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ONE SHOT

THE FERRYMAN

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THROUGH THE BREACH - PENNY DREADFUL ONE SHOT: THE FERRYMAN



THE
FERRYMAN

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ONE SHOT

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WHAT IS A PENNY DREADFUL ONE SHOT?

The *Through the Breach* roleplaying game is continuing to grow and expand the world of Malifaux with new rules and adventures.

Our expansion books, such as *Into the Steam*, highlight large new areas of the world to explore while also providing a host of new mechanics for players.

The Penny Dreadful line is intended to focus on a specific area or story in the world, providing Fatemasters with the tools to take their players quickly into the action.

The core Penny Dreadful line, which is released in print and PDF, has full, multi-session adventures for a party of Fated. They are made to be the campaign or a part of the campaign for a group.

Penny Dreadful One Shots, on the other hand, are single-session adventures for a party that are only released as PDFs. They often include pregenerated characters (though this one does not), allowing Fatemasters to choose whether to insert them into an ongoing campaign or to run a quick and dirty standalone session of *Through the Breach*.

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INTRODUCTION

While many of Malifaux's residents make their livings in perfectly normal ways, there's a small subset of the population that thrives on the legal capture and murder of others. Bounty hunting is one of the more dangerous professions on this side of the Breach - right behind Nephilim hunting and guard duty along the southern stretches of the city walls - but it's also one of the more lucrative.

The Guild maintains a long list of known criminals and pays bounties to anyone able to bring those criminals to justice. Sometimes that means finding the criminal and bringing them to the Guild Enclave so that they can be properly questioned, and other times that means putting a bullet in the criminal's heart and ridding Malifaux (and thus, the Guild) of a troublesome individual.

These bounties range from the meager - a single scrip for each dead rat - to the extravagant, such as the absurd thirty thousand scrip bounty on the head of the woman the Guild calls "Pandora."

Regardless of whether they're clearing out dens of rats or chasing mythical specters of ancient Malifaux, bounty hunters (or rather, successful bounty hunters) tend to be determined and hard-working. It takes time and a great deal of effort to track down escaped criminals, and once they're found, the bounty hunter still has to take their target down and bring them back to the city to claim their bounty.

In this adventure, the Fated find themselves confronted with a large bounty that has been offered by a private citizen for the death of the monster that murdered his son. As they attempt to track down the creature, the Fated will also have to deal with the other bounty hunters trying to kill the creature and claim the sizable bounty for themselves.

But are the Fated the hunters or the prey in this scenario? The creature known as the Ferryman stalks the river at night, and if the Fated aren't careful, they'll just become the newest victims in its latest killing spree...

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The adventure is divided into three Scenes. The first scene centers around the bounty placed upon an undead monster and the Fated's investigation into the creature, while the second scene deals with the Fated hunting the creature on the river.

The third scene brings the Fated to the "home" of the terrible creature and pits them against its amoral creator.

CHAPTER 3: FM CHARACTERS

This section contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure, providing a quick reference to make it easier for Fatemasters.

The character sheet is a parchment-like document with various sections for tracking a character's progress and stats. At the top, there are fields for 'FATED NAME' and 'PLAYER NAME' with a 'GUILD SCRIPT' field. Below these are 'CURRENT PURSUIT' and 'STATION'. A 'DESTINY STEPS FULFILLED' section contains five circles, and an 'EXP.' field is also present. The 'ASPECTS' section is divided into 'PHISICAL' and 'MENTAL' categories. Physical aspects include Might, Grace, Speed, and Resilience. Mental aspects include Intellect, Charm, Cunning, and Tenacity. 'DERIVED ASPECTS' include Defence, Walk, Wounds, Willpower, Charge, and Height. The 'ATTACKS' section has two tables, each with columns for Name, AV, Damage, Range, and Special, and a row for Reload Capacity and TN. The 'SKILLS' section is a large grid with columns for Skill, AV, Rating, and Aspect.

CALL OUT BOXES

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

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

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

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

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



THE FERRYMAN

This adventure centers around an undead creature that is preying upon the sailors and smugglers of the Riverfront Slums. Reports of the creature's appearance are varied and conflicting due to a combination of the attacks taking place at night, the heavy fog, and the blood-alcohol levels of the sailors involved.

The Fated become involved through the accidental death of one of their acquaintances, but it's the death of Nickolas Varka, the son of a local smuggler baron, that stirs up the whole district and kicks off a rash of monster-hunting vigilantes. In the pursuit of the murderous river monster, the Fated will have to contend with greedy mercenaries who want the bounty for themselves as well as the monster itself... and, eventually, its amoral master.

This adventure takes place during the fall or winter months, when the cold temperatures result in thick fogs that linger along the river running through Malifaux City.

It's easy enough to change the season to the spring or summer months without adversely impacting this adventure, but doing so will detract slightly from the environmental dangers which surround the Fated; falling into the river is far more of a threat in the winter months than it is during the summer.

If using this adventure during the spring or summer months, ignore the Hypothermia portion of the In The Water callout box on page 14.

PROLOGUE:

THE CURRENT

The Fated are presumed to be in the Beck Tar neighborhood of the Riverfront Slums to attend the sudden wake of an acquaintance who met with an accidental death a few days prior. Ideally, this should be someone the Fated have encountered and worked with in the past, but if there are no appropriate characters that can be shuffled off towards their doom, then the unfortunate victim is Lena Morse, the owner of the Serpent's Cellar, a small riverfront tavern that one or more of the Fated was fond of patronizing. The wake is taking place at the tavern, either because its owner is dead and people feel better about drinking the left-over booze when it's done in her memory, or because their dead acquaintance was a frequent patron of the tavern.

When the Fated arrive for the wake, they find that it's been co-opted by a mob of bounty hunters and mercenaries. Read the following text:

The Fated can ask questions of the crowd, but few of the bounty hunters and mercenaries are interested in conversation. The tavern patrons are chattier, but they generally just express their sadness over the Acquaintance's death, curiosity in the announcement that's going to take place, or some combination of both. Most of them seem perfectly willing to accept that some sort of river monster was responsible for the Acquaintance's death.

In actuality, the Acquaintance's death truly was an accident: they had a few too many drinks before leaving the tavern two nights ago, leaned against a weak wooden railing, and tumbled into the river when it gave way beneath their weight. Their body was fished out of the river earlier this morning, and the wake was tossed together at the last minute; the Guild has very strict restrictions over how long someone has to report a corpse without them being considered Resurrectionists. The Acquaintance's friends are trying to have a proper ceremony before they turn the body over to the authorities.



The morning fog is already starting to boil away from the river when you arrive at the Serpent's Cellar. It's a two-story, stone-walled building with rounded walls that could probably serve as a passable lighthouse, were it a few dozen yards taller.

A crowd has already gathered outside the tavern, but they don't look like the sort of people who are here for the wake; most are wearing gun belts or have swords strapped to their backs, and there's a distinct sense of anticipation in the air.

One of the tavern regulars, Bruce Watkins, pulls you aside and catches you up to speed: apparently, a fishing boat was attacked by a river monster last night and a few people were killed. One of the them was Nickolas Varka, the son of the local shipping kingpin Vasilis Varka, and there are rumors that Varka is going to announce a sizeable bounty for the beast's death.

"You know, [ACQUAINTANCE] died out on the river, too," Bruce whispers as he glances back at the tavern. "Never found [HIS/HER] body, either... sort of makes you wonder if the river monster got [HIM/HER] too, doesn't it?"



SCENE 1:

GATHERING AT THE WATER

This scene opens with the appearance of Vasilis Varka. Read the following text:



A man in rumpled, expensive clothing approaches the crowd, silencing the murmurs of speculation that had been running through it. His white hair is uncombed, his eyes are red and bloodshot, and his breath is heavy with drink. He looks out over the assembled mercenaries as he leans forward on his cane, as if the death of his son has sapped the strength from his otherwise fit body.

“Those of you who have heard the story of the Ferryman no doubt think it a myth,” he says, his voice wavering with emotion. “You are wrong. It is real. I know it, for last night, that damnable creature took the life of my son, just as it took the life of your friend there.” He gestures toward the tavern with one hand.

“Be it monster or man, I want this Ferryman killed. Bring me its head, and you’ll be handsomely rewarded.” Vasilis seems to straighten up slightly, and when he next speaks, his voice carries across the crowd. “One hundred and fifty Guild scrip for the head of the Ferryman! One hundred and fifty scrip and the gratitude of one of this city’s wealthiest shipping magnates.”



The crowd immediately breaks into surprised gasps and murmurs upon hearing the size of the offered bounty. It’s certainly not unheard of – the Guild has much larger bounties on a few of its most wanted criminals – but it’s still much more than most of the mercenaries had expected.

If the Fated want to react to the declaration or ask any questions of Vasilis, they can do so now. The most immediate question, of course, is asking who (or what) the Ferryman is; if the Fated don’t take the bait, one of the tavern regulars, Bruce Watkins, speaks up and asks “Just who’s the Ferryman, then? Someone workin’ with the Guild?”

Read the following text after Watkins or the Fated ask about the Ferryman:



“You’ve never heard of the Ferryman?” The old man’s grip tightens around his cane. “It’s said that the Ferryman appears on dark, moonless nights to take the dead to the afterlife. Some say that he has a quota to keep for his masters and that it’s not above drowning the unwary if its total comes up short.”

Vasilis’ voice grows cold. “My boy’s the last one it’ll be taking, mark my words. This ends tonight, and it ends with you.”



At this point, the Fated can attempt TN 9 Notice or Scrutiny Challenges; on a success, they notice some of the mercenaries giving each other skeptical looks, as if they were doubtful that such a creature even exists. Nobody seems to have entirely ruled the possibility out – it is Malifaux, after all – but such a creature seems unlikely, even by the standards of this often cruel world.

THE LONE ORTEGA

As the mercenaries murmur about Vasilis' bounty, one of them speaks up. Read the following text:



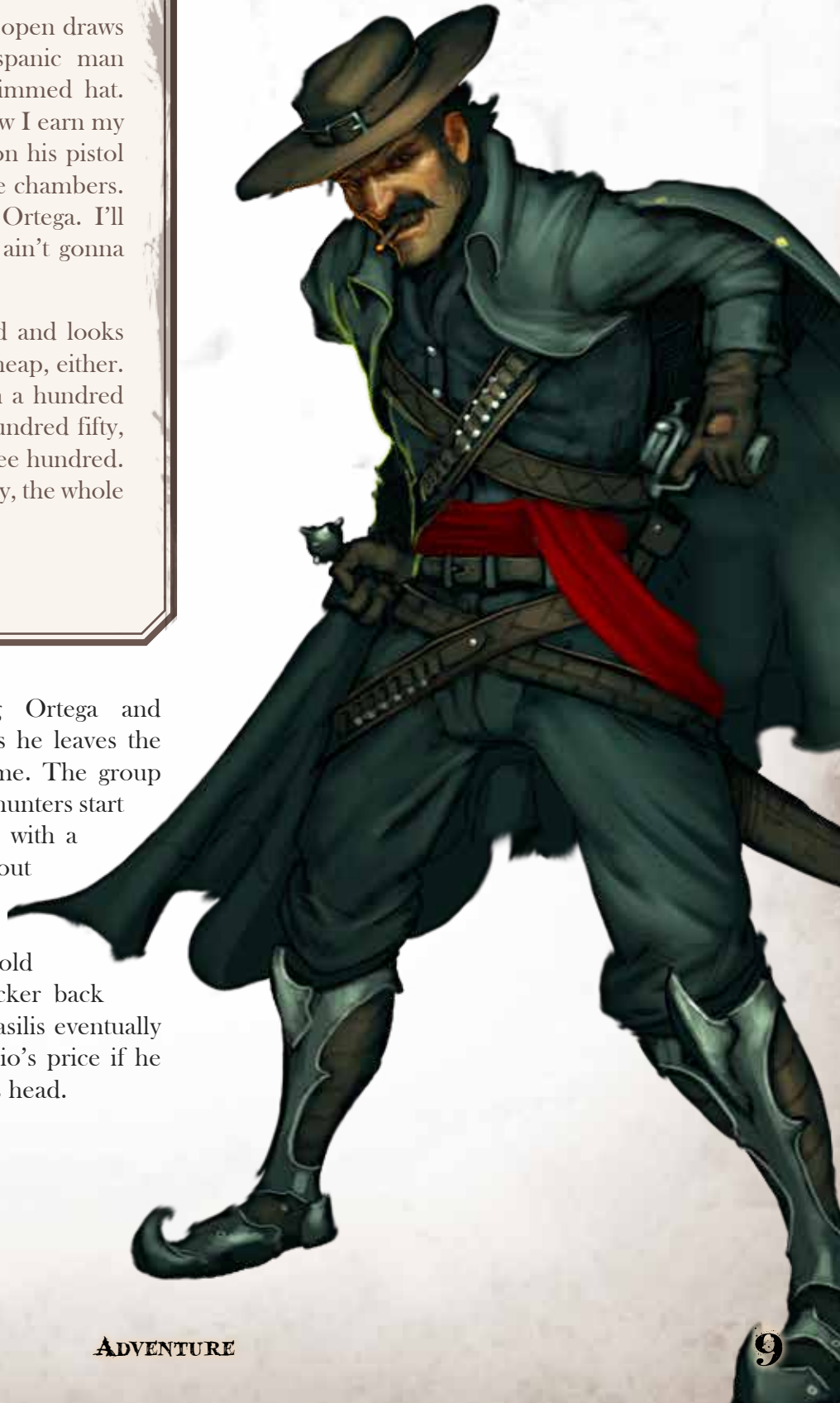
The click of a revolver snapping open draws the crowd's attention to a Hispanic man wearing a duster and a wide-brimmed hat. "Most of you know me, know how I earn my living," he says, his attention upon his pistol as he slowly feeds bullets into the chambers. "Those who don't, I'm Eladio Ortega. I'll kill this monster for you, but it ain't gonna be easy."

Eladio snaps the chamber closed and looks up at Vasilis. "It ain't gonna be cheap, either. I value my neck a lot more than a hundred and fifty scrip. I'll find it for a hundred fifty, but I'll catch it, and kill it, for three hundred. For that you get the head, the body, the whole damned monster."



Vasilis glares at the headstrong Ortega and grumbles a noncommittal answer as he leaves the mercenaries and returns to his home. The group gradually breaks apart as the bounty hunters start making preparations for their hunt, with a few warnings to the others to stay out of their way. Eladio lingers for a few minutes, then heads off after Vasilis, catching up to him at the old man's home. The two of them bicker back and forth over the bounty before Vasilis eventually capitulates and agrees to meet Eladio's price if he kills the Ferryman and brings him its head.

If the Fated attempt to follow Eladio, have them make TN 11 Stealth Challenges. On a failure, he notices them and calls them out, demanding to know why they're skulking after him. No matter their response, he's rude to them and puts off attempting to speak with Vasilis until later in the day, when he can be assured of more privacy.



GATHERING INFORMATION

Once the crowd starts to disperse, the Fated will probably be somewhat at a loss with just how to find or capture the Ferryman. Most likely, they'll want to learn more about the Ferryman, such as what it is, where it hunts, how they can lure it out into the open, and so on. This information gathering is handled via an Ongoing Challenge and represents the Fated asking around the neighborhood, pouring through old tomes at Duer's Library, or other avenues of investigation, depending on the specific skill being used.

DO YOU KNOW THE FERRYMAN?

- **SKILLS ALLOWED:** Bewitch, Carouse, History.
- **TARGET NUMBER:** 10
- **DURATION:** 1 hour
- **SUCCESS REQUIREMENT:** 2 per Fated
- **FAILURE REQUIREMENT:** 1 per Fated

At the end of each Duration, the Fated learn one piece of Information from the list below for every success they achieve. For each failure, they instead learn one of the Rumors listed below. If your players can easily separate player knowledge from character knowledge, feel free to give the Information and Rumors to them individually, perhaps even written down on small slips of paper they can reveal to the group. This allows them to each have an "Aha!" moment where they reveal their findings (or their unhelpful trivia) to the group.

If your players find it difficult to separate what their characters know from what they know, however, you can give the Information and Rumors to them all at the same time (after everyone flips their Challenges), ensuring that - like their characters - they're not easily able to identify what information is true.

As the players research the Ferryman, they encounter other bounty hunters who are doing the same; showing up to question the same people, trying to find the same tomes, and following up on any likely leads they come across. In short, the Fated should feel as if there are plenty of people all competing with each other to find the Ferryman.

If the Fated manage to successfully complete the Ongoing Challenge, they learn the Breakthrough, which should give them a solid lead as to where to find the Ferryman. If they catastrophically fail the Ongoing Challenge, however, then they learn the Red Herring, which will likely encourage the characters to place their faith in a weapon that proves ineffective against the Ferryman.

Information (in no specific order):

- * The Ferryman only appears on foggy or moonless nights. It's never been seen on land or during the day. Because of this, some people think that it might be a river creature, like a shark or other type of aquatic monster.
- * The Guild has made some token inquiries into the existence of the Ferryman, but since most of the victims are smugglers who don't want to tell the Guild anything having to do with their illegal business, the creature has been written off as a scapegoat used to explain the deaths of drunken sailors and unlucky smugglers.
- * The Ferryman often appears for three or four nights at a time, then goes for a month or longer without surfacing. This time around, it's appeared twice, but only Nickolas Varka and the Fated's Acquaintance were killed. Everyone expects more attacks to follow, and legitimate fishermen are staying off the river at night. (Note: The Fated's Acquaintance wasn't actually killed by the Ferryman, but everyone is assuming otherwise.)
- * Those who have seen the Ferryman describe it as a lone, robed figure at the stern of a small rowboat. Nobody seems to have seen it up close and lived to tell the tale. (Note: Except John Cleft, who the Fated can find via this Ongoing Challenge.)
- * After the Ferryman kills someone, it loads their corpse up onto their boat and ferries them away into the night, boat and all. None of the bodies are ever seen again.
- * Though there's some variation in the location of the attacks, most are centered around the Beck Tar district of the Riverfront Slums... which is also where the Serpent's Cellar tavern is located.

Rumors (in no specific order):

- * The Ferryman has been sighted periodically in the past year, and there are many different stories told about it in riverside taverns. The most common tale is that it is a grim figure that comes to collect the souls of those who have died on the water.
- * One of the crewmen for a moored ship - the *Anna Pafsiyev* - claims that the Ferryman is just a boogiemán dreamed up by smugglers so that nobody investigates the deaths of rumrunners who are killed by their competitors.
- * Some stories claim that the Ferryman can cloak himself in a thick, roiling fog that rolls along the water like a living thing.
- * According to some stories, it's possible to pay the Ferryman a single silver coin to have it transport you to anywhere along the river... including the western stretches of the Fortune River and the far reaches of the Frostrun River.
- * It's believed that the Ferryman only targets those who have sinned on the river. Nickolas Varka was targeted on account of his father's extensive smuggling; he got what he had coming to him.

Breakthrough:

The Fated find John Cleft, one of Varka's rivermen, drunk in a tavern. See *The Fate of Nickolas Varka* on page 12.

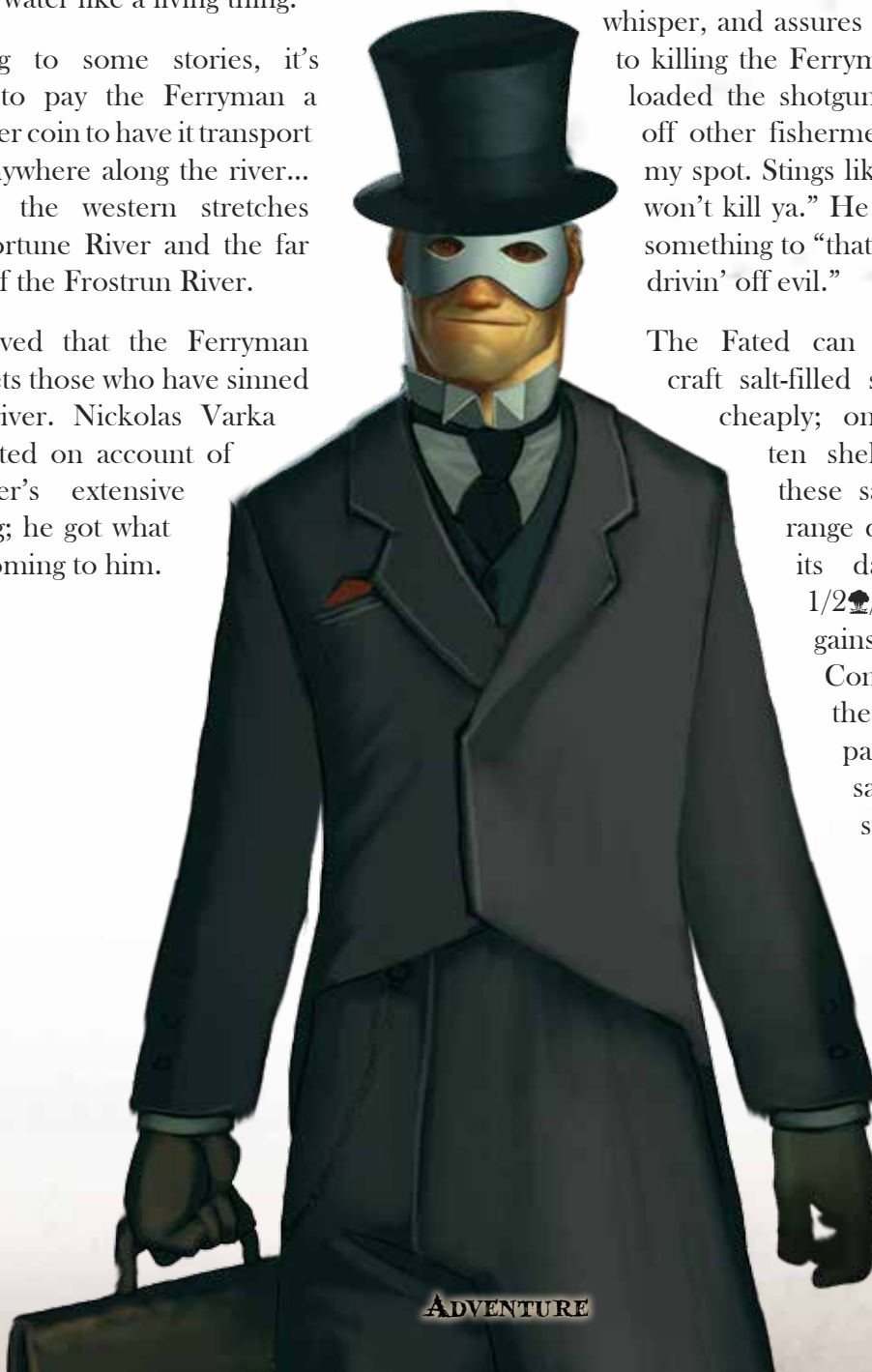
Red Herring:

An old fisherman at a tavern - "Whiskey" Pete - tells the Fated about the time the Ferryman attacked him on his boat a few years ago. "Damn near took my arm off," he says, rolling up his sleeve to reveal a long, jagged scar. "I fired two bullets into the thing without it flinching, but as it closed on me, I grabbed my shotgun and let loose with both barrels!"

Pete leans forward, lowering his voice to a whisper, and assures the Fated that the secret to killing the Ferryman is salt. "Y'see, I had loaded the shotgun with rock salt to drive off other fishermen who got too close to my spot. Stings like a son of a bitch, but it won't kill ya." He adds that there must be something to "that old wives' tale about salt drivin' off evil."

The Fated can purchase or otherwise craft salt-filled shotgun shells relatively cheaply; one scrip will get them ten shells. When loaded with these salt shells, the shotgun's range decreases to 5 yards and its damage track becomes 1/2☠/2☠ damage, but it gains the Stunning property. Contrary to Pete's beliefs, the Ferryman is not particularly susceptible to salt (or at least, no more so than anyone else).

Pete believes what he's saying, but years of drinking and telling the same story over and over again have distorted any truth or useful information that it might have once provided.



THE FATE OF NICKOLAS VARKA

Upon completing the **Do You Know the Ferryman?** Ongoing Challenge, the Fated find John Cleft, one of Varka's rivermen, in the Welsh House, a tavern on the riverfront a few blocks down from the Serpent's Cellar. Cleft was one of the men present when Nickolas was taken by the Ferryman, and he's been drinking to forget since it happened. For the price of a few drinks (half a scrip), he shares his story with the Fated. Read the following text:



John Cleft downs his ale like a seasoned drinker, his gaze remaining distant as he tells his story. "Aye, old Varka sent his son out upon the river with us, more to prove there weren't nothing to be afraid of from the Ferryman than cause we needed 'im. But he was dead wrong." He motions to the bartender to refill his drink.

"The Ferryman came upon us that very night. He rose out of the water like an angel of death an' hooked poor Niko through his left arm, just like he was a fish. Pulled him over the side in the blink of an eye."

Cleft raises a hand to his face and pinches the bridge of his nose. "All we could do was yell after him until the Ferryman rose again and claimed Albert the same way. After that, we rowed for shore as fast as we could make. The Ferryman still managed to grab Thomas before we hit ground. I was the only one to reach shore with my life."



If pressed, Cleft admits that they were smuggling tobacco and snuff down to the Bayou. He tells the Fated where their boat was attacked, giving them a **+** to their **Terror on the River** flips to determine which stretch of river the Ferryman attacks once the Fated go hunting for it (see pg. 16).

ON THE WATER

Regardless of whether the Fated find John Cleft or not, they should soon come to the realization that they'll have to get out on the river to hunt down the Ferryman. Unfortunately, word of Varka's bounty has spread, and all of the available boats in the Riverfront Slums have been rented out.

If the Fated talk to the fishermen of the district, they all tell the Fated the same thing: their boat has been rented out by a bounty hunter. None of the captains of the district's larger boats want to go out on the river while the Ferryman is hunting sailors, and they warn away anyone attempting to hunt down the creature.

Despite this lack of boats, there are still a few different ways the Fated can get a boat. The four main options are presented on the next page: **Taking a Boat**, **Varka's Boats**, **Another District's Boats**, and **The Guild's Patrol Boat**. Any of these options are viable, should the Fated choose to pursue them.

Unless the Fated hire a captain to take them out on a larger boat (see **Another District's Boats**, page 13), it's assumed that any boats they procure during this section are smaller rowboats only large enough to hold four **Height 2** characters; **Height 3** characters take up twice as much space as a **Height 2** character, while **Height 1** characters take up half as much room.

The larger boats are trawlers that are around twenty feet long. Most of these boats have steam-powered engines and require a skilled captain to pilot them. Because of the bulk of their engines, these boats can typically seat around nine characters, plus the captain.

TAKING A BOAT

Since most of the boats in the district have been rented out by bounty hunters, the Fated might decide to just take a boat from a bounty hunter. Most of them are working in pairs or small groups, so the Fated will likely be facing off against two or three Bounty Hunters if they jump right into combat. Their stats can be found on page 28.

Alternatively, the Fated might decide to talk the bounty hunters out of their boat, either through intimidation or just trying to pay them off. Doing so is difficult, requiring a TN 12 Intimidate Challenge or a TN 10 Barter Challenge and at least 10 scrip. On a success, the bounty hunters offer to let the Fated join them, provided that they split the bounty equally between all participants. If the Fated succeed with a Margin of Success, they're so convincing that the bounty hunters will let the Fated have the hunt (and thus, the bounty) to themselves.

On a failure, the bounty hunters want nothing to do with the Fated; they're confident that they're going to be the ones that kill the Ferryman and collect its bounty. Pressing the matter further only leads to a fight.

VARKA'S BOATS

The Fated might be able to borrow a boat from Varka, though doing so will mean confronting the grieving old man at his home. The Fated can easily get directions from the district's residents, and when they arrive, they find a large estate tucked away behind a wrought iron fence. Characters that succeed on TN 10 Engineering Challenges realize that the estate is actually two smaller buildings that have been combined into a single structure and that the fence appears to be a relatively new addition.

Varka is still grieving the death of his son and doesn't take much convincing to separate him from one of his boats; a TN 7 Bewitch or Convince Challenge is all that is required. If the Fated fail this check, he lashes out at them, asking (while shouting) how they expect to find the monster that killed his son if they can't even find a boat. The Fated will have to find some other way to get out on the river.

ANOTHER DISTRICT'S BOATS

If the Fated think of checking, they might be able to find a boat elsewhere in the city. The Easterly Slums and New Construction Zone are just across the river and have boats the Fated can rent for relatively cheap. One scrip will get the Fated a rowboat for a night, or they can hire a captain to take them out on a steam trawler for four scrip; a TN 9 Barter Challenge can halve these prices.

These prices aren't set in stone, however; as word of Varka's bounty - and with it, rumors of the Ferryman - spread beyond the borders of the Riverfront Slums, the price for boats and captains brave enough to sail them quickly starts to increase. Every day beyond the first that the Fated spend hunting the Ferryman, double the previous day's base price and increase the TN of the Barter Challenge to reduce that price by +1.

THE GUILD'S PATROL BOAT

The Guild believe that the Ferryman is just a myth, but if the Fated have Guild connections (or someone in the Guild that owes them a favor), they may be able to requisition a patrol boat with a TN 10 Bureaucracy Challenge. On a success, the Fated are given access to a small boat that has been equipped with a petrol engine, allowing it to quickly (if not quietly) make its way up and down the river.

If the Fated achieve a Margin of Success on this Challenge, they also manage to requisition a portable arc lamp, a blindingly-bright lamp that should prove capable of lighting their way through thick fog... provided that they don't drop the hand-held lamp or its suitcase-sized battery pack into the water (which causes 2 damage, ignoring armor, to everyone within (X)3 of the arc lamp before the battery pack shorts out).

This engine and lamp give the Fated an advantage when it comes to rapidly reacting to the Ferryman's appearance in Scene 2.

SCENE 2:

THE RIVER OF DEATH

This scene involves the Fated's hunt of the Ferryman on the waters of the river. Since the Ferryman only appears at night, any time the Fated spend searching for it during the day are mostly for naught; there are fishermen and a few paddle steamers moving between the city and the Northern Hills, but little in the way of spectral monsters. That changes come nightfall.

Because of how dark it becomes on the river - there's little light from either moon on the nights this adventure takes place - remind the Fated that they'll likely need some source of light in order to see what they're doing. Lanterns are relatively cheap, costing less than a scrip, and will go a long way towards letting the Fated see what they're doing on the river.

Should they decide to go without a lantern, the darkness imposes a \square penalty on the Fated's attacks. The Ferryman is unaffected by the darkness.

HUNTING THE FERRYMAN

The river is quite large and there's no telling where the Ferryman might turn up, so the Fated will essentially have to pick a section of the river and hope for the best. Show the players the attached map and let them choose whichever section they feel offers them the best chance at catching the Ferryman.

The water is calm enough for the hunt on the first night, but the next few nights will be overcast with occasional rain. Once the sun sets, a thick layer of fog begins to develop on the river, shrouding everything in a curtain of mist. The city lights along the river are frequently obscured by this weather, making it perfect hunting conditions for the Ferryman... and less so for the Fated and the other bounty hunters.

The Fated aren't the only ones out on the river, however. Bounty hunter teams patrol the shores and stake out sections of the river, and none of them want to risk another group catching the Ferryman and claiming what they consider to be "their" bounty. Everybody is on edge. It won't take much more than an ominous shadow in the mist to start the shooting.

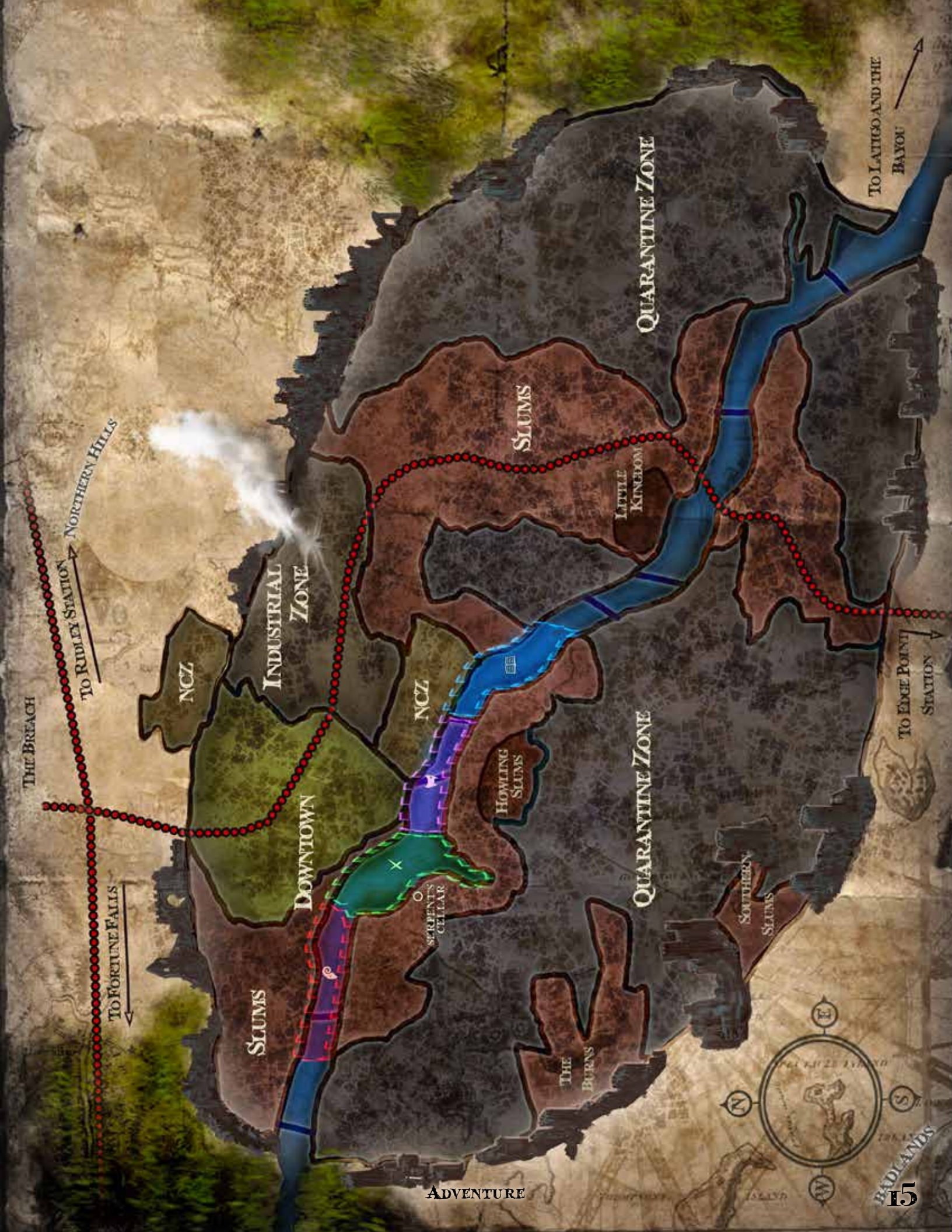
IN THE WATER

There's a very real possibility that characters might end up in the water during this adventure. A character's swimming speed is equal to half her Walk speed, but the (2) Use Skill Action allows her to move at a speed equal to half her Walk speed plus her Athletics Skill.

Because of how cold the water is, characters falling in must check for Hypothermia then, and again every ten minutes until they are out of the water and in dry clothing. It takes about twenty minutes to swim to the riverbank from the middle of the river. A Hypothermia check is a TN 9 Toughness Challenge. On a failure, the character suffers 1/1/2 damage. Regardless of whether she passes or fails, once the duel is resolved the character gains the following Condition: "**Frostbite +1:** Whenever this character suffers damage from the cold (such as from Hypothermia or an Ice spell), she suffers +1 damage. Reduce the value of this Condition by 1 for every hour this character spends in warmth."

Characters that fall unconscious in the water begin to suffocate (*Fated Almanac*, pg. 217).

Firearms with the Shoddy special rule do not work once wet. They must be unloaded, cleaned, and dried before they will fire. Melee attacks with "thrusting weapons" such as knives and spears function fine in the water, but other melee weapons suffer \square to their attack and damage if the wielder is in the water. Flexible weapons are nonfunctional.



THE BREACH
TO RIDLEY STATION
NORTHERN HILLS
TO FORTUNE FALLS

TO LAITIGO AND THE BAYOU

TO EDGE POINT STATION

NCZ

NCZ

INDUSTRIAL ZONE

DOWNTOWN

SLUMS

SLUMS

LITTLE KINGDOM

HOWLING SLUMS

QUARANTINE ZONE

SERPENT'S CELLAR

THE BURNS

SOUTHERN SLUMS



TOO MANY BOUNTY HUNTERS

The Fated's first encounter on the river is not with the Ferryman but with one of their fellow bounty hunters. Read the following text:



A rowboat with a lantern propped up on its bow slowly materializes out of the thick fog ahead of you. There's a man inside, and you recognize him as Eladio Ortega from earlier today. He has his foot propped up on the edge of the boat and his pistol pointed in your direction.

"*Buenas noches,*" he says, clicking back the hammer of his pistol. "Why don't you all just turn around, head back to the shore, and leave the Ferryman to the professionals, eh?"



Eladio (pg. 29) doesn't actually intend to shoot the Fated; he's just showing off and acting the part of a fearsome bounty hunter, and a TN 12 Scrutiny Challenge will realize this. If the Fated turn around and leave the stretch of river to him - which means moving to an adjacent stretch of river - then he'll allow them to leave without incident. If they leave, the Fated suffer a \square to their Terror on the River flip to determine where the Ferryman appears that night (making it less likely that they encounter the Ferryman).

If the Fated get trigger happy and threaten Eladio, it takes a TN 12 Intimidate Challenge to get him to back down. On a success, he stares at the Fated for a moment, then nods his head and says that they're "pretty tough *hombres*" and that he doesn't mind sharing this stretch of the river with them... provided that they watch their guns and don't shoot him by mistake. On a failure, he says that he doesn't have any patience for fools and demands that they leave one last time. If they linger past this point, Eladio attacks them.

Alternatively, the Fated can try to talk him down and win him over with a TN 13 Bewitch Challenge, with similar results. Because of Eladio's close ties with his family, other Ortega characters gain a \oplus to this flip.

Attacking Eladio results in a shoot-out. Since there's nowhere to run and jumping into the cold water isn't anything resembling safe, he fights to the death. The boats begin the fight five yards from each other. See the I'm On A Boat! Callout box (pg. 17) for special rules regarding fights taking place on the river. Depending on how dangerous (or comedic) the Fatemaster wants this encounter to be, Eladio either uses his Rapid Fire Talent to spray bullets at the Fated while shouting curses in Spanish or uses the Focus Action to counter-act the penalty for firing from an unstable platform.

TERROR ON THE RIVER

Once the Fated have dealt with Eladio Ortega (regardless of whether they fight him, chase him off, or just move to a different stretch of river), have them flip a card from the top of the Fate deck to determine which stretch of river the Ferryman attacks.

If the suit of the flipped card matches the suit assigned to the stretch of river the Fated are in, then the Ferryman attacks their boat! See The Ferryman Strikes on page 19.

If the suit of the flipped card doesn't match the stretch of river the Fated are in, then the Ferryman attacks one of the bounty hunters' boats in the indicated stretch. If the Fated are adjacent to the attacked stretch, they'll be able to hear the shouts and gunfire from the attack and race to catch it. See Red Waters on page 18.

If the Fated are not in or adjacent to the attacked stretch of river, then they encounter a group of Bounty Hunters (pg. 28). Depending upon the circumstances, the Bounty Hunters might offer to team up with the Fated for the hunt, threaten them with violence for "trying to steal their spot," or just get the propeller of the Fated's Guild patrol boat caught up in the fishing nets that they're using to drudge the river for the river monster. It's only after they return to shore that they learn that a group of bounty hunters was attacked elsewhere on the river.

If the Fated flip a Joker, they are attacked by an aquatic monster... just not the one that they're looking for. See The Fishman Cometh on page 19.

In any case, if the Fated fail to either defeat the Ferryman or follow it back to the *Anna Pafsiyevo*, they can resume their hunt the following night.

They have a total of three nights to defeat the creature before the *Anna Pafsiyevo* ships out to deliver its grisly cargo upriver (which brings an end to the Ferryman attacks). Each successive night the Fated continue the hunt gives them a **+** to their flip to determine which stretch of river the Ferryman attacks (they can choose whichever flipped card they wish, giving them some control over whether it attacks them or a nearby group of bounty hunters).

THE HUNT DRAGS ON...

As the nights stretch on and the Ferryman's killing spree continues, a roster of the missing slowly begins to appear on the walls of the Serpent's Cellar tavern. Bounty hunters gather at the tavern, talking about the previous night's hunts and drinking in memory of those who never returned to shore.

The morale of the bounty hunters and their enthusiasm for the hunt wanes with each night, until, on the final night, only a few other bounty hunters are still interested in risking their lives hunting a creature they can't find.

I'M ON A BOAT!

Boats are, generally speaking, less than ideal fighting platforms. Rowboats and the Guild's patrol boat (but not steam trawlers) count as unstable platforms, so characters firing ranged weapons from these vessels receive a **□** to their attack flip.

Moving a rowboat requires 2 AP and moves the boat a number of yards equal to the character's Might + Athletics Skill (minimum 1 yard). The Guild's patrol boat (or a steam trawler) can be piloted by the character manning its engine (or controls) for 1 AP, which moves the boat up to 15 yards per AP spent.

Any character who suffers damage while in a rowboat or the Guild's patrol boat (but not on a larger and more stable steam trawler) must succeed at an Acrobatics Challenge (TN 6 + damage received) or be knocked into the water by the force of the attack. Climbing back into the boat requires 2 AP and a TN 10 Athletics Challenge.

Particularly ruthless characters may choose to attack an opponent's boat, rather than its occupants. After being reduced to half wounds or less, the boat begins taking on water. Characters in the sinking boat can bail water and row to the shore without too much difficulty, but they're going to get wet in the process. When the boat's Wounds reach 0, it breaks apart.

Rowboats have Armor +1 and 8 Wounds. The Guild's patrol boat is sturdier and covered in armor plates, giving it Armor +2 and 10 Wounds. Fishing trawlers are generally too large to be significantly damaged by small arms fire, but the engine can be targeted with a Called Shot (it has Armor +1 and 5 Wounds, and if destroyed, leaves the trawler dead in the water).

RED WATERS

The Fated chose a position near the Ferryman's chosen hunting grounds, and when it strikes, they're in a position to catch it. Read the following text:




Hours pass without any sign of the Ferryman, but they're not very peaceful: every new shape in the mist sends you reaching for your weapon, and sometimes things bump against the underside of your boat, raising concerns about just what else might be out on the river tonight. It's stressful and clammy, and when you hear the screams and gunfire in the distance, it's almost a relief.



The sounds of loud gunfire pierce the clammy silence of the night as you reach the bounty hunters just in time. Two of them are already dead, slumped over the edges of their rowboat with deep slash marks across their throats and chests, but the third is still holding on to life. She's firing her pistol at a drowned corpse clad in filthy, pallid robes as it circles her boat in the water. It darts in to slash at the woman with its hook-hands, only to be repelled by a few frantic pistol shots from the bounty hunter. "Help!" she shouts, the light from her lantern illuminating her panicked expression.



If the Fated have a steam trawler or the Guild patrol boat, all it takes is a TN 8 Navigation Challenge to find the bounty hunters being attacked in all the fog. If the Fated have acquired an arc lamp from the Guild, it makes it easier for the Fated to see through the fog (and grants them a  to this flip).

If they have a rowboat, however, moving quickly is more difficult: The Fated manning the oars will have to pass a TN 12 Athletics Challenge to row fast, and another Fated will have to pass a TN 8 Navigation Challenge to guide the boat through the fog; if they fail even one of these duels, the Fated arrive too late and fail to find any sign of the Ferryman (it's killed the bounty hunters, loaded them into their boat, and sailed it back to the *Anna Pafsiyevo*).

If the Fated arrive as the bounty hunters are still being attacked, read the text on the following page.

The woman is Mina Hathaway, a relatively small-time bounty hunter hoping to make a name for herself with the Ferryman. That isn't going too well for her so far. If the Fated encounter this same scenario on multiple nights, a different bounty hunter is in trouble; Mina's not going back out on the water after tonight's encounter. She uses the **Bounty Hunter** stats on page 28 and has full **Wounds**, but her pistol is out of bullets, requiring her to reload it.

The Ferryman's next attack against Mina deals moderate damage and pulls her into the water; once she's in the water, it turns its attention to the Fated. See the **In the Water** callout box (pg. 14) for special rules regarding characters in the water. The Ferryman's stats can be found on page 30.

The Ferryman fights until it's reduced to 2 **Wounds** or less, at which point it sinks into the water and returns to the *Anna Pafsiyevo*. If the Fated attempt to follow it, see the **Dead Heading** section on page 21. If the Fated defeat the Ferryman, see **The Ferryman Defeated** on page 20.

THE FERRYMAN STRIKES

The Fated aren't the only ones hunting on the river tonight. The Ferryman is also present, and it's chosen the Fated to be its next victims! It approaches their boat from beneath the water and comes up directly beneath them.

Read the following text, choosing one of the Fated as its target:



Suddenly, the water behind you erupts as a tall figure bursts out of the river, showering you with cold water. Rising into the air is a grisly creature, a drowned corpse clad in filthy, pallid robes that seem attached to its body at various points. Its empty eye sockets stare out at nothing and everything, and its mouth gapes wide in a silent scream. The creature's cadaverous arms end in curved, rusted blades, almost like oversized fish hooks, and it swings them both down toward [Fated]!



The Ferryman spreads its attacks around, attempting to get as many people as possible in the water to tip the battle in its favor. See the In the Water callout box (pg. 14) for special rules regarding characters in the water. The Ferryman's stats can be found on page 30.

The Ferryman fights until it's reduced to 2 Wounds or less, at which point it sinks into the water and returns to the *Anna Palsiyevo*. If the Fated attempt to follow it, see the Dead Heading section on page 21. If the Fated defeat the Ferryman, see The Ferryman Defeated on page 20.

THE FISHMAN COMETH

While the Fated are hunting for the Ferryman, a Speckled Creeper has decided to do some hunting of its own. If the Fated are in a rowboat or the Guild's patrol boat, it tries to capsize their vessel in order to make them easier prey.

Read the following text:



Hours pass without any sign of the Ferryman, but they're not very peaceful: every new shape in the mist sends you reaching for your weapon, and sometimes things bump against the underside of your boat, raising concerns about just what else might be out on the river tonight.

Suddenly, a scaled fish-creature bursts out of the water, grabs the side of the boat with its webbed claws, and pulls downward, violently rocking the boat from side to side and knocking you off balance!



All the characters in the boat must pass TN 10 Acrobatics Challenges or fall into the water. See the In the Water callout box (pg. 14) for special rules regarding characters in the water.

The Speckled Creeper fights the Fated until it's knocked unconscious or killed. Its stats can be found on page 31.



THE FERRYMAN DEFEATED

If the Ferryman is defeated, it collapses into the water and begins to sink beneath the surface. A character within 1 yard of the Ferryman's corpse when it's defeated can grab it and keep it from sinking, but otherwise, the Ferryman sinks into the river at the end of the following round of Dramatic Time.

Diving into the water to retrieve the corpse is possible, but it gets progressively more difficult as the Ferryman's body sinks further into the river. A character can make an Athletics Challenge to dive down into the water and retrieve the corpse, but the TN of such an action is 8 + the number of rounds that have passed since the Ferryman disappeared beneath the water; if the Fated wait too long, any sort of retrieval will be impossible.

The Fated will need the Ferryman's body in order to claim its bounty. If they attempt to do so without some proof of its demise, Vasilis Varka refuses to pay its bounty and the hunt continues, but there's no sign of the Ferryman in the nights to come. The *Anna Pafsiyevo* sets sail the next day. It returns months later, once Kari Zotiko has crafted a new Ferryman, and the attacks begin all over again...

If the Fated retrieve the Ferryman's corpse, they have time to study it as they make their way back to shore. It's an amalgamation of various creatures, and its pallid robe is actually loose folds of stitched skin. Its hands have been replaced with rusted hooks that have been bolted to the bones of its arms, and most of its internal organs have been removed.


If the Fated succeed at TN 8 Notice Challenges, they recognize a blemish on the Ferryman's arm as being a faded tattoo of a rattlesnake curled around a skull. Any sort of focused investigation of the corpse - such as looking it over for identifying marks - grants the Fated a **+** to this Challenge.

An investigation into the tattoo reveals that it's shared by all members of the *Anna Pafsiyevo*, a ship whose crew are known for being belligerent, surly, and a little bit weird. As far as anyone has heard, none of the *Anna Pafsiyevo*'s crew has been attacked by the Ferryman. Investigating the *Anna Pafsiyevo* or its crew in any greater detail is handled in Scene 3: The Anna Pafsiyevo (pg. 22).

Bringing the Ferryman's corpse to Vasilis Varka earns the Fated a clap on the back, a few glasses of high-quality whiskey, and the one hundred and fifty scrip bounty. He goes out of the way to speak highly of the Fated from this day forward, which is likely to give them quite a bit of clout in the mercenary community (and among the Guild, who are surprised to learn that the creature actually existed). See the Conclusion (pg. 26) for more details.



DEAD HEADING

If the Ferryman successfully flees from the Fated after being wounded, it travels directly back to the *Anna Pafsiyevo* to be repaired by its creator. It swims just beneath the surface of the water, so perceptive Fated can realize that it's fleeing back to the Beck Tar neighborhood of the Riverfront Slums with a TN 9 Navigation Challenge. If the Fated have the Guild's arc lamp, they gain a  to this flip.

Chasing after the Ferryman may be difficult, depending upon what sort of boat the Fated are using. If they're in a steam trawler or the Guild's patrol boat, then they can keep pace with the creature and even continue to attack it; the Ferryman remains five yards ahead of their boat and receives the equivalent of hard cover from the water between it and the Fated. If the Fated are in a rowboat, it's going to be more difficult; the character manning the oars will have to pass a TN 12 Athletics Challenge to keep up with the Ferryman. Even on a success, though, it remains too far ahead of the boat to be attacked.

The Ferryman heads directly to the *Anna Pafsiyevo*, which is moored a short distance from the docks outside the Beck Tar neighborhood. The Ferryman tosses the corpses onto the deck of the ship, sinks the rowboat it used to move the dead sailors, and then attaches itself to the underside of the ship to await its next mission. Investigating the *Anna Pafsiyevo* is handled in Scene 3: The Anna Pafsiyevo (pg. 22).

RIVERFRONT STAKE OUT

It's possible that the characters might decide to post someone on the shore to see where the Ferryman goes after killing its prey.

If a character is on the shore in the Riverfront Slums following an attack, she can attempt a TN 10 Notice Challenge to catch sight of the Ferryman guiding its victims' boat through the fog towards the Beck Tar neighborhood of the Riverfront Slums. If the character achieves a Margin of Success on this Challenge and is in the Beck Tar neighborhood, she's able to keep the Ferryman in her sights as it tosses the corpses onto the deck of the *Anna Pafsiyevo* and then scuttles the rowboat it used to carry them to the steamboat.

THE CREW ASHORE

If the Fated do not defeat the Ferryman or track it back to the *Anna Pafsiyevo*, they might encounter its crew in one of the Riverfront taverns following the attack. If the Fated visit any taverns following the attack, the six members of the crew arrive to have some drinks. The Fated can make TN 6 Scrutiny Challenges to notice that their drinking seems more upbeat and celebratory than the rest of the tavern's patrons, but any attempts to speak with the crew without first buying them a round of drinks (which costs about a scrip total) ends in failure and a few crude insults.

If the Fated purchase the drinks and succeed at a TN 12 Bewitch Challenge, however, one of the crew lets it slip that they're celebrating a "good catch," which earns dirty looks from his fellows. They break up their celebration early and return to the *Anna Pafsiyevo* via a rowboat moored at the docks while berating their talkative companion about how he needs to learn to keep his mouth shut; see Scene 3: The Anna Pafsiyevo (pg. 22) for details on approaching the paddle steamer undetected.

Should the Fated take offense at the crew's behavior, they won't back down from a fight. Stats for the Sailors can be found on page 32; unless the Fated draw firearms or other weapons, they only use their unarmed attacks and keep things at a "bar room brawl" level of lethality. The Sailors do not have access to their Fishing Net attacks while in a tavern.

Obviously, any Sailors that are killed in the tavern will not be present if the Fated visit the *Anna Pafsiyevo*. If Kari's crew doesn't return in the morning, she assumes that the Guild has arrested them and heads ashore to hire a new crew. The *Anna Pafsiyevo* leaves port a few hours later; when it eventually returns to Malifaux City, it has a new name and a new coat of paint.

SCENE 3:

THE ANNA PAFSIYEVO

The *P.S. Anna Pafsiyevo* is a two-level river steamboat (150 feet long, 25 feet wide) designed to carry cargo up and down the Frostrun, the river that runs north from Malifaux City along the borders of the Northern Hills and Bayou. Each side of the ship bears a large, steam-powered paddle wheel, and its draft is shallow, allowing it to comfortably operate in water of under two meters deep. While the *Anna Pafsiyevo* is kept in good functioning condition by her crew, very little attention has been given to its aesthetics; the ship looks shabby and decrepit.

While the *Anna Pafsiyevo* has taken on many different contracts over the years, it mostly just hauls bulky mining equipment - the kind that would be difficult to easily load onto a train - upriver for the Miners and Steamfitters Union. This pays reasonably well, but it's primarily a cover for the crew's real business: harvesting bodies and selling them to Resurrectionists in the Northern Hills. It's a relatively small business - they only have around a half-dozen customers scattered all up the river - but the necromancers buy in bulk and pay good coin for the corpses.

The *Anna Pafsiyevo*'s crew consists of seven people: Kari Zotiko, the captain, and six sailors. The sailors all bear multiple tattoos, but the only one shared between them depicts a rattlesnake curled around a skull on their right arms. The crew doesn't go ashore very often, but when they do there's trouble, and they've developed a bad reputation within the Riverfront District. They drink hard, rough up their whores, get into bar fights at the drop of a hat, and have even been implicated in the muggings of a few Riverfront residents. The *Anna Pafsiyevo* always pulls out of port whenever things become too hot in the city, only to return a few months later once everyone has forgotten how much trouble its crew can be.

When the Ferryman is not hunting the river for victims or waiting to be repaired on the first level, it clings to the underside of the ship like a grotesque barnacle. Kari can summon it to her side to receive orders by blowing a silver whistle she keeps around her neck.

A ROWDY CREW

The residents of the Riverfront District are more than happy to complain about the crew of the *Anna Pafsiyevo* if the ship is mentioned in their presence, but they're all fairly mundane complaints; there's no hint of supernatural activity in relation to the ship or its crew. None of the complaints involve the captain, either; while plenty of people have dealt with her while loading up the ship with mining gear, she was perfectly professional with all of them. If anything, they grumble that she should do more to keep her crew in check.

BOARDING THE SHIP

Approaching the ship as its moored on the water requires a boat or swimming (see *Into the Water*, pg. 14). The *Anna Pafsiyevo* is a riverboat, so climbing the rails and getting onto the deck isn't difficult. The difficulty comes from doing so without being spotted by the crew. During the day, there are usually three crew members on watch, while the other three are in town running various errands for the ship. At night, when the Ferryman is hunting on the river, the entire crew is present. Once they've stowed the corpses of its victims and Kari has animated them (which takes about an hour), everyone but the captain heads ashore to celebrate their "catch" with some drinking and whoring. Kari remains on the ship in her cabin.

Approaching the ship without being spotted is difficult, requiring a TN 13 Stealth Challenge from the swimmer or boat's pilot. The Guild's patrol boat suffers a \square to this Challenge due to its petrol motor and bright paint job, while noisy, bulky steam trawlers suffer $\square\square\square$ to the flip. Swimmers, however, are more difficult to spot and gain a \blacklozenge .

If the Fated fail this Challenge or don't attempt to conceal their approach to the ship, they find three of the ship's crew members waiting for them. The sailors ask what the Fated want and attempt to get rid of them as quickly as possible. Claiming to be members of the Guild and throwing words like "inspection" and "paperwork" around give the Fated a chance to bluff their way past the sailors, requiring TN 10 Bureaucracy or TN 12 Deceive Challenges (with a \blacklozenge if they Fated approached on the Guild patrol boat). On a success, the crew allows the Fated

onto the ship; two of them stay with the characters at all times while the third leaves to inform the captain of the visitors on board.

Pressing the matter further likely leads to violence. The sailors use their unarmed attacks until the Fated draw a real weapon, at which point the pistols come out and all bets are off. If the sailors win, they execute any fallen Fated and set them aside to be reanimated by the captain; the *Anna Pafsiyevo* pulls out of port and sails upriver within the hour. The crew members use the Sailor stats on page 32.

If the fight results in any significant noise - including even a single gunshot - Kari Zotiko assumes that her ship has been boarded and unleashes her zombies; see The Deck, below, for more details.

EXPLORING THE SHIP

Regardless of whether it comes before or after they defeat the *Anna Pafsiyevo's* crew, the Fated will eventually have time to explore the ship. Its layout is relatively simple, consisting of the Deck, the First Level Interior, and the Second Level Interior (which also holds the Cabin).

THE DECK

The deck of the ship is where most of its cargo is stored, and as a result, there are plenty of large cargo crates stacked to the bow (front) and stern (rear) of the ship. Oil lanterns hang from the second level, providing illumination at night.

Three large wooden crates (each about three yards long, wide, and tall) near the stern of the ship hold a nontraditional cargo of animated zombies; these are the victims of the Ferryman, and the captain keeps them animated as a form of 'ship security.' One side of each crate bears hinged doors are held shut with thick padlocks, but a TN 11 Lockpicking Challenge will open the lock... and result in the zombies within pushing out against the doors as they try to escape. Two characters can each attempt to hold a door shut with a TN 8 Labor Challenge, but if only one character attempts to do so the TN increases to 11. On a success, the doors are held and the padlock can be put back in place, but on even a single failure, the zombies swarm out and attack anyone that doesn't have a tattoo of a rattlesnake wrapped around a skull

prominently displayed on their arm (which, to be fair, probably includes just about everyone that's not a member of the *Anna Pafsiyevo's* crew). There are eighteen Stygian Zombies per crate, and their stats can be found on page 33.

In the event that Kari Zotiko hears gunfire or other loud, violent sounds on her ship, she assumes that she's been boarded (likely by the Guild) and hurries down to the deck to release the zombies. This takes around a minute (or roughly ten rounds of Dramatic Time). She then returns to the cabin, fires up the engine, and leaves the city as quickly as possible (even if doing so means leaving her crew behind). The *Anna Pafsiyevo* returns a few months later with a new coat of paint and a new name on its prow.

If Kari releases the zombies, read the following text, adjusting as appropriate for daylight hours:



Movement catches your eye, and you glance toward the rear of the ship, where dozens of figures are shuffling forward in a large group. As the first of them passes beneath one of the hanging lanterns, you can make out sunken, clouded eyes, rotting flesh, and lips that have been sewn shut with thick, black thread. Many of the undead are dressed in the garb of sailors... could this be where the victims of the Ferryman have been taken?

You barely have time to ponder the question before the mob of undead are upon you. There's no end to them; dozens of the rotting creatures are pushing forward toward you like a tidal wave of decay and death.



The Fated will be faced with a huge mob of undead flooding towards them from the rear of the ship. Because of the sheer number of zombies involved - over fifty of them - it's best to handle this battle as an Ongoing Challenge:

CARGO OF LOST SOULS

- **SKILLS ALLOWED:** Any Close Combat Skill, Any Ranged Combat Skill
- **TARGET NUMBER:** 10
- **DURATION:** 1 minute
- **SUCCESS REQUIREMENT:** 12
- **FAILURE REQUIREMENT:** 5

Every character present must participate in this Ongoing Challenge. A character may exempt herself from this Ongoing Challenge at any time by leaping from the riverboat and into the river (see the In The Water callout box on page 14); the zombies do not follow.

In order to use a Ranged Combat Skill in this Ongoing Challenge, a character must first expend five rounds of ammunition, which represents making multiple shots over the course of the minute-long duration. Weapons with reusable ammunition – such as Harpoon Launchers – are exempt from this restriction.

Characters using weapons capable of dealing blast damage gain a free Margin of Success on any successful Challenge they make using that weapon.

Characters who possess offensive *Magia* or Manifested Powers may use the appropriate Magical Skill in this Challenge.

When a character fails a Challenge made as part of this Ongoing Challenge, she suffers a 1/2/3 damage flip as the Stygian Zombies overwhelm her.

If Kari Zotiko was able to return to the cabin, the *Anna Pafsiyevo* gradually begins to pick up steam and make its way down the river after the second Duration.

On a success, the Fated defeat the Stygian Zombies, making a complete and utter mess of the ship's deck. Body parts are strewn everywhere, but the Fated are victorious.

On a catastrophic failure, the zombies swarm over the Fated in an unchecked tide; every character still participating in the Challenge suffers a 4/7/10 damage flip, then is forced to jump into the river to escape (see above). The *Anna Pafsiyevo* likely makes its escape down the river while the Fated recover.

FIRST LEVEL INTERIOR

The interior of the *Anna Pafsiyevo* consists primarily of crew rooms: cramped restrooms, a stocked but dirty kitchen, a pantry containing barrels of fresh water and preserved food, a staircase leading up to the second level interior, and, near the stern, the steam engine that powers its paddle wheels. Behind this room, with a door leading out to the deck, is a room containing a long, low table and toolboxes containing mundane tools and an assortment of mortuary tools. This is where Kari animates the corpses of those killed by the Ferryman before shoving them into the large crates at the ship's stern, and it's where she repairs the Ferryman whenever it's been damaged.

If the Fated wounded but didn't kill the Ferryman, it climbs up onto the deck and slinks into this room, where it flops down on the table and waits to be repaired by Kari. If she hasn't had enough time to do that, it lunges at any Fated that enter the room, triggering a final – and likely, very one-sided – battle with the damaged undead. It has not healed any of the damage it suffered during the previous battle.

SECOND LEVEL INTERIOR

The second level interior opens out onto a railed walkway that overlooks the deck below. There's just enough room for two people to walk side-by-side each other. This level mostly contains cramped sleeping rooms for the crew, as well as the cabin.

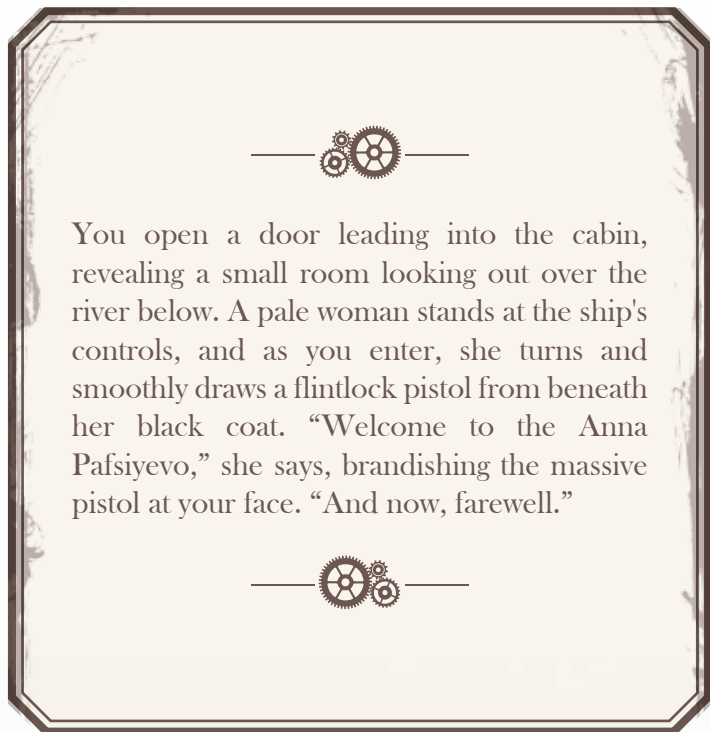
A search of the rooms turns up an ornate box which contains a dozen strange, silver coins. These are Stygian obols, which are used by Kari Zotiko when she creates Stygian Zombies. By placing one of the obols within the mouth of a corpse before casting *Raise Undead* on the corpse, the obol automatically applies three instances of the *Increased Duration Immuto* to the Spell or Manifested Power, effectively increasing the base duration of the *Raise Undead* *Magia* from ten minutes to one day, without any increase to its TN. Kari typically augments this with her own *Increased Duration Immuto*, allowing her to keep her zombies animated for extended periods of time.

If the Fated attempt to sell the Stygian obols as rare coins, they'll fetch about a scrip each from interested buyers. Knowledge of their magical properties makes them much more valuable, drawing up to ten times that price from necromancers possessing the resources to afford them.

Also present is Kari's Grimoire: a grotesque stuffed parrot that is missing most of its feathers. It's propped up on a perch, but the moment anyone is alone with it, it begins whispering terrible secrets in a hushed, very un-parrot-like voice. It knows the Raise Undead and Mind Control Magia, as well as the Additional Suit, Increased Duration, and Pulse Immuto.

THE CABIN

The cabin can be found at the bow of the second level, giving it an impressive view of the river ahead. It contains the controls for the ship's engine, its river charts, and various navigation equipment. It's here that the Fated likely encounter Kari Zotiko for the first time. If she's present when the Fated arrive, read the following text:



The character opening the door faces a single attack from Kari's flintlock pistol as Dramatic Time begins, before flipping for initiative. During the fight, Kari relies upon her necromantic magic to force the Fated to fight each other and uses whatever free AP

she has to reload her pistol. If she believes that the Ferryman is still intact, she uses an AP to blow a silver whistle hanging around her neck, summoning it to the fight (unless the Fated have destroyed it). If the Ferryman is resting beneath the ship, it takes five rounds to appear, but if wounded and awaiting repair on the first level, this duration is shortened to three rounds.

If Kari's already started to the *Anna Pafsiyevo* in motion when the Fated confront her, the resulting combat prevents her from piloting the ship as it chugs down the river. At the end of the sixth round of combat, the steamboat plows into one of the Beck Tar harbors, tearing up piers and overturning smaller ships. Every character on the ship must succeed at a TN 10 Acrobatics Challenge or immediately take the Drop Prone action as they're knocked to the ground by the collision.

A Fated at the steamboat's controls can stop the *Anna Pafsiyevo*'s forward momentum with a TN 8 Engineering Challenge. If not stopped, the ship crashes into a stone embankment at the end of the eighth round and cracks its hull, forcing everyone on the ship to make another Acrobatics Challenge to remain standing. The *Anna Pafsiyevo* doesn't sink immediately, but it begins slowly taking on water and will be underwater within a few hours.

With Kari's defeat, the threat of the *Anna Pafsiyevo* is ended... more or less. Searching her body reveals the silver whistle which she uses to summon the Ferryman, and blowing it summons the creature to the Fated... but does nothing to keep it from attacking them.

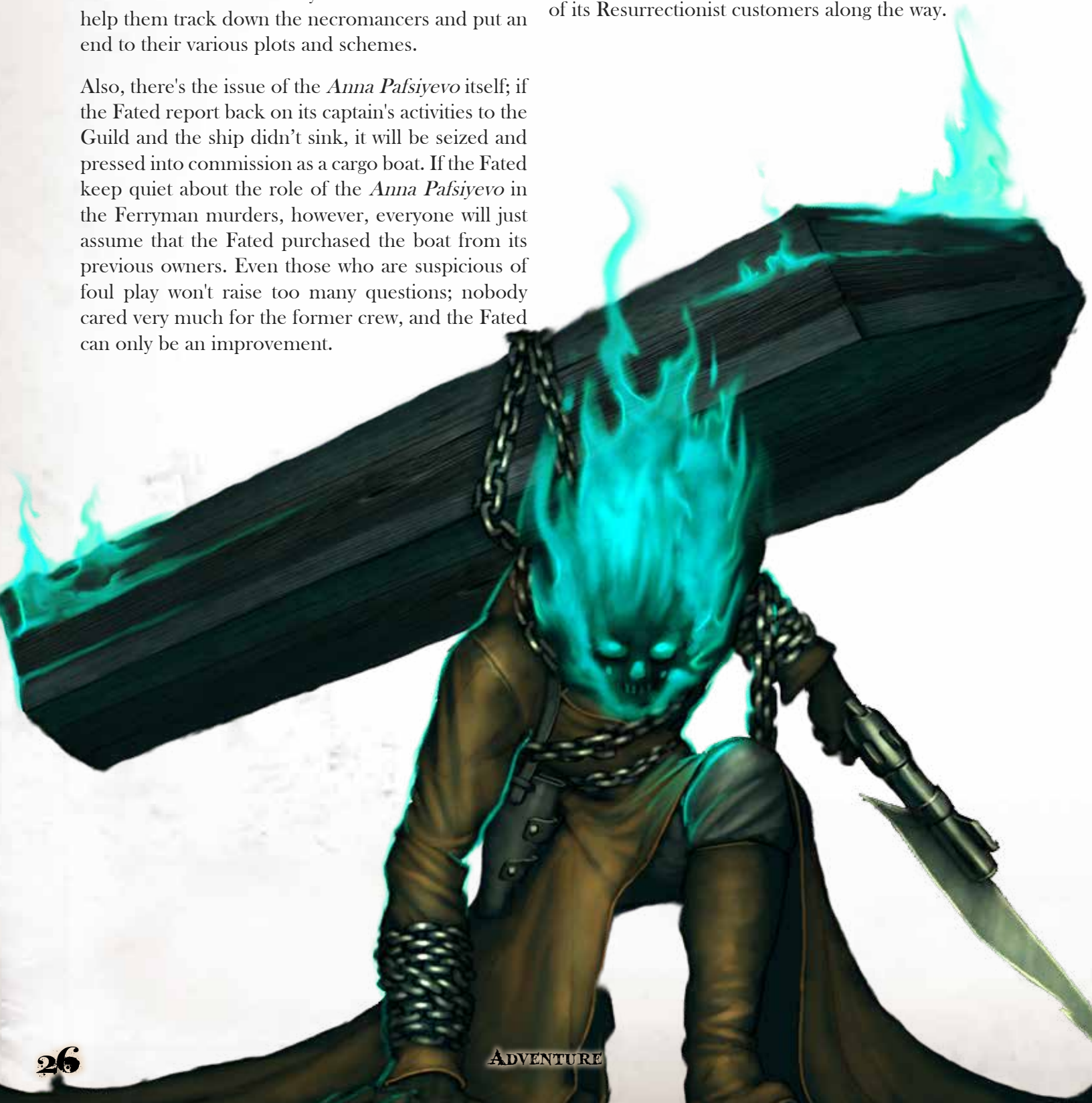
A search of the cabin reveals a ship's log detailing the transportation of mining equipment back and forth along the Frostrun over the past few years, as well as a second logbook tracking the sale of corpses all along the banks of the Frostrun, along with the initials of her customers.

CONCLUSION

If the Fated managed to defeat Kari Zotiko and the Ferryman, then they've ended the threat posed by the Ferryman to the Riverfront District. If they found the ship's log detailing the delivery of corpses to Resurrectionists in the Northern Hills, the Death Marshals will reward them with 10 scrip for turning it over to them... and may even hire the Fated to help them track down the necromancers and put an end to their various plots and schemes.

Also, there's the issue of the *Anna Pafsiyevo* itself; if the Fated report back on its captain's activities to the Guild and the ship didn't sink, it will be seized and pressed into commission as a cargo boat. If the Fated keep quiet about the role of the *Anna Pafsiyevo* in the Ferryman murders, however, everyone will just assume that the Fated purchased the boat from its previous owners. Even those who are suspicious of foul play won't raise too many questions; nobody cared very much for the former crew, and the Fated can only be an improvement.

If the Kari escaped justice, then she and her ship are likely to appear again in the future. The killings will start up again in a few months, once Kari has transformed one of her crew members into a new Ferryman and returned to the city to restock on corpses. If the Fated learned of the riverboat's role in the murders, then this could kick off another adventure as they chase the riverboat up and down the coast, perhaps even having to deal with the plots of its Resurrectionist customers along the way.





FATEMASTER CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster.

These stat blocks should provide Fatemasters with everything they need to run the adventure and provide a challenge to the Fated.

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

You can also adjust the difficulty of the characters presented here by changing their equipment: Eladio Ortega becomes less dangerous if his Clockwork Revolver is swapped out for a firearm that doesn't allow him to unload its full capacity into the Fated, while the Sailors become more consistently threatening if their Flintlocks are swapped out for weapons with a higher capacity and lower damage.



BOUNTY HUNTER

These rough men and women make their living by hunting down bounties posted by the Guild and private citizens. Bounty hunting is a prosperous business in Malifaux, and as a result, even the smallest bounties are likely to draw the attention of hopeful hunters looking for a chance to hone their skills on reprobate debtors and drunken miscreants before moving on to more profitable prey.

Because of the dangers that lurk in the shadows of Malifaux - both human and otherwise - most bounty hunters work in pairs or small groups. They each make less money as their claimed bounties are split between them, but most consider this a fair price to pay in exchange for living long enough to spend their scrip.

The bounty offered for the death of the Ferryman has attracted bounty hunters from all across the city. Such large sums are relatively rare, usually only appearing on the Guild's Most Wanted lists, and most of these ruthless hunters are hoping to beat their competitors to the Ferryman, put a few bullets in it, and then collect a nice stack of Guild scrip for a few nights of work.

While very few bounty hunters are what anyone would call "cultured," most of them are decent enough folks at their core. Bounty hunting is dangerous work, and most of the really terrible people who try their hand at it soon realize that it's safer and more profitable to just become a bandit.



BOUNTY HUNTER

Minion (6), Living, Mercenary

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

Skills: Evade 2, Intimidate 2, Melee 3, Notice 2, Pistol 3, Scrutiny 1, Stealth 1, Toughness 2, Track 3.

Flick of the Wrist: This character substitutes Grace for Might when making Close Combat attacks with one-handed weapons.

Gruesome Attack: All Critical Effects generated by this character's attacks gain **♣**.

(1) Brahk'blade (Melee)

AV: 5 (11) ----- Rg: **♣** 2 ----- Resist: **Df**
Target suffers 2/3/4 damage. This weapon may not declare Triggers.

(1) Collier Navy (Pistol)

AV: 5 (11) ----- Rg: **♣** 12 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

ELADIO ORTEGA

While most bounty hunters are out to make a name for themselves, Eladio Ortega is more interested in living up to the name he already has. The Ortega family is renowned across Malifaux and even back on Earth as its most skilled and prolific Neverborn hunters, and the exploits of his cousins have instilled in Eladio a desperate need to prove his own skills and worth. Fortunately for him, he's very good with a pistol and can back up his boastful comments and arrogant attitude with actual skill.

While Eladio Ortega's part in this adventure ends after the Fated encounter him on the river, he's an excellent character to have return in future adventures as an antagonist, ally, or rival. Fated characters often end up facing some of the most dangerous creatures that Malifaux can throw at them, and Eladio's chosen line of work usually finds him in the same situations. Whether escaped convicts or violent Nephilim, if there's a chance to bolster his reputation by filling something full of bullet holes, Eladio will be there, claiming to be the best in the business.

ELADIO ORTEGA

Enforcer (8), Living, Mercenary

<i>Might</i> 1	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (13)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 4 (12)	<i>Charge</i> 6	<i>Wounds</i> 8	

Skills: Bewitch 1, Convince 2, Evade 3, Homesteading 1, Intimidate 3, Notice 2, Pistol 3, Scrutiny 3, Stealth 1, Toughness 3, Track 1.

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

"Eres Tan Patético, Que Resultas Entrañable!": After this character suffers damage, he may discard a card to take a (1) Action after resolving the current Action.

(1) Clockwork Revolver (Pistol)

AV: 6 (14) ===== Rg: ⚡12 or ⚡2 === Resist: Df
Target suffers 2/3/5 damage. Capacity 6, Reload 2. This weapon may fire its entire capacity as one action to gain ⚡ to its damage flip and deal +1 damage per two bullets fired (rounded down).

(2) Rapid Fire

This character may discard a card to take three 1 AP attack actions with a Ranged Combat weapon against a single target.



THE FERRYMAN

The creature known as the Ferryman was created by Kari Zotiko as a means of gathering suitable corpses to sell to her Resurrectionist customers. At first, it was little more than a side business - the crew would fish a few bodies out of the river and then sell them to a Union representative who had hinted that he was interested in purchasing bodies as well - but once she saw how much she could get for corpses, Kari shifted her priorities to follow the money.

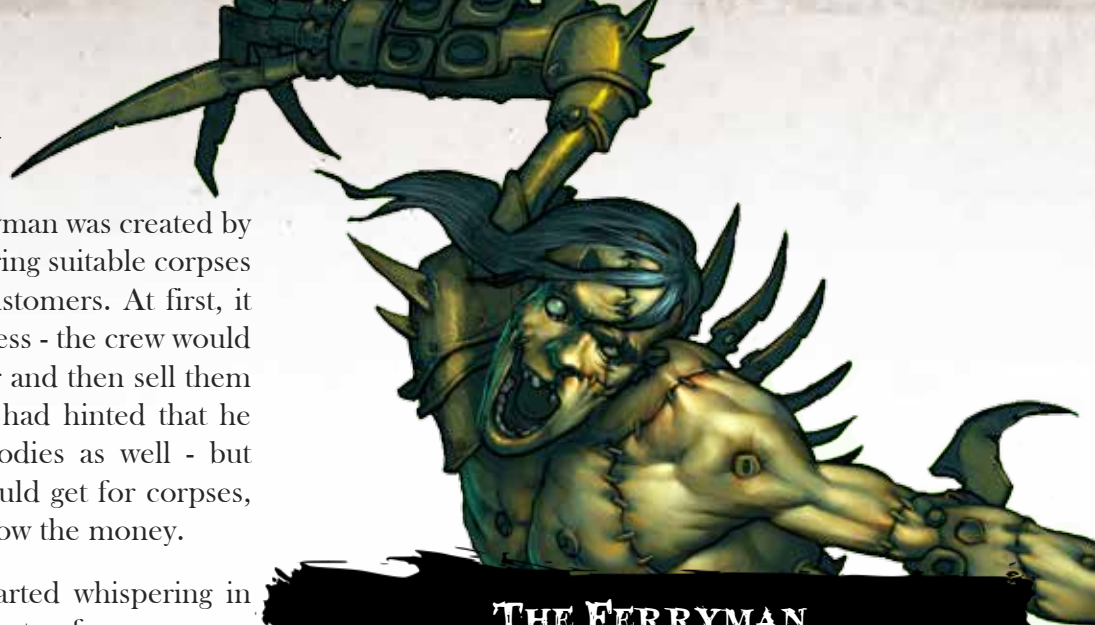
After a few months, a voice started whispering in Kari's ear, teaching her the secrets of necromancy and guiding her hand as she murdered one of her crew and turned him into the creature that would come to be known as the Ferryman.

The Ferryman isn't actually the monster that most people think it to be. It's grotesque and terrifying, of course, and dozens of men and women have met their deaths at the end of its hooked hands, but it's merely Kari Zotiko's lapdog. It's her will that sends the Ferryman out to harvest corpses on the river, and if destroyed, she will merely create another Ferryman out of the remains of another unfortunate member of her crew.

When not carrying out its mistress' gruesome commands, the Ferryman clings to the hull of the *Anna Pafsiyevo*, well out of sight. Kari is capable of summoning the Ferryman with the silver whistle that hangs around her neck, and when she does so, the Ferryman slinks up onto the deck of the ship and approaches her, ready to receive another command.

The crew of the *Anna Pafsiyevo* is aware of the Ferryman's existence, but the scrip they make off of the corpses it collects for them more than pays for their silence. It's become something of a mascot for the crew, who treat it like a younger brother, albeit one that they quickly shuffle off to its hiding place once it has finished its ghastly harvest.

Most of the rumors about the Ferryman and its strange powers come from the crew, who can't quite resist talking about the creature once they've had a few drinks. They consider the various stories about the Ferryman controlling the weather or shepherding the dead to their next lives to be quite amusing.



THE FERRYMAN

Enforcer (7), Construct, Undead, Horror

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> 3
<i>Defense</i> 4 (11)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (12)
<i>Willpower</i> 5 (12)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Athletics 3, Labor 1, Melee 2, Navigation 2, Notice 2, Stealth 1, Toughness 3.

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

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

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

Terrifying (Living) 11: Enemy Living characters must pass a TN 11 Horror duel if they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Hooked Hands (Melee)

AV: 5 (12) ===== Rg: 2 ===== Resist: Df

Target suffers 2/3/4 damage. If the target is on a boat, the TN of the target's Acrobatics duel to avoid falling into the water is increased by +2.



SPECKLED CREEPER

Speckled Creepers are aquatic creatures that are distantly related to Silurids. Unlike Silurids, however, Speckled Creepers (and their various other racial offshoots) prefer the deep water of Malifaux's oceans and coasts to the shallow, fetid water of the Bayou and as a result are rarely seen by humans.

Creeper life cycles are rapid and short. They hatch from large clusters of eggs and reach maturity in roughly a year, though the vast majority of those hatched from any given brood are eaten by their parents, siblings, and various other aquatic predators. The lucky few who survive migrate to shallower waters and spend much of their lives along the coasts, only returning to the deeper oceans to spawn more young.

The average Creeper is only a little smaller than a human, but their hunched postures tend to make them appear smaller at first glance. Their particular evolutionary track has resulted in larger eyes and jaws than their Silurid cousins, as well as sharp teeth that are longer, narrower, and far more numerous than those of their distant relatives.

These changes have not come without their costs, however. The larger eyes of a Creeper make them more sensitive to bright light, and as such, they tend to avoid the daylight whenever possible. Most species also lack the powerful hind legs of a Silurid, leaving them unable to utilize the powerful leaps that give Silurids the edge they need to survive in the Bayou. Creepers tend to compensate for these weaknesses with heightened aggressiveness and a tendency to travel in packs, allowing them to compete with Malifaux's larger predators.

This particular Speckled Creeper was forced to flee from some larger predators which hounded it all the way to the borders of the Bayou. Rather than risk another confrontation with the larger creatures, the Creeper crept through the Bayou, following the water until it reached the Frostrun River. It's since made its way into the waters running through Malifaux City, where it has enjoyed being an alpha predator among the smaller fish, rats, and less aggressive Silurids.

SPECKLED CREEPER

Minion (6), Living, Swampfiend

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

Skills: Acrobatics 2, Athletics 3, Martial Arts 2, Navigation 1, 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.

From Below: While submerged in water, this character gains \blacklozenge to its attack and damage flips against targets in the same body of water.

(1) Fanged Maw (Martial Arts)

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

P *Blood Frenzy:* After damaging, take this Action again against the same target.

SAILORS

The crew of the *Anna Pafsiyev* is comprised of seasoned sailors, many of whom earned their sea legs back on Earth. They came to Malifaux for various reasons, but the majority of them are either former indentured servants who have served their time in the mines or fishermen who grew frustrated with their anemic catches and decided to try their hands at the shipping business.

The revelation that the crew of the *Anna Pafsiyev* makes its money by smuggling corpses - and that they have a zombie working for them, helping to make those corpses - is always a bit difficult for new crew members. There's not much of a turn-around, but accidents sometimes happen and it's better to have an extra sailor on board than to be one short when they're needed most.

New crew members are always shown the Ferryman well away from Malifaux City, ensuring that the rest of the crew has enough time to deal with their fellow sailor if he or she decides to take umbrage at their captain's Resurrectionist activities. Those who object find themselves locked in a crate at the stern of the ship, just one more zombie in a cramped box.

If a crew member doesn't have any strong objections over the ship's cargo and how the crew acquires it, then they're rewarded with a tattoo of a rattlesnake curled around a skull. In addition to being a small ritual that helps to cement the new member as part of the crew, the tattoo also serves as protection from the ship's Stygian Zombies, which have been instructed to avoid attacking anyone bearing the design on their arms. For this reason, the crew tends to favor shirts with short or open sleeves.

This stat block can also be used for other sailors, fishermen, and smugglers the Fated encounter over the course of this adventure. While not everyone that goes out on the river has a flintlock pistol tucked into their waistband, they're more common than one might think. It never hurts to have a ready weapon in Malifaux, and the loud noise that flintlocks make when fired is sometimes useful for frightening away rats... or drawing attention to a fight, which encourages troublemakers to leave before a Guild patrol boat arrives to investigate the disturbance.



SAILORS

Minion (6), Living

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

Skills: Athletics 2, Carouse 2, Evade 2, Gambling 1, Labor 2, Navigation 2, Notice 1, Pistol 2, Pugilism 2, Thrown Weapons 2, Toughness 1.

Sea Legs: This character suffers no penalty for unstable footing.

(1) Unarmed Attack (Pugilism)

AV: 3 (9) ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 2/3/3 damage.

(1) .40 Flintlock (Pistol)

AV: 4 (10) ----- Rg: ♣ 6 ----- Resist: Df
Target suffers 3/4/6 damage. Capacity 1, Reload 3. This weapon grants a + to Intimidate duels.

(1) Fishing Net (Thrown Weapons)

AV: 3 (9) ----- Rg: ♣ 6 ----- Resist: Df
Target gains the following Condition: "**A Tiny Net Is A Death Sentence:** This character has -2 Wk and -2 Cg and generates 1 less AP at the start of her turn. Anyone within 1 yard of this character (including this character) may spend 2 AP (across multiple turns) to end this Condition."

STYGIAN ZOMBIE

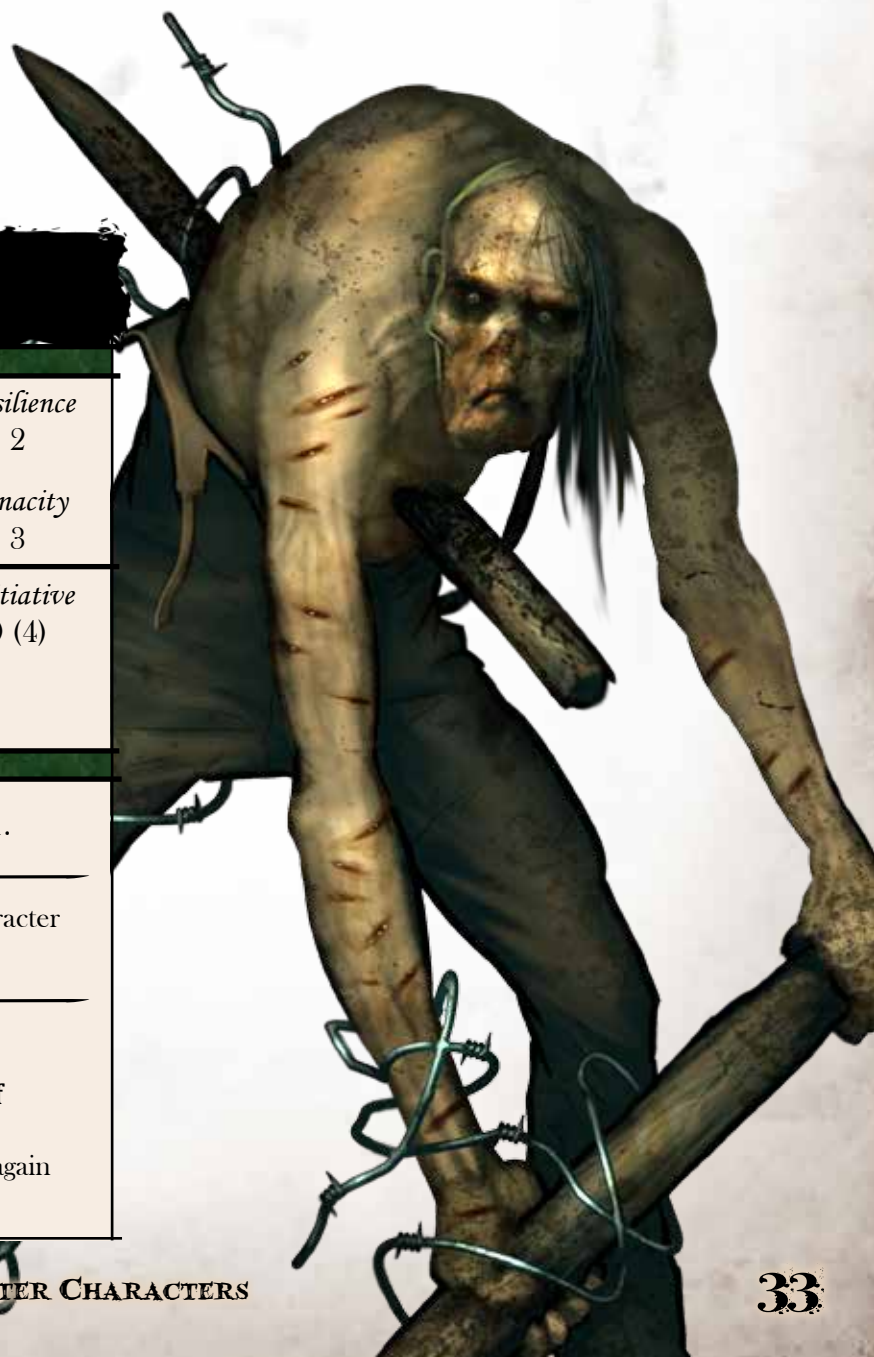
These zombies have been animated by Kari Zotiko to help defend her ship. Most of them will eventually be sold to Resurrectionists in the Northern Hills, but until then, Kari doesn't see any reason why they can't help to provide an extra level of security to the *Anna Pafsiyevo*.

Since the zombies can walk on their own, the crew doesn't have to carry them from the ship when it comes time to unload them. In addition to being far more pleasant for this crew, which makes unloading their unwholesome cargo much faster than it would otherwise be, which in turn makes it less likely that the ship will draw any unwanted attention.

Stygian Zombies are similar to normal zombies in many ways: they shuffle about aimlessly unless given orders and are uniformly dim-witted, unpleasant, and smelly.

In order to keep her "security plan" ready to be released upon unsuspecting boarders at a moment's notice, Kari has resorted to Stygian obols in order to create her zombies. When placed in the mouth of a corpse, these small coins greatly increase the length of time that necromantic magic will keep that corpse animated. Kari often augments their magic with her own, ensuring that her Stygian Zombies remain "up and about" for days at a time.

Kari found a box of Stygian obols in a small, cramped cave along the river's shore. She was directed to them by what she assumed was a particularly lucky hunch, but in reality, it was the subtle guidance of the Whisper that brought the objects into her possession and told her how to use them.



STYGIAN ZOMBIE

Peon (4), Undead

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

Skills: Athletics 1, Labor 2, Pugilism 1, Toughness 1.

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

(1) Grasping Hands (Pugilism)

AV: 3 (7) ----- Rg: /// 2 ----- Resist: Df

Target suffers 2/3/4 damage.

Blood Frenzy: After damaging, take this Action again against the same target.

CAPTAIN KARI ZOTIKO

The captain of the *Anna Pafsiyevo* "won" the ship in a game of cards... along with all of its back taxes, repair bills, and overdue shipping contracts. Forced to quickly come up with enough funds to dig herself out of the pit she had unexpectedly fallen into, Kari Zotiko made some brash deals with the Miners and Steamfitters Union, agreeing to ship cargo upriver for a fraction of what the other captains were charging... provided that she received the money upfront.

Once she had proven herself trustworthy, larger contracts followed, but the M&SU held Kari to her formerly negotiated shipping prices, condemning her to a life that amounted to little more than indentured servitude.

It was only after one of her Union liaisons suggested that he might be interested in purchasing any corpses that she might find - off the books, of course - that Kari realized just how much an intact body was worth to the right people. She and her crew began fishing corpses out of the river and selling them to augment their meager incomes, and when times got tough, the crew lured a few drunks back to the ship with promises of booze to provide corpses for their customers.

When Kari began hearing a voice that urged her to murder her crew and turn them all into zombies, she just drowned it out with a few strong drinks and wrote it off as stress. The voice was insistent, however, and when a new crew member objected to the smuggling of corpses and demanded a bribe to keep from telling the Guild, she killed him and allowed the voice to walk her through the process of transforming his corpse into the Ferryman.

In the years since, Kari has embraced the suggestions of the voice and greatly improved her necromantic skills. She considers herself just as much of a Resurrectionist as her customers, though she still takes on shipments with the M&SU to keep up appearances. They're convinced that they've got her firmly under their thumb and are unaware that Kari long ago paid off the *Anna Pafsiyevo's* debts.



CAPTAIN KARI ZOTIKO

Enforcer (8), Living

<i>Might</i> -1	<i>Grace</i> 2	<i>Speed</i> -1	<i>Resilience</i> 1
<i>Charm</i> 3	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (12)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 1 (9)
<i>Willpower</i> 4 (12)	<i>Charge</i> 4	<i>Wounds</i> 8	

Skills: Athletics 1, Centering 3, Counter-Spell 2, Deceive 2, Evade 2, Gambling 2, Necromancy 3♥, Notice 2, Pistol 3, Stitching 3, Toughness 3.

Macabre Infusions: This character may count as Undead when she wishes. Undead creatures treat her with disinterest, rather than attacking her.

The Whisper: This character gains + to Necromancy duels or Spell duels with Undead targets, but suffers - on all Intellect checks. This bonus has already been applied to this character's Mind Control Action.

(1) .49 Flintlock (Pistol)

AV: 5 (13) ----- Rg: ⚡8 ----- Resist: Df
Target suffers 4/5/7 damage. Capacity 1, Reload 4. This weapon grants a + to Intimidate duels.

(1) Mind Control (Necromancy + Charm)

AV: 6♥ (14♥) === Rg: 5 yards ===== Resist: Wp
The target takes a 1 AP Action of this character's choice. Then, all characters within 1 yard of the target must succeed at a TN 10 Willpower duel or take a 1 AP Action of this character's choice. All targets suffer a - to their Willpower duels to resist this spell.

D Penny Dreadful

ONE SHOT



THE FERRYMAN

Wyrd





THE RIVER OF NIGHTMARES

• • •

Malifaux's river isn't as safe as it used to be, not that it was ever all that safe to begin with. Something is hunting on those dark waters, claiming the lives of sailors and stealing their bodies.

When a grieving father places a sizable bounty on the creature's head, a wave of new boats strikes out to kill the monster... but are they the hunters or the hunted?

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The Ferryman is a One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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