



THROUGH THE BREACH

SMUGGLER'S RUN

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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DESTINY STEPS:

CRSC A☉: "When the accounting passes you by," could be appropriate if the Fated don't bother to confirm how much moonshine they're getting from the Gremlins.

CREC 12☉: "You will return with the balm for all ills," could easily describe the Fated returning with high proof moonshine; no matter what your pain is, alcohol that strong will take it away pretty darn quick.

PROLOGUE

The adventure opens as the Fated have been contacted by Arcadia Benoit, a local distiller who is responsible for "River Hopper Whiskey," a strong drink with enough of a kick to impress even career drinkers. She's heard that the Fated are capable (or cheap) and has asked them to meet with her at her distillery in the Riverfront Slums.

Read the following to the players:

The River Hopper distillery is smaller than you might have imagined and a bit more shoddy, too. It's not falling down, but it's clearly been designed with form over function. The woman that meets you at the door is dark skinned and wearing a faded brown coat over an untucked white shirt.

"Pleased to meet ya," she says, shaking your hands firmly. Her accent is odd, and it takes you a moment to place it as Cajun. "I'm Arcadia Benoit. I've been told that you folks can keep a sec'ert. If that's true, I've got some good bus'nness for ya." She places a hand on the door to her distillery as she waits for your promises of secrecy.

Once given, Arcadia opens the door to the distillery and leads you inside. Surprisingly, there aren't any stills or any other kind of brewing equipment in sight... just wooden crates filled with empty bottles. "Truth of the matter is, I ain't no brewer." She smirks as she lifts a fancy bottle out of the crates and angles it so that you can see the 'River Hopper' label.

"More of a smuggler, really. See, the Guild has all sorts of restrictions against sellin' Gremlin moonshine in the city, but there ain't no restrictions on human moonshine." She returns the bottle to its crate. "So, what I do is, I get some Gremlin hooch shipped up here, cut it down with water so it don't kill anyone, then put it in fancy bottles and sell it as whiskey. It probably ain't good enough to fool no expert, but that don't stop us from makin' money."

Arcadia shakes her head. "What does stop the money is when the Gremlins don't deliver the hooch they promised. Been a week now, and I don't got no 'shine to sell. I'm too busy here to go runnin' off into the Bayou to shake it out of 'em myself, and my damned fool brother too 'fraid of the Caimons to do it himself, so here we are. What do ya say? Are you my runners?"



Arcadia will offer the Fated a total of 5 scrip per character up front, and another 15 scrip each after they've managed to unblock her supply lines. She wants them to take the train down to Edge Point (which costs 1 scrip for fare) and meet up with her brother, Pierre. She'll give them a piece of folded paper with directions to get them to his hut once they're in Edge Point.

Pierre can point them towards the Gremlin distillery, and once they've retrieved the moonshine, he'll bring them back to Malifaux on his boat (along with said moonshine). Arcadia doesn't have any love for the Gremlins, but she'd rather not lose a business partner over a misunderstanding. If they're actively trying to cheat her, though, then she doesn't care what happens to them.

SCENE 1: FUN TIMES ON THE BAYOU

The train down to Edge Point is on time, and the trip is uneventful. Once the Fated arrive in town, read the following text:

You disembark at the Edge Point Station, a pale shadow of the station back in Malifaux. But then, Edge Point is something of a pale shadow itself, and the languid, sleepy pace of the town feels unnatural after all the tension and excitement of the city. It's perched right on the edge of the Bayou, which lends Edge Point a bit of a muggy atmosphere, and insects buzz around overhead with annoying tenacity.

Finding Pierre's dock (which is actually more of a hut that leans out over the water) isn't too difficult if the Fated follow the directions that Arcadia gave them. If the Fated wander around town or lose the map (somehow), they can get directions by asking anyone in town. Pierre isn't really liked so much as he is tolerated, and anyone asking about him is likely to earn some judging looks from the townsfolk.

Pierre Benoit turns out to be a wiry man with dark skin, an unpleasant odor and a thick Cajun accent. While initially suspicious about why they're poking around his hut, he warms up considerably once they mention his sister.

When the Fated ask him about the Gremlins, read the following text:

"Little possédé like da make the misere, they do." Pierre shakes his head like a long-suffering father. "Supposed to com' 'round five, six days ago, but did dey? Nah, nah...ain't nothin' come in from da Bayou."

Pierre motions for you to follow him as he heads over to the side of his shack that hangs over the river. There's a wide-flat-bottomed boat moored to a hook jutting out from the hut's side, but Pierre ignores it as he points off into the swamp. "You wanna find da little possédé, you take my pirogue, take it out past that big tree 'dere, just keep on paddlin' til you reach their little shack."

Pierre's pirogue – his boat – has a single small paddle. There's a small sail rolled up in the bottom, but Pierre pulls it out and tosses it into his shack when he notices it. "Ya' ain't gon need dat in da Bayou, sha, 'less you wan' get caught in da trees."

The Fated will also have to bring the Gremlins their payment: a wooden crate packed with two boxes of ammunition (each measuring about 10" x 4" x 7"). Pierre won't expressly tell them what's in the boxes, but it's not a huge secret if the Fated decide to peek.

If the Fated attempt to convince Pierre to head into the Bayou with them, he refuses, claiming that the Caimons – the gators – will eat him if he does. He's genuinely terrified of the gators and always skirts the edges of the Bayou whenever he takes a shipment of 'shine up to his sister in Malifaux. The Fated can attempt a TN 14 Convince Challenge to talk him into reluctantly coming with, but he's agitated and paranoid the entire time, and leaps from the boat and swims for shore after only a few minutes into the Bayou proper.





Read the following text as the Fated enter the swamp:

The outer edges of the Bayou are dominated by mangroves, but there are a few scattered cypress and pines trees looming over their small islands of solid ground. Everything is draped with green moss, and the air is humid and tinged with an unpleasant odor. The insects are soon a constant annoyance, and some of the mosquitoes are almost as large as your thumb. As you paddle forward through the brackish water, you occasionally see a few ripples caused by something moving beneath the surface.

The Fated will have to participate in an Ongoing Challenge in order to make their way to the Gremlin Distillery.

FINDING THE GREMLIN DISTILLERY

Skills Allowed: Labor, Navigation, Wilderness

Target Number: 9

Duration: 1 hour

Success Requirement: 6

Failure Requirement: 4

When the Fated reach the required number of Success Requirements, they will arrive at the Gremlin Distillery and may proceed to Scene II.

If the Fated reach the Failure Requirement, however, they get turned around and drift right into the center of a small Gremlin village. There are about a dozen Gremlins all in all, and none of them look too happy to see the Fated. They don't immediately attack, but if the Fated don't immediately turn around, there's likely to be a fight. Alternatively, they Fated could attempt a TN 10 Social Skill Challenge to gain some directions from the Gremlins.

In any case, the Fated will have to begin the Ongoing Challenge over again, but with a + to their flips if they managed to talk the village Gremlins into giving them directions to the Distillery.

After each Duration, have the Fated encounter one of the following events:

Catfishing: As the Fated slowly make their way through the swamp, they catch sight of two Gremlins alongside the riverbank, about fifteen yards to their right. One is wearing pants and a large work boot like a hat, and the other has on just a dirty shirt. There are fishing poles in their hands (they're trying to catch some catfish), and they give the Fated wary looks as they drift past. If hailed by the Fated, they make rude gestures in return.

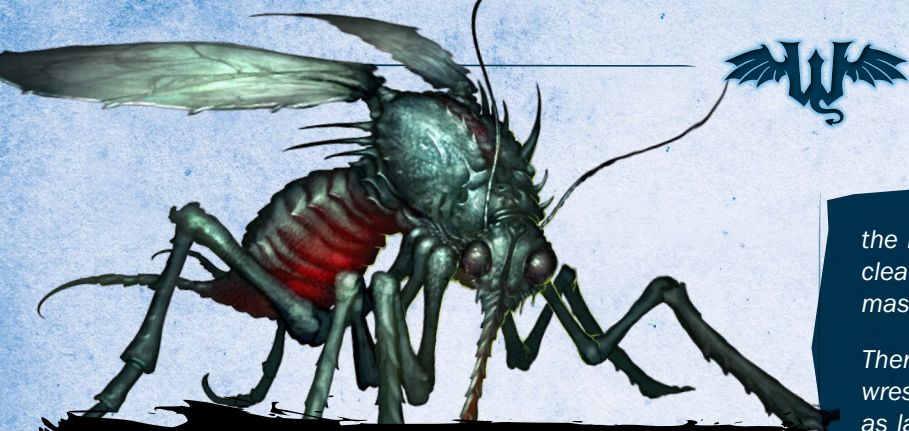
I Think I Just Lost A Bet: A snorting squeal draws the attention of the Fated to a small, floating piglet. A stick of dynamite has been shoved up its bottom, and its body is bloated, hinting at the gasses that have built up inside of it. Its tiny feet wiggle helplessly as it slowly drifts towards the Fated's boat, and the only thing that makes the scene less humorous is the burning fuse that's trailing behind it. The stuffed piglet was sent after the Fated by a Gremlin Taxidermist, who is hiding behind a nearby tree and waiting for the boom (TN 9 Notice).

The Fated have one round to shoot the stuffed pig down (Df/Wp 4 (7), 4 Wounds), which might be difficult if nobody has their weapons drawn when it appears. If they succeed, it explodes in a squeal of falling bacon, making a tremendous boom that rocks the boat. If the stuffed pig isn't killed, it floats closer and explodes as the fuse runs out, dealing 3 damage to everyone in the boat (who must all pass TN 10 Acrobatics Challenges or fall into the water). The boat remains intact – it's pretty sturdy – but it will develop a few minor leaks that will require one of the Fated to bail water from it every so often.

The Taxidermist will peek out after the explosion, but will run off after realizing that his pig-bomb didn't sink the boat and kill the Fated.

Can't Stop the Buzzing: The Bayou grows thicker around the Fated as they continue towards the distillery. Have the Fated make TN 9 Notice Challenges. On a success, they hear buzzing sounds and look up just as three Skeeters come swooping down from the canopy to get some fresh blood. Those who fail this Challenge are caught off guard and are considered to be Slow in the first round of combat.

The Skeeters are essentially just giant mosquitos, each about the size of a full-grown man with wide, buzzing wings. They'll swoop down onto the boat and try to latch onto the Fated; once attached, they'll shove their proboscises into their chests and start to feed.



SKEETERS

Peon (4), Living

Might 2	Grace 3	Speed 5	Resilience 0
Charm -5	Intellect -4	Cunning -3	Tenacity 1
Defense 7 (11)	Walk 7	Height 2	Initiative 6 (10)
Willpower 3 (7)	Charge 9	Wounds 4	

Skills: Martial Arts 1, Notice 1

Talents:

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(9)===== Rg: 1===== Resist: Df
Target suffers 1/1/2 damage.

X Sluuuurp!: When damaging, deal +1 damage, then this character heals 1 damage.

SCENE 2: THE GREMLIN DISTILLERY

When the Fated reach the Gremlin Distillery, read the following text to them:

As you turn the bend around a large bank of cattails, the Gremlin distillery comes into view! It's a ramshackle hut perched atop a dozen poles that barely manage to keep it swollen planks above the water's surface. Vines and moss are draped across its roof, and its porch stretches out into a long dock. Some of the nearby trees to

the left of the hut have been knocked down in a clear path of destruction; it looks as if something massive recently stampeded through the area.

There are three Gremlins outside on the dock, wrestling with a belligerent pig. The pig is nearly as large as a man, and the Gremlins seem to be doing their best to get two kegs strapped onto its sides. Another pig stands nearby, its legs shaking beneath the heavy casks that have been strapped to its body.

When the Gremlins notice the Fated approaching, they'll drop what they're doing and rush over to greet them. Of course, this now means that the pigs are unattended; feel free to describe various acts of pig-related chaos behind the Gremlins as they speak with the Fated (such as the pigs trying to eat casks of moonshine as large as they are or coughing up something interesting, blinking at it in surprise, and then eating it again).

There are three Gremlins at this distillery: Shelby Rae, Ginny Lou, and Biter. They're easily excited, high-strung and more than a little bit drunk. Read the following text to the Fated once they dock at the distillery:

"Howdy thar!" The three Gremlins flash friendly – almost too friendly – grins at you as you pull your boat up to their dock. The one that spoke is wearing a bowler hat and tattered blue jeans, while the female at his side is draped in a dirty white shirt that drags behind her on the ground. The third gremlin is naked, save for a lobster trap which he seems to have gotten stuck over top of his head.

The Gremlin in the bowler attempts an elaborate bow, almost losing his hat in the process. "Ah'm Shelby Rae, and this here's Ginny Lou." He motions to the Gremlin in the large shirt, who curtsies in a polite manner. Neither pays attention to the third gremlin, who seems preoccupied with trying to chew his way out of the trap on his head. "You here for the 'shine? 'Cause we was just getting' ready to bring it to you hummies, sure as stink on a Silurid." The female Gremlin nods in emphatic agreement.



The Gremlins only have around half of the moonshine that they had agreed to deliver to Pierre, and they'll happily turn over that portion in exchange for the ammunition Pierre sent as payment. The Fated can attempt TN 9 Scrutiny Challenges to get the feeling that the Gremlins are a bit too eager to make the trade. If they press the matter, a TN 9 Bewitch or Intimidate Challenge will eventually get the Gremlins to reveal that they only have half the whiskey, and that the other half sort of walked off into the Bayou.

Read the following text to the players if they ask about the rest of the moonshine:

Shelby Rae rubs the back of his bald, green head. "Ahh... y'see, 'bout that..."

The Gremlin wearing the lobster trap raises his hands up in the air. "KING OF DA BAYOU!" he shouts, drawing wincing from the other two. Shelby motions to the female, and she grabs onto the trap and starts dragging it – and the attached Gremlin – away from you.

"Sorry 'bout him," Shelby Rae says, spreading his hands out in a 'what can you do?' gesture. "That side of the family's a bit pig-loco. Same thing that happened to Bubba...he got a bit too deep into the 'shine and rode our Whiskey Golem off into the Bayou." He motions to the path of destruction leading away from the hut. "It was half full of 'shine! We thought he'd stumble on back, but ain't nothing like that happened, so we tried to get the hogs to carry the 'shine, only they keep tryin' to drink it, and don't like all the weight and..."

Shelby Rae bites his green lip, then takes off his hat and holds it in front of him as he looks up at you with big, watery eyes. "If'n you could reckon up enough courage to go track the Golem down and bring it back, we'd be plenty grateful. My sister's of marryin' age...?" He raises a questioning eyebrow. "...or we can just give ya some free moonshine from our next batch. If'n ya don't fancy pretty ladies, that is."

The pigs aren't as good at wading through the Bayou as the Golem was, so the Gremlins are eager to get their Whiskey Golem back. If the Fated are actually

interested in marrying a Gremlin (for some reason), Shelby Rae is serious with his offer, though the Fated are unlikely to be invited to many social gatherings back in Malifaux City once word gets out. Most likely, the Gremlins will end up cutting the Fated in on their next batch of moonshine. They could sell this to Arcadia for a tidy profit (around 40 scrip), or even go into business for themselves (though that's likely to make an enemy of Arcadia).

If the Fated agree, Shelby Rae will inform them that the Whiskey Golem answers to the name of "Woodford," and that he should follow them back just fine. He does not ask or care about what happened to Bubba (Shelby Rae never liked him much anyways).

Of course, the Fated could just cut their losses and return with the moonshine the Gremlins do have to Pierre, in which case he'll either be annoyed but happy to at least have some of the moonshine (if the Fated only paid for the half they received), or quite upset (if the Fated paid for the full shipment and only came back with half). If they overpaid, he'll try to talk the Fated into going back to the distillery (at night; increase the TN of the Ongoing Challenge by +2, and when the Fated arrive at the Distillery, the Gremlins have all departed with their ammunition, never to return).

SCENE 3: AN ANGRY DRUNK

The path of destruction left behind by Bubba and the Whiskey Golem isn't too difficult to follow; the Fated can float their boat right down the trail without having to make any checks to stay on course. Read the follow text to the players as they depart:

The path of destruction is surprisingly easy to follow – the trees have been knocked down to either side, obstacles the Whiskey Golem cleared aside during its rampage.

After about an hour of floating along the still water, you catch sight of what could only be the Whiskey Golem. It's nearly twice the size of a man and much wider, and seems to have been constructed entirely out of kegs and casks. It's buried hip-deep in the muck of the Bayou, and is struggling – quite unsuccessfully – to free itself. Moonshine is slowly leaking from small fractures in its kegs, and the entire area has the strong scent of alcohol lingering over it; you're pretty sure that you could get drunk just from drinking the swamp water around it.



The Whiskey Golem has been stuck in the mud for almost a week now, and it's been slowly leaking its high-proof contents into the water the whole time. It's only down about a third of the half-batch it was initially loaded with, so there's still enough inside it to make unsticking it worthwhile. If the Fated can teleport it free of the mud, then that's the easy solution. Otherwise, getting it unstuck is handled with an Ongoing Challenge:

UNSTICK A WHISKEY GOLEM!

Skills Allowed: Labor, Leadership

Target Number: 9

Duration: 5 minutes

Success Requirement: 6

Failure Requirement: 4

Trying to unstick the Golem is hard work. Each time a character fails a Challenge made as part of this Ongoing Challenge, they gain the following Condition: **"Tired +1:** This character suffers -1 to any duel involving a Physical Aspect. Lower the value of this Condition by 1 for every 30 minutes this character rests."

If the Fated earn enough Success Requirements, they manage to free the Whiskey Golem. Assuming they call it by name ("Woodward"), it'll trudge along behind them as they return to the Gremlins. Of course, the characters might just decide to bypass the Gremlins entirely and return to Edge Point with a new Whiskey Golem servant, which will no doubt earn them the ire of the Gremlins.

If the Fated reach the Failure Requirement, however, they'll end up busting open the Whiskey Golem and getting showered with high-pooof moonshine; each character will gain Poison +2 and will have the Dazed Condition for the next few hours. This effectively destroys the Whiskey Golem.

In any case, after the first Duration passes, all of the noise will disturb a nearby resident: A very large, very drunk frog. It ate Bubba after the Whiskey Golem first got stuck in the muck, then ended up getting drunk as the moonshine pouring from the Whiskey Golem contaminated its home. It's near the end of a three-day bender by the time the Fated arrive, and it's not happy.

Read the following text to the players:

Suddenly, a portion of the muck rises up to reveal a titanic frog, almost as large as a house! Its eyes are rolling in every which direction and its tongue hangs out of its open mouth. You're not sure what's wrong with it at first, but then it belches and its rancid, alcohol-laden breath washes over you in a warm cloud. The giant frog is drunk!

Worse yet, it appears to be an angry drunk...

The frog begins the fight about 8 yards from the nearest Fated, and fights to the death (it's too drunk to care about things such as survival).





GIANT DRUNKEN FROG

Enforcer (7), Living, Swampfiend

Might 3	Grace 2	Speed 2	Resilience 1
Charm -3	Intellect -2	Cunning -2	Tenacity 1
Defense 5 (11)	Walk 5	Height 2	Initiative 4 (11)
Willpower 3 (10)	Charge 6	Wounds 7	

Skills:

Evade 3, Flexible 3☞, Melee 3, Notice 2, Toughness 2

Tipsy:

At the start of this character's turn, it may suffer 1 damage and move 1 yard to generate 1 additional general AP.

(1) Sticky Tongue (Flexible)

AV: 5☞(12☞)===== Rg: ♣8 ===== Resist: Df
Target suffers 1/1/2 damage.

☞ **Pull and Drag:** After damaging, push the target 3 yards towards this character.

(1) Crushing Frog Jaws (Melee)

AV: 6 (13) ===== Rg: y2 ===== Resist: Df
Target suffers 2/3/4 damage.

✕ **Swallow Whole:** After damaging a Ht 2 or smaller character, they are swallowed by this character and gain the following Condition: "In Mah Belly: This character is paralyzed. At the start of each of its turns, this character suffers 2 damage. End this Condition when the character that applied it is killed."

If the Fated return the Whiskey Golem to the Gremlins, Shelby Rae will be grateful to the Fated and will happily allow them to marry his sister... or to take a cut of moonshine from their next batch (though he's less enthusiastic about that option if the Fated take it). With the Whiskey Golem, they're able to resume their shipments to Pierre and get Arcadia's shipments back on schedule. None of the Gremlins ask (or care) about Bubba's final fate.

If a Fated actually agrees to marry Ginny Lou, then there's a wedding in their future! Someone will have to deliver messages to her family (all across the Bayou) and arrange the wedding proper, which will no doubt involve plenty of bacon, moonshine and guns. This could be a very fun adventure, with the Fated forced to keep Ginny Lou's family from getting drunk and killing each other (or the Fated) before the wedding is finished. Of course, a gathering of so many Gremlins in one area might also attract the attention of the Ortega family, who view such a gathering as the perfect time to do some pest control.

Once the Fated return to Pierre (presumably with at least some of the moonshine), he'll sail them up along the edges of the Bayou towards Malifaux City. The trip takes almost a full day, so if it's late at night, he'll wait until morning to leave (the Fated can sleep on his porch if they wish). Alternatively, the Fated could just purchase tickets and take the train back to Malifaux, though that will cost them 1 scrip per ticket.

Arcadia is good for the money she promised the Fated, which amounts to 10 scrip per character. It's a healthy sum, and as she pays them she makes it a point to reiterate that their arrangement was a confidential one. She can't have people knowing that she's reselling Gremlin moonshine, after all. If the Fated push her with threats about revealing her scheme to the Guild (and succeed at a TN 12 Intimidate Challenge), she'll kick in an extra 5 scrip per character as protection money. If the Fated fail this duel (or attempt to Intimidate her further), she refuses to pay and instead hires some mercenaries to take the Fated out (which is probably an adventure in and off itself).

If the Fated fail to return with the Whiskey Golem, then Arcadia's business is in jeopardy. Without a steady source of Gremlin hooch, she won't have anything to sell and will be forced to look into other suppliers. If the Fated are willing, this could be the springboard for future adventures into the Bayou as they track down Gremlin brewers and try to convince them to trade their moonshine to Arcadia. Of course, giving bullets to Gremlins could have dangerous repercussions down the line...