worse yet, they also bump into McMourning's assistant, Sebastian, who isn't about to let some wayward "organ donors" escape and endanger his master's hidden lair.

Read the following text:

Hurrying through the corridors and hallways of the gruesome, prison-like complex, you turn the corner and feel a rush of excitement: the front doors of the building are right in front of you!

Unfortunately, there's also a short, squat little man coming down the hallway, a heavy, pneumatic bonesaw held in one hand and a severed human leg in the other. Two rotting dogs follow after him, the stubs of their tails wagging happily as they eagerly wait for him to put down the "treat."

The man stops and blinks in surprise as he notices you. Then, without saying a word, he drops the severed limb and pulls the ignition cord of his bonesaw, revving it to life.

The Fated can If the Fated attempt to fight Sebastian and his pair of undead dogs (which is likely a very bad idea, given their current state and lack of equipment), then they are in for a very dangerous fight. Stats for Sebastian and his Canine Remains can be found on pages 58 and 59, respectively. If the Fated defeat him, they can attempt to open the front door and escape into the Quarantine Zone.



A better idea is to turn right around and run away. If the Fated flee, they can attempt the Ongoing Challenge again with the Athletics Skill added to the list of allowed Skills, but the TNs for every Skill are increased by +1 due to the pursuit of Sebastian and the dogs. During each Laboratory Event, make a point of the Fated's pursuers nearly catching up to them, with Athletics Challenges resulting in the Fated toppling shelves behind them or barring doors to slow Sebastian down.

If the Fated succeed at this second Ongoing Challenge, then they reach the sewer entrance as described in *Down the Drain* (pg. 53), but they only have a three rounds to grab as much of their gear as possible and escape. The Fated can grab one item per round, and one character also has to spend a round opening the sewer entrance. Any particularly valuable items the Fated may have possessed (such as Soulstones, Grimoires, or anything worth more than 30 scrip) are not present in the pile of items; the nurses have confiscated these items, and the Fated will have to return at a later date to recover them.

If the Fated take too long retrieving their items, then Sebastian and his dogs catch up to them and shift the scene back into Dramatic Time. If the Fated retreat into the sewers, they do not follow (but do lock the passage behind them).

If the failed suffer a catastrophic failure on this second Ongoing Challenge, Sebastian and his dogs catch up with the Fated at a dead end, which transitions the scene into Dramatic Time.

If the Fated defeat Sebastian, they can follow the carnage back to the front doors without much trouble.

OPENING THE DOOR

The front door of the laboratory is made of reinforced iron that is sealed with pneumatic latches... all of which are on the *outside* of the building. Like so much of McMourning's attitude toward life, his lair's security is a reversal of common expectations. Getting into the laboratory is relatively easy, involving little more than pulling a lever and walking inside.

Getting back out again is significantly more difficult. The lock on the door is a precisely-tuned combination lock consisting of six different dials, making it a chore to open for even those who know the combination. Attempting to open the locks without the combination requires one minute of work and a TN 16 Lockpicking Challenge, putting it beyond the ability of all but the most skilled locksmiths.

If the Fated defeated Sebastian, a search of his body (and a TN 8 Notice Challenge) turns up a scrap of paper with a few scrawled numbers on it, a partial combination which the Fated can use to reduce the TN of the Lockpicking Challenge down to 12.

Should the Fated be able to open the front door, read the following text:

The reinforced iron door releases a pneumatic hiss as it opens on its hinges, allowing you to push the doors open and escape from the insane madhouse behind you. Once you've stumbled out into the afternoon light, though, you realize that things are worse than you could have imagined. Rubble and debris are strewn all across the weed-choked, empty streets, and a chill runs down your spine as you realize that you must be somewhere within the Quarantine Zone.

It's going to be a long and difficult trek back home.





The encounters the Fated might have within the Quarantine Zone are beyond the scope of this adventure, but they have at least succeeded in escaping from McMourning's lair with their organs intact. Depending on the wishes of the Fatemaster, the Fated could make it back to the civilized part of the city between adventures, or perhaps the next adventure will focus on their dangerous journey home.

If the Fated prove unable to open the front door, they can attempt the Ongoing Challenge again in order to find the sewer entrance described in *Down the Drain* (pg. 53); if the Fated have already defeated Sebastian, the TN of the Ongoing Challenge is reduced by -2.

SCENE 3: SEWER ESCAPE

Read the following text:

The sewers are damp, dark, and possessing of an unpleasant odor, but hardly any of that seems to matter after escaping the abattoir of horrors above you.

As you stumble through the dark tunnels – evidently well-traveled ones, judging from the candles which flicker in the sporadic alcoves, presumably leading the way back toward civilization – you begin to sense that something is following you. Feet scrape against the slick stones a dozen feet behind you, and when you turn to look, you see a demented abomination stalking its way toward you from the depths of mythology.

It's large, easily seven feet tall, and the head of a cow has been crudely stitched into place where a man's head might otherwise have been. A thick tongue lolls from the corner of its bovine mouth, but the most alarming aspects of the monstrosity are the serrated blades that jut forth from the stumps of its wrists.

The cow's mouth opens, rancid blood streaming down its furry chin as it releases a bellowing, distorted scream.

The Mourntaur is one of McMourning's failed experiments. He dumped it into the sewers and more or less forgot about it afterwards, just one more in a string of abominations the insane doctor has released upon Malifaux.

If the Fated flee, escaping from the undead amalgamation is handled with an Ongoing Challenge:

THE MOURNTAUR COMETH!

- **Skills Allowed:** Acrobatics, Athletics, Centering, Wilderness
- **Target Number:** 9
- **Duration:** 1 minutes
- **Success Requirement:** 2 per Fated
- **Failure Requirement:** 1 per Fated

As the Fated flee, they can use Acrobatics and Athletics to outrun and outmaneuver the undead monstrosity, Wilderness to pick the best path through the sewers, and Centering to remain calm and cool enough to make the right decisions while fleeing from the Mourntaur.

On a success, the Fated reach an open iron portcullis and can slam it shut behind them, effectively trapping the Mourntaur on the other side and allowing them to escape as it slams itself against the bars and roars in fury.

On a catastrophic failure, however, the Fated turn down a dead end tunnel and find themselves boxed in by the Mourntaur. Its stats can be found on page 59.

Once the Mourntaur has been defeated, the Fated can continue following the candles out of the sewers to safety.





EPILOGUE

Once the Fated have escaped McMourning's laboratory, they can return to their lives, no doubt a bit more wary about beautiful women offering to buy them drinks. It's possible that the Fated might regroup and attempt to take their revenge upon Sebastian and the Nurses (and by extension, McMourning himself). This could make for a very dangerous adventure... particularly if the Fated attack while McMourning is in his laboratory.

Then again, for some Fated, just living to see the next sunrise might be reward enough.



NURSE

Minion (6), Living, Tormented



<i>Might</i> -1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 2	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 6 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 4 (10)	<i>Charge</i> 6	<i>Wounds</i> 6	

Skills: Doctor 3, Evade 4, Literacy 2, Melee 2, Notice 1, Prestidigitation 2, Toughness 1.

Df (♣) Hands Off!: After this character is damaged by an enemy's ♣ attack, this character may immediately move a number of yards equal to its Walk Aspect in any direction.

Flick of the Wrist: This character uses her Grace instead of her Might when calculating the Acting Value of her Melee and Pugilism attacks.

Illegible Perscriptions: When performing a duel, this character may end her **Focused** Condition to add any suit to her final duel total.

(1) Surgical Instruments (Melee)

AV: 5 (11) ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 2/3/5 damage ignoring Hard to Wound.

(1) Syringe (Melee)

AV: 5 (11) ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 0/0/1 damage and gains **Poison +4**.
♣ **Overdose**: When damaging, the target suffers 2/3/4 damage and does not gain the **Poison +4** Condition.

(1) Take Your Meds (Doctor/Prestidigitation)

AV: 5 (11) ----- Rg: 8 ----- Resist: Wp
The target gains one of the following Conditions until the start of this character's next turn, as determined by a suit in this character's final duel total:

♣ **"Hallucinogens**: This character deals +1 damage with Close Combat attacks but suffers ☐ on all duels that are not Close Combat attacks."

♣ **"Uppers**: This character gains ♣ to all duels. The first action this character declares each round must be a Walk Action."

☒ **"Downers**: This character gains Armor +1 but generates 1 less General AP at the start of its turn."

✕ **"Painkillers**: When this Condition is first applied, this character heals 2/3/4 damage. When this character suffers damage, it suffers +1 damage."





SEBASTIAN

Henchman (9), Living

<i>Might</i> 2	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -1	<i>Intellect</i> -3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (13)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (13)
<i>Willpower</i> 4 (13)	<i>Charge</i> 6	<i>Wounds</i> 9	

Skills: Alchemy 2, Athletics 1, Deceive 4, Doctor 2, Engineering 1, Grappling 2, Homesteading 1, Husbandry 2, Intimidate 1, Necromancy 2, Notice 2, Pneumatic 3✕, Stealth 3, Stitching 3, Toughness 4.

Catalyst: This character's body exudes an airborne catalyst that reacts strongly with most toxins. Other characters with the **Poison** Condition which begin their turn within 8 of one or more characters with this Ability immediately suffer 1 damage and then lower their **Poison** Condition value by 1.

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

Test Subject: At the end of this character's turn, he heals 1 damage.

(1) Pneumatic Bonesaw (Pneumatic)

AV: 5✕ (14✕) ===== Rg: // 1 ===== Resist: Df
Target suffers 2/3/5 damage, ignoring Armor. This weapon gains + to its Damage Flip.

✕ **Infect:** After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

(2) Bloody Harvest (Pneumatic)

All characters within 3 must succeed on a TN 14 Defense duel or suffer the effect of a single damage flip with one of this character's wielded Pneumatic weapons. This damage flip suffers a ☐.

(0) Destroy Evidence

This character may discard a card to target a corpse or friendly Undead Minion or Peon within 1 yard. If this action targeted a corpse, that corpse becomes unfit to be reanimated into an undead (or any other type of) creature. If this action targeted an undead, it is destroyed and this character may push up to 2 yards in any direction.





CANINE REMAINS

Minion (5), Undead, Beast, Hound

<i>Might</i> 1	<i>Grace</i> 0	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -1	<i>Tenacity</i> 3
<i>Defense</i> 5 (10)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (9)
<i>Willpower</i> 5 (10)	<i>Charge</i> 6	<i>Wounds</i> 4	

Skills: Evade 3, Notice 2, Pugilism 3✘, Track 3.

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

Hunting Dogs: Enemy characters receive -1 **Df** while within 1 of this character.

Scent of Death: This character may take the (2) Charge action as a (1) action when targeting a character with the **Poison** Condition.

(1) Teeth and Claws (Pugilism)

AV: 4✘ (9✘) ===== Rg: // 1 ===== Resist: Df
Target suffers 1/3/4 damage.

✘ **Infect:** After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✘ in the final duel total.

✘✘ **Rabid Bite:** After succeeding, the target gains the **Rabies +1** Condition (see *Under Quarantine*, pg. 151, for more details).



THE MOURNTAUR

Enforcer (7), Undead, Horror

<i>Might</i> 4	<i>Grace</i> -1	<i>Speed</i> -1	<i>Resilience</i> 2
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 5 (12)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> 1 (8)
<i>Willpower</i> 5 (12)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Athletics 2, Evade 3, Notice 2, Pugilism 3✘, Stealth 2, Thrown Weapons 4, Toughness 3.

Rush +3: This character's Charge Aspect has been increased by +3.

Impossible to Wound +1: Damage flips against this character suffer ☐ and cannot be cheated.

Terrifying (Living) 11: Enemy Living characters must pass a TN 11 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Knife-Hands (Pugilism)

AV: 7✘ (14✘) ===== Rg: // 2 ===== Resist: Df
Target suffers 3/5/6.

✘☞ **Cut to Ribbons:** When damaging, gain ☑ to the damage flip.

(1) Vomit Acidic Crud (Thrown Weapons)

AV: 3 (10) ===== Rg: ⚡6 ===== Resist: Df
Target suffers 3/3☠/4☠ damage, then this character suffers 1 damage.

✘ **Melted Away:** After damaging, destroy one piece of armor equipment (this character's choice) worn by each character who suffered Moderate or Severe damage from this attack.

(0) Stampede!

Push this character up to its Walk Aspect in yards. If this character comes into contact with a character of lower Height, the push does not end; instead, the smaller character must succeed at a TN 10 Evade Challenge or suffer 1 damage and becomes **Prone**.