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# D Penny Dreadful

THE  
KXX BAYOU XXX  
GAMES

THROUGH THE BREACH

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

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The Bayou Games



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# THE BAYOU GAMES

**D**<sup>Penny</sup>  
Dreadful

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# INTRODUCTION

*The Bayou Games* is a Penny Dreadful adventure supplement for the *Through the Breach* RPG. It provides enough material for four to five fun-filled gaming sessions and should provide a good challenge for three to five players.

Each session, referred to as an Act, is broken down into individual Scenes, each with all the information a Fatemaster will need to run that part of the adventure. If the players need a bit more of a challenge, there's also a "Complications" chapter that comes with a few interesting wrenches you can throw at their characters to make things more interesting.

This entire adventure takes place beneath the gloomy canopy of the Bayou. It serves as an introduction to the new options and locations presented in *Into the Bayou*. In addition to taking advantage of some of the new mechanics and creatures introduced in that book, *The Bayou Games* allows players to participate in one of the most important social gatherings in Gremlin society, a Bayou Bash.

Although *The Bayou Games* is a companion piece, it is a great adventure to run without *Into the Bayou*. The rules and stats you need are included in this book, so although this adventure builds on concepts presented in *Into the Bayou*, the only book you need to use this supplement is the *Fated Almanac*.

This adventure assumes that the Fated are Kin: characters that are either Gremlins or that were raised by Gremlins. If the Fated characters are not Kin, that's okay. It just means that the adventure will start a little differently than their Gremlin counterparts; see the Complications Chapter (pg. 86) for more details.

As this is a Penny Dreadful, if you are not a Fatemaster who plans on running this adventure, read no further. You wouldn't want to ruin the surprise!

# CONTENTS

This book is divided into five chapters. Each chapter focuses on a different aspect of the multipart adventure.

## CHAPTER 1: INTRODUCTION

This is the current chapter. It provides some information on this supplement, how to best use it, and an overall summary of the adventure.

## CHAPTER 2: ADVENTURE

The adventure makes up the bulk of *The Bayou Games*. Each Act is presented individually and is intended to be played over one to two game sessions.

## CHAPTER 2: FM CHARACTERS

This chapter provides descriptions, details, and stat blocks for the various people the Fated will meet over the course of their journey.

## CHAPTER 4: COMPLICATIONS

Sometimes, an adventure takes so long that it makes more sense to split it into two sessions. Other times, the Fated breeze through the story and need a bit more content to fill out a full session. In either case, the "Complications" chapter provides alternative plot hooks that can be used to present additional challenges to the players or to add a bit more action or intrigue to the session.

## ADDITIONAL RESOURCES: APPENDICES

These appendices provide Tarot Tie-ins and a tracking sheet for the Fatemaster to help her keep track of the points earned by the Fated and the other teams during the contests in Acts II and III.

### 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 BAYOU GAMES

In this adventure, the Fated are called upon by the boss of their village to help a human inventor who has had one of her inventions stolen by the Tucket family. In the process of trying to retrieve the device, the Fated will have to participate in a Bayou Bash, which is sort of a combination Gremlin celebration, social event, and competition.

Over the course of this adventure, the Fated will cross the Bayou, encountering hazards and dangers in equal measure as they attempt to retrieve the device. Their hunt for the trail eventually leads them to a Bayou Bash, where they can join in the competitions and games in an attempt to win the device, which has been tossed onto the prize heap with the rest of the rewards brought to the Bayou Bash.

If the Fated are successful, resourceful, and just a bit underhanded, they might even emerge victorious and win a few rare items or Grimoire in the process of retrieving the device!

The final Act of the adventure involves a journey home, once again pitting the Fated against the dangers of the Bayou. Fate has one final twist in store for the characters, however, in the form of a lightning storm that super-charges the device and gives it a will of its own.

### GREMLINS VS HUMANS

This prologue assumes that the Fated are Gremlin characters, which are described in more detail in *Into the Bayou*. If the Fated are human, it's recommended that you instead use the Missing Invention Complication on page 86 as the Prologue and first Scene of this Act. It connects back to the rest of the adventure in time for Scene 2, at which point the characters can continue with the rest of the adventure normally.



# ACT I

In this Act, the Fated travel to Tucket lands to barter with the Gremlins for the return of the stolen device. Traveling through the Bayou can be dangerous, though, and there are a number of hazards that the Fated might encounter along the way.

This adventure assumes that the Fated are in the territory of the Jones family, but it can be easily adapted to work with the Benois, LaCroix, or Leong families as well, as each family has lands that are relatively close to human settlements. The adventure can also work if the Fated are in Tucket lands, as villages under the control of the same family can and do still squabble amongst themselves, but this will remove a bit of the 'conflicting family' element from the adventure. Just change Wilbur Jones' last name to that of the family whose lands this adventure begins in.

## ACT I, PROLOGUE:

### HUMAN PROBLEMS

The Fated are all residents of the same Gremlin village in the territory of the Jones family. This means that the villages in the area are primarily inhabited (and almost exclusively run) by the Joneses, but there are still enough Gremlins from other families in the village to allow Kin from any family to participate without any significant trouble.

In fact, if none of the Fated are Joneses, you can even play up this angle to make a point; Wilbur Jones, the village's boss, would much rather send Gremlins from other families on a stupid assignment that's likely to get them killed than risk the safety of his relatives. If there are any Joneses in the group, they're made the leader due to blatant nepotism, regardless of any leadership skills on their part.

Read the following text:



It's a hot, muggy day in the Bayou. The other Gremlins in your village are lounging around, half-drunk as they pluck lazily at their banjos or try to shoo away the small, green youngsters who are pestering them for a sip from their jugs. Even the village's pigs seem to have given up on being ornery and have buried themselves beneath the layers of smelly refuse and mud that make up the floor of their pens.

Unfortunately for you, Wilbur Jones, the village's boss, has sent for you by name, which usually means that he's caught you doing something you shouldn't have done.

When you arrive at the boss's hut, his two lieutenants - Carson and Otis Jones, who have two wits and seven handguns between them - motion for you to wait outside as Carson darts in to shout about how "the patsies" have arrived.

There's a return shout as Carson ducks out, followed by a thrown boot, and then Wilbur Jones waddles out into sight. A tall, crooked stovepipe hat was perched atop his sweaty head, and his fat bulk threatened to pop the buttons off the tiny, sweat-soaked white shirt he somehow managed to fit himself into.

Behind him came, surprisingly, a human woman. She is dressed in blue jeans, a long shirt, and knee-high, muck-smearred boots, and her unkempt blonde hair stands out almost as much as her height; she is easily a foot taller than Wilbur, who is nearly the biggest Gremlin in the village.

"Listen up," Wilbur says as he shoves a pipe in his mouth and tries to look important. "We's gunna help this 'ere human lass, and by we's, I mean youse."



Wilbur explains that the woman, Audrey Moores, is an inventor of “machines ‘n stuff.” He tells the Fated that they’re going to help her out with a problem that she’s got and then gestures toward Audrey, saying that she’ll “learn ya what she needs.”

Read the following text:



Audrey glances nervously toward the large Gremlin and then clears her throat as she turns back to you. “Yes, well...” She fidgets nervously with the hem of her shirt. “As I was telling Mr. Jones...”

“Wilbur,” the boss corrects her, with a suggestive waggle of his eyebrows.

She takes a step away from him, a look of disgust flickering across her features. “Er, I was telling Wilbur, I have a workshop just to the north of the Hollow Point Pumping Station. Last week, a group of Gremlins...”

“The damn Tuckets,” he boss interrupts again, spitting on the ground to show his disdain.

“...right.” Audrey closes her eyes and pinches the bridge of her nose between two fingers. “In any case, they stole a valuable piece of technology from my workshop. I’m not upset, but I desperately need to get it back so that I can continue my research.”

Wilbur cuts in again. “We’s gunna send y’all up to Tucket lands to try to get the little lady’s ‘sheen back, so y’all be on yer best behavior ‘n try not to start a feud.” He pulls the pipe out of his mouth and takes a long moment to glare at each of you, and a shiver goes down your spine as you remember the last Gremlin that ignored his ‘you better behave’ look.

Harrumphing, Wilbur shoves the pipe back into his mouth. “Last thing we need is the Tuckets getting’ all uppity, what with the upcomin’ Bayou Bash.”



Every Gremlin in the Bayou knows what a Bayou Bash is; it’s when all the different Gremlin families get together to gossip, trade, settle scores, and participate in friendly (and not so friendly) competitions. They’re a combination swap meet, competition, and social mixer, with the added fun of a bunch of drunken people waving guns around at each other.



## ACT I, SCENE 1:

### UNEXPECTED PREPARATIONS

Once Wilbur Jones has explained the situation and made all of the appropriate threats, Audrey explains just what her machine looks like, using simple terms she believes Fated can understand: It's roughly two feet wide and a foot tall, made of metal. Numerous spires and electrodes protrude from the top, and there's a row of switches along the bottom.

She doesn't volunteer the device's function, but if the Fated ask, she describes it as being "very technical." If the Fated succeed at a TN 10 Engineering or Artefacting Challenge to prove that they know what they're talking about, Audrey is surprised by the demonstration of intelligence and explains that the machine is intended as a high-output portable electric battery. She intends for it to serve as a means of powering machines for the M&SU, but she hasn't quite perfected the prototype yet. If she doesn't get it back, she explains, it will set her research back by years.

If the Fated ask about what they're getting out of the deal, Wilbur answers. Read the following text, choosing one of the Fated for Wilbur to focus upon:



Wilbur's grin widens to the point where you're certain it's hurting his face. "She's gunna give us two whole crates o' guns and 'nuff ammunition for 'em to make a pig crap itself in excitement. More'n enough for us to carve out some space in the Bayou."

He puts a fat arm around [FATED]'s shoulder, pulling [him/her] close in a stage whisper that remains audible to everyone. "If you knuckleheads don't screw this up fer me, I'll make sure y'all get the first pick of the guns. If ya do muck it up..." His expression turns threatening for a moment. "I'll give y'all the first pick of the bullets comin' outta my blunderbuss."

Suddenly jovial again, he pulls away and slaps [FATED] on the shoulder. "These are the right folks for the job, yessere! Top o' the line, the whole lotta 'em."



### GATHERING SUPPLIES

Wilbur Jones fully expects the Fated to run off into the Bayou at the drop of a hat, but the Fated probably need to gather some supplies for their journey. He stays behind with Audrey, trying to act posh and sophisticated, but if the Fated seem to be dawdling or dragging their feet, he loses his temper and shouts at them to hurry up and get going. He's finally had a good opportunity fall into his lap, and he's not going to let some lazy Gremlins ruin it for him.

#### BAYOU MAP

If the Fated mention that they don't know how to get to Tucket lands, they can make a TN 9 Bewitch or Convince Challenge to get Wilbur to give them directions. On a success, he grumbles and draws a crude map on the back of a scrap of crumpled paper, which will come in handy in Scene 2: To Tucket Lands We Go. On a failure, however, he just makes a vague gesture toward Tucket lands and assumes that will be enough for the Fated to figure it out.

#### FOOD PACK

The other Gremlins of the village load the Fated up with plenty of roasted pork and fat skeeter eggs, all of which are bundled together in a large backpack that's literally stuffed full of meat. It smells delicious and drips juices from the strained seams, but it's also quite heavy and will require one of the characters to wear it as a backpack (which lowers the character's Walk and Charge Aspects by 2 points for as long as it's worn). The backpack can be donned or removed as a (1) Action, and it has enough food to feed everyone for six days (at which point they're on their own, as far as supplies go).


#### GUNS AND AMMUNITION

The Fated can try to talk the other Gremlins of the village out of some extra ammunition by claiming that Wilbur Jones is sending them on an important task. Most of their fellow Gremlins will lie and claim that they don't have any ammunition to hand over, but a TN 9 Scrutiny Challenge catches them in the lie and forces the unhappy Gremlin to hand over 5 bullets or shells, plus an additional 5 bullets or shells per Margin of Success.

## ACT I, SCENE 2:


### TO TUCKET LANDS WE GO

When the Fated finally leave the village, read the following text:



As you leave your village behind you, the normal sounds of Gremlin activity fade away to the sounds of buzzing insects and summer cicada playing their steady, rhythmic song. If anything, the humidity feels more oppressive out here, and you're forced to wipe sweat from your brows as you trudge through brackish water and thick mud toward your destination.

It's going to be a long trip, and you doubt that any part of it will be particularly pleasant.



Traveling to Tucket lands is handled with the Visiting the Tuckets Ongoing Challenge.

If the Fated didn't think to ask about food, then they'll have to hunt and forage along the way. If a character achieves a Margin of Success on any of their Skill Challenges made during the Ongoing Challenge, they manage to find enough food to feed the entire group for that day (even if they don't make any progress toward their goal).

If the Fated don't eat during a day, they gain the following Condition until they are able to find food: **"Hungry +1:** This character subtracts -1 from her Physical and Mental Aspects, to a minimum of -5. If all of the character's Physical and Mental Aspects are -5, she dies from hunger."

#### VISITING THE TUCKETS

- **SKILLS ALLOWED:** Geography, Navigation, Wilderness
- **TARGET NUMBER:** 10
- **DURATION:** 1 day
- **SUCCESS REQUIREMENT:** (see below)
- **FAILURE REQUIREMENT:** (see below)

If the Fated are leaving from Jones territory, it takes 6 days to reach Tucket lands. If they are leaving from Benois, Leong, or LaCroix territory, then their travel time increases to 12 days. If they leave from Tucket territory, their travel time is reduced to 3 days.

If the Fated have Wilbur Jones' map (see Bayou Map, page 9), they gain a **+** to their Challenge duels made as part of this Ongoing Challenge.

At the end of each Duration, compare the number of accumulated Successes and Margins of Success made on this Ongoing Challenge during that Duration to the number of Margins of Failure made during that Duration.

If the number of accumulated Successes and Margins of Success is greater than the number of Margins of Failure, then the characters have managed to travel in the right direction and lower the remaining time it will take to reach Tucket lands by 1 day, until there are 0 days left and the Fated reach their destination.

If the number of accumulated Successes and Margins of Success are tied with the number of Margins of Failure, then the characters spend the day disagreeing over which direction is correct and make no progress toward Tucket lands.

If the number of accumulated Margins of Failure is greater than the number of Successes and Margins of Success, the characters have wandered off from their course and are now lost. This increases the amount of time it takes to reach their destination by one day. Any non-Gremlin characters then gain the following Condition: **"Infection +1:** At the end of the day, this character suffers +1 damage." The Infection Condition is explained in more detail on page 66.

At the end of each Duration, if the Fated have not yet reached their destination, then they encounter one of the following Encounters, in whatever order the Fatemaster wishes, before the next Duration begins. It is recommended that the Fated always encounter The Bayou Bites Back Encounter about halfway through their journey, as it provides for some potential conflict later in this adventure.

## ENCOUNTERS

- The Bayou Bites Back - Page 11
- Skeeter Swarm - Page 12
- Gremlin Fishers - Page 12
- Hungry Pigs - Page 12
- Bayou Cabin - Page 13
- Buzzing Tree - Page 13
- Mushroom Patch - Page 14
- Sucking Bog - Page 14
- Fireflies - Page 14
- Broken Gamin - Page 15

### THE BAYOU BITES BACK

The Fated encounter a small group of Gremlins who have been chased up a tree by a Snaptooth Creeper. Read the following text:



It's late in the day when two gunshots ring out nearby. Trudging through the swampy marsh to investigate, you catch sight of six Gremlins that have been run up into a tall tree some fifty feet away. They're clinging to its branches for dear life and trying to awkwardly bring their weapons to bear on the creature at the tree's base.

It's some sort of giant plant, all lashing vines and flat, snapping mouth-traps. The mouth-traps are large enough to completely engulf a Gremlin, and as you watch, the plant manages to ensnare one of the Gremlins with a vine, pulling her down from the tree and into one of its mouths, which instantly snaps shut around her, muffling her screams of panic.

One of the Gremlins in the tree catches sight of you and nearly drops his musket in surprise. "Hey! Hey, you there! We needs help with this snapper!"



The Snaptooth Creeper doesn't understand the Gremlin's shouts or seem to notice the Fated. If they decide to ignore the pleas of their fellow Gremlins, they shout curses at the Fated as they climb higher into the tree. The Gremlins will eventually manage to defeat the plant after losing another of their number, but they won't be particularly happy with the Fated, and when the four survivors show up in Act II to participate in the Bayou Bash, they'll be holding a strong grudge.

If the Fated decide to help out, the Snaptooth Creeper turns its attention upon them as soon as it is attacked. It starts the battle sixteen yards away from the Fated but advances upon them as quickly as possible, trying to get within range of its Entangling Vines attack. Stats for the Snaptooth Creeper can be found on page 65.


If the Fated defeat the hungry plant, the Gremlins climb down from the tree, introduce themselves, and thank the Fated for their help. The group consists of Remy Jebson, Savannah Turner, Garth Jebson, Chester Jebson, and Bodean Sutton. In the course of thanking the Fated, they mention that they're headed toward the Bayou Bash over in Fishbocker lands, and they promise to make sure to get the Fated "good 'n drunk on the best 'shine you've ever had!" if they swing by following their current errand.

See the Allies and Enemies callout box on page 29 for more information on how these Gremlins can help or hinder the Fated during the Grand Prix in Acts II and III.


Alternatively, if the Fated decide to just abandon their mission to retrieve Audrey's machine, they can just head to the Bayou Bash alongside these Gremlins, in which case they'll bump back into the adventure in Act 2 when they reach the Bayou Bash and hear rumors about the "weird metal box" that's been added to the loot pile. If the Fated decide to take this route, they'll need to restart this Ongoing Challenge, which represents their change in direction; it takes 8 days to reach Fishbocker lands and the waiting Bayou Bash.

## SKEETER SWARM

As the Fated are traveling through the swamp, they're set upon by a swarm of hungry Skeeters. Read the following text:



The sound of buzzing usually only means one thing in the Bayou, and as you look up, you confirm your worst fears: Skeeters! Six of the oversized mosquitoes are flying toward you, their bulbous bodies suspended on wings that are beating too rapidly to be seen.




The Skeeters don't show particularly advanced tactics; they simply spread out among the Fated, attacking as many characters as possible to get at their sweet, sweet blood. If there are any Undead or Construct characters in the group, the Skeeters ignore them entirely. The stats for the Skeeters can be found on page 66.

A character can roast any killed Skeeters over a fire with a TN 7 Culinary Challenge, which results in a hearty meal.

## GREMLIN FISHERS

The Fated encounter a pair of Gremlins who are relaxing near a pool of water and doing a bit of fishing. The Gremlins are Chester and Mary Lou Tucket, and when the Fated show up, they wave in a friendly manner and invite them to sit down, take a load off, and maybe pass around any jugs of alcohol that they might be carrying with them.


There's nothing particularly out of the ordinary here; the two Gremlins are exactly what they appear to be. If any of the Fated ask them about directions to Tucket lands or any villages that have found strange metal box-things in the past few weeks, they can point them in the right direction, giving the Fated  to their Challenge duels made as part of the next Duration.

If the Fated get into combat with either of the two fishers, they count as Bayou Gremlins (pg. 67).


If the Fated don't upset the two Gremlins, they'll share their food with any starving characters.


## HUNGRY PIGS

The Fated come across a trio of Bayou Pigs. Read the following text:



In the underbrush ahead, three large, shaggy pigs are rooting around, pawing at the muddy dirt and chewing on the branches of a wiry shrub. Each is nearly four feet tall at its shoulder, and their long tusks are smeared with mud, berries, and other, less pleasant substances.



The Fated can attempt to avoid drawing the attention of the Pigs with TN 8 Stealth Challenges. Any character carrying the backpack of roasted pork (see Food Pack, page 9) suffers a  on this flip, as the Bayou Pigs are quite hungry and the smell of cooked pork is quite appealing. The stats for Bayou Pigs can be found on page 68.

A character can roast any killed Pigs over a fire with a TN 7 Culinary Challenge, which results in a hearty meal.



## BAYOU CABIN

The Fated come across a well-made cabin on a dry patch of ground. Trees surround it on three sides, providing a bit of natural protection against wandering pigs, and the front is lined with logs that have been sunken into the ground and sharpened into points. The ground of the Bayou isn't particularly solid, however, and most of these would-be stakes have sagged beneath their own weight, rendering what might have once been a defensible perimeter into a minor annoyance.

The first character to approach the Cabin must make a TN 11 Notice Challenge. On a success, they notice a concealed bear trap, half-buried in the mud a few feet in front of the cabin's door. On a failure, the character stumbles right into the trap, suffering 2/3/4 damage. If the trap deals Moderate or Severe damage, the character also gains the Useless Limb (Leg) Condition (see the *Fated Almanac*, pg. 217) until all the damage from the trap is healed.

The interior of the cabin is a bit dusty, but still quite comfortable. There are two rooms, a large common room and a smaller sleeping room in the back. Stacks of dry (but slightly moldy) firewood rest next to the stove, and there are plenty of chairs, tables, and other types of furniture for the Fated to relax in. Cupboards along one wall contain spoiled or moldy food, but a TN 8 Notice Challenge turns up a few bottles of whiskey. If they achieve a Margin of Success on this Challenge, they also find a crude map of the surrounding area, which functions in a manner similar to Wilbur Jones' map when the Fated participate in the Visiting the Tuckets Ongoing Challenge.

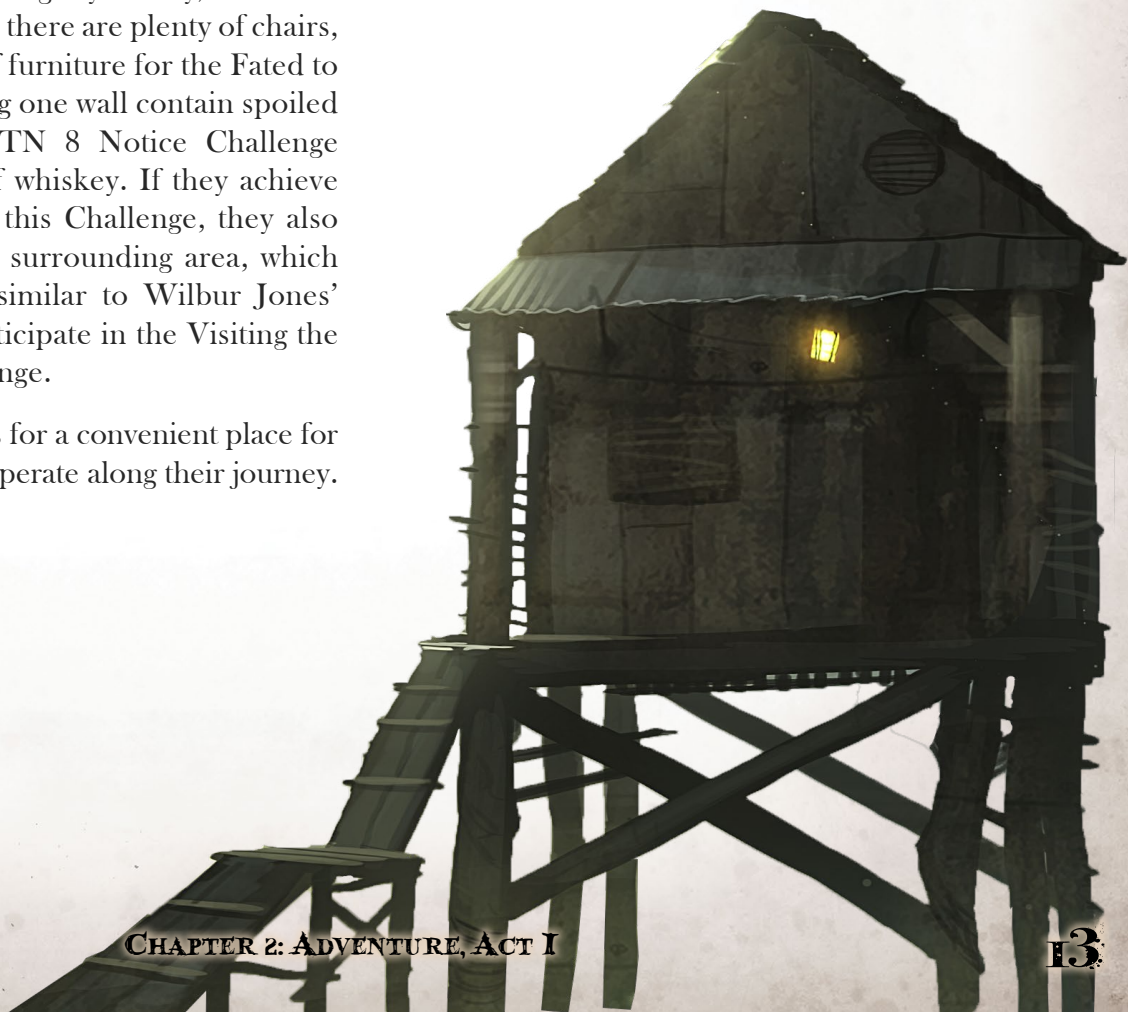
All in all, the cabin makes for a convenient place for the Fated to rest and recuperate along their journey.

## BUZZING TREE

The Fated come across a towering dead tree on a small island in the center of a pool of stagnant water. A dead pig has been nailed to the tree, but its internal organs have swollen and burst out of its stomach, leaving a pile of rotting refuse at the tree's base. Black flies swarm around the dead pig's remains in a thick cloud.

If any of the Fated approach the tree, the buzzing of the flies coalesces into a single, thrumming voice that speaks to the character about the nature of life, death, and the inevitable decay of all things. While somewhat depressing, the tree and its pig remains also serve as a Grimoire containing the Elemental Projectile and Weaken Magia, as well as the Infected, Increased Damage, and Increase Duration Immuto. The Weaken Magia and the Infected Immuto are both described in *Into the Steam*; but if your group is not using that book, you may substitute the Terrifying Aura Magia and Darkness Immuto in their place.

Whenever a spell is cast while the Buzzing Tree is a character's Grimoire, the spell manifests itself as a swarm of buzzing, biting insects, if possible.



## MUSHROOM PATCH

The Fated come across a patch of strange, red mushrooms with white speckles across their caps. They're fat, wide, and stand nearly a foot tall. They give off a moldy scent, and any characters with a negative Resilience Aspect will find themselves sneezing while in the presence of the mushroom patch.


If a character succeeds on a TN 12 Wilderness Challenge, she recognizes the mushrooms as a type of fly agaric, a mildly poisonous mushroom that makes those who eat it feel as if they are far larger than they actually are.

If a Living character eats one of the mushrooms, they must succeed at a TN 13 Carouse Challenge. On a failure, after 30 minutes, the character gains the following condition for the next twenty-four hours: **"Big Shrooms:** This character believes she is Height 4 and increases all of her TNs by an amount equal to 4 minus her actual Height."

If the characters harvest the mushroom patch, there are a total of 22 mushrooms.

## SUCKING BOG

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

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

On a success, the character is able to pull herself free of the sucking bog. On a failure, she gains the Suffocating Condition (see page 217 of the *Fated Almanac*) until she succeeds on the Athletics Challenge.

## FIREFLIES

Fireflies show up to keep the Fated company during the night. Read the following text:



As you settle down for the night, plump fireflies flicker into view around you. Soon, the entire swamp seems to be glowing with thousands of slowly flying insects emanating a light like the flames of a candle.



There are two Waldgeists here, and they wait until the Fated are distracted by the fireflies to make their attack. The characters can attempt TN 10 Notice Challenges to realize that the trees around them are moving before they make their attack. Anyone who fails this Challenge is Slow on the first round of combat. The stats for the Waldgeists can be found on page 69.

During this battle, each time one of the characters casts a spell or Manifested Power, the fireflies swarm around her, requiring her to make a TN 8 Centering Challenge. On a failure, the character's turn immediately ends.





## BROKEN GAMIN

The Fated come across a broken-down Whiskey Gamin mired in some sludge. Read the following text:



As you trudge through a particularly deep and sticky patch of mud, you notice a strangely shaped mound a few feet to one side. It's strangely circular, almost like a barrel, and a mud-caked wheel sticks out from the top of it. Currently, that wheel is serving as a perch for a small bird that is more concerned with preening itself than anything you might be doing.



The Whiskey Gamin is buried face-down in the muck, where it fell after trying to cross the same mud patch as the Fated. It's been there for weeks, and the mechanism that kept it functioning have become clogged with mud and stopped working.

If the Fated stand the Whiskey Gamin up - a feat requiring a TN 13 Athletics Challenge, due to all the swamp water inside its barrel-like body - then it can be restored to functionality with the Animate Construct Magia or the Mechanical Animation Manifested Power of the Engineer Pursuit. Its stats can be found on page 70.

The Whiskey Gamin cannot use its Booze Pump or Free Drinks for Everyone! Actions until it has been filled full of some sort of alcohol (which requires about 30 gallons of booze).



## ACT I, SCENE 3:

### TUCKET TROUBLES

When the Fated finish the Visiting the Tuckets Ongoing Challenge, they arrive at a Gremlin village in Tucket lands. Read the following text:



After a long slog through the swamp, you finally arrive at one of the Tucket villages, though it takes you a moment to recognize it as such. Truthfully, the village seems more like a Bayou junkyard than a proper village; the buildings are made of riveted sheet metal, stacks of large machines that have been tied together with thick rope, and the occasional wooden shack wedged between two large pieces of rusting junk. The faint scent of oil hangs in the air, and streaks of the dark liquid are smeared across many of the buildings' surfaces, often into crude designs or pictographs.

The village is swarming with dozens of Gremlins, many of them wearing overalls, white work shirts that drag on the ground behind them, or oversized leather work boots. A few are even sporting goggles, either strapped over their eyes or pushed up onto their green foreheads. Young Gremlin children follow the adults around like baby chickens, watching with wide eyes as their elders toss gator feet into smoking cauldrons or use rocks to hammer nails into wooden boards.



The Tuckets don't pay the Fated much attention, other than a few of the smaller Gremlins shouting things such as "Ma! Ma! We got guests!" as they run back to older, female Gremlins and hide behind her feet. The adults mostly just give a few glances toward the Fated and then carry on with their business.

### THE DANGER OF NON-GREMLINS

If the Fated aren't Kin, then their reception will be a bit more dramatic. The children scatter while screaming that "Humans are attackin' us!" Their cries cause chaos in the village as Gremlins draw their guns, run to go get their guns, or just duck for cover behind any nearby building, cooking cauldron, or metal contraption.

In the event of a hostile welcome, the Fated can attempt to talk the Tuckets down with a TN 10 Bewitch, Convince, or Deceive Challenge. If none of the Fated have any drawn weapons, the characters gain a **+** to this Challenge.

Intimidation is less successful against the Tuckets, but the Fated can put the fear into them with a TN 13 Intimidate Challenge. Because the Gremlins vastly outnumber the Fated, they suffer a **-** to their flip. This penalty is negated if the character making the flip has a drawn Heavy Melee, Shotgun, or Heavy Guns weapon.

On a success, the Tuckets stand down and let the Fated into their village with a warning to not "stir up any trouble." If the Fated fail the Challenge, then the Tuckets demand that the Fated drop their weapons and surrender. If they do so, the adults nudge the children forward, telling them to gather the weapons up. Once that's done, the adults relax, and an older Gremlin man with a long beard informs the Fated that they'll get them back when they're good and ready to leave. A TN 12 Scrutiny Challenge reveals this to be a bold-faced lie, but the Fated can force the Tuckets to give them back with a TN 12 Intimidate Challenge.

If the Fated refuse to surrender - or just go in guns blazing - then they've got a fight on their hands. There are twenty Bayou Gremlins (pg. 67) armed with rifles that begin firing on them, though if the Fated launch a surprise attack, they are considered to be Slow on the first round of combat. Starting on the third round of combat, another ten Bayou Gremlins arrive from their makeshift homes to

reinforce their brethren, with another ten appearing at the start of the fifth and seventh rounds. All the while, non-combative Gremlins are running around, trying to find cover, scoop up their favorite children, or avoid being shot at.

At the start of the eleventh round of combat (or after all the other Gremlins have been defeated), Sparks arrives with his two Mechanized Porkchops to finish the fight. Stats for Sparks and the Mechanized Porkchops can be found on pages 71 and 72, respectively. If defeated, Sparks can be interrogated about the location of Audrey's device; a TN 12 Intimidate Challenge gets him to confess to handing it off to some Tucket Gremlins who were headed to the upcoming Bayou Bash in Fishbocker lands. If the Fated want to retrieve the device, they'll have to head eastward, deeper into the swamp.

## DRAGON'S BREATH

Assuming that the Fated don't start a huge gunfight, they can walk around the village and speak to the other Gremlins. The Tuckets tend to think of themselves as being quite clever, and as a result, most of them will go out of their way to make the Fated work for any information they want.

Generally speaking, any children asked about Audrey's device will point toward an adult, while the adults will just grin and say that they might know something... if the Fated can defeat them in a game of Dragon's Breath. The Tuckets are vague as to what Dragon's Breath actually involves, claiming that it's "the game of games" and that it is a test of wits, endurance, and spirit.

If the Fated agree, the Gremlin shouts that "They're gonna play Dragon's Breath!" which draws cheers from the other Gremlins of the village, who quickly begin rushing around to set things up for the game.

Read the following text:



No sooner have you agreed to play Dragon's Breath than the Gremlins of the village are shouting in excitement and rushing around to gather up all the items needed to play. Two Gremlins bring over a round metal plate that's been beaten into a shallow bowl about three feet in diameter and set it on the ground. Other Gremlins arrive, draining flasks of clear moonshine into the bowl until it's sloshing over the edges, at which point a female Gremlin with uneven pigtails shows up with a lit torch and touches it to the moonshine.

The rapidly growing crowd cheers as the moonshine catches fire with a loud "Whoosh!" the flames leaping up to nearly two feet high. The Gremlin who challenged you to the game then holds up a hand filled with six metal screws. "These brave folks gunna brave the Dragon's Breath to pull out its teeth!"

The crowd cheers again as the Gremlin tosses the screws into the flaming bowl. "Well," the Gremlin says, looking at you with a wide smile. "Go get 'em! Only rule is that you can't tip it over. Best hurry 'fore the 'teeth' get too hot!"



The point of Dragon's Breath is to get the six screws out of the flaming moonshine without tipping it over, ideally without burning to death (though that does tend to make the game more entertaining for the spectators).

There are a number of ways that the Fated can go about removing the screws, and the Fatemaster is encouraged to let the players get creative in their attempts to beat the game. Some examples can be found on the next page.

**BRAVE AND STUPID:** The most obvious way to get the screws is to just reach into the flaming moonshine and fish around for them at the bottom. Finding the screws isn't the hard part; it's enduring the pain of the flames long enough to grab them... and given the width of the bowl, most Gremlins will end up with their face in the flames if they do so.

Reaching into the flames requires a TN 5 Toughness Challenge. On a success, the character retrieves one screw, plus one screw per Margin of Success. On a failure, the character ends up having to pull her hand out of the flames before she can grab a screw.

Regardless of whether or not the character is successful, each time she reaches into the flames, she gains the **Burning +3** Condition.

**MAGNETS:** If the Fated have a magnet, it will help them attract the screws, but the metal bowl and the short range of such objects makes them a bit awkward to use. The character must still make a Toughness 5 Challenge as noted above to resist the flames, but on a success, she gains two screws, plus one screw per Margin of Success.

If the character doesn't have a magnet, a quick search of the village (and a successful TN 12 Notice Challenge) will allow a character to find a two-inch-long magnet stuck to the side of a Gremlin's hut.

If the Fated are particularly creative, they might think to attach the magnet to some sort of metal pole (which are relatively common in the village), allowing them to get the magnet into the flames without risking their own safety. The character trying such a thing may make a TN 5 Artefacting Challenge. On a success, the character's device holds together and they retrieve two screws, plus one screw per Margin of Success. On a failure, the heat causes the device to fall apart and drops the magnet into the flaming moonshine with a faint "bloop." A dropped magnet can be retrieved by hand as if it were a screw (with each Margin of Success also producing a screw that is stuck to it), but because the magnet is sticking to the iron bowl, the TN of such attempts are increased by +5.

**PLAY BY PROXY:** There's nothing in the rules against forcing someone else to fish the screws out of the flaming moonshine. With a successful TN 12 Intimidate Challenge, the character can force one of the bystanders to reach into the flames and pull out a single screw (which they toss to the Fated as they run off screaming, trailing flames behind them), plus one screw per Margin of Success. If the Fated draw a weapon on the poor Gremlin in question, they gain a **+** to their flip. The other Gremlins find this sort of thing to be hilarious.

Alternatively, a character can command a subordinate character, such as an animated construct or a mindless undead servant, to reach into the flames and retrieve the screws. In this case, the character should make a TN 10 Leadership Challenge. On a success, the subordinate character retrieves one screw, plus one screw per Margin of Success. Regardless of success or failure, the subordinate character gains the **Burning +3** Condition for reaching into the flames.

**DRAIN THE MOONSHINE:** While drinking flaming moonshine isn't recommended, the Fated could drain it by some other means, such as using a drill to punch a hole in the bottom or constructing some sort of siphon device to pump the moonshine out. This requires a TN 10 Engineering Challenge (if the Fated are using a tool of some sort) or a TN 10 Artefacting Challenge (if they are building a new device), and on a success, the moonshine is drained out from the bowl, allowing the character to reach in and pick up the hot screws. On a failure, the character can make the attempt again, but if she achieves a Margin of Failure, her tool or device breaks or gets dropped into the flaming moonshine and cannot be used again.

**PUT OUT THE FIRE:** The Fated may attempt to put out the fire. The easiest method would be to get a bunch of water to dump into the bowl, but the Turners claim not to have any buckets if the Fated ask for any. A TN 10 Notice Challenge allows the Fated to perform a quick search to find one, and after a few buckets of water (and plenty of flaming moonshine sloshing over the sides of the bowl), the liquid isn't flammable enough to continue burning and the flames go out.

Alternatively, the Fated could attempt to use the various mechanical devices scattered around the village to build some sort of extinguishing device, such as a large fan. Treat these devices in a similar manner to those mentioned in the "Drain the Moonshine" section.

**MAGIC:** Finally, the Fated might try to use magic to solve their problems. Given the number of different magical effects the Fated could have access to, the Fatemaster is encouraged to use common sense when trying to determine whether or not these attempts work.

Of particular note is the Teleport Magia, which doesn't work on the screws due to characters being unable to see them through the flames to target them.

## WINNERS AND CHEATERS

If the Fated come up with a particularly clever (or self-harming) method of winning their game of Dragon's Teeth, then the Gremlins of the village cheer and whoop in celebration. Less inspired solutions - such as just having a zombie slowly gather up the screws as it burns to death - just get a bit of polite applause and murmurs of disappointment from the crowd. Either way, the Gremlin that challenged them informs the Fated that a Tucket from a nearby village did bring a box-like device around a week ago, wanting to trade it off for something more useful, but that everyone just pointed them toward Sparks LeBlanc, the local engineer. They do the same with the Fated, sending them to the far eastern edges of the village, where Sparks keeps his workshop. See Scene 4: Sparks of Innovation (pg. 20) for more information.

If the Fated cheat by flipping over the bowl, the Gremlins laugh at their failure. Since much of the village watched the spectacle, the villagers will refuse to answer any questions about Audrey's device until the Fated try the game again. A TN 14 Bewitch or Intimidate Challenge, however, is enough to convince a Gremlin to tell the Fated that they had seen Sparks messing around with the device a week ago, as noted above.



## ACT I, SCENE 4:

### SPARKS OF INNOVATION

The Gremlins of the village direct the Fated toward the eastern edges of the village, where a Gremlin by the name of Sparks LeBlanc has set up his workshop. Sparks is quite well traveled for a Gremlin; he spent a year working alongside the man and women of the Foundry, where he helped them lay rail and maintain their machinery. The experience taught him quite a bit about artefacting and pneumatic augmentations, and when he returned to his family, he helped the LeBlancs patch up their wounded with functional, if not aesthetically pleasing, prosthetic limbs.

In recent months, he's settled in Tucket lands, as their regular raids on M&SU caravans and settlements gives them access to a steady supply of pneumatic technology, which he can often repurpose to his own inventions. In many ways, Sparks is something of an oddity among Gremlins; he's a technological genius, but many of his inventions are unappreciated by his fellow Gremlins. His Mechanized Porkchops, for instance, are possessed of an incredibly innovative design, but his peers consider them to be an embarrassment. After all, what use is a pig that they can't eat?

When the Fated arrive at Sparks' workshop, read the following text:



At first, you're worried that you might have gone too far into the swamp and somehow missed Sparks' workshop, but then you push through the underbrush and realize that such a thing would have been all but impossible.

Machines of all shapes and sizes are stacked atop another, many of them chugging along as they belch out clouds of white steam. Sheets of metal have been laid down over the wetter portions of the area, crudely marking out an area roughly a hundred feet in diameter.

Hunched next to a tall contraption is a pudgy Gremlin in brown overalls, with goggles pulled down over his eyes. As you watch, he pulls on a chain, releasing a light trickle of molten metal into a weld mold joining two iron plates.

Two large, mechanical pigs watch from over the Gremlin's shoulder, occasionally getting so close that he's forced to absently push them back with his free hand. A contraption that looks like a partially armored, three-legged metal tree stands a dozen feet away.



Sparks is welding together pieces of armor for his newest creation, the nearby tree-like Sprigallin. If the Fated don't make their presence immediately known, the two Mechanized Porkchops at Sparks' side start snorting steam and pawing at the ground, which draws his attention to them.

Sparks is amiable toward any visitors, whether Gremlin or human. After a quick check to make sure that the iron plates he's welding together are properly set, he pushes his goggles up onto his forehead and saunters over to greet the Fated. He introduces himself as Sparks LeBlanc and then motions to his two Mechanized Porkchops, introducing them as Snowball and Squealer.

The Gremlin engineer is more than happy to discuss his inventions with any interested characters, and he points out the Mechanized Porkchops are one of the creations that brings him particular pride. Other inventions that he mentions include his Alcohol Dowsing Rod (which has been stolen and restolen by just about every family in the Bayou), Spray-on Clothing (actually an innovative compressed paint dispenser), and the Disintegration Gun (which promptly disintegrated when he first fired it, making it technically a success in his eyes).

If the Fated mention Audrey's device to him, read the following text:



Sparks strokes his chin as he tries to remember the device. "Yeah, the electrical box thing. I tried to hook it up to the Sprigallin here, but..." He heads over to the metal tree, leaning into it and emerging a moment later with a handful of loose pneumatic tubing.

"...darn thing just kept shockin' me. Thought it was a pump at first, but hoo boy, whatever human whipped that thing up really put a kick in it. It was like tryin' to shove a lightning bolt into a pig, fer all the good it did me."

He goes to shove the tubing back into the machine, then frowns and gives it a tug, then another. "Blasted tubes shouldn't be connected to anything," he murmurs with a distracted frown. Bracing one foot up against the machine, he gives the tubing a hard pull, ripping them free... and causing something to make a loud clanking sound within the upper portions of the tall machine.

"There we go," he says, tossing the useless tubing aside. "Now, this device..."

Suddenly, the Sprigallin coughs out a cloud of steam from its top and lurches forward on its thick legs, stumbling toward the Tucket village as it burps out blasts of blue flame from its stubby, branch-like arms. Sparks watches in silence as it stomps toward the village. "Well," he says after a moment. "Reckon we should probably do something 'bout that, huh?"



As the Sprigallin trundles off to bring its own particular flavor of flaming doom to the Gremlin village, Sparks rushes to grab his toolbox. "I'll have to get inside 'er to break the control gizmo," he says, "but it's going to take a few minutes, and I'll need your help in trying to knock out its legs to keep it from reachin' the village and roastin' everyone."

Once he has his toolbox, Sparks rushes off after the construct, waving for the Fated to follow him. If they seem disinclined to follow him, he'll look back and groan as he notices their inaction, and will add that if they help out, he'll tell them where to find their electric box machine.



## FLAMING METAL DOOM TREE

Once the Fated head off to help Sparks, read the following text:



The metal tree-machine stomps forward at a plodding but steady pace, trampling over the underbrush and pushing past any trees that get in its way. Sparks runs right up to the machine's backside and throws his toolbox into one of the unarmed openings, then hops in himself.

"Aim fer the legs!" he shouts out as he disappears inside it. His head pokes out of another opening a few feet further up. "And no teleportin' or nothing! I don't want to pop out the other side with gears in my head!"



The Fated have ten rounds to stop the Sprigallin as it tromps steadily toward the Gremlin village. Each turn, it uses its Nimble Talent to move 4 yards toward the village and devotes the rest of its AP toward defending itself... which mostly means releasing blasts of flame toward the Fated. The stats for the Sprigallin can be found on page 73.

If the Fated successfully reduce the Sprigallin to 0 Wounds, it doesn't destroy the machine; instead, Sparks manages to reach its control gizmo and shut it down; there's a great belch of steam, followed by a clattering of metal as the Sprigallin slumps in place, like a half-hearted shrug. Sparks climbs out of its belly and wipes sweat from his forehead, huffing a bit as he stares up at the towering machine.

"Welp," he says. "Least it doesn't have any problems walkin', I reckon."

If the Fated stopped the machine before it could reach the village, then Sparks shakes their hands and tells them that they "done good." As a reward for helping to save the village - or more precisely, for keeping him from getting run out of his workshop by the angry Gremlins after his machine destroyed their homes - he brings the Fated back to his workshop and pulls a battered case nearly as large as he is out from beneath a wooden block that he was using as a table.

"I got this off a Leong fella who wanted me to make it Gremlin-sized. Figure I can tell him that it got stolen." Inside the case is a Shoulder Gatling, similar to the weapons used by the samurai of the Three Kingdoms. If the Fated are Gremlins, then Sparks succeeded in miniaturizing the weapon to work with Height 1 characters. If the Fated are humans, then he just hasn't gotten around to it yet. Either way, he gives the gun (and the 30 rounds of ammunition that it came with) to the Fated in thanks for their assistance.

If the Sprigallin reaches the village, the Tuckets gape at the towering machine in awe... and then start running and screaming as it begins roasting them alive with blasts of fire. Sparks starts swearing profusely from inside the machine, but the Fated can continue to battle the berserk machine. Reducing it to 0 Wounds allows Sparks to shut it down as described above, but he doesn't hand the Shoulder Gatling over to the Fated; by his reckoning, he might have to use the weapon as leverage to keep from being chased off into the swamp by his angry neighbors.

WEAPON	RANGE	DAMAGE	CAP.	RELOAD
Shoulder Gatling	14	2/3/4	8	4

**Special:** This weapon grants a to its attack flips and to Intimidating Challenges made while using it. This weapon may not be modified. Characters firing this weapon gain the following Trigger:

*Stutter Fire:* After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.



## YOUR DEVICE IS IN ANOTHER CASTLE

Once the Sprigallin has been dealt with and any resulting rewards have been handed out by grateful Gremlin engineer, Sparks returns to his work... and will likely have to be reminded about Audrey's device. When the Fated bring it up, he suddenly remembers the device and that the Fated were trying to find it. Read the following text:



"Oh, right, right!" Sparks snaps his fingers. "Like I was saying, it just didn't work with the Sprigallin, so I sent it off with some of the Gremlins headin' to the Bayou Bash. Figured they could probably trade it off for a few kegs of good Brackenridge 'shine, or at the very least, convince some bone-headed Gautraeux that there's a lightruin' spirit trapped inside it."

He motions off to the southeast. "They headed off toward Fishbocker lands 'bout three days ago. If you hurry, you might be able to catch up to 'em. Just tell Trixiebelles that I told you to bring it back an' she should hand it over without too much fuss."



Traveling to the Bayou Bash to catch up with Trixiebelles and recover Audrey's device brings to Fated to Act II of the adventure.



# ACT II

In this Act, the Fated set out on the trail of Trixie Belle, who has taken Audrey's device to the Bayou Bash. Once the Fated arrive, however, they discover that she's already traded Audrey's device away to the Fishbockers, and that it's been put up as a prize for the Bash's winners. In order to claim it, the Fated will have to participate in the various games and activities of the Bayou Bash and come out in the lead.

## ACT II, PROLOGUE:

### ONE WITH THE CROWD

As the Fated head toward Fishbocker lands to catch up with Trixie Belle, they're joined by other Gremlins - primarily Tuckets and Gautraeux - headed to the Bayou as well. Everyone seems to have a general idea where they're going, and with that many armed Gremlins traveling in a group, it ends up being a relatively safe trip. Read the following text:

The Tuckets are friendly toward the characters, even if they caused trouble at the Tucket village back in Act I. In fact, they might ask the Fated to tell a few good stories about what happened; not all of the villages are friendly with each other, and the misfortunes of one Gremlin are often a punchline to the next.

As they travel - either during the day or in the evening - Gremlins approach the Fated, introduce themselves, and ask the Fated their names (especially if the Fated aren't Gremlins, in which case, they're the center of attention as the mob travels and camps). Any non-Tucket Gremlins are badgered about why they're in the area, but these questions come from curiosity and friendship (and, perhaps, a desire for some of their friend's moonshine) rather than suspicion.

It takes three days for the group to pass out of Tucket territory and into the lands of the Gautraeux family. That should give the Fated plenty of time to become acquainted with their Tucket traveling companions, who will serve as a stark contrast to the Gautraeux family they meet in Scene 1.



As you make your way southeast toward Fishbocker lands, you encounter a small group of friendly Tuckets headed the same way... and then another, and then another, until you look up one day and realize that you've become part of a wandering mob of Gremlins.

The Tuckets are excited for the Bayou Bash, and the days are filled with good-natured ribbing of Gremlins from neighboring villages, a few arguments that lead to Gremlins rolling around in the muck and punching each other as the nearest Gremlins cheer them on, and a few impromptu shooting contests that end in equal parts laughs and injured bystanders.

The nights somehow end up being better. When the Gremlins settled down to make their camps, they break out the pork and cook up beer-braised ribs, skeeter-stuffed pork chops, and boiled ham hocks, all of which are passed around without too much concern about who belongs to what family. Bottles, flasks, and kegs of moonshine also make the rounds, with each brewer boasting (and lying) about all the various ingredients that went into each batch.

As the night draws on, the Tuckets gather around campfires to tell fantastical stories about their kin, all of whom are seem preternaturally clever and prone to acts of near mythical status. The tale of Jefferson Tucket, who stole a Tyrant's nose so that he could have one of his own, is told at your campfire, and it draws hoots and knee-slaps from all the listening Gremlins as it finishes with the Tyrant walking away with a frog on his face, having been tricked into thinking the animal was his stolen nose.

There's no sign of Trixie Belle Tucket yet, but with the lead that she has on you, it seems pretty likely that you'll meet up with her at the Bayou Bash, if nothing else.

## ACT II, SCENE I:

# THOSE WHO DO THE VOODOO

Eventually, the Gremlin mob passes into Gautraeux territory. Read the following text (adjusting as appropriate if all of the Fated are Tuckets):



Midway through your third day of travel, the mob of traveling Tuckets slows down and comes to a halt. You hear the word “Gautraeux” work its way back from the front, and a tall, matronly Gremlin with a wooden spoon the size of an oar slung over her shoulder rolls her eyes. “S’pose the fun couldn’t last forever,” she sighs.

All it takes is a glance for her to size you up. She grins and takes a moment to conspicuously adjust her hat, which was almost as big as she is. “You youngins go take a look, won’t ya? I reckon the eager ones at the front of the pack have more ‘shine in their heads than brains at this point, an’ it’ll help to have some other families represented to keep the Gautraeux from thinkin’ this is a feud we’re bringin’ to their doorstep.”



Heading up to the front of the pack requires a bit of shoving and pushing, but it doesn’t take long for the Fated to reach the edge of the mob and see what’s causing all the commotion. Read the following text:





As you reach the head of the mob, you find a grisly scene waiting for you. On the other side of a wide but shallow stream are dozens of wooden pikes, each of which is topped by the severed head of a pig or Gremlin, and there is even one human. Flies buzz around each in a black cloud, and birds seem to have made a meal out of their eyes and other fleshy bits.

More alarming, at least in an immediate sense, are the Gremlins standing behind those grisly territory markers. There are thirty or forty of them – far less than the mob you’re traveling with – and their faces are painted white like skulls. They’re pointing guns and bows at the Tuckets, and the Tuckets are pointing guns of their own right back at the Gautraeux.

Both groups of Gremlins are shouting insults at each other, and the situation seems to be escalating toward battle... which is certain to end poorly for the outnumbered Gautraeux.



The Fated have a few options here, depending on how they want to handle the situation.

**DIPLOMACY:** The Fated can attempt to talk one side into lowering their weapons, but it’s difficult to do while the other is still pointing weapons at them; Gremlins aren’t especially well known for honoring their word, after all. Still, a TN 15 Convince or Leadership Challenge will persuade one side to surrender, which defuses the situation. Fated who are Tuckets gain a  on their attempts to convince the Tuckets to lower their weapons, while Gautraeux gain a  on their attempts to convince their family to lower its weapons.



On a failure, the Gremlins refuse to surrender, but another character can still attempt the Challenge. If the Fated achieve a Margin of Failure on this Challenge, the Gremlins they are trying to talk into surrendering do so... and then are immediately attacked by the other side, who whoop with delight at the stupidity of their rivals as they fill the air with lead. If things come to this (or if the Fated are unable to convince either side to stand down), then the Gremlins begin fighting. See the Combat section, below, for more details.

Alternatively, the Fated could attempt to get both sides to lower their weapons at the same time, which is a bit of an easier sell to both sides. Doing so requires a TN 13 Convince or Leadership Challenge, which results in both sides hesitantly lowering their weapons. Fated who are neither Tuckets nor Gautraeux gain a **+** to this Challenge, as they're seen as impartial third parties.

Once one or more of the families have been convinced to lower their weapons, the Tuckets and Gautraeux begin to talk, warily at first, but then more openly as the Gautraeux reveal that they are also on their way to the Bayou Bash. What was once a hostile meeting gradually becomes something more akin to mutual respect (or bullying and grumbling acceptance, if only one side surrendered), and together, the two families continue onward toward Fishbocker lands.

**COMBAT:** If the Fated are unable (or unwilling) to find a peaceful solution to the situation, then a battle breaks out between the distrustful Gremlin families. If one or the other Gremlin families surrendered due to the Fated achieving a Margin of Failure on their Convince or Leadership Challenges, then the surrendered side is not considered to have drawn weapons and must take the (1) Ready Weapon Action on their turn to unsheathe or unholster their weapons.

When the fight begins, the Tuckets assume that the Fated are on their side (they've been traveling together for days, after all). The Gautraeux assume the same thing (even if any of the Fated are also Gautraeux; it's not like they don't fight among themselves on a regular basis), and their bokor call upon the spirits of the swamp to defend them.

Read the following text:



The crack of gunfire roars out like thunder as the Gremlins open fire on each other, filling the air with smoke and flying lead. Arrows arc overhead as both sides dart for cover, and as you watch, a piked pig's head explodes into rotten pork chunks as it catches a stray bullet.

Some of the Gautraeux duck behind trees and raise their hands to the air, wiggling their fingers dramatically as they shout out to the swamp. "Great spirits o' da swamp! We need yer help!" Their hands begin to glow with green light, and then dozens of hunched, spectral creatures begin to fade into existence near the Tuckets. Each of the specters is little more than claws and a gaping, tooth-filled mouth wrapped in a dirty shroud, and they hiss with hunger as they pounce toward you.



This battle is far beyond the scope of most anything the Fated have likely been involved in, so just focus on their immediate surroundings. The spirits are Gaki (pg. 75), and the Fated have to fend off the attacks of two of them, plus one Gaki per Fated character present in the battle. They appear 5 yards away from the characters and focus on charging into melee range, heedless of any wounds they might suffer.

Meanwhile, two Gautraeux Bokor (pg. 74) hide behind trees 10 yards from the Fated. The trees give them Hard Cover, and they try to stay behind them as long as possible, focusing on hiding and using their magic to assist their Gaki and hinder the Fated. Killing the Bokor doesn't cause the Gaki to fade away or become any less violent; their spirits of hunger, and they're not about to turn away from a free meal.

It's important to remember that there's a battle raging all around the Fated. Take the time to describe the chaos of the fighting: Gremlins fire their guns and bows wildly in every direction, the spirits tear anyone they can get their hands on into pieces and shove that fresh meat into their bottomless gullets, and every so often, a blast of fire or explosion topples trees and sends Gremlins flying in every direction.

To represent this chaos, at the start of the second turn and every turn thereafter, resolve one of the following events, as determined by the suit on the top of the discard pile (if any):

☞ **Explosion:** A spell flies out of control, a Gremlin chucks a lit stick of dynamite, or some other event occurs that results in a massive explosion. The Fated must pass a TN 8 Evade Challenge or immediately take the Drop Prone Action.

♣ **Mah Tucket:** The matronly Gremlin woman the Fated spoke to earlier dashes past, chasing a Gaki as she cackles and swings at it with a giant wooden spoon. The Fated are inspired and gain Focused +1.

✕ **Flying Lead:** A group of Gremlins begin firing wildly in all directions. Resolve a single Ranged Combat attack with Acting Value 9 against each Fated. On a success, the attack deals 1/2/3 damage. Then, each of the Gaki suffers 1 damage.

☞ **Magical Mojo:** A Gremlin on either side of the combat attempts to cast a strange spell on the Fated, with disastrous results. Each Fated must pass a TN 8 Counter-Spelling Challenge or suffer the effects of an Immuto, as determined by the suit of their Challenge flip:

- ☞ *Darkness Immuto* (lasts until the end of the character's turn)
- ✕ *Poison Immuto* (Poison +1)
- ♣ *Natural Immuto* (lasts until the end of the character's turn)
- ☞ *Ice Immuto* (character becomes Slow)

Once the Gaki and Gautraeux Bokor have been defeated, the battle around the Fated wraps up. The Tuckets celebrate with whoops of victory and cheers as the surviving Gautraeux are forced to retreat, and if the Fated did well, they get claps on the back and flasks of moonshine pushed into their hands in celebration. In the days to come, the stories about their prowess steadily grows to mythical proportions, and the Fated should hear stories during the Bayou Bash about how they held off a dozen spirits all by themselves, with the flaming meteors called down from the sky by their spellcasters and the way that the melee specialists were picking up spirits twice their size and snapping them in half over their knees.

If the Gautraeux are defeated, then the Hully Gullies never arrive at the Bayou Bash and thus, cannot participate in the ensuing competitions and contests. During the Grand Prix events that take place in Acts II and III, ignore any members of the Hully Gullies team. See Grand Prix, pg. 30, for more information.



## ACT II, SCENE 2:

### CONTEST OF CHAMPIONS

It takes another nine days to reach Fishbocker lands, but there aren't any other problems along the way. Read the following text:



With the unpleasantness of the Gautraeux behind you, the rest of the journey passes quickly. Every night, you hear tales of the encounter, and every night, they grow more and more epic, until the heroes of the story bear only a passing resemblance to yourselves; after all, you're not ten feet tall, and you certainly don't remember calling upon your half-bird mother to send a flock of fearsome raptors to harass the Gautraeux. By tomorrow, you're half-certain that the raptors will become wendigo with jetpacks strapped to their shaggy backs.



If the Gautraeux are accompanying the Fated, read the following text as well:



The stories seem to annoy the Gautraeux, who roll their eyes when a new one starts up and try to change the topic to something more amusing. For them, that apparently means rambling on about the spirits of the swamp and how their hunger has to be appeased, which leads to more than a few Tuckets watching with quiet sadness as the Gautraeux wave their hands around, chant, and empty bottles of perfectly good moonshine into the water as offerings to their supposed spirits.



When the Fated finally reach Fishbocker lands, they find a warm welcome waiting for them. Read the following text:



The soggy swamp starts to give way to firmer ground as you approach the borders of Fishbocker territory. The other Gremlins with you begin to grow excited as they hear the first twangs of banjos in the distance, and soon you come across Fishbocker Gremlins walking awkwardly along on tall stilts.

"Welcome to the Bayou Bash! Keep on moving!" they shout, motioning forward with flaming torches that seem quite impractical for people suspended high above the ground by wooden beams. Indeed, it's not long before you pass the flaming remains of what was likely a very clumsy stilt-walker.

Soon you're in the heart of a bustling Gremlin village, far larger than any you've seen before. The Tuckets spread out, shouting in joy as they see old friends or rolling up their sleeves and breaking out into a string of curses as they catch sight of an old rival. Soon it's hard to tell Tucket from Fishbocker as the Gremlins start to mingle. If you're lucky, someone around here might know where you can find Trixie Belle Tucket and the device she's carrying.



Fortunately, all it takes is a few questions to get the Fated pointed toward Trixie Belle. She's considered quite attractive by Gremlin standards, and when the Fated catch up with her, she's surrounded by a gaggle of starry-eyed boys who are hanging on her every word. In order to get a word in edgewise, characters will have to succeed on a TN 9 Bewitch or Intimidate Challenge. Female Gremlins or non-Gremlin characters gain a **+** to this Challenge, since they stand out amidst the crowd of Trixie Belle's usual admirers.

On a failure, the Fated find themselves unable to draw Trixie Belle's attention. Eventually, Baylee Pickett, a female Gremlin who had been watching the pitiful scene play out, wanders over and pulls the Fated away from the crowd (by an ear, if she can reach one). Once the Fated are out of earshot of Trixie Belle, Baylee explains that she's "like one of them snap-traps, only for the brains of boys" and that if they want to impress her, they'll have to find something expensive and shiny to give her. She recommends jewelry or a really big gun, then leaves the Fated to their fate. The Fated can find a suitable gift without too much trouble - lots of Gremlins brought things to trade with the other families - but it ends up costing them around 4 scrip (or one good pig, or a few dozen bullets, or whatever other items of value they're willing to part with). A TN 9 Barter Challenge lets them walk away with the item for only a scrip's worth of trade, while a TN 9 Appraise Challenge lets the Fated find a seemingly worthless item they can purchase for a song (perhaps literally).

If the Fated return with the item - or if they succeed on the initial Bewitch or Intimidate Challenge - they are able to successfully attract Trixie Belle's attention. She's quite friendly and fawning no matter who she talks to, but if Audrey's device is mentioned, she laughs and says, "That old thang? I traded that off to the Fishbockers days ago, hun. They gone done and made it one of their prizes for the Grand Prix!"



She then grabs the asking character by the hand and pulls them past a group of Gremlins who are tuning their banjos to point at a heap of loot that's been stacked on a small island in the middle of a shallow, slow-moving river. A dozen Gremlins are sitting atop the heap, smoking pipes and talking among themselves, but any semblance of casual relaxing is dispelled by the rifles in their hands. As the Fated watch, a Gremlin starts wading out toward the island, a bowl in his hands. He calls out to the Gremlins perched on the junk heap and is rewarded with a bullet through the head as one of the perched Gremlins shoots him dead.



Trixie Belle leans close to the Fated and whispers that since everyone always tries to steal the prizes, the Fishbockers have been really vigilant this time around in protecting them. "The only way you're going to see your sparkin' little box is if you win the

Grand Prix," she explains. "I'm sure a big, strong person like yourself would have no problem with it..."

If the Fated express an interest in entering the Grand Prix, Trixie Belle mentions that there's a "darling little necklace" tucked in with the other prizes, and that if the Fated won and gave it to her, she'd be "just the happiest little Gremlin this side of the Bayou." She has said similar things to just about every other team that has entered the contest; she's hedging her bets in the hopes that the winner - whomever that might be - will give it to her.

### ALLIES AND ENEMIES

If the Fated rescued the Gremlins from *The Bayou Bites Back* (pg. 11), then they have a bit of extra help in the events of the Grand Prix. Their assistance - which mostly involves cheating on behalf of their new friends - grants the Fated a total of three "floating"  modifiers that can each be used once at any point during the Grand Prix (Acts II and III). These  can only be applied to Challenge Flips (not damage flips), but otherwise can be cashed in at any point during the adventure. The players and the Fatemaster should work together to describe this assistance in a way that makes sense for the contest in question.

If the Fated left those Gremlins to their unpleasant fates, they eventually escape the hungry plant and make their way to the Bayou Bash. Upon recognizing the Fated, the Gremlins decide to have their revenge; the Fatemaster has two "floating"  modifiers that she can apply to the Fated's flips during the Grand Prix. Each  modifier can be used once, and the Fatemaster should be sure to describe these penalties as hindrances caused by the abandoned Gremlins seeking their revenge.

## THE GRAND PRIX

The Grand Prix is the name the Gremlins have given to the random assortment of ever-changing contests and competitions that accompany a Bayou Bash. These aren't the only contests that happen at a bash - Gremlins are always getting into shooting contests, drinking contests, and drinking and shooting contests - but winning the Prix also brings with it a whole pile of loot that's been donated by the various Gremlin families in an attempt to one-up each other. Bringing the best gift to a Bayou Bash is a sign of prestige, and some of the stuff hauled into the Bayou and tossed onto the loot pile can be pretty impressive.

Due to the potential (almost certain, really) chance of death in the Grand Prix's events, Gremlins usually sign up as a team, and the winners split the prize among all the survivors. There are a total of ten teams competing in the Grand Prix, so if the Fated sign up, they're the eleventh team on the list.

Each event lists the participating teams, the name of the competitor, and the number of points each team scores in that event. The number of earned points is only the baseline; the Fated can modify these points during events as a result of their actions, such as blatant cheating. Cheating is considered to be an important (some might say integral) part of the Grand Prix, and teams that don't engage in at least a little bit of creative problem solving are going to be at a disadvantage.

The events of the first day include a Drinking Contest, Wrestling, a Cook Off, and Gator Wrestling, in that order. The individual rules for each event are listed on the following pages.

### EVENT SCORE SHEET

An Event Score Sheet can be found on page 96. It is recommended that you use this sheet to track the points gained by each team in the events that take place across Acts II and III.

## THE EVENT BOARD

The points of each team are tracked on a long wooden board that has had the name of all the teams painted onto it. After each event, the Fishbockers use their stilts to reach the board and paint each team's scores on the board, where everyone can see them.

There isn't much oversight to this process, and as a result, the Fated can bribe, intimidate, coerce, and otherwise influence which numbers get painted up on the board. After each event, a character can attempt a TN 8 Barter, Bewitch, or Intimidate Challenge to adjust one team's score up or down one point, plus one point per Margin of Success. The players can only attempt to adjust a team's score once per event; if the Challenge fails, they cannot attempt to adjust that team's score again until after the next event.

The players generally shouldn't have an exact idea of another team's progress during an event; during the Drinking Contest, for instance, it's easy to tell who's still competing, but during more complicated events such as the Cook Off, the progress of rival teams should be summed up in more general terms (e.g., "The Silver Shooters have a table stacked with food, but the Big Wigs are struggling to make a small, wilted salad seem appetizing").





the Shines

United  
GremLin Liquor  
Enthusiasts

the deliVerers

the BIG wigs

the tooth Snappers

the Knockouts

the silver shooters

the HullY gullYs

BooNdo<sup>the</sup> ggle seven

The Cricket Spitters



## EVENT I: DRINKING CONTEST

As with most Gremlin activities, the Grand Prix kicks off with copious amounts of drinking. In this event, each team chooses one of its members to take a seat at a long wooden table as a crowd gathers around to watch and cheer on the participants. Tall mugs of moonshine are brought out, and everyone drinks until unconsciousness and alcohol poisoning have narrowed things down to one winner.

Read the following text:



A sprightly Gremlin man wearing large boots and a soiled black cape around his neck leaps up onto a table as everyone gathers for the first event of the Grand Prix. “Hooo-whee!” he shouts, looking over the crowd. “We’ve got us some great teams this time around!”

There’s some murmurs from the crowd, but the Gremlin just keeps talking over them. “As is the tra-dition ‘round these parts, we’re gonna kick off the Grand Prix with a drinkin’ contest! So you teams fight amongst yourself to decide just who’s gonna do the drinking - “There’s a gunshot from the crowd as one of the gathered Gremlins shoots an over-eager teammate - “and who’s gonna be watching!”



Each round, the Fated competitor must attempt a Carouse Challenge against a TN of 7 + the current round number (i.e., the first round is TN 8, the second is TN 9, and so on). Undead or Construct characters are effectively immune to intoxication and thus pass this Challenge automatically, making their victory in this event a bit of a sure thing.

On a success, the character remains conscious and may pass on to the next round! On a failure, the character passes out and is disqualified from the event. If the last contestants all pass out at the same time, then those passed out finalists are all declared winners after the fact.

After the first round, every character gains the Intoxicated Condition for 10 minutes. After each subsequent round, a Living Fated gains Poison +1 (which most likely means that she suffers 1 damage, unless she is somehow immune to the Poison Condition). Any character reduced to 0 Wounds by this damage must make an Unconsciousness Challenge as normal.

At the end of each round, one of the other teams attempts to cheat in one way or another. Resolve one of the following events, as determined by the suit on the top of the discard pile (if any):

- ☛ **Gunshot:** The competitor with the highest points is fired upon by one of the teams! If that competitor is the Fated character, she suffers a single attack with an Acting Value of 9 that deals 1/2/3 damage. If the target is an NPC, they are wounded by the attack and rendered unable to further compete. The attacking Gremlin is promptly tackled and beaten by the rest of the crowd.
- ✕ **Poison:** One of the teams poisons the Fated’s drink! She gains an additional Poison +1 at the end of the round.
- ☛ **Water Down:** Two teams of the Fatemaster’s choice fill their entrants’ cups with water instead of moonshine. Increase the points scored those two entrants by +1 each as they last another round.
- 📖 **Bribe Judges:** A few coins, a shiny new pistol, or a particularly pretty pig changes hands as one of the teams bribes the judges into declaring that the Fated spilled too much booze. Unless the Fated can pass a TN 10 Convince Challenge to defend herself, this round doesn’t count when determining how many points her team scores at the end of the event.

**CHEATING:** After the other Gremlins have cheated, Fated who are not entrants in the contest can attempt to even the odds of their competitor with some cheating of their own. Each such character may only attempt to cheat once per round. Some possible examples of how they can do this are included below:

**Bribe a Judge:** The Fated can bribe one of the judges to declare that an entrant spilled too much of her drink. Doing so requires a TN 10 Barter Challenge and an item worth at least 3 scrip. On a success, the indicated entrant earns no points for this round (which will reduce its team's base points gained by 1). If the character achieves a Margin of Failure, the judge accepts the item but fails to come through with her side of the bargain.

**Sudden Attack:** The Fated can attack one of the Gremlin entrants, hoping to severely wound him or her. Doing so requires an attack against a final Defense or Willpower total of 10; flip damage normally. If an entrant suffers 3 or more points of damage total across any number of Sudden Attacks, she is severely wounded or killed, removing her (and her team) from the drinking competition. Regardless of the results of the attack, however, firing upon the competitors gets the members of the other teams riled up, forcing the character to flee and preventing her from cheating any further during the event.

**Filthy Drinks:** If the Fated have something unpleasant or vile, they can attempt to slip it into the drink of one competitor with a TN 12 Pick Pocket Challenge. On a success, that character gags on the terrible substance they had expected to be moonshine and spits it out. That competitor doesn't score any points for this round (which will reduce its team's base points gained by 1). If the character achieves a Margin of Failure, the crowd notices what she's doing and chases her away, preventing her from cheating any further during this event.

**Swap Out Moonshine:** Similar to the above, a TN 12 Pick Pocket Challenge allows a character to swap out their entrant's drink with a mug of water or weaker booze. On a success, their entrant automatically passes her next Carouse Challenge (if water) or gains a **+** to her next Carouse Challenge (if weaker booze). If the character achieves a Margin of Failure, she's run off from the event as described above.

At the end of each round, a team scores one point if its entrant is still conscious, or if she was one of the last characters to pass out. Once there is only a single competitor left, the event ends.

## DRINKING CONTEST RESULTS

TEAM NAME	COMPETITOR NAME	FINAL ROUND IN COMPETITION	BASE POINTS SCORED
The Shines	Spencer Lee Jones	4	3
United Gremlin Liquor Enthusiasts	Jed Brackenridge	7	6
The Deliverers	Forrest Ravage	3	3
The Big Wigs	Jiro Leong	4	3
The Tooth Snappers	Amberly Anne Tucket	5	4
The Knockouts	Pierre Gautraeux	5	4
The Silver Shooters	Dale Turner	5	4
The Hully Gullys	Austin Gautraeux	3	2
The Boondoggle Seven	Ricky Jones	4	3
The Cricket Spitters	Yoko Tong	6	5

## EVENT 2: WRESTLING

The second event is relatively simple, involving a straight wrestling match... in the “professional wrestling” sense of the event. Read the following text:



The next event in the Grand Prix is a wrestling tournament. Unlike the technical wrestling preferred by humans (which most Gremlins find boring), this type of wrestling is a combination of grappling, pugilism, and martial arts that has been liberally seasoned with flashy costumes and a judges with very loose interpretations of “fair play.”

A Gremlin wearing a bright yellow shirt and a matching bandana around his head explains the rules. “All you gotta do to win is stay conscious and stay in the ring.” As he says this, he gestures to the ‘ring’ in question, which is a large pig pen that has been cleared of its pigs. Colorful pennants are draped over the sides of the pen’s wooden fence, which mostly consists of two wooden boards nailed haphazardly to posts in a roughly rectangular shape. Nobody seems to have cleaned up the mess of slop, refuse, and mud left behind by the pigs... no doubt they’re hoping that such slippery flooring will make the event more interesting for spectators.



The wrestling tournament is handled by assigning everyone a token of some sort - a character with buck teeth might be represented by half of a pair of dentures, while a character with a bad limb might be represented by a frog’s leg - and then tossing the tokens into a hat. Two tokens are pulled out at a time, and then the competitors that those tokens represent square off to fight each other, and the loser’s token is thrown away.

### NO PUGILISM? NO PROBLEM!

If a Fated doesn’t have any ranks in the Pugilism or Martial Arts Skill, they can still make attacks using either their Strength (for Pugilism) or Speed (for Martial Arts). These attacks have the following profile:

WEAPON	RANGE	DAMAGE
Weak Punch	/// 1	0/1/2

If there are an odd number of competitors, the Fishbockers have a “ringer pig” that they let the left over competitor wrestle with. This isn’t as easy of a pass as most might think, as pigs are dangerous even when a Gremlin isn’t fighting it alone and unarmed. In at least two prior Bayou Bashes, ringer pigs have gone on to win the wrestling competition.

The Fated competitor will end up facing off against three rival competitors, though there’s enough time between the matches for the character to rest up, catch her breath, and receive some first aid. Because the wrestling event is so popular, many Gremlins dress up in costumes, which always seems to draw applause or boos from those watching the match, depending on whether the character wearing the costume is seen as a hero (or “face”) or a villain (or “heel”).


Very few Gremlins actually care who is wearing a costume; it’s the character that they want to see wrestle. Thus, if a Fated competitor has a costume and is too wounded to continue into the next round, another Fated can don her costume and fight the next match in her stead. This is the sort of low-level cheating that most Gremlins just assume is part of wrestling in general.

In order, the Fated competitor will have to face off against the Competitors of the Tooth Snappers (Bart Tucket, aka “The Bullet Eater”), the Cricket Spitters (Kenta Tong, aka “The Hungry Ghost”), and the Shines (Mancha Roja). Bart Tucket and Kenta Tong both use the “Bayou Wrassler” stats on page 76. Mancha Roja’s stats can be found on page 77.

The ensuing match can be run just like a normal fight, save that the Fated can only take Actions involving the Grappling, Martial Arts, or Pugilism Skills; any other attacks will get the character disqualified. Similarly, any open use of magic will also get the character disqualified. If an opponent is knocked or thrown out of the ring – which is about six yards to a side – then they are disqualified and lose the match.


The final match comes down to either The Shines vs the Fated's team or the Cricket Spitters (depending upon whether or not the Fated defeated the Tooth Snappers and Cricket Spitters).

If the Fated are in the finals, read the following text as the final match begins:



You've done well for yourselves and made it to the final match! Unfortunately, that means that you're now matched up against Mancha Roja, the King of the Iron Hand, a towering, seven-foot tall Gremlin with a reputation for excessive brutality in the ring. Just last round, you watched in horror as he clubbed his opponent, the so-called "Bayou Snake," into unconsciousness with an innocent bystander.

As he climbs over the wooden sides of the fence, Mancha Roja flexes his muscled body and grins at you from behind his red mask. "I will break you," he intones, his voice like a death bell.



The rest of the match proceeds as normal. Mancha Roja's true identity is a secret, and this is the only event that he participates in. The Shines have bribed him to be a ringer during this event, hoping that nobody will be strong enough to defeat the famous King of the Iron Hand.

**CHEATING:** At the end of each round in a match involving the Fated competitor, every Fated that is not competing in the match may attempt to cheat to even their odds. Each such character may only attempt to cheat once per round. Some possible examples of how they can do this are included below:

**Sudden Attack:** The Fated can attack the other wrestler, hoping to severely wound him or her. Regardless of the results of the attack, however, attacking any of the competitors gets the members of the other teams riled up, forcing the character to flee and preventing her from cheating any further during the event.

**Hold 'em Still:** The Fated can attempt to grab the rival competitor, holding them in place to allow their teammate to pummel the helpless Gremlin without fear of reprisal. The character makes a TN 10 Grappling + Speed Challenge. On a success, the enemy competitor becomes Slow and cannot move on the following turn. If the character fails with a Margin of Failure, the enemy competitor notices the cheating attempt in time to make a single attack against the cheating Fated.

**Special Effects:** The Fated can cast a Spell or Manifested Power on one of the two competitors. If this is an attack spell, handle it like a Sudden Attack. Otherwise, the character makes a Challenge as normal to cast the Spell or Manifested Power. On a success, the effect of the Spell or Manifested Power is applied normally... though if the Fated attempts to teleport a character out of the ring, the judges stop the match and let the competitor hurry back to the ring to resume the fight. In the meantime, the other teams take advantage of the break in action to chase the spellcasting character away, preventing her from cheating any further during this event.

Each time a competitor defeats a rival, they gain 3 points and continue on to the next match. Each of the teams that could potentially face off against the Fated have two values listed for their "Base Points Scored" column. The first value is the points the team ends up scoring if the Fated defeat its competitor, while the second are the points the team scores if its competitor defeats the Fated.



# WRESTLING RESULTS

TEAM NAME	COMPETITOR NAME	BASE POINTS SCORED
The Shines	???( as "Mancha Roja")	6 / 9
United Gremlin Liquor Enthusiasts	Jessie Jones (as "The Doctor of Pain")	0
The Deliverers	Lonnie Bodine (as "The Bird of War")	0
The Big Wigs	Dwayne Turner (as "The Bayou Snake")	3
The Tooth Snappers	Bart Tucket (as "The Bullet Eater")	0 / 3
The Knockouts	Carl Hayes (as "The Mortician")	0
The Silver Shooters	Gaston LaBoeuf (as "The Cannibal")	0
The Hully Gullys	Cesaire Gautraeux (as "The Mechanic")	3
The Boondoggle Seven	Harley LaCroix (as "The Voodoo Queen")	0
The Cricket Spitters	Kenta Tong (as "The Hungry Ghost")	3 / 6

## EVENT 3: COOK OFF

In this event, the teams are tasked with cooking up a proper Bayou feast for the judge. At the start of the event, read the following text:



The next event's judge, a thin Fishbocker Gremlin in overalls with spectacles perched on his nose, herds everyone together in front of a large tent that has been filled with all manner of cooking implements, supplies, and ingredients. "Now, what we've got lined up next is..."

The booming report of a blunderbuss cuts him off, both figuratively and literally, as the gunshot blows the top half of the Gremlin organizer off the rest of his body. His legs wobble for a moment, then fall over into the mud with a muted splat.

Sauntering closer, a tall and equally wide Gremlin in a dirty suit leans his still-smoking blunderbuss against his shoulder. "Dun be lissmin' to 'im," the Gremlin slurs, his tall top hat leaning askew on his bald head. "Fishbockers ne'er knew 'ow to run a decent cook off. Joneses gunna be runnin' it this time 'round, so git ta makin' me some supper." He flashes a grin at you, revealing his many, many missing teeth. "Winners dun get shot."



The self-appointed judge of this event is Som'er "Teeth" Jones, the most prominent Jones boss (and, arguably, one of the most prominent bosses in the entire Bayou). After giving his speech, he plops down on a tree stump and immediately starts drinking.

The characters have two hours to prepare up to four different dishes. One member of each team is designated the Chef (or Head Chef, if they want to be fancy about it) and does the actual cooking, while the other team members are designated as Assistants. The type of dish prepared is up to the Chef; there is plenty of pork and Skeeter meat available, as well as a bit of Gator, snake, and chicken.

The Chef makes a TN 8 Culinary Challenge for each dish, one at a time. On a success, the team scores 2 points, plus 1 point per Margin of Success. If the character scores any Margins of Failure on this Challenge, they end up producing something really terrible, and when the event comes to a conclusion and Som'er tries the dish, he cringes, coughs, or just vomits it up all over the chef, resulting in one point being deducted from the team's score as he throws a fit about trying to poison him with bad food.

If the Chef succeeds on her Culinary Challenge to prepare a dish, each Assistant character can then choose to either protect it from their thieving rivals or try to steal one of their rival's dishes.

**PROTECTING THE DISH:** Assistant characters who are protecting the dish may attempt TN 10 Intimidate Challenges to frighten their rivals away from it. If at least one character succeeds on this Challenge, then the rivals are prevented from getting near the dish. If none of the characters succeed, however, one of their rivals steals some or all of the dish; the team loses one point, and one team of the Fatemaster's choice scores one point.

**STEALING DISHES:** Assistant characters who wish to steal another team's dish may attempt a TN 12 Pick Pocket Challenge to filch some or all of the prepared meal. On a success, the character's team scores one point, and a team of their choice loses one point. If a character achieves a Margin of Failure on this Challenge, they're caught trying to steal and forced to flee from the gunfire of multiple angry, rival teams. The fleeing character cannot participate further in this event.

Once each Assistant has had a chance to protect the Chef's dish or steal a dish from a rival team, the Chef may make the Culinary Challenge to prepare her next dish, continuing in this manner until the Chef has attempted to prepare a total of four dishes.

At the end of the event, Som'er "Teeth" Jones samples every dish, devouring each one that tastes halfway palatable and washing everything down with copious amounts of moonshine. Eventually, he declares the team with the most points to be the winner, then shuffles off to pass out in the shade.



## COOK OFF RESULTS

TEAM NAME	CHEF NAME	BASE POINTS SCORED
The Shines	Augusta Jones	6
United Gremlin Liquor Enthusiasts	Reuben Bodine	5
The Deliverers	Gomer Sutton	3
The Big Wigs	Stanton Clampett	4
The Tooth Snappers	Billy Ray Tucket	4
The Knockouts	Sally Lou Turner	7
The Silver Shooters	Jamie Lee Robichaud	5
The Hully Gullys	Darcourt Gautreaux	5
The Boondoggle Seven	Jimmy "The Hand" Jebesen	8
The Cricket Spitters	Shu Wen Tong	6

## ACT II, SCENE 3:

### MO GATORS, MO PROBLEMS

As the Fated prepare for the final event of the day - Gator Wrestling - read the following text:



The sun is beginning to set over the western trees as the battered, wounded, and depleted teams gather for the final event of the day. A Gremlin woman with long braids and a scrabbling child in her arms squints as she tries to read from a battered clipboard.

“This ‘ere’s a gator wrasslin’ contest. If’n yer an idiot, that means that you gotta wrassle one of the gators,” she gestures to a large wooden pen that seems stuffed to overflowing with large, hungry reptiles over ten feet in length, “into submission.” Some of the gators seem to notice that they’re being talked about and crawl up onto the walls of the pen, leaning their bulk against it to peer out at all the tasty Gremlins.

The woman shifts the child to her other arm, where it starts clawing and biting at her braids. “Now, how this works...” Before she can complete her sentence, there’s a cracking sound and screams as the gators that had been stuffed into the pen break free and dart out of their shoddy confinement with surprising speed. The Knockouts Team - which had been standing closest to the pen - is devoured almost instantly, and everyone else runs away screaming in terror.



The gators dart out from the shattered pen and start snapping up anything that seems edible... which coincidentally includes the Fated. The Fated are confronted with three Bayou Gators (pg. 78), which begin the battle five yards away from them. The gators charge toward the Fated and pretty much just keep biting until they’re knocked unconscious or killed.

As the Fated battle the gators coming for them, the rest of the gathered Gremlins fight back against the remaining escaped gators. To represent the chaos of such a mass battle, at the start of the second turn and every turn thereafter, resolve one of the following events, as determined by the suit on the top of the discard pile (if any):

- ☞ **Flaming Bottle:** A “helpful” Gremlin throws a flaming bottle of moonshine at one of the Gators the Fated are fighting. The Fatemaster chooses one Bayou Gator, which gains Burning +3. Every character within (M)1 of the Bayou Gator must then pass a TN 8 Evade Challenge or gain Burning +1.
- ☛ **Wild Salvo:** A group of Gremlins takes aim at the gators and fire a barrage of bullets into them... and into the Fated. Resolve a single ranged Combat attack with Acting Value 9 against each Fated. On a success, the attack deals 1/2/3 damage. Then, each of the Bayou Gators suffers 1 damage.
- ✕ **Som’er Encouragement:** Upset that someone woke him up from his nap, Som’er “Teeth” Jones starts throwing rocks at the Fated and yelling at them to “quit screwin’ ‘round an’ jus’ kill ‘em!” Any of the Fated may suffer 1 damage to gain the Focused +1 Condition.
- 📖 **Snap Up:** A few panicking Gremlins that are too concerned with fleeing from the escaped gators aren’t watching where they’re going and run right into the Fated’s combat. They’re quickly snapped up in a single bite by the Bayou Gators, who all lose Melee Expert for this round.

Obviously, since the Gator Wrestling event never happened, nobody scores any points for the event. None of the other Gremlins seems particularly upset by this; there’s always at least one event at each Bayou Bash that breaks down into anarchy, and it’s come to be expected as just another part of the festivities.



## A PRETTY AVERAGE DAY AT A BAYOU BASH

Once the Bayou Gators have been dealt with, the rest of the Gremlins at the bash manage to kill or drive off the remaining gators, which leads to plenty of celebrating (in the form of drinking, cheering, and firing weapons off into the air). The other teams disperse and head off to get drunk, and other Gremlins swoop in to haul the dead gators off for cooking. Beer-braised gator ribs and Shish-ka-gator are both passed around liberally that night, and any Fated that particularly distinguished themselves in the events or the battle with the gators is treated as a minor celebrity.

The next day brings with it second half of the Grand Prix, which is continued in Act III.



# ACT III

This Act finds the Fated completing the second portion of the Grand Prix, which involves Chicken Jousting, Skeeter Shooting, and a Hog Race. Things aren't as simple as they might seem, however, as the Fated find themselves threatened and eventually attacked by The Shines, a team comprised of Joneses being bossed around by Som'er "Teeth" Jones.



## ACT III, PROLOGUE: ONE-UPSMANSHIP

When the Fated wake up in the morning, they find a crowd gathering around the heap of loot that is being offered to the winners of the Grand Prix. Read the following text:



You're awakened from your slumber by loud young Gremlins who are pawing through your things and arguing over who gets to keep what. After chasing them away and making sure they didn't run off with anything, you notice that a crowd is starting to form near the river overlooking the prize heap.

Once you wander over to have a look, it's pretty obvious what the source of the commotion is. An attractive female Gremlin in a wide-brimmed hat - Ophelia LaCroix, from the whispers of the other Gremlins around you - is motioning for a half dozen of her followers to carefully roll a large, wheeled cannon up to the heap.

"The LaCroix thought this pot looked a little light," she explains, grinning as she hooks her thumbs into her gun belt. "We don't need this lil' thang anymore, so we figured, what the heck, we'd give it to a less fortunate family."



The crowd seems to be in awe of the prize, not just for it being a cannon, but also due to the blasé manner in which the LaCroix seem to be willing to part with it. After all, how many cannons could they have just lying around?

The crowd eventually begins to disperse as they discuss the upcoming events of the Grand Prix: Chicken Jousting, Skeeter Shooting, and the Hog Race. The Fated should hear about these events from the crowd in order to give them a chance to choose appropriate Pursuits.

## ACT III, SCENE 1:

### NO MORE FOOLIN' AROUND

As the LaCroix family reaps the awe and fear of their fellow Gremlins, the Fishbockers announce that the next event of the Grand Prix – Chicken Jousting – will be starting soon. As the Fated start making their way to the event, however, they're stopped by The Shines. Read the following text:



The crowd starts migrating toward the next event of the Grand Prix as the Fishbockers call out for all the surviving teams to gather, but you find your way blocked by the Shines. The team's leader, an ugly Gremlin with the handle of a spoon sticking out of one empty eye socket, puts his hands on his overall-covered hips and glares at you as the rest of his team backs him up.

"Listen 'ere," he says. "My name's Rufus Jones, son of Som'er Teeth, so that makes me an important person, ya ken? My pop's got his eye on that there cannon, even if it is LaCroix trash, so we're gunna be winning this thing. You got a problem with that, and we'll send you back home in lacy white curtains, ya dig?"



Whether or not Rusty Jones is actually Som'er's son or not is a matter of debate, but Som'er hasn't shot him for claiming such, which is as good as a confirmation in the minds of most Gremlins. Regardless of the veracity of his lineage, Rusty and the rest of the Shines don't back down unless the Fated assure them that they'll step aside and let the Shines win the Grand Prix. If the Fated attempt to lie to Rusty and the Shines, they must pass a TN 10 Deceive Challenge to do so.

Of course, the Fated might choose to puff up their chests and threaten the Shines right back, in which case they'll have to pass a TN 11 Intimidate Challenge. On a success, they get the Shines to back

down and retreat while shouting vague threats about how the Fated "better watch yerselves!"

Alternatively, the Fated might choose to work out a deal with the Shines; they really only need Audrey's device, after all, and the Shines don't really care about it one way or the other, other than it being a thing and them liking to amass things. The cannon is the real prize for them. With a TN 14 Barter Challenge, the Fated can work out a deal to either let the Shines win and trade something valuable for the device, or to win themselves and give the cannon to the Shines.

If the Fated fail any of these options, they can attempt another option with an increase of +1 to that option's TN. If they fail with a Margin of Failure, however, they instead get into a tussle with the Shines. Similarly, if the Fated leap right into combat or fail all three options, then the Shines attack them. The Shines consist of Rusty Jones and two Bayou Gremlins per Fated. They're more interested in intimidation than murder and thus don't draw their guns until the Fated draw their own. If Rusty Jones is defeated, the Bayou Gremlins flee from combat after half their number have been defeated (rounded up). If Rusty Jones is still conscious and fighting, however, they continue to fight to their last man. Stats for Rusty Jones and the Bayou Gremlins can be found on pages 79 and 67, respectively.

If the Fated are defeated, the Shines kick them a few times, leaving them on the ground as they inform the Fated that "that's what you get for messin' with the Joneses!" By the time the Fated pull themselves back to their feet, the Chicken Jousting event has concluded and the Fated don't score any points for the event.

If the Fated manage to defeat the Shines, then the situation is reversed. The Shines never make it to the Chicken Jousting event, which prevents them from competing and thus scoring any points. Even if all of the Shines are killed, however, Som'er wrangles up some ringers to pretend to be Shines and participate in the later Skeeter Shooting event, allowing the team to continue competing. Any Shines that escape shout threats about how "Som'er's gunna get you fer this!" over their shoulders as they run away.

## ACT III, SCENE 2:

### CHICKEN JOUSTING

Once the Fated have dealt with Rusty Jones and the rest of the Shines, they can rejoin the rest of the teams for the next event of the Grand Prix. As a reminder, the Knockouts Team was devoured at the end of Act II, and depending upon the actions of the Fated, it's possible that the Hully Gullys or the Shines might be absent for one or more events as well.

#### EVENT 4: CHICKEN JOUSTING

The next event involves each team choosing a competitor to mount a Bayou chicken and then charge toward another, similarly mounted, competitor while brandishing sharpened tree branches at each other. Most of the entertainment for this event comes from the Bayou chickens themselves, which are essentially large, six-foot tall chickens that tend to be high-strung, nervous, and extremely panicky. It's all but expected that at least one of the chickens will bolt out of its pen and into the crowd, much to the delight of all the spectators that aren't anywhere near the chicken when it happens. Read the following text:



A Gremlin in a feathered headdress waves his arms to gather the attention of the surviving teams. "Listen up! Next event we got here is Chicken Jousting!"

He gestures to a nearby pen - which seems to have been quickly reinforced after last night's gator incident - that holds a dozen six-foot tall chickens. Some are hens and some are roosters, but all of them seem tense and edgy.

"Rules are pretty simple," the Gremlin continues. "Y'all pick whichever one of yer team you don't like very much, then that fool is gunna go pick out a chicken, climb onto its back, and then square off against someone who dun the same. Y'all get points for knockin' other fella off, and the last one still on a chicken at the end is the winner."



Before the jousting event can begin, each team's competitor must choose which chicken she wishes to ride during the event. This is actually an important step, as some of the roosters are more high-strung than others, and an agitated Bayou chicken is a bit like a lit stick of dynamite: it's going to go off sooner than later, and the only question is whether or not there's a Gremlin trying to ride it at the time.

To pick out a chicken, the competitor must approach the chicken pen and make a TN 10 Husbandry Challenge. On a success, the character manages to pick out a (relatively) calm chicken and claim it for her own. If the character achieves any Margins of Success on this Challenge, she's able to calm her chicken further, granting her a **+** to all Skill Challenges she makes while mounted during this event.

On a failure, however, the character confuses paralyzing fear with calmness and picks a chicken that is agitated and on the verge of all-out panic attack. The character can only make a single attack when she declares a Charge during this event. If she achieved any Margins of Failure, she suffers a **-** to all Skill Challenges she makes while mounted during this event.

Use the following stats to represent the wooden sticks given to the competitors:

WEAPON	RANGE	DAMAGE
Crude Lance (Heavy Melee)	/// 2	1/3/4

#### I BROUGHT MY OWN CHICKEN

If the Fated competitor happens to have a Bayou chicken of her own - perhaps as the mount to a Buckaroo or as a Primal's Animal Companion - then she can ride that during the event. She does not have to pick out a chicken in this case and is considered to have automatically passed the Husbandry Challenge with a Margin of Success.

Once the character has mounted her Bayou chicken, read the following text:



You've no sooner mounted the large chicken than one of the Fishbockers shoves a long, pointed stick into your hands and points you toward the wide, open area containing the other competitors. They're all mounted on giant chickens as well, though most seem to be struggling to keep control of the agitated creatures.

The cheering, shouting, and yelling Gremlins which have gathered to watch the event certainly aren't helping things, and whenever one of them fires a gunshot into the air in excitement, all of the Bayou chickens tense up, as if preparing to bolt at any second. Some of them even seem to have developed noticeable eye tics.

The Gremlin in the feathered headdress holds his hands up as the last competitor's chicken struts into the area. "Right..." He raises his hand, then drops it in a swift motion. "Go!" The word is no sooner out of his mouth than he's running for the safety of the sidelines.



Each round, the Fated competitor may nominate another team's entrant as the target of her jousting attack. The Fated makes a single Charge attack against the target, using the stats presented in the Chicken Jousting Stats callout box on this page. If either of the Fated's attacks succeed in dismounting her target, her team scores 3 points.

Then, the Fated competitor is targeted by two attacks from a rival entrant of the Fatemaster's Choice. Each attack has an Acting Value of 10 and deals 1/3/4 damage. Each time the character is damaged while mounted, she must pass a Husbandry Challenge (TN equal to 6 + the damage dealt) or be dismounted, which disqualifies her from the event and earns 3 points for the rival competitor's team.

If a Fated character is dismounted in this way, the

Fatemaster can quickly resolve the rest of the contest by eliminating the bottom-most competitor on the team list and giving 3 points to a team of her choice that still has a competitor in the contest. Continue doing this, one competitor at a time, until only a single NPC competitor remains.

### CHICKEN JOUSTER STATS

The Gremlins participating in this event are considered to have Df 4 (10), Wp 4 (10), and 6 Wounds. If reduced to 0 Wounds, the Gremlin riding the chicken is dismounted, sending the panicking bird racing off into the crowd in a flurry of angry clucking and panicked screaming. Dismounted characters are effectively removed from the event.



At the end of each round, one of the teams attempts to cheat in one way or another. Resolve one of the following events, as determined by the suit on the top of the discard pile (if any).

☛ **Gunshot:** The entrant with the highest points is fired upon by one of the teams! If that entrant is a Fated character, she suffers a single attack with an Acting Value of 9 that deals 1/2/3 damage. If this damages her, she must pass a Husbandry Challenge as noted above to keep from being dismounted. If the target is an NPC, they are wounded by the attack and suffer 2 damage. If this would be result in the target being dismounted, a team of the Fatemaster's choice scores 3 points. The attacking Gremlin is promptly tackled and beaten by the rest of the crowd.

✂ **Loud Bang:** One of the Gremlins tosses a string of firecrackers into the ground at the Fated's feet, resulting in a rapid succession of loud pops that frightens her chicken. The character must attempt a TN 8 Husbandry Challenge to calm her chicken down. On a failure, it starts running wildly around the area, flapping its wings and leaving a trail of feathers behind it. The Fated may not declare any attacks next round, and she suffers a ☐ on her Defense flips against the next round's attacks.

☛ **Upgrade:** An entrant of the Fatemaster's choice is tossed a wooden pole with serrated knives strapped to one end with a tightened belt. Until the end of the event, that entrant deals +1 damage to the Fated character. Each round the chosen entrant does not attack the Fated entrant, she may choose to eliminate an NPC competitor from the contest and score 3 points for her team.

📖 **Thrown Rocks:** The Gremlins watching the event decide that it would be fun to throw rocks at the chickens! The Fated character suffers a single attack against her Defense with an Acting Value of 7 that deals 1/1/2 damage. If this damages her, she must pass a Husbandry Challenge as noted above to keep her from dismounted. Then, every NPC entrant suffers 1 damage. If this would result in an entrant being dismounted, the team with the lowest scored points in this event immediately scores 2 points.

**CHEATING:** After the other Gremlins have cheated, Fated who are not entrants in the contest can attempt to even the odds of their entrant with some cheating of their own. Each such character may only attempt to cheat once per round. Some possible examples of how they can do this are included below:

**Sudden Attack:** The Fated can attack one of the Gremlin entrants, hoping to severely wound him or her. The Gremlin's stats can be found in the Chicken Jousting Stats callout box on page 43. Regardless of the results of the attack, however, assaulting the competitors gets the members of the other teams riled up, forcing the character to flee and preventing her from cheating any further during the event.

**Take This:** The Fated can toss a better weapon to their team's entrant, allowing her to use it in place of the Crude Lance.

**Scare the Chickens:** The Fated can attempt to scare a rival team's chicken with loud sounds or explosive items. The character makes a TN 12 Music or a TN 10 Explosives Challenge, and on a success, she generates a loud enough sound to spook a nearby chicken, causing the Gremlin riding it to lose control. Until the end of the next turn, the targeted entrant cannot attack, and the Fated entrant gains + to her attack and damage flips against the target.

At the end of the event, the last entrant scores an additional 3 points for her team. If multiple characters are dismounted at the same time, resulting in no winner, then no team gains these bonus points.

Because of the way scoring works in this event, the Base Points Scored for each team is 0, but each may gain points randomly throughout the event as they dismount their rivals. If the Fated do not participate in this event (likely as a result of being beaten by the Shines in Scene 1), then use the numbers in parenthesis to determine how many points each team scores in this event.

## CHICKEN JOUSTING RESULTS

TEAM NAME	COMPETITOR NAME	BASE POINTS SCORED
The Shines	Andy Jones	0 (9)
United Gremlin Liquor Enthusiasts	Jacques Ravage	0 (3)
The Deliverers	John Boy Brackenridge	0 (0)
The Big Wigs	Ju-Long Nuema	0 (6)
The Tooth Snappers	Barnabus Tucket	0 (3)
The Knockouts	*Eaten by gators*	-
The Silver Shooters	Haruko Leong	0 (3)
The Hully Gullys	Jean-Baptiste Gautraeux	0 (0)
The Boondoggle Seven	Geraldine Higgins	0 (6)
The Cricket Spitters	Shun Tong	0 (0)

### EVENT 5: SKEETER SHOOTING

The fifth event is Skeeter Shooting. One member from every team gathers on the riverbank with his or her favorite firearm as the Fishbockers release a swarm of Skeeters from their wooden cages (and then run for safety). The competitors then unleash a barrage of gunfire into the hungry Skeeters, felling as many of the oversized mosquitoes as possible while their team mates slosh about in the river, trying to snatch up the fallen Skeeters before they sink, fly off, or get snatched up by another team. The team that manages to return to shore with the most dead Skeeters is then declared the winner.

Read the following text:

There are five rounds in this contest, each of which represents thirty seconds of frantic gunfire. At the start of each round, the team's shooter gains 2 AP that she can use to make Ranged Combat attacks against a final Defense of 11. If the character runs out of ammunition, then she can use these AP to reload her weapon as normal.

On a successful attack, the character hits a Skeeter and flips damage as normal. Each Skeeter has 4 Wounds. If the attack deals enough damage to reduce the Skeeter to 0 Wounds or less, then the character has killed it outright and her team scores 2 points for the character's masterful shooting.



"This 'ere event's pretty fun," beams an older Gremlin man with a mighty fine beard. The checkered red shirt he's wearing clashes horribly with his green skin, but for some reason, he decided to up the ante with a pair of Gremlin-sized rubber waders.

"All you gotta do," he says, hefting a rifle to his eye and aiming it up at the overhead trees, "is shoot down the Skeeters once we set 'em free. Clean shots get yah the most points, but the rest of yer team will be out in the river to club the ones what don't get cleanly killed the first time."

He lowers the gun and grins. "Good luck!"



If the character hits but fails to kill the Skeeter, then it falls into the water below. One of the shooting team's other members - who are waiting in the river for this very eventuality - may then make a single Close Combat attack against a final Defense of 11. On success, the character hits the Skeeter and flips damage as normal. If this damage would reduce the Skeeter to 0 Wounds or less, then the Skeeter is killed and the team scores 1 point for a somewhat messy kill. If the character misses - or if she doesn't deal enough damage to kill the wounded Skeeter - then the oversized insect recovers and quickly flies away.

If the Fated defeated the Shines in Scene 1, then the team bearing that name now looks nothing like its original members. Som'er really wants the cannon that's in the loot pile, and after learning that "his" team was defeated, he rounds up some more Joneses and forces them to enter the Grand Prix and pretend to be the defeated Shines. None of the Fishbockers seem particularly concerned by this... or if they are, they're at least not concerned enough that any of them wants to risk drawing Som'er's ire by making a fuss about it.

**CHEATING:** At the end of each round, each character can attempt to cheat in one of two ways, depending upon whether she is shooting or waiting in the river.

**Oops, I Missed:** The shooting character can choose to shoot at one of the other teams as they're out trying to club wounded Skeeters in the river. Doing so requires a Ranged Combat attack against a final Defense of 9. On a success, the character blows away one of the enemy team members, frightening the others and causing that team to lose 2 points from its final score.

**That's Mine!:** A character who is waiting in the river can attempt to steal a Skeeter that was killed by another team with a TN 12 Intimidate or Grappling Challenge. On a success, the character manages to frighten or wrestle one of the team's dead Skeeters out of them, increasing her team's score by one while decreasing the rival team's score by one point. A character cannot attempt to cheat in this way if she attacked a Skeeter this round.

At the end of the five rounds, the number of points each team earned are added up, and the team with the most points is declared the winner. The Skeeters are then hauled away for the next event.

## SKEETER SHOOTING RESULTS

TEAM NAME	COMPETITOR NAME	BASE POINTS SCORED
The Shines	Dwayne Jones	6
United Gremlin Liquor Enthusiasts	Floyd Ravage	5
The Deliverers	Bobby "Buck Tooth" Benois	8
The Big Wigs	Clint Tucket	7
The Tooth Snappers	Ike Tucket	8
The Knockouts	*Eaten by gators*	-
The Silver Shooters	Sierra Hedfield	9
The Hully Gullys	Amand Gautraeux	7
The Boondoggle Seven	Moses Cruickshank	4
The Cricket Spitters	Ryou Tong	6



## ACT III, SCENE 3:

### SHINE, PIG

As the teams gather for the Hog Race, the last event of the Grand Prix, Som'er "Teeth" Jones grows impatient and launches an attack on the other teams, hoping to kill or drive off as many of them as possible in order to help the Shines win the Grand Prix and claim "his" cannon. In theory, he would probably have a better chance just attacking the pile of loot and wheeling the cannon off in the confusion, but Som'er has been drunk since the Bayou Bash started, which means that he's been planning this attack since, oh, about five minutes before the shooting starts.



Read the following text:



The final event of the Grand Prix is the Hog Race, and from the look of the race course, the Fishbockers have spared no expense in preparing for a lengthy and interesting race. Pig handlers are trying to calm the beasts down as you arrive at the start of the course, and you can see Gremlins gathering along the edges of the track, loading their rifles as they wait for the event to commence. Strangely, the Shines team isn't anywhere to be seen.

As the event organizer - a heavy-set male Gremlin in a woman's dress - waddles up to you, there's a terrible crash from the other direction. Gremlins are fleeing in every direction as the biggest pig you've ever seen crashes through a Gremlin hut, sending wooden boards and splinters flying in every direction.

Seated on top of the massive pig is none other than Som'er Teeth Jones, the Gremlin who commandeered the Cook Off event the day before. Somehow, he looks even drunker than he had been then. "Watch it, Peaches!" he shouts, using his arm to shield him from the falling debris. "Dumb pig! Smash dem idiots, not the huts!" He points a meaty finger right at you and the other competitors.

Coming up cautiously in the pig's wake, you finally see the Shines... and the rifles that they're pointing in your way.



The other teams scatter as quickly as they're able, either ducking for cover or just running away as fast as they can, arms flailing in the air as they shriek in terror. Som'er charges directly toward the nearest Fated, shouting drunken, nonsensical phrases at the Shines, such as "Gett'er dun!" or "Shine, pig!" If the Fated defeated the Shines earlier in Scene 1, then most of these Gremlins are the "ringers" that Som'er rounded

up to let the team compete in the Skeeter Shoot.

The battle here is against Rusty Jones (pg. 79) and two Bayou Gremlins (pg. 67) per Fated, which begin Dramatic Time ten yards from the Fated. If the Fated killed or defeated Rusty, then his second in command, Darrel Jones, takes over in his stead (and uses the same stats).

Som'er & Peaches stampede around the battlefield, tying up characters with ranged weapons where possible with their 1 yard engagement range. If the Fated feel like attacking Som'er & Peaches, he has a final Defense of 4 (16), a Willpower of 5 (17), and 10 Wounds.

Som'er is nine sheets to the wind during this fight and not really paying much attention to what's going, so rather than attacking as normal, resolve one of the following events at the start of the first round and every subsequent round he is in the combat, as determined by the suit of the top card of the discard pile (if any):

♣ **"Ya Done Made Me Mad!":** Som'er draws his blunderbuss and fires it at a random target. If the value of the top card of the discard pile is odd, he fires at one of his own people, mistakenly believing them to be the enemy. A Bayou Gremlin of the players' choice is killed. If the value of the top card of the discard pile is even, then he fires at one of the Fated. Resolve a single Ranged Combat attack with an Acting Value of 16 against a Fated of the Fatemaster's choice (if Som'er and Peaches are engaged, the Acting Value of this attack is lowered to 12). On a success, the attack deals 2/2♣/5♣♣ damage and Som'er & Peaches become Slow.

♥ **"Ahm Not Feelin' So Well...":** All the fighting and hew-hawing about gives Som'er motion sickness, and he reacts by throwing up onto nearby characters. All characters within 1 yard of Som'er & Peaches (if any) gains the following Condition until they wash the vomit off: **"Covered in Slop:** This character suffers a  $\square$  to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain  $\clubsuit$  to the Attack flip."

♣ **Swamp Gas:** Peaches groans and releases a massive burst of foul-smelling gas. All non-Pig

characters within (X)2 of Som'er & Peaches gain **Slow** and **Poison +2**.

♣ **"Watch It, Pig!":** Som'er & Peaches stampede into the hog pen, shattering it open and releasing a wild Bayou Pig into the combat. If the value of the top card of the discard pile is even, the Bayou Pig scampers away from Som'er & Peaches to a place 4 yards away from one of the Fated. If the value of the top card of the discard pile is odd, then the pig runs to a spot 4 yards away from one of the Bayou Gremlins. The Bayou Pig does not get a turn this round (as it's too busy fleeing from Som'er & Peaches), but will act normally on subsequent rounds, attacking whatever non-pig target (other than Som'er & Peaches) that is closest to it. Whenever a Bayou Pig attacks a Bayou Gremlin, it gores the unfortunate Gremlin to death. If the Bayou Gremlins attempt to attack a Bayou Pig, they have to spend 2 AP to deal 2 damage to it; otherwise, their attacks miss.

Joker: **"I'll Learn Ya!":** The first time this happens, Som'er takes off his hat and pulls a Soulstone the size of his fist out of it. He raises it above its head, draining its magic as he summons a swarm of Skeeters (pg. 66) down from the sky. He jabs a finger at the Fated and commands them to "Get 'em!" One Skeeter appears within 5 yards of each Fated, but they do not get turns this round (as they spend their turns moving into position). They act normally on subsequent rounds, attacking the Fated exclusively. If any Fated characters attacks Som'er after this event occurs (regardless of success or failure), the attack jostles Som'er and he drops the Lade 5 Soulstone (Size 4, Quality 1) at Peaches' feet. If this result comes up again, Som'er moves over to the fallen Soulstone and scoops it up (if it's still on the ground) or fires his shotgun at the character who picked it up (as per the "Ya Done Made Me Mad!" result above).

If the Fated manage to reduce Som'er to 0 Wounds, Peaches squeals and flees from the combat while Som'er screams at her and hangs on for dear life. Otherwise, he retreats after the last Bayou Gremlin is defeated.

## SOM'ER DIDN'T CAUSE NEARLY AS MUCH TROUBLE THIS YEAR

Once the Fated have dealt with Som'er and the Shines, the Fishbockers grumble and pull themselves out from beneath the shattered tables they had been hiding from. Read the following text:



An old Gremlin with a long beard shuffles out into the aftermath of the battle, harrumphing as he passes mauled Gremlins, blood-splattered pigs with distended, Gremlin-filled bodies, and more than a few pools of cooling blood.

He stands there for a moment, hands on his hips as he looks out over the ruined race course, then turns back to what remains of the competing teams. "Well, looks like the race is canceled, don't it? Suppose the Grand Prix went better than last year, all in all."

A younger Gremlin runs up to him, then doubles over as he tries to catch his breath. "Pappy! The Joneses! They done raided the loot pile while Som'er was causin' a fuss n' stole the best stuff!"

The old Gremlin just swears and shakes his fist at the sky. "Soooooom'eeerrr!!!"



With the Grand Prix concluded, the Fishbockers total up the points scored by all of the surviving teams and determine a winner! Since the Shines have either been wiped out or fled (possibly even twice) by this point, they're disqualified from the standings.

If the Fated's team ended up in first place, then the Fishbockers give them free reign to take whatever they'd like from the picked-over loot pile. It's not quite as enticing as it was before, thanks to the Jones' pillaging, but there are still plenty of fun items in there.

The Fated can, as a group, choose up to 100 scrip total worth of weapons, customizations, ammunition, armor, or normal gear from the loot pile. The Fatemaster is also encouraged to add one Rare Item from *Into the Steam*, *Under Quarantine*, or *Into the*

*Bayou* to the loot pile as well, as this is an excellent opportunity for the Fated to find a particularly unique item buried in with all the other stuff.

If the Fated think to look for it, they can find the necklace that Trixie Belle wanted. She's very happy for the present and will think fondly of the Fated in the future... at least until the Fated stops being able to give her nice things.

If the Fated didn't win the Grand Prix, they don't get anything other than the joy of having participated.

## AUDREY'S DEVICE

Unfortunately, Audrey's Device is among the items that the Jones family ran off with. Read the following text as the Fated search through the loot pile or after the winning team has gone through it:



Unfortunately, nobody pulls anything even remotely resembling Audrey's Device out of the loot pile. After a few questions, you're able to find a Gremlin that spotted it in the arms of a Jones as the family was running off with as much stuff as they could carry.

"Yup," the Gremlin says, nodding his head as he cooks a spitted frog over a campfire. "Ran right past me and tripped on a tree root, landed right on top of the boxy thing. Must have knocked something loose, cause all of a sudden there were lightnin' bolts shootin' out every which way."

He pulls the frog off the spit, looks at it carefully, and then returns it to the fire. "Reckon you wouldn't have too much trouble chasin' after 'em, if you want. They's just gunna head back to their lands with all their stuff, same as they do most years. Probably drunk an' not even expectin' anyone to come after 'em, either, on account of how many folks are 'fraid of ol' Som'er."



The Fated are close to retrieving Audrey's device! All they have to do is pry it out of the drunken clutches of the most notorious Gremlin boss in the Bayou! Easy, right?

# ACT IV

In this Act, the Fated chase down the Joneses as they escape with a great deal of the Grand Prix loot, including Audrey's Device. Once they have the troublesome machine in hand, all they have to do is return home and hand it over to Wilbur Jones... which is easier said than done.

## ACT IV, PROLOGUE: ON THE TRAIL

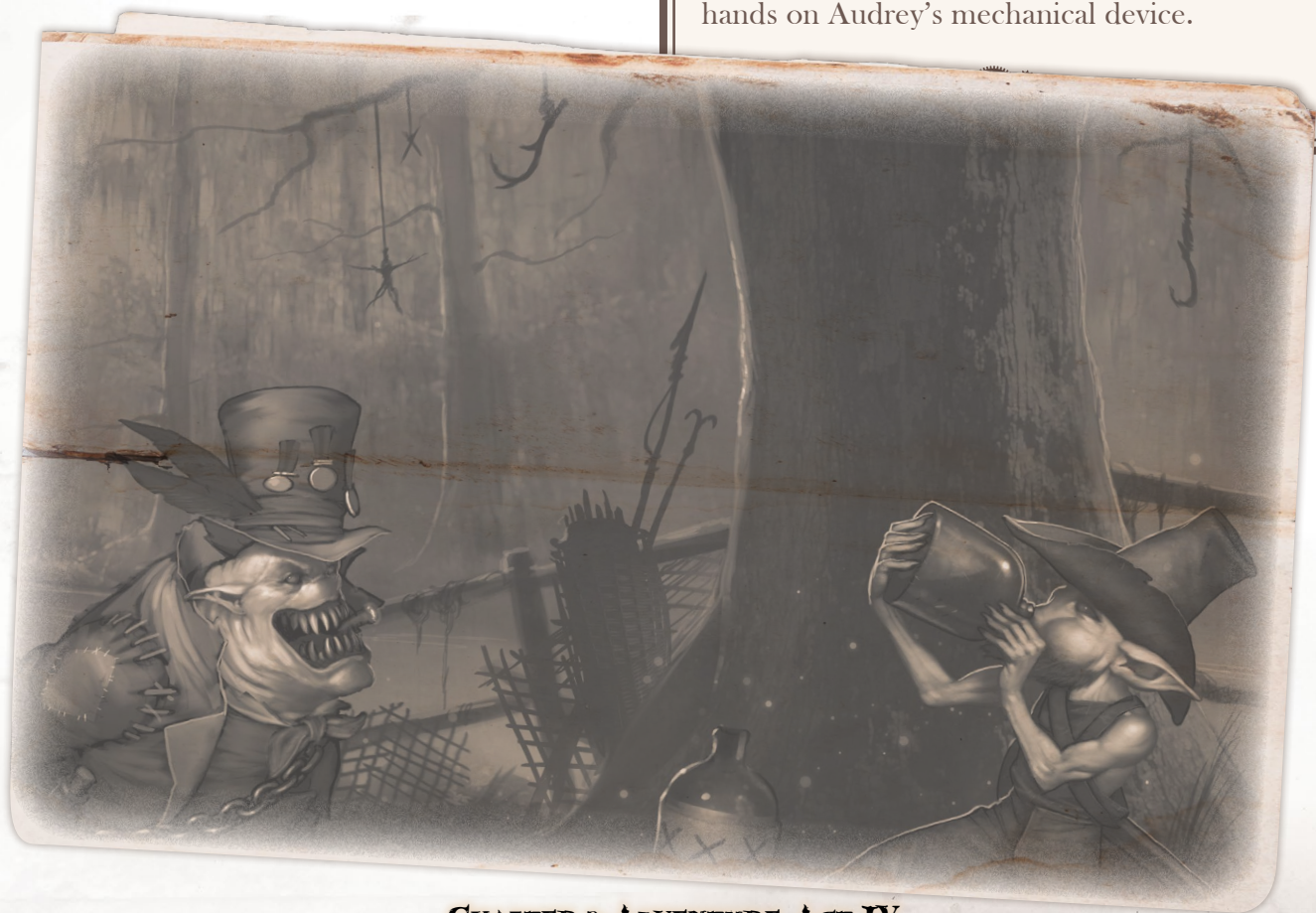
The Jones family has stolen Audrey's Device from the Bayou Bash, but they don't get far before they're forced to camp out, which gives the Fated plenty of time to catch up with them. Read the text on the following page.



Night has settled on the Bayou by the time you catch up with the pilfering Jones family. They're camped out on patch of mostly dry land surrounded by shallow water, and you can hear their cheers of victory and raucous celebration from your hiding place in the nearby underbrush.

They've hung dozens of lanterns around the area, making their encampment a bastion of warm light in the dark night. Every so often, you catch a few chords of banjo music from the camp, but it never lasts too long. The wind shifts, carrying the familiar scents of roasting pork and booze to your hiding place, making your stomachs rumble in hunger.

The Joneses seem to be distracted and in the throes of celebration tonight, but it's unknown how much longer their drunken revelry will last. A few sentries patrol the borders of the camp, but nowhere near enough to form a solid perimeter. Whatever you plan to do, this might be the best chance you have to finally get your hands on Audrey's mechanical device.



## ACT IV, SCENE 1:

### THE VICTORY PARTY

In order to retrieve Audrey's Device, the Fated will have to deal with the Jones family in some manner or another. There are multiple ways they might go about doing this, some of which are described below.

#### SNEAKING IN

The Fated can sneak up to the Jones encampment with TN 10 Stealth Challenges. If any of them fail this Challenge, they're spotted by a sentry who shouts out a warning and starts firing at the Fated, signaling a shift to Dramatic Time. Use the stats for a Bayou Gremlin (pg. 67) to represent the sentry. At the start of the second round and every round thereafter, if there is at least one conscious Bayou Gremlin, two more Bayou Gremlins arrive to see what the commotion is about. If there are no surviving Bayou Gremlins, the Fated can either retreat back into the underbrush (at which point all future Stealth Challenges made to approach the encampment suffer a  $\square$  due to the heightened security) or hurry forward into the camp.

On a success, the Fated manage to sneak into the camp; see the Locating the Device section on page 53.

Because of the darkness, characters suffer a  $\square$  to all  $\blackleftarrow$  Actions taken during this scene.

#### DIPLOMACY

If the Fated attempt to talk their way into the encampment, they're spotted by a half-drunk sentry who asks them what they're doing running around in the swamp at night. The sentry is still suspicious of outsiders, on account of the recent theft, but there are also a whole lot of Joneses in the camp that the sentry hasn't seen before a week ago. Each Fated can pretend to be a Jones who belongs in the camp with a TN 11 Deceive Challenge. If the character making the claim is actually a Jones, they gain a  $\blackplus$  to this Challenge. On a failure, the sentry tells the Fated to get lost... unless they achieve a Margin of Failure, which results in the sentry attacking the Fated as described under Sneaking In. On a success, the sentry waves them into the camp, allowing the Fated to creep around without arousing any further suspicion. See Locating the Device, pg. 53, for more information.

Alternatively, the Fated could claim that they want to speak with someone about trading for Audrey's Device. That sort of thing isn't too terribly unusual, so the Fated only have to pass a TN 9 Bewitch, Convince, or Deceive Challenge. On a failure, the character is told to get lost, unless they achieve a Margin of Failure, in which case the sentry attacks the Fated as described under Sneaking In. On

a success, however, the sentry agrees to take them to see Som'er "Teeth"

Jones so they can bargain with him. See the Hagglng

With Som'er section on page 52 for more details.



## FIGHTING

If the Fated decide to launch an attack on the encampment, they're in for an uphill fight. In the first round of combat, they only have to worry about a single Bayou Gremlin (pg. 67) that's posted as a sentry, but five more Bayou Gremlins join the battle at the start of the second and every subsequent round, up to a total of two hundred (!) Bayou Gremlins.

At the start of the fifth round of combat, the Joneses send their Whiskey Golem (pg. 80) teetering into battle as well. Its combat tactics are pretty simple; it stomps toward the nearest Fated and pummels them into the ground with its barrel fists.

Needless to say, this isn't the sort of battle that the Fated are likely to win. If they retreat to more than 20 yards away from the settlement, however, the Joneses settle back down but remain cautious for the rest of the night (which imposes a ☐ to any future Skill Challenges made to enter the encampment).

## HAGGLING WITH SOM'ER

Fated who attempt a more diplomatic approach might be brought before Som'er "Teeth" Jones to haggle for Audrey's Device. The Gremlin boss is (amazingly) still drunk, though instead of riding a pig, this time he's sprawled out on a large mattress stuffed full of Guild scrip. The entirety of the Bayou Bash has passed Som'er in a drunken blur, and he barely remembers what he did, let alone what the Fated might have done. He treats the Fated as if he had never met them before, but will fake it if they mention that they talked with him (to a point; he doesn't consider anything he said to the Fated while drunk to be binding, one way or the other, so trying to convince him that he made a deal with them is doomed to failure.

The Fated have to succeed on a TN 18 Barter Challenge to convince him to let them take Audrey's device, but every interesting item, firearm, food dish, or flask of moonshine they offer him reduces the TN by 1.

If they succeed on convincing him to let them take the device, he scoops up all of their traded items, chortles like he just got the better end of the deal, and bellows at his lackeys to take the Fated to find Cooper Jones. If they then attempt to haggle with Cooper (see Locating the Device, pg. 53), they gain a + to their Skill Challenges by mentioning that Som'er traded the Device to them.

If the Fated fail to convince Som'er to trade them the Device, then he sends them away with a few drunken (and confusing) words of wisdom, such as "You sho' ain't turnin' no sows into swines in this 'ere time," or "Yer gunna hafta dredge up mo' conviction if you wanna swim with the big pigs." He sends some of his lackeys to escort the Fated out of the camp, but they can slip away with TN 10 Stealth Challenges. Any Fated that fail are noticed by the Gremlins and escorted the rest of the way out at gunpoint.



## LOCATING THE DEVICE

If the Fated succeed in sneaking or bluffing their way into the camp, it takes a TN 10 Notice Challenge to catch sight of Audrey's Device in the camp. If they successfully haggled with Som'er, then the Joneses perform a quick search of the camp and discover its location for them.

Audrey's device is being used as a plate by Cooper Jones, a male Gremlin dressed in overalls and a bowler hat. As far as he's concerned, the box is a meat-cooking machine; he's been putting raw pork on the electrodes and flicking the switch, which shoots electricity into the meat, instantly cooking it. He's quite amused by the process (not to mention the sparks it shoots out) and has been cooking meat for just about everyone in the camp. This has resulted in a pretty thick layer of grease and gristle on the top of the machine, but a TN 9 Artefacting Challenge reveals that the machine still seems to be functional despite some of the grease getting into the chassis.

Cooper isn't particularly interested in parting with the Device, but the Fated can try to persuade him to let it go with a TN 12 Convince or Intimidate Challenge. If they offer him something equally interesting in trade (he doesn't have much use for scrip, but anything worth at least 10 scrip or more will entice him), then a TN 10 Barter Challenge gets him to part with his new meat-cooker. If the Fated have successfully negotiated with Som'er and drop the bigger Gremlin's name, they gain a **+** to this Challenge.

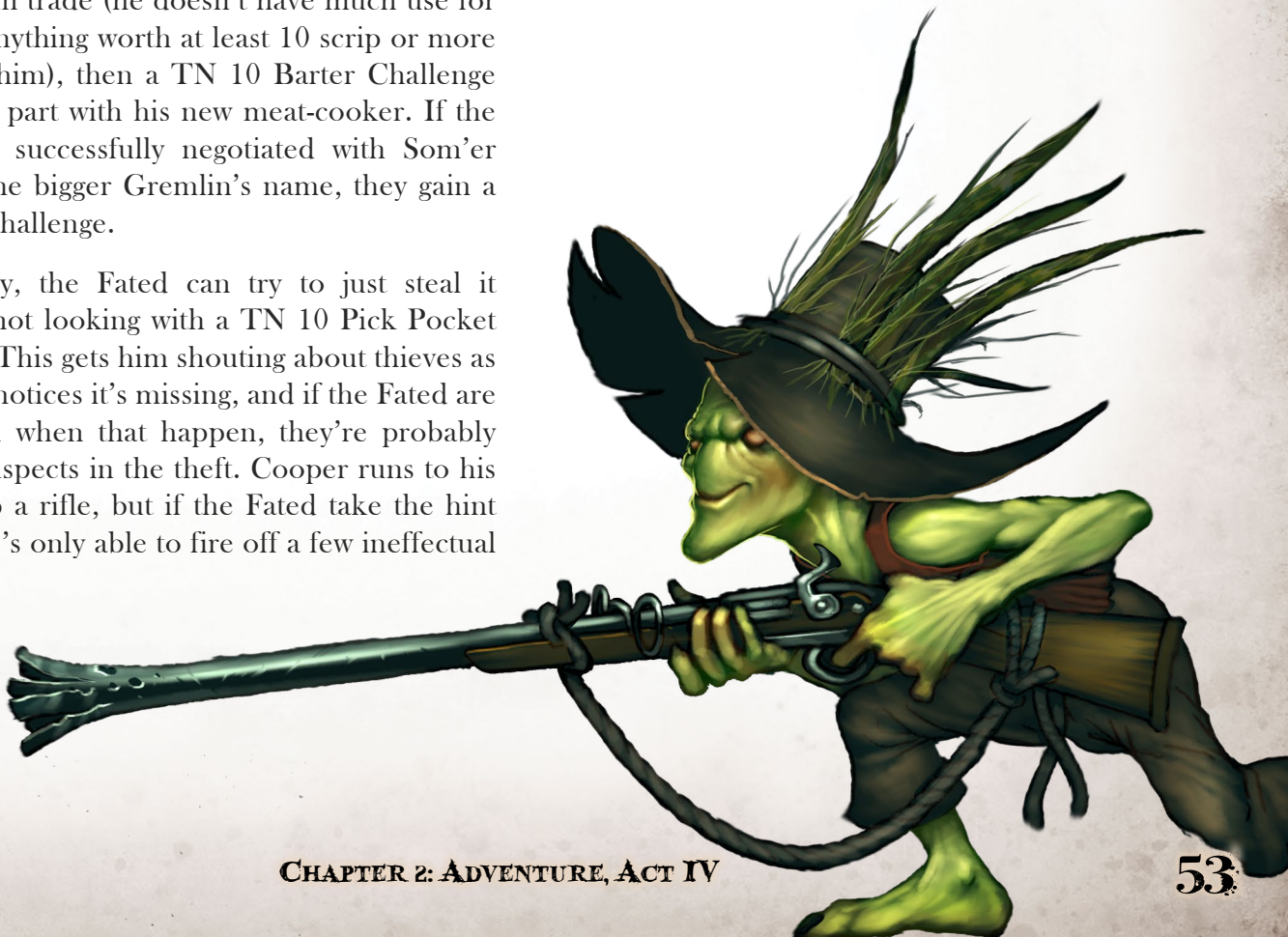
Alternatively, the Fated can try to just steal it while he's not looking with a TN 10 Pick Pocket Challenge. This gets him shouting about thieves as soon as he notices it's missing, and if the Fated are still around when that happen, they're probably the main suspects in the theft. Cooper runs to his tent to grab a rifle, but if the Fated take the hint and flee, he's only able to fire off a few ineffectual

shots before he gives up on chasing them. If the Fated stay behind, however, then they're faced with a very angry Gremlin.

Treat Cooper as a Bayou Gremlin (pg. 67) with Rank Value 6, +2 Wounds, and the following attack in place of the normal Boomstick attack:

WEAPON	RANGE	DAMAGE	CAP.	RELOAD
US&E Carbine	12	2/4/5	2	2
<b>Special:</b> This weapon grants a <b>+</b> to its attack flips Characters firing this weapon gain the following Trigger: <i>Critical Strike:</i> When damaging, deal 1 additional damage for each <b>+</b> in the final duel total.				

If the Fated just start a fight to kill Cooper and take the Device from him, then he fights with these stats. Two Bayou Gremlins come to Cooper's aid at the start of the second and every subsequent round of combat, making an extended fight a poor idea. The Fated are probably best served by just grabbing the Device and making a run for it.



## ACT IV, SCENE 2:

### THE JOURNEY HOME

Once the Fated have Audrey's Device, they can finally head back to their village to give the device to Wilbur Jones (and, by extension, to Audrey Moores). The Fated will need food for the trip, but if they're on good terms with Som'er and the rest of the Gremlins in his encampment, they will give the Fated two large sacks full of salted pork and moonshine to help them get home. Each sack has enough food for five days of traveling. The sacks are heavy, and each will have to be carried by a character (which lowers the character's Walk and Charge Aspects by 2 points and prevents her from doing anything else with her hands). The sacks can be dropped as (0) Actions and picked up as (1) Actions.

If the Fated didn't impress the Joneses quite so much, they can attempt to steal enough food to get them through their trip. This requires a TN 10 Pick Pocket Challenge while the Fated are already in the camp, and each success allows the Fated to abscond with a sack of tasty salted pork.

Alternatively, the Fated might decide to spend their trip hunting and foraging. If a character achieves a Margin of Success on any of their Skill Challenges made during the Returning Home Ongoing Challenge, they manage to find enough food to feed the entire group for that day (even if they don't make any progress toward their goal).

If the Fated don't eat during a day, they gain the following Condition until they are able to find food: **"Hungry +1:** This character subtracts -1 from her Physical and Mental Aspects, to a minimum of -5. If all of the character's Physical and Mental Aspects are -5, she dies from hunger."

Returning home is handled with an Ongoing Challenge.

### RETURNING HOME

- **SKILLS ALLOWED:** Geography, Navigation, Wilderness
- **TARGET NUMBER:** 10
- **DURATION:** 1 day
- **SUCCESS REQUIREMENT:** (see below)
- **FAILURE REQUIREMENT:** (see below)

If the Fated are traveling back to Jones, LaCroix, or Tucket territory, it takes 9 days to reach their destination. If they are headed to Benois territory, then their travel time increases to 12 days. If they're traveling back to Leong lands, then their travel time is a lengthy 16 days.

If the Fated are friendly (or at least, haven't come to blows) with the Gremlins in the Jones encampment, they can convince the Joneses to let them travel alongside them with a TN 12 Bewitch Challenge. On a success, the Fated can tag along with the Joneses for three days, which allows the Fated to travel for three days without having to worry about food or making Skill Challenges to find their way. After three days, however, the Gremlins begin splitting up and heading back toward their respective villages, leaving the Fated on their own again.

At the end of each Duration, compare the number of accumulated Successes and Margins of Success made on this Ongoing Challenge during that Duration to the number of Margins of Failure made during that Duration.

If the number of accumulated Successes and Margins of Success is greater than the number of Margins of Failure, then the characters have managed to travel in the right direction and lower the remaining time it will take to return home by 1 day, until there are 0 days left and the Fated reach their destination.

If the number of accumulated Successes and Margins of Success are tied with the number of Margins of Failure, then the characters spend the day disagreeing over which direction is correct and make no progress toward returning home.

If the number of accumulated Margins of Failure is greater than the number of Successes and Margins of Success, the characters have wandered off from



their course and are now lost. This increases the amount of time it takes to reach their destination by one day. Any non-Gremlin characters then gain the following Condition: "**Infection +1**: At the end of the day, this character suffers +1 damage." The Infection Condition is explained in more detail on page 66.

At the end of each Duration, if the Fated have not yet reached their destination, then they encounter one of the following Encounters, in whatever order the Fatemaster wishes, before the next Duration begins.

When the Fated are one day away from their destination, they encounter the events Scene 3: Lightning Strikes (pg. 61) instead of a Bayou Event. After encountering Scene 3, the Fated automatically reach their home on the next day, without needing to perform any further Challenges.

## ENCOUNTERS

- Botflies - Page 55
- Paranoid Floater - Page 56
- Gator Snaps - Page 56
- Ruined Workshop - Page 57
- Pack Rats - Page 57
- Dragonflies - Page 57
- Amazing Talking Catfish - Page 58
- Carnivorous Plant - Page 58
- Austringer Ambush - Page 59
- Bayou Hanging - Page 59
- Bushwhacker - Page 60
- Will o' Wisps - Page 60

## BOTFLIES

The Fated have the unfortunate luck of wandering into a swarm of botflies. These small insects don't seem like very much, but they have an insidious method of reproduction: When they encounter a living, warm-blooded creature, they land on any patch of exposed skin they can find and release a dusting of tiny, adhesive eggs. After spending about an hour next to warm flesh, the eggs hatch and the larvae begin digging under their host's skin to feed and on its flesh.

The Fated can attempt TN 10 Wilderness Challenges when they encounter the swarm. On a success, the character recognizes the swarm for what it is and knows that the eggs dissolve in alcohol; by rubbing a flask of alcohol (about six ounces) on themselves within the next hour, a character can kill the botfly eggs on her skin.


If a character washes her skin with water, it might be effective; the character flips a card from the Fate Deck, and on any result other than a ✕ or Black Joker, the eggs are washed off.

Living characters who do not wash off the eggs gain the following Condition: "**Larvae Under My Skin +1**: At the end of each day, this character suffers damage equal to the value of this Condition, then increase the value of this Condition by exactly 1. When the value of this Condition reaches +5, dozens of tiny flies crawl out of this character's skin and fly away; permanently reduce this character's Charm Aspect by -1 due to the hideous scarring that occurs, then end this Condition."

With each passing day, an infested character develops more and more large welts that release tiny maggots if cut open. If a character has a knife or other small, sharp object, she (or another character) may take ten minutes to attempt to cut out the larvae. This deals damage to the infested character equal to the value of her Larvae Under My Skin Condition but allows the cutting character to make a TN 10 Doctor Challenge. On a success, the value of the Larvae Under My Skin Condition is reduced by 1. If this would reduce the value of the Condition to 0, the Condition ends as the last of the larvae are cut out.

## PARANOID FLOATER

As the Fated move through some deep, brackish water, have them make Notice Challenges. The actual value of the cards doesn't matter - there's nothing to see around them other than swamp and trees - but feel free to describe some animal sounds in the distance to make the players a little paranoid.

In actuality, pay attention to the suits of the cards the players flip. If any of them flip a  card, after all the flips are made, the first player to do so bumps against something underwater and dislodges a corpse. Read the following text:



A few bubbles rise to the surface near [FATED] as [he/she] feels something brush against her leg! A moment later, the leering, rotting skull of a dead Gremlin breaks the surface of the water within arm's reach of [FATED]!



The corpse isn't an undead creature, though the movement might convince the Fated otherwise. If they react with sudden violence, go ahead and let them enter Dramatic Time as they battle against "the undead Gremlin." It doesn't attack (or even flip initiative), but a single point of damage is enough to burst it open into putrefied organs and water bugs.

If the Fated don't attack the corpse, a quick investigation reveals that its hands are clutched around a perfectly circular rock that is carved with hundreds of tiny runes. The rock is actually a Grimoire that reveals itself to any Fated that handles it for more than a minute. It contains the Shapeshift and Conjuring Magia, as well as the Additional Suit, Increase AP, and Increased Duration Immuto.

## GATOR SNAPS

As the Fated wade through a patch of brackish water, they're attacked by a pair of hungry gators. Read the following text (adjusting as appropriate if the Fated don't have any firearms):



The brackish water you're trudging through is only ankle-deep as you start wading through it, but it gradually grows deeper and deeper until your feet are buried in mud somewhere in the brown water beneath you. In the deep water, you're forced to hold your firearms up above your head to keep the powder dry. Just when you don't think it can get any worse, one of the logs floating nearby opens a reptilian eye and starts leisurely swimming toward you. You start backing away, only to catch sight of a second gator making its way toward you from the other side of the stagnant swamp water.



The two Bayou Gators both choose different Living or Undead targets, which they charge and attack to the exclusion of everyone else. If its target is rendered unconscious, the Bayou Gator continues to attack it until it is killed, at which point they either turn their attention upon the next threat (if they are still being attacked) or take the time to eat their meal (if not). Stats for the Bayou Gators can be found on page 78.

Height 1 characters are considered to be swimming in the water. A Swimming character moves at half her normal Walk speed and cannot declare Charge Actions. Characters that are Height 2 or higher are only inconvenienced by the water and treat it as Severe Terrain (i.e., they move at half speed, but can still declare Charge Actions).

A character can roast any killed Bayou Gators over a fire with a TN 7 Culinary Challenge, which results in a hearty meal.

## RUINED WORKSHOP

The Fated come across the ruins of a workshop. Read the following text:



It's still early in the morning when you come across a wide, mostly dry hill at the center of a small clearing. The collapsed remains of a barbed wire fence run along the perimeter of the hill, and at its center is a partially upright pavilion tent that is sagging beneath the weight of the water pooling in atop its canvas roof.

Beneath the leaky roof is a row of what was likely some sort of mechanical equipment. Time spent exposed to the elements has reduced them to little more than piles of rust and grime, but there's one machine that seems to have survived the ravages of the swamp: a weird amalgamated contraption that looks like mechanical ball with living octopus tentacles grafted onto the bottom of it.



Once upon a time, this workshop was the mobile research station for an Arcanist who was researching amalgamation techniques: the combining of living flesh with mechanical technology to produce a stronger whole.

Unfortunately, the Arcanist met his end in the swamp (he waded into a patch of water infested with leeches and was drained of so much blood that he passed out and drowned in said water) and now, only his Electrical Creation experiment remains. The Electrical Creation is currently nonfunctional, but it can be reactivated with the Animate Construct Magia or the Mechanical Animation Manifested Power of the Engineer Pursuit. Its stats can be found on page 81.

## PACK RATS

If the Fated thought to leave someone on watch during the night, that character can make a TN 10 Notice Challenge to catch sight of a couple swamp rats poking around their food supplies. Any sort of loud noise scares them off, but if the Fated don't have a guard or their guard isn't all that attentive, then the Fated wake up to discover that four days' worth of food has been devoured by the hungry rodents, which will surely put a dent in their food supplies.

## DRAGONFLIES

The Fated encounter some very large (but mundane) insects. Read the following text:



After navigating a particularly frustrating patch of treacherous nettles, you decide to take a short break to let everyone catch their breath and bandage their wounds before they attract any leeches. You've only been resting for a few minutes when you hear a faint buzzing and look up to see three dragonflies - each the size of your head - buzzing around in the branches overhead.

One of the oversized insects lands on a nearby rock, its wings slowly beating as it regards you with multi-faceted purple eyes.



Any sort of sudden movement or noise spooks the dragonflies and scares them away. Otherwise, the dragonfly remains on the rock for a few minutes before launching itself back into the sky and flying away.

## AMAZING TALKING CATFISH

The Fated come across a Gremlin with an interesting proposition for them! Read the following text:



After a short wade through a patch of brackish water that left you with more leeches than you've got teeth, you pause to remove the little buggers. It only takes a moment to notice a male Gremlin wearing a white shirt and frayed denim jeans coming your way. He's carrying a clay pot that's bigger than his head, and when he notices you, he waves you down.

"Howdy!" The Gremlin smiles widely as he saddles up to you. "How're you folks doing? Name's Rowdy Tucket, and this 'ere," he pats the large pot in his hands affectionately "is Clementine, the Amazing Talkin' Catfish."



Rowdy says that he's willing to let them talk with Clementine for a few minutes if they give him something to make the time worthwhile, like an article of clothing, bit of food, or something particularly shiny. When they do, he opens the pot, revealing an ordinary looking catfish that can, as it turns out, talk just like a human.

Unfortunately, the catfish seems obsessed with eighteenth century French theater and always tries to bring any topic of discussion back to "the foremost theaters of Europe" and the "biting political debate" that they instigated among the "unwashed bourgeois."

Rowdy doesn't really understand anything that the catfish says, but that's okay; he's just happy to have a talking catfish. If the Fated are particularly interested in the catfish, a TN 10 Barter Challenge convinces him to exchange it for ten scrip worth of material goods. Alternatively, the Fated could just shoot him and take Clementine for themselves; he has the stats of a Bayou Gremlin (pg. 67).

## CARNIVOROUS PLANT

The Fated wander beneath a carnivorous plant that decides to make a meal of them. Read the following text, choosing one of the Living Fated as the target of the plant's attacks:



The mosquitoes and midges are out in full force today and much of your travel time has been spent slapping at any exposed flesh in an attempt to ward them off. As [FATED] waves [HIS/HER] hand in front of [HIS/HER] face to scatter another buzzing swarm, tendrils reach down from overhead and starts wrapping around [HIS/HER] limbs!

Looking up in a panic, [FATED] can see the jagged maw of some sort of carnivorous plant perched fifteen feet overhead in a nearby tree, its roots wrapped around a tree branch to stabilize itself as its tries to drag [HIM/HER] upwards into its maw. It's only then that everyone else notices the small, slime-covered bones littering the ground beneath the hungry plant.



This encounter happens in Dramatic Time, though the carnivorous plant is not a combatant in the usual sense. On her turn, the entangled character can attempt a TN 12 Athletics or Acrobatics Challenge to escape the grasping tendrils. Any characters that attempt to help her with the tendrils may do so with an Assist Action. If the Fated attempt to attack the carnivorous plant, it has Defense 2 (8), Willpower 4 (10), Armor +2, and 8 wounds.

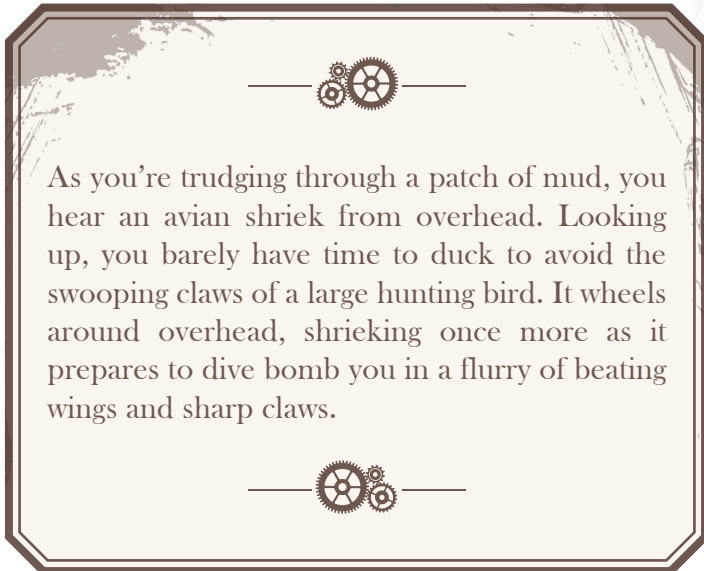
At the end of each turn, if the character has not escaped the entangling tendrils and the plant is still alive, it drags the entangled character five feet upwards toward its mouth. The third time this happens (i.e., once the entangled character has been pulled fifteen feet into the air), the character is pulled into the

plant's mouth and takes 2/3/4 damage immediately, as well as at the end of each subsequent round.

If the character escapes the tendrils, then the plant is no longer a threat; it's an ambush predator and will just wait for the next creature to wander below it. If the Fated attack it, it has no way to defend itself (though it will grab a Living character if it wanders below the plant while it doesn't have a captured victim).

### AUSTRINGER AMBUSH

The Fated are ambushed by a pair of Austringers, Guild agents who patrol the borders of the Bayou with raptors that have been trained to hunt and kill Gremlins. Read the following text:



The Fated are under attack from two Trained Raptors (pg. 82). At the start of the third round of combat, two Austringers (pg. 82) barrel through the underbrush ten yards from the Fated, having followed the hunting cries of their raptors. The Austringers may act normally on the round they appear.

A character can roast any killed Trained Raptors over a fire with a TN 7 Culinary Challenge, which results in a hearty meal.

### BAYOU HANGING

The Fated come across an old tree with a human corpse hanging from it. Its hands are bound behind its back, but from its ruined face and torn abdomen, it's clear that the birds have had a field day with the best parts of the unfortunate man. Flies buzz around the corpse in a black cloud, but a TN 8 Notice Challenge allows a Fated to pick out a set of nice Trail Chaps on the man's legs and a gun belt around his waist.

The Fated can either cut the corpse down with a knife (no check required) or try to show off and shoot it down with a TN 13 Ranged Combat Challenge. Any sort of disruption, however, angers the spirit of the hanged man, which remains hanging in place from the tree as the corpse drops to the ground. If the Fated leave without further messing with the corpse, they can do so, but looting the corpse or attacking the spirit draws the full wrath of a Hanged (pg. 83) down upon them.

If looted, the corpse has Trail Chaps (*Fated Almanac*, pg. 177), some torn clothing, and a gun belt containing a fully loaded Collier "Rough Rider" pistol (*Fated Almanac*, pg. 159). The weapon has been exposed to the elements for a while, and until it's properly cleaned (a process taking an hour), it counts as being Gremlinized.

### GREMLINIZED

Gremlin weapons tend to sport a number of dubious "improvements." When this weapon is first acquired, the character flips the top card of the Fate Deck and consults the following chart:

- ☞ *Bent Gun Barrel:* The weapon's Range is reduced by -3 yards.
- ✕ *Loose Trigger:* When the Ready Weapon Action is used to draw this weapon, flip a card. On a ✕, if this weapon is loaded, it fires off a round and deals its damage to its wielder.
- 🌀 *Kicks Like A Pig:* After firing, the wielder is pushed 3 yards directly away from her target.
- 📖 *Jury-Rigged:* This weapon's Capacity is reduced by 3 (to a minimum of 1).

## BUSHWHACKER

The Fated hear the crack of a nearby gunshot and a victorious holler. If they investigate, a TN 8 Notice Challenge allows them to follow the sound to Rona Tucket, who is in the process of hauling a slain Bayou Gator out of the water so that she can string it up and gut it. She's ambivalent toward the Fated unless they offer to help her with the larger animal, in which case she becomes much friendlier. A TN 7 Labor Challenge gets the Gator strung up well enough for her to gut it, and to reward their help, she invites the Fated to stay and have some shish-ka-gator with her.

## WILL O' THE WISPS

At night, while they are camped out for the night, the Fated catch sight of some strange lights in the distance. Every character must attempt a TN 10 Centering Challenge or feel compelled to go investigate the lights. This compulsion doesn't turn the characters crazy or force them to behave wildly out of character; those affected simply believe that it's in their best interest to go check out the lights, either with the group or by themselves, and the characters should be allowed to make reasonable arguments in an attempt to justify their behavior.

The lights are actually malignant spirits who attempt to lure the Fated into a dangerous situation so that they can feed on their fear. Fated who travel more than twenty yards toward the lights find themselves lured into a patch of sucking bog!

Each of the Fated lured into the bog must attempt a TN 11 Athletics Challenge on her next turn. Characters who are not also in the bog (most likely those who followed their influenced companions) can use the Assist Action (which can represent them tossing her a rope or snapping off a tree branch and holding it out for her to grab onto) to give the lured character a **+** on this Challenge.

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

As the characters struggle to free themselves from the bog, the wisp lights dance just beyond their sight, never revealing the true forms of the creatures making the light. If they are attacked, the lights flicker out, one by one (possibly leaving the Fated in the darkness).



## ACT IV, SCENE 3:

### LIGHTNING STRIKES

As a thunderstorm begins to develop, the Fated discover that Audrey's Device has a particularly unusual (and very unintended) property. As a battery, it's intended to store energy (such as electricity), but the device that Audrey created actually attracts energy into it, allowing it to constantly recharge itself. Unfortunately, that energy also includes lightning, and when the battery becomes overloaded by an errant lightning strike, it expels that energy in the form of violent electrical monsters.

Needless to say, Audrey's device still has a few bugs that she needs to work out.

Read the following text, choosing the Fated who is carrying Audrey's Device as the target of the lightning strike:



The sky has been growing steadily dark overhead since morning, and all throughout the late afternoon, the clouds rumbled their displeasure with the world below them. A cool wind begins to blow through the Bayou as lightning flashes overhead, dancing between the clouds as the thunder grows progressively louder.

With each flash of light, [FATED] can feel the mechanical box vibrating and thrumming with power. At first, it's barely noticeable, but as the storm worsens, the thrumming grows louder and louder, until it's impossible to ignore.

One of the little lights on the machine's top flickers to life as a jagged bolt of lightning arcs down from the sky, striking the ground near [FATED] and knocking [HIM/HER] to the ground with a loud clap of thunder as rocks and dirt are thrown in every direction. In the after-image seared into your eyes, you can't help but notice that the bolt seemed to be veering toward [FATED] when it struck the ground.



The Fated have a minute or two to react to the lightning strike before the next one hits. The lights on the top of Audrey's Device burn so brightly that it's hard to look directly at them, and it makes constant, low-pitched thrumming sounds interspersed with the occasional metallic whirring sound.

The Fated can make TN 8 Wilderness Challenges to realize that it's very unusual for lightning to ignore tall trees (such as those all around the Fated) and strike a patch of open ground. If a Fated succeeds at a TN 12 Artefacting or Engineering Challenge, they realize that the device is somehow attracting and storing the energy from the lightning bolt.

If the Fated break the machine (requiring either a solid beating with a melee weapon or a few bullets from a firearm), then it powers down and stops functioning. The Fated can safely continue their journey home, though Audrey will be quite upset to learn that her device has been destroyed; see the Conclusion on page 63 for more details.

### CRACKA-THOOM!

The next lightning bolt lances out of the roiling clouds overhead and strikes the device dead on. Read the following text:



There's a bright flash as another bold of lightning jabs downward from the dark clouds, this time striking the mechanical device dead on. For a brief moment, the machine glows like a newborn sun, and then bolts of electricity are leaping out from the machine in every direction, scouring the ground with jagged whips of crackling light.



If a character was holding onto the device when lightning struck it, she suffers 5/8/12 damage when the lightning hits, blowing the metal box out of her hands and knocking her three yards back.

Regardless of whether or not anyone was damaged in the lightning strike, read the following text:



Another bolt lances down from the heavens, striking the machine, causing it to leap up into the air and hang there, suspended in a corona of crackling energy. Gradually, the electrical arcs begin to coalesce into a vaguely human form around the device, with arms and legs comprised of sizzling electricity.

It doesn't so much stomp as float as it moves forward, the crackling energy making up its legs fading away as new bolts lance out from the machine, replacing them with each step. You're not sure what the lightning-created entity wants... but it sure doesn't seem friendly.



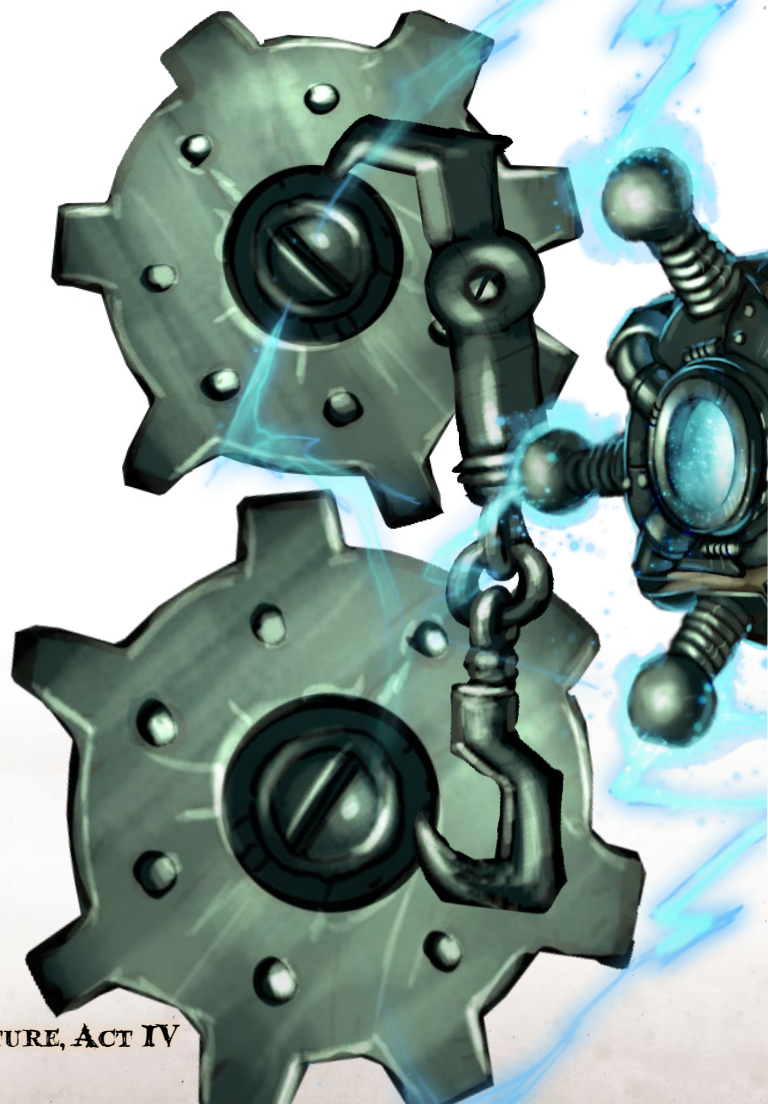
The creature is an Electric Golem (pg. 84). It's newly birthed into the world and being "controlled" by Audrey's Device, in the vaguest sense of the word. It doesn't want to do anything other than just rampage through the world and cause as much destruction as possible... which makes it very unfortunate for the Fated that they're so close to it.

At the start of every round, if the top card of the discard pile is a ⚡, another lightning bolt arcs down from the sky and strikes the Electric Golem, healing 2 of its damage and dealing 2 damage to everyone within (X)1 of it, ignoring Armor. This damage heals Electric Gamin, rather than harming them.

If the top card is a 📖, a bolt of electricity arcs out from the Electric Golem and becomes its own entity, creating an Electric Gamin (pg. 85) adjacent to the Golem. The Electric Gamin is considered to be Slow on the turn it appears, but it can otherwise act normally.

If the Fated defeat the Electric Golem, Audrey's Device makes a sputtering sound and shuts down, dropping to the ground as the Electric Golem (and any additional Electric Gamin) fizzle out of existence. The machine is a bit damaged, but it's nothing that Audrey can't fix with a bit of work. See the Conclusion (pg. 63) for more details.

Alternatively, the Fated could just run from the huge electric monster and wait for the storm to subside; after an hour or two, the storm's fury is spent and Audrey's Device has bled off enough energy that the Electric Golem dissipates, dropping the box to the ground.





# CONCLUSION

If the Fated successfully return Audrey's Device to Wilbur Jones, the large Gremlin gives them a clap on the back and tells them that they "done good." He breaks out a bit of hooch from his personal stash and sends a few runners out into the Northern Hills to find Audrey Moores and let her know that Wilbur has recovered her device. It takes about three days for her to get the message and travel to the Gremlin village.

If the device made it back in relatively good condition, Audrey makes a yelp of surprise as she sees her battered, grease-stained invention, but after a bit of tinkering with it, she sighs in relief. A few minor components are damaged, but it's nothing that she can't fix with a bit of work.

She returns to her laboratory with a group of Gremlins (possibly the Fated) and hands over the promised two crates of weapons. She had been tuning them up as part of a contract with the Miners and Steamfitters Union, and once they're gone, she reports back to her superiors and tells them that weapon crates were stolen by Gremlins. Eyewitness accounts of Gremlins carrying the crates out of her workshop confirm her story, and Audrey avoids getting in any serious trouble (other than being scolded for her lax security measures). If the Fated need favors in the future, Audrey remains favorable toward them and may help them out (assuming that doing so won't get her in trouble).

If the device was damaged to the point of non-functionality (generally by the Fated attacking it with weapons to keep it from attracting any further lightning strikes), then Audrey becomes very upset about how the "stupid Gremlins" broke her machine. Wilbur Jones points out that they never promised to bring it back in working condition and that he should still get his guns, and Audrey says that nothing of the sort will be happening as she storms off. Over the course of the next few days, one of the two launches an attack on the other; either Wilbur decides to just get a posse of Gremlins together to attack Audrey's workshop and take the weapon crates himself,

or Audrey reveals the location of Wilbur's village to the M&SU and claims that they stole her device, which brings a strike team of Union workers and steam-belching constructs into the swamp. Either option could involve the Fated and draw them into future adventures to help Wilbur either defend his village or get the guns that he wants.

If Wilbur manages to get his gun crates (one way or the other), then he uses them to arm his village and start leading raids on the surrounding Jones villages. He's able to bring three or four of them under his nominal control, expending his area of influence and making him one of the more influential Gremlins in Jones territory... right behind Som'er "Teeth" Jones. A struggle between the two of them is inevitable, and it's likely that the Fated play some part in Wilbur's future plans to topple Som'er from his seat of power.





## FATEMASTER CHARACTERS

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

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

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.

It may also be worth drafting up a few additional characters to add to the adventure at places you feel will be extra important to the Fated. If they have encountered other Gremlin characters in their adventures - friends, rivals, or just Gremlins with interesting personalities - then a Bayou Bash is a good time to meet them again and rekindle friendships or reignite rivalries.

Remember that this is your adventure! You should feel free to adapt and add to it as you see fit.



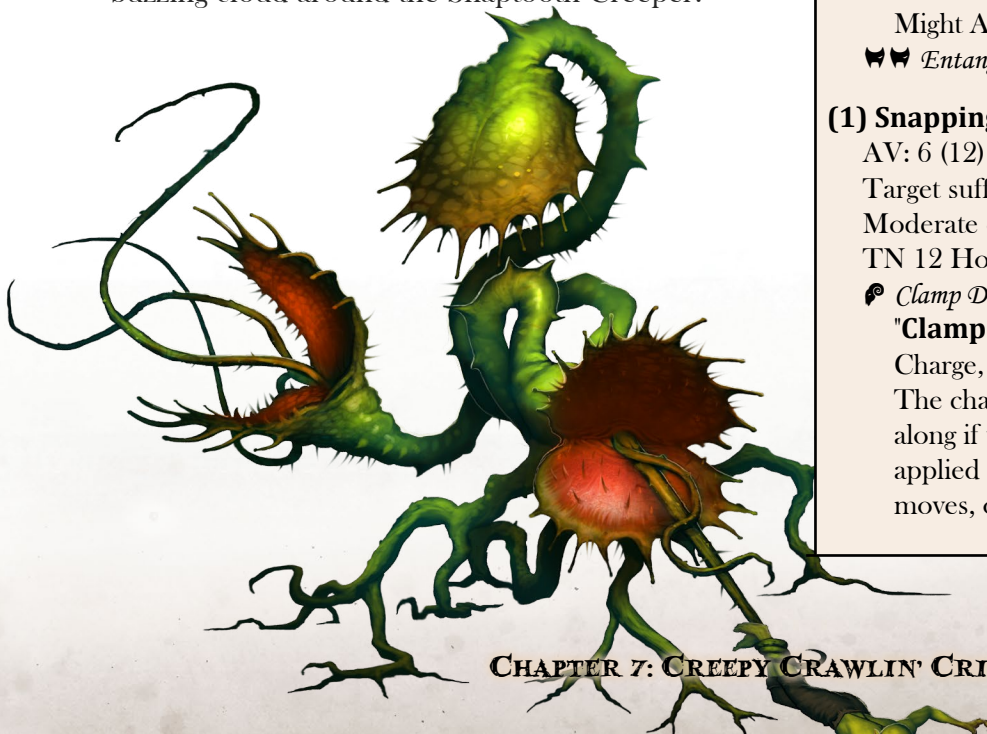
# SNAPTOOTH CREEPER

Snaptooth Creepers are large, carnivorous plants that roam the forested areas of the Bayou in search of food. They're capable of sensing movement via changes in light and shadow around them, and this gives them a significant advantage beneath the gloom canopy of the Bayou's twisted trees.

When a Snaptooth Creeper detects something moving fast enough to be considered food, it opens one of its hinged maws and lashes out at the potential meal with two to three whip-like vines. The vines instinctively wrap around anything they come into contact with and drag it back toward the plant's snapping maws, ensuring that its prey (and an unavoidable number of small logs, tree branches, and rocks) is held still as the plant snatches it up.

If the plant catches something it can eat, it holds its meal tight as it releases digestive enzymes that quickly dissolve the trapped creature into a nutrient goo the plant can use to sustain itself. These enzymes do not affect the plant's vine-whips, and once all of the nutrient goo has been dissolved, it opens its maw, allowing any indigestible leftovers to fall to the ground.

Because of battle damage or just general wear and tear, the seal of most Snaptooth Creeper maws is not air-tight, which often contributes to a swarm of thick that black flies that swarm around them. These insects feed on the nutrient goo that oozes out from the plant's occupied maws and often form a thick, buzzing cloud around the Snaptooth Creeper.



## SNAPTOOTH CREEPER

Minion (6), Living, Beast, Swampfiend

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

**Skills:** Evade 2, Flexible 3☞, Notice 2, Pugilism 2, Stealth 1, Toughness 4, Wilderness 2.

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

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

**Buzzing Flies:** The area within 2 of this character is considered to be soft cover.

### (1) Entangling Vines (Flexible)

AV: 5☞ (11☞) ===== Rg: ⚡5 ===== Resist: Df

Target suffers 1/1/2 damage. This character may take this Action without ending the **Clamped On** Condition.

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

☞☞ **Entangle:** After damaging, the target gains **Slow**.

### (1) Snapping Maw (Pugilism)

AV: 6 (12) ===== Rg: ⚡2 ===== Resist: Df

Target suffers 2/4/5 damage. If this attack deals Moderate or Severe damage, the target must attempt a TN 12 Horror Duel.

☞ **Clamp Down:** The target gains the following Condition: **"Clamped On +2:** This character receives -2 Walk, -4 Charge, and suffers +2 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."

## SKEETER

Peon (4), Living, Beast

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

**Skills:** Martial Arts 1, Navigation 1, Notice 1, Wilderness 2.


**Can't Stop the Buzzing:** This character gains  to disengaging strikes.

**Flight:** This character is immune to falling damage and may ignore any terrain or other characters while moving.

### (1) Proboscis (Martial Arts)

AV: 6 (10) ===== Rg:  1 ===== Resist: Df

Target suffers 1/1/2 damage and gains the following Condition: **"Infection +1:** At the end of the day, this character suffers +1 damage."

 *Drain Blood:* When damaging, deal +1 damage, then this character heals 1 damage.

## SKEETER

Skeeters are a breed of gigantic mosquito that are native to Bayou, specifically its eastern stretches where the flooded forests give way to open fens, marshes, and bogs. Like their smaller counterparts, Skeeters feed on blood, but where a swarm of normal mosquitoes is little more than an annoyance, a single Skeeter is large enough to suck a full grown pig (or human) completely dry.

Both male and female Skeeters feed on blood, but after their mating season, the females hunt down hosts to serve as incubators for their eggs. While perfectly capable of laying their eggs in water like normal mosquitoes, Skeeters prefer to lay their eggs inside recently slain victims. This ensures that their young can feed on whatever fluids their mother left in their incubator, allowing themselves to grow faster and become healthier, larger adults. Since larger Skeeters are more likely to successfully hunt down prey to feed upon and lay eggs within, it is not difficult to see the cycle that likely led to their current impressive size.

Skeeter eggs are considered to be something of a delicacy by Gremlins, but obtaining them is often difficult, as adult Skeeters often lurk in the same areas where they lay their eggs. Particularly clever Gremlins will sometimes tie up a few small pigs to a tree and then come back a few days later to collect the emaciated pig's corpse and all the eggs that the Skeeters have laid inside it. It's dangerous work, but most Gremlins consider a tasty Skeeter omelet to be worth the risk.

### THE INFECTION CONDITION

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

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



# BAYOU GREMLIN

The most infamous inhabitants of the Bayou are, of course, the Gremlins. Standing three to three and a half feet tall on average, these green-skinned humanoids have made build an entire culture upon the mimicry of humans. From wearing their clothes to using their weapons to even learning their languages, Gremlins have proven to be adept at copying humans in their own (often haphazard) way.

While normally fairly sedentary and content to remain within their own villages, Gremlins are still social creatures. Every so often - usually every few months - one of the Gremlin families will announce that it's holding a Bayou Bash, a celebration that is part social get-together, part meeting to discuss the humans and what they've been up to, and part competition between rival families and groups.

Events and contests are common at Bayou Bashes, but safety isn't really a concern. It's not uncommon for contests and events to result in the injury or death of some of its participants, and the victorious team often isn't the one that wins the most, but the one that survives long enough to collect the prize.

To help skew the odds in their favor, most teams engage in at least some amount of cheating, which is considered to be a perfectly valid means of victory. Then again, most Gremlins usually only enter these contests for their own amusement, so it's not unusual for Gremlins to drop out of the competition halfway through it as they start running out of team members and the odds of their own survival start to dip.



## BAYOU GREMLIN

Minion (5), Living, Gremlin

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

**Skills:** Barter 1, Carouse 2, Deceive 2, Evade 2, Gambling 1, Homesteading 1, Husbandry 1, Long Arms 2, Melee 2, Music 1, Notice 1, Pick Pocket 1, Track 1, Wilderness 1.

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

**From the Hip:** This character uses its Grace instead of its Intellect when making Long Arm attacks.

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

### (1) Banjo Bash (Melee)

AV: 1 (6) ===== Rg: ♣ 2 ===== Resist: Df  
Target suffers 2/2/4 damage. If this weapon inflicts a Critical Effect, it breaks in half and ceases to function as either a weapon or a musical instrument.

### (1) Boomstick (Long Arms)

AV: 4 (9) ===== Rg: ♣ 12 ===== Resist: Df  
Target suffers 1/2/3♣ damage. This Attack must declare a Trigger if possible. Capacity 1, Reload 1.

♣ *Dumb Luck:* When damaging, this attack inflicts double damage. This character suffers damage equal to half of the amount suffered by the target.

✕ *Whoops, Ricochet:* After resolving, the closest other character within range and line of sight suffers 1 damage.

📖 *What If... More Powder?:* When damaging, this attack adds +♣ to its Moderate and Severe damage.

♣ *"I Got 'im!":* After succeeding, push this character 3 yards toward the target.

## BAYOU PIG

Minion (6), Living, Beast, Pig

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

**Skills:** Navigation 2, Notice 2, Pugilism 2, Toughness 2, Track 2, Wilderness 3.

**Pigcharge:** This character may perform the (2) Charge Action as a (1) Action.

**Set 'er Off:** At the start of this character's turn during Dramatic Time, if it is not engaged or within 2 yards of a friendly character without this Ability, this character must declare a Charge against the closest legal non-Pig target.

**Eat Like A Pig:** After killing a Living or Undead creature with a Close Combat attack, this character may immediately end its turn to heal 3 damage.

### (1) Tusks (Pugilism)

AV: 5 (11) ----- Rg:  $\text{///}$  1 ----- Resist: Df  
Target suffers 2/3/4 damage. This Attack must declare a Trigger if possible.

☛ **Stampede:** After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result.

✂ **Eat Anything:** After damaging a Living or Undead character, this character heals 1 damage.

📖 **Tossed Up:** After succeeding, place the target anywhere within 2 yards of this character. The target immediately takes the Drop Prone Action.

🐾 **Trampling Hooves:** After succeeding, the target must succeed at a TN 12 Acrobatics Challenge. On a failure, it suffers 1 damage and takes the Drop Prone Action.

## BAYOU PIG

Malifaux has many variations of Earth creatures that seem recognizable at first glance but are actually quite different from each other. The most notorious of these is the Bayou Pig, a hardened killing machine with sharp tusks, thick skin, and a bad attitude.

Young Bayou Pigs have an ugly sort of adorable charm to them, but as they grow older, they grow bigger and more temperamental. While possessed of a sort of low intellect that rivals that of most Gremlins, Bayou Pigs tend to concern themselves with figuring out how where their next meal will come from or how they can get out of whatever fenced-in pen they've been herded into.

Bayou Pigs have notoriously bad tempers, and when riled up, they tend to charge anything that doesn't look like another pig and trust that things will somehow work out in the end. Many Gremlins attempt to harness this aggression for their own purposes when possible, and as such, it's not uncommon to find a few Bayou Pigs accompanying Gremlins when they march off to raid another family's lands.

Having little control over their bristly pig minions might be viewed as a disadvantage to some, but to Gremlins, that sense of unpredictability is all part of the fun. Plus, if the raid is a success, they can always celebrate their victory with a hearty meal of roast pork.



# WALDGEIST

Typically non-violent, Waldgeists can nevertheless become quite dangerous when roused to anger, typically by logging, deforestation, or by being used as target practice. It's the last of the three that tends to get Gremlins in trouble with Waldgeists, and once wronged in such a manner, Waldgeists tend to carry the grudge for years or even decades, becoming a threat to any green-skinned creature that draws their attention.

These "awakened" Waldgeists often lurk near hunting trails, where they wait in motionless silence for Gremlins to draw within striking range. When not moving, Waldgeists are indistinguishable from normal trees, which makes any sort of early identification of a Waldgeist before it attacks nearly impossible.

In combat, Waldgeists prefer to entangle their victims in magically-animated roots and vines. These twisting tendrils are often strong enough to crack bones and break limbs. They are relentless opponents and typically only retreat from combat when confronted with open flame.



## WALDGEIST

Minion (5), Living, Swampfiend, Beast

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

**Skills:** Enchanting 4☛, Evade 2, Navigation 2, Notice 3, Stealth 2, Toughness 1, Track 3, Wilderness 4.

**Armor +2:** Reduce all damage suffered by this character by +2, to a minimum of 1.

**Walking Tree:** This character is indistinguishable from a normal tree when not moving.

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

### (1) Tangling Roots (Enchanting/Cunning)

AV: 7☛ (12☛) ===== Rg: ☛ 2 ===== Resist: Df  
Target suffers 2/3/5 damage. While this character is touching severe terrain, increase the range of this attack to ☛ 4.

☛☛ *Entangle:* After damaging, the target gains **Slow**.

☛☛ *Entrench:* After damaging, the target gains the following Condition until the end of its next turn:  
**"Rooted:** This character may not take Walk or Charge Actions. If this character is pushed, remove this Condition and the character suffers 3 damage."

### (1) Germinate

This character creates an area of severe terrain anywhere within 8 yards. The area is 3 yards in diameter and lasts indefinitely.

## WHISKEY GAMIN

Minion (5), Construct

<i>Might</i> -2	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> -2
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 3 (8)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 2 (7)
<i>Willpower</i> 2 (7)	<i>Charge</i> 6	<i>Wounds</i> 4	

**Skills:** Flexible 2.

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

**Walking Barrier:** This character is capable of providing Hard Cover to other characters.

### (1) Booze Pump (Flexible)

AV: 3 (8) ===== Rg: ⚔6 ===== Resist: Df

Target gains the following Condition for 5 minutes:

**"Flammable:** If this character gains the **Burning** Condition, she gains an additional **Burning +2**, then ends this Condition." This attack ignores Soft Cover.

✘ *Smashed:* After succeeding against a Living target, it gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.

### (1) Free Drinks for Everyone!

All Living characters within (X)1 must pass a TN 10 Carouse Challenge or gain the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if they are already **Intoxicated**.

## WHISKEY GAMIN

Whiskey Gamin are small, Gremlin-made constructs designed to carry moonshine from one place to another, sort of like self-propelled kegs. They have only the most rudimentary of intellects, often just enough to understand the orders given to them by their masters.

Consisting of a keg, two arms, a pumping mechanism, and anywhere from one to three wheels, Whiskey Gamin are not exactly known for being particularly stable on their feet (or wheels, such as it were). This is an intentional design choice, though the reasons for why anyone that lived in a swamp would build a construct whose primary mode of locomotion was a wheel are apparently lost to the mists of time.

Conventional wisdom holds that Whiskey Gamin have wheels because otherwise it'd be too easy for them to get away with their owner's stored moonshine. Exactly why a Whiskey Gamin would want to abscond with its owner's moonshine is a question that few Gremlins bother to ask; it's easier to just assume that any given Whiskey Gamin is an unrepentant booze thief and call it good.

When forced to defend themselves, Whiskey Gamin defend themselves by releasing a steady stream of pressurized moonshine at their enemies. This has the inadvertent side effect of encouraging Gremlins to taunt and harass the poor little constructs in the hopes of getting sprayed down with high-proof moonshine.





# SPARKS LEBLANC

Sparks LeBlanc is a well-traveled Gremlin whose main claim to fame was spending a year working alongside the humans and helping them lay down railway tracks. The experience taught him quite a bit about artefacting and pneumatic augmentations, and when he returned to his family, he put that knowledge to work by showing his fellow LeBlancs how to replace the missing limbs of their kin with whatever scrap happened to be laying around.

From there, he traveled to Tucket lands to continue his tinkering. They've been relatively welcoming of him since he arrived, but they still give him a bit of a wide berth, on account of him being a LeBlanc, which are seen as somewhat unlucky by the other Gremlins families (and, truthfully, by the LeBlancs themselves as well).

Sparks has been earning his keep by modifying their weapons and building constructs that the Tuckets can use to defend their lands (or to raid the lands of their neighbors; he doesn't particularly care about the details). His greatest invention to date, the towering Sprigallin, is nearly completed. He's just got a few bugs to work out, and then it should be ready to take its place on the battlefield as the last word in mechanical Gremlin defenses.



# SPARKS LEBLANC

Henchman (9), Living, Gremlin

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 3	<i>Cunning</i> 1	<i>Tenacity</i> 3
<i>Defense</i> 5 (14)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (8)
<i>Willpower</i> 5 (14)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Artefacting 4, Engineering 3, Evade 4, Heavy Melee 4, Prestidigitation 3, Toughness 2

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

**Hostile Work Environment:** Enemy characters within 8 may not take the Assist Action and may not target characters friendly to them with Actions.

## (1) Beatin' Wrench (Heavy Melee)

AV: 6 (15) ----- Rg: 2 ----- Resist: Df

Target suffers 2/3/5 damage.

✘ *Finisher:* After damaging, if the target is **Paralyzed**, the target is killed.

## (1) Packed With Explosives (Prestidigitation)

AV: 6 (15) ----- Rg: 10 ----- Resist: Df

Target gains the following Condition until the end of its next turn: **Unstable:** Attack Actions targeting this character which result in a damage flip gain +1 to their Moderate and Severe damage values.

📖 *Already Lit:* After succeeding, the target gains the **Burning +1** Condition.

## (1) Analyze Weakness (Engineering)

Target enemy character gains the following Condition until the end of Dramatic Time: **Weak Points:** Enemies attacking this character ignore Armor and Hard to Wound."

## (0) Wind 'em Up (Engineering)

Target friendly Construct within 1 yard becomes **Fast**.

## MECHANIZED PORKCHOP

Minion (6), Construct, Pig

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

**Skills:** Centering 2, Evade 3, Pneumatics 3, Toughness 1.

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

**Powerful Furnace:** After this character completes a Charge Action, every character within (X)1 gains **Burning +1**.

### (1) Metal Tusks (Pneumatics)

AV: 6 (12) ----- Rg: 1 ----- Resist: Df

Target suffers 2/3/5 damage. This Attack must declare a Trigger if possible.

☞ *Heated Metal:* After damaging, the target gains **Burning +1**.

✕ *Steam Burst:* Until the start of this character's next turn, characters within (X)3 of this character count as being in Soft Cover.

📖 *Toss and Gore:* After succeeding, place the target anywhere within 2 yards of this character. The target immediately suffers 2 damage and takes the Drop Prone Action.

🐾 *Trampling Hooves:* After succeeding, the target must succeed at a TN 12 Acrobatics Challenge. On a failure, it suffers 1 damage and takes the Drop Prone Action.

### (1) Vent Furnace (Pneumatics)

All characters within (X)3 gain **Burning +2**. This character suffers (X)1 to all duels until the end of its next turn.

## MECHANIZED PORKCHOP

Sparks' two giant, mechanical pigs have become a common sight in the Tucket village where he's put down his proverbial roots. Both are surprisingly calm and well-behaved for pigs, which Sparks considers to be an achievement, but the other Gremlins don't quite see eye-to-eye with him on his porcine creations.

In their minds, there just wasn't much of a point to a pig that can't be eaten. He's brought a few of them around to a grudging acceptance of the machines by demonstrating their combat prowess and sending them out on raids alongside the Tuckets, but their existence is still a hard sell for most Gremlins.

The furnace that powers these Mechanical Porkchops is twice the size that it needs to be, and as a result, they often "run hot." While this heat was originally vented harmlessly as steam from the constructs' snouts, Sparks eventually caved in to peer pressure and modified the Mechanical Porkchops' designs to allow them to release great bursts of scalding steam or to sneeze jets of flame from their snouts.

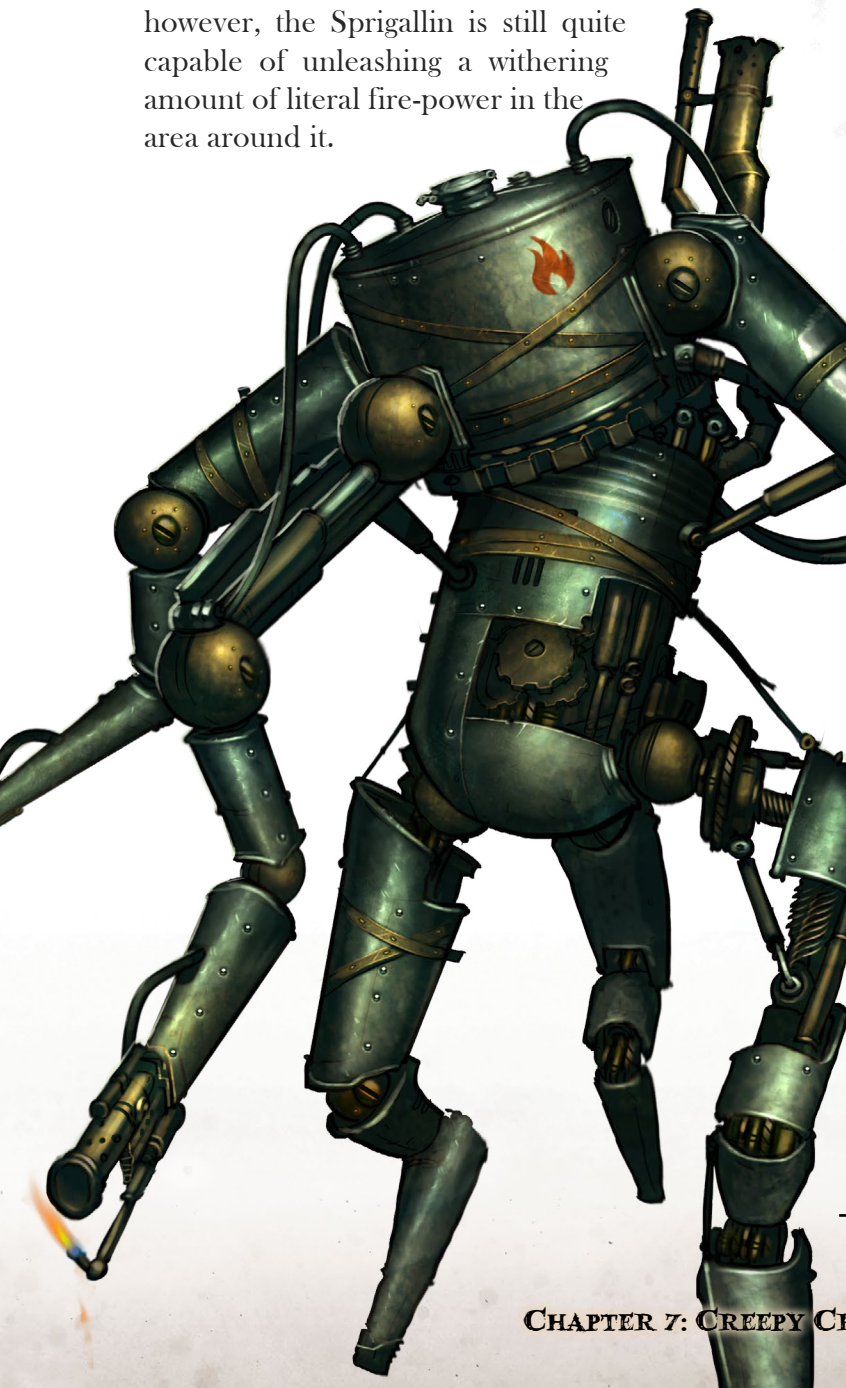
It's still not quite the same thing as having an actual pig around, but the Tuckets appreciate that Sparks is at least making an effort to make his constructs more pig-like in nature.



# SPRIGALLIN

This tree-like contraption is a ramshackle mess of limbs, flamethrowers, and flailing metal branches. Originally intended to be a combat structure by its Gremlin creator, the Sprigallin suffered numerous setbacks, such as the blueprints being eaten by pits (twice), Sparks adding a few parts while he was drunk, and the partial conversion (and subsequent un-conversion) of the machine to run on Audrey's battery device.

Now, it's a towering reminder of just how far off the rails Gremlin artefacting can go before someone suggests that it might be best to scrap the project and start over again. Despite being a technical failure, however, the Sprigallin is still quite capable of unleashing a withering amount of literal fire-power in the area around it.



## SPRIGALLIN

*Henchman (9), Construct*

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

**Skills:** Evade 3, Heavy Guns 1, Pneumatics 2, Toughness 5.

**Armor +2:** Reduce all damage suffered by this character by +2, to a minimum of 1.

**Grounded in Reality:** This character cannot be buried or teleported.

**Nimble:** This character generates an additional AP on its turn, but the AP can only be used to take a Movement General Action.

**Ramshackle Construct:** On this character's turn, if the top card of the discard pile is a ♠, this character may suffer 1 damage to take the Falling Debris Action without it counting against the number of times this character may take a (0) Action on its turn.

### (1) Flamethrower (Heavy Guns)

AV: 4 (13) ===== Rg: ♣ 10 ===== Resist: Df  
Target suffers 2/3♣/4♣♣ damage. Any characters damaged by this weapon also gain **Burning +1**.  
☞ *Wide Arc:* When damaging, this attack gains +♣.

### (1) Flailing Metal Branches (Pneumatics)

AV: 5 (14) ===== Rg: ♣ 3 ===== Resist: Df  
Target suffers 2/4/5 damage.  
☞ *Steam Blast:* When damaging, this attack's Moderate and Severe damage values gain +♣. All ♣ damage dealt by this attack is Weak damage.  
☞ *Steam in My Eyes!:* After damaging, the target gains the **Blind** Condition until the end of its next turn.

### (0) Falling Debris (Pneumatics)

Target character within 3 yards may choose to push 3 yards away from this character. If it does not, it suffers 2 damage.

## GAUTRAEUX BOKOR

Enforcer (7), Living, Gremlin

<i>Might</i> 0	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> 0	<i>Intellect</i> -1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Enchanting 3, Evade 3, Melee 2, Necromancy 3✘, Notice 2, Toughness 2, Wilderness 1.

**Terrifying (Gremlins) 10:** Enemy Gremlin characters must pass a TN 10 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

### (1) Sacrificial Knife (Melee)

AV: 2 (9) ----- Rg:  $\text{///}$  1 ----- Resist: Df  
Target suffers 1/2/3 damage.

✘ *Remove Heart:* After damaging a Living target, it suffers a Severe Critical Effect.

### (1) Touch of the Grave (Necromancy/Tenacity)

AV: 5✘ (12✘) ----- Rg:  $\text{♣}$  15 ----- Resist: Df  
Target gains the following Condition for 1 minute:

**"Touched by Death +1:** When this character suffers damage, it suffers +1 damage."

✘ *Ghost Food:* After succeeding, push target Spirit within 6 yards of the target up to 6 yards toward the target.

### (1) Coalesce Spirit (Enchanting)

Target friendly Spirit without the **Regeneration** Condition gains the following Condition for 3 rounds:  
**"Regeneration +1:** This character heals +1 damage at the beginning of its turn during Dramatic Time."

## GAUTRAEUX BOKOR

Most of the Gremlins in the Bayou consider the Gautraeux family to be just a little bit creepy. Living in the shadows of the Nythera ruins, the Gautraeux have learned dark secrets that no man (or Gremlin) was ever meant to know, and they've demonstrated a surprising amount of glee in turning those secrets against their enemies.

While not every Gautraeux has learned the ways of a bokor - a combination shaman, witch doctor, and necromancer - enough of them have that the other Gremlins tend to be wary about dealing with the family. Of course, that wariness disappears when a Gremlin needs a rival cursed or bewitched or turned into a pig, at which point the Gautraeux become dear friends that the Gremlin in question has always spoken well of to others.

The Gautraeux appearing in this adventure actually are bokor, and if the Fated upset them, they will not hesitate to draw upon their dark magics, unleashing a plethora of withering curses and hungry Bayou spirits upon their hapless enemies.



# GAKI

Gaki are the spirits of those who lived greedy, jealous, or materialistic lives. In death, their selfish desires have been twisted into an insatiable hunger for flesh, which they pursue to the exclusion of all else.

This single-minded determination makes Gaki relatively easy to control, and as such, they're often called upon by Gremlin bokor to serve as expendable assassins and shock troops. They work best in groups, swarming around a single target like a pack of sharks, each Gaki clawing and biting at their prey until it collapses from loss of blood. The group then moves on to the next target, leaving a single one of their number behind to feed upon the fallen.

When not summoned or controlled by a bokor, Gaki tend to linger in places where there is bloodshed and death. They favor larger prey, such as Gremlins, alligators, pigs, and anything else slow enough for them to catch, but if no easy prey presents itself, they will gorge themselves on smaller fare such as fish, rabbits, birds, and even insects.

These morsels do little to assuage a Gaki's hunger in any meaningful way, but Gaki are creatures of hunger and desire, not reason.



## GAKI

Minion (5), Spirit

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -4	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (8)
<i>Willpower</i> 4 (9)	<i>Charge</i> 6	<i>Wounds</i> 4	

**Skills:** Intimidate 1, Notice 1, Pugilism 3✘, Track 2.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Dismember:** When one of this character's attacks causes a Severe Critical Effect, it may discard a card to immediately change the Critical Effect to Amputated. This does not change the location of the Critical Effect.

**Eat Your Fill:** After killing a Living creature with a Close Combat attack, this character may immediately end its turn to heal all damage it has suffered by gorging itself on the creature's flesh.

### (1) Gorge (Pugilism)

AV: 4✘ (9✘) ===== Rg: ♣ 1 ===== Resist: Df

Target suffers 2/3/4 damage.

✘♣ *Blood Frenzy:* After damaging, another friendly Gaki engaged with the same target may immediately make a (1) Gorge attack against the target.

### (1) Devour (Pugilism)

AV: 4✘ (9✘) ===== Rg: ♣ 1 ===== Resist: Df

This attack may only target a Paralyzed or otherwise helpless Living character. If successful, the target suffers a Severe Critical Effect.

## BAYOU WRASSLER

Minion (6), Living, Gremlin

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

**Skills:** Acrobatics 1, Athletics 1, Carouse 2, Deceive 1, Grappling 2, Intimidate 2, Melee 1, Notice 1, Pugilism 2, Toughness 2.

**Eat Lightning** When this character suffers damage, it gains the following Condition until the end of Dramatic Time: "**Adrenaline +1:** At the end of the round, this character heals exactly 1 damage and lowers this Condition's value by 1."

**Theme Music:** At the start of this character's turn, it gains the **Focused +1** Condition.

### (1) Face Punch (Pugilism)

AV: 4 (10) ----- Rg: ♣ 1 ----- Resist: **Df**

Target suffers 2/3/3 damage.

♣ *Signature Move:* After damaging, this character may lower its Adrenaline Condition by 2 to force the target to take the Drop Prone Action. The target then becomes **Slow**.

### (1) Wrestle Around (Grappling)

AV: 4 (10) ----- Rg: ♣ 1 ----- Resist: **Df**

Target suffers 0/1/1 damage. If this attack deals Severe damage, the target is Paralyzed until this character takes another Action.

📖 *Toss:* After succeeding, throw the target up to this character's Might in yards (minimum 1 yard). The target immediately takes the Drop Prone Action.

♣ *Submission Hold:* Target suffers +1 damage.

## BAYOU WRASSLER

Grappling and wrestling - or "wrasslin" as they like to call it - has a long and somewhat proud history among Gremlins. For most of them, that history begins when they are young and fighting with their siblings. Competition for resources is fierce when Gremlins are growing up, and it's not uncommon to see two smaller Gremlins rolling around in the muck, punching, kicking, and biting each other in an attempt to force the other to submit.

Sometimes, when there's not much else to do, the older Gremlins gather around these fighting Gremlins, cheering them on, betting on their success (or failure), and even throwing out a few good punches here and there, if the opportunity presents itself. Some Gremlins take this as a sign that they shouldn't fight with their siblings, on account of how it just ends up getting them punched.

Other Gremlins become addicted to the attention and start picking on smaller Gremlins for the sake of an easier opponent. This allows the would-be bully more time to show off her moves or shout clever obscenities designed to amuse the crowd, which in turns attracts more Gremlins to watch her fights, creating a loop of positive encouragement that usually only ends with the big-headed Gremlin's death.



# MANCHA ROJA

Mancha Roja is everything a fighting Gremlins should be: big, tough, and fearless. His true identity is a closely-kept secret (even from himself), but the name of his masked wrestling persona is known all throughout the Bayou and even to some of the wrestling enthusiasts in Malifaux City.

When not wrestling, Mancha Roja tends to spend time with the Jones family, who have assured him that he is one of their number. Mancha's not completely certain that's true, but he's been hit in the head enough times that he's learned not to trust his own memory. Besides, the Joneses are perfectly happy to let him show off his moves in the large brawls they sometimes get into with the humans, who are easier for Mancha Roja to wrestle; mostly Gremlins he faces off against just get pounded into twitching green paste.



## MANCHA ROJA

Henchman (9), Living, Gremlin

<i>Might</i> 4	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 3
<i>Charm</i> 2	<i>Intellect</i> -1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (13)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 3 (12)
<i>Willpower</i> 5 (14)	<i>Charge</i> 5	<i>Wounds</i> 10	

**Skills:** Athletics 2, Centering 3, Evade 2, Grappling 4, Intimidate 3, Melee 2, Notice 2, Pugilism 3, Toughness 4.

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

**Belly Flop:** When this character takes the Drop Prone Action, she may choose to deal 1/2/3 damage to an already prone character within 1 yard.

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

### (1) Brutal Grapple (Grappling)

AV: 5 (14) ----- Rg:  $\mathcal{M}$  2 ----- Resist: **Df**  
Target suffers 1/1/2 damage. If this weapon deals Moderate damage, the target suffers a Weak Critical Effect. If this attack deals Severe damage, the target suffers a Moderate Critical Effect and is Paralyzed until this character takes another Action.

$\mathcal{P}$  *Crushing Strike:* When damaging, the damage flip gains  $\mathcal{F}$  for each  $\mathcal{P}$  in the final duel total."

$\mathcal{W}$  *Piledriver:* When damaging, increase this attack's damage to 2/5/6. If this damage results in the target making an Unconsciousness Challenge, the TN of the Unconsciousness Challenge is increased by an amount equal to the damage dealt.

### (2) Whack With Bystander (Melee)

AV: 6 (15) ----- Rg:  $\mathcal{M}$  3 ----- Resist: **Df**  
If there is a friendly character within 1 yard of this character, the friendly character and the target both suffer 4/6/7 damage and take the Drop Prone Action.

$\mathcal{B}$  *SMACK!*: After damaging, push the target up to 4 yards in any direction.

# BAYOU GATOR

Minion (6), Living, Swampfiend, Beast

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

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

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

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

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

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

## (1) Fearsome Jaws (Pugilism)

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

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

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

## (0) Creep

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

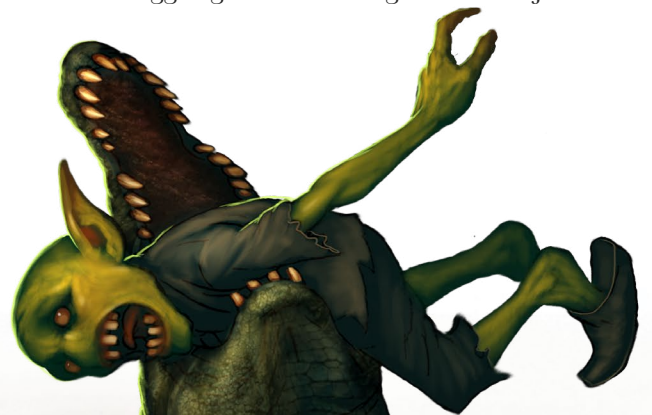
# BAYOU GATOR

The Bayou Alligator - or Gator for short - is one of Malifaux's fiercest ambush predators. Most adult Gators can expect to grow up to fifteen feet in length, and much of that growth is fueled by the conveniently bite-sized Gremlins that share their homes.

Bayou Gators prefer to wait in ambush for their prey to stumble within striking range. They often accomplish this by waiting in the reeds and stagnant water of the Bayou with just their snout and eyes visible above the water, but this is not their only means of catching a Gremlin or other swamp creature by surprise. Some Gators have learned to work themselves back and forth in patches of mud and muck, burying their bodies and hiding themselves along frequented game trails.

There are even stories - likely untrue, given the amount of moonshine involved in their telling - of Bayou Gators who have learned to climb trees and wait for unsuspecting Gremlins to pass beneath. Despite the dubious nature of these claims, it is not uncommon for Gremlins to tease and frighten their young kin with stories of these "drop gators."

Regardless of where they're found, Bayou Gators grow more and more daring the longer they go without food. Sometimes, these hungry Gators will wander right in the center of a Gremlin village, snap up a surprised Gremlin, and then wander right back out with the struggling meal held tight in their jaws.





# RUSTY JONES

As the self-proclaimed son of Som'er "Teeth" Jones, Rusty Jones has a lot to live up to. He's been trying to boss people around like his (alleged) father, but thus far, his smaller size and lack of a big gun have made that somewhat difficult.

Instead of getting frustrated, Rusty has just doubled down on bossing around everyone smaller, slower, stupider, or more drunk than him, which is still a fairly significant number Gremlins, truth be told. He's managed to get a group of his fellow Joneses together to compete in the Bayou Bash, in the hopes that a victory will earn him a few words of congratulations from his inebriated maybe-father.

When the LaCroix show up and throw a cannon into the prize heap, Rusty sees it as his chance to finally prove his worth to Som'er. If he can be the one to deliver the cannon into the Gremlin boss' plump hands, then a loving father-son hug is sure to be forthcoming afterwards. Maybe they can even fire it off together a few times, or play catch with a cannonball in the front yard of Som'er's hut.

Rusty isn't going to let the Fated come between him and those (unlikely) dreams.



# RUSTY JONES

Enforcer (7), Living, Gremlin

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 1	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Athletics 2, Carouse 3, Flexible 3, Intimidate 2, Leadership 1, Melee 2, Notice 2, Toughness 3.

**Makin' My Own Luck:** When this character is the target of an attack from a Fated Character, he may discard a card to force the attacker to "flip" from the Fate Deck discard pile instead of from the Fate Deck. If the Fated cannot "flip" a card from the discard pile (because it is empty), she counts as having flipped the Black Joker.

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

## (1) Fishing Pole (Flexible)

AV: 5 (12) ----- Rg: ♣ 3 ----- Resist: Df  
Target suffers 1/2/3 damage.

♣ *Fishin'*: After damaging a **Ht** 1 target, push the target towards this character a number of yards equal to its Might Aspect (minimum 1 yard).

## (1) Whack With Fish (Melee)

AV: 4 (11) ----- Rg: ♣ 1 ----- Resist: Df  
Target suffers 0/1/1 damage and becomes **Slow**.

✕ *Stuff Down Throat*: After succeeding, the target gains the following Condition: "**Choking**: This character cannot speak or cast Spells or Manifested Powers. If this character is Living, she gains **Suffocating +1** at the start of her turn. This character or a friendly character adjacent to her may spend 2 AP to end this Condition."

♣ *And Knife Ya While Yer Distracted*: When damaging, increase this attack's damage to 2/3/4.

## (0) Quality Mash Liquor (Carouse)

Target friendly character within 1 yard heals 2 damage and gains the **Intoxicated** Condition for 10 minutes. If the target was already Intoxicated, it gains **Poison +1**.

# WHISKEY GOLEM

Enforcer (8), Construct

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 2 (10)	<i>Walk</i> 5	<i>Height</i> 3	<i>Initiative</i> 2 (10)
<i>Willpower</i> 3 (11)	<i>Charge</i> 6	<i>Wounds</i> 8	

**Skills:** Centering 1, Pugilism 3, Toughness 3.

**Armor +2:** Reduce all damage suffered by this character by +2, to a minimum of 1.

**Nimble:** This character generates 1 additional AP on its turn which may only be used to take Walk Actions.

**Df (♥) Sprung a Leak:** After this character suffers damage from a ♣ Attack, it immediately takes the Alcohol Abuse Action. If the attacker is within (X)2, it gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition, if it is already **Intoxicated**.

## (1) Barrel Fist (Pugilism)

AV: 6 (14) ----- Rg: ♣ 2 ----- Resist: Df  
Target suffers 3/5/6 damage.

✖ *Smashed:* After succeeding against a Living target, it gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.

## (0) Alcohol Abuse

Every character within (X)2 gains the following Condition for 5 minutes: "**Flammable:** If this character gains the **Burning** Condition, she gains an additional **Burning +2**, then ends this Condition."

## (2) Flurry

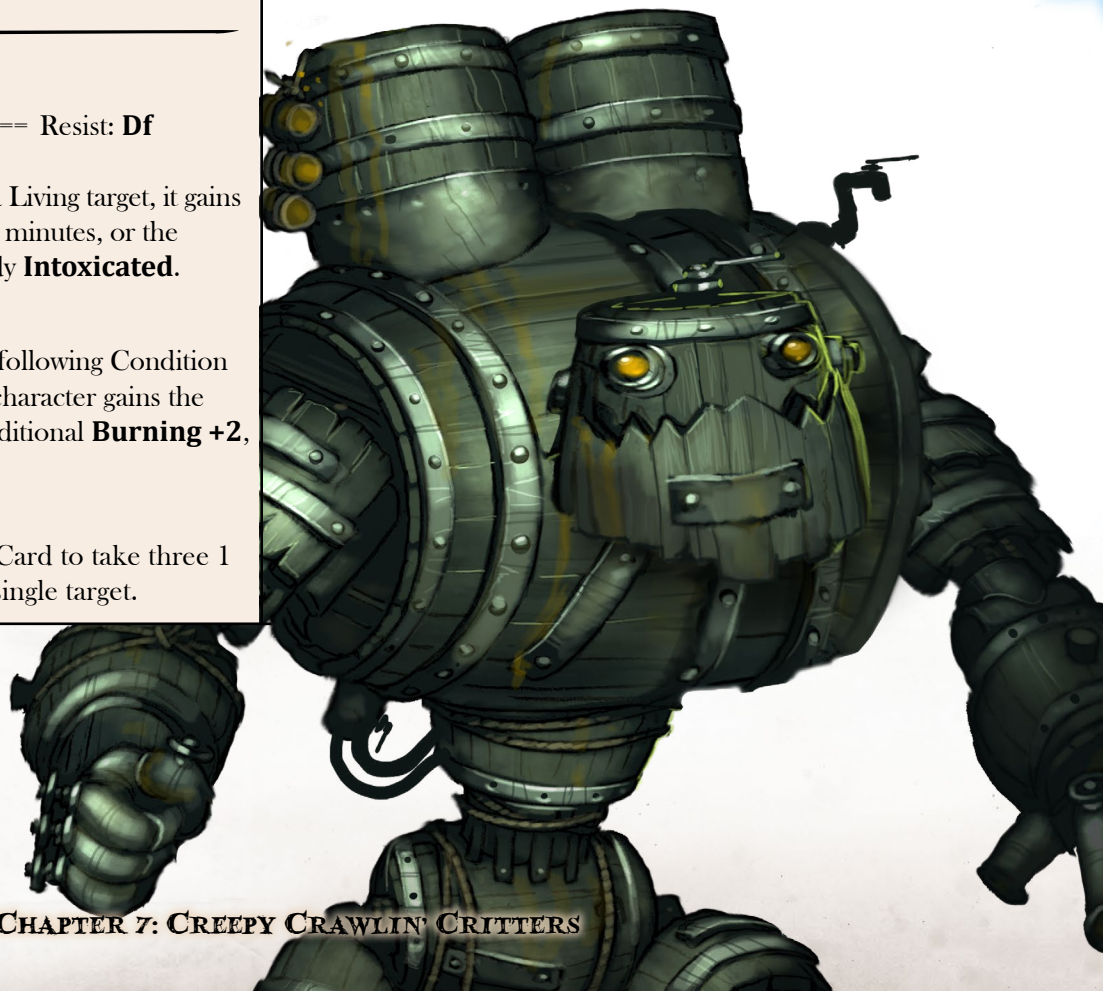
This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

# WHISKEY GOLEM

Though named after the gigantic creatures of magical creation, a Whiskey Golem has little in common with any of the true elemental golems. Instead, it is a bulky, somewhat awkward-looking construction cobbled together from wooden casks, banded steel, and just enough magic to keep the whole thing upright and together.

Though their primary purpose is to transport moonshine from one location to another (wagons are more hindrance than help in the Bayou's sucking muck and fetid swamps), Whiskey Golems are quite capable of defending themselves when attacked. They do so by pummeling their opponents into paste with their thick, steel fists, and most have standing orders to consider anyone who tries to steal a sip of their sloshing contents.

Sometimes, a Gremlin engineer will forget to mention that those standing orders do not apply to themselves, which usually results in a green smear on the ground and a free Whiskey Golem for anyone who can bring the derpy construct back under control.



# ELECTRICAL CREATION

This amalgamation of mechanical parts and living tissue is an experiment that was never quite finished. When active, electricity crackles over its every surface and its tentacles writhe below it as it floats eerily above the ground.

The generator within the Electrical Creation is unstable, as can be evidenced by the bolts of electricity that leap out from its spherical core to strike anyone nearby. Should the Electrical Creation be destroyed, a similar unstable reaction will be triggered within its core, resulting in a high-voltage burst of electricity before the machine's mechanisms finally give out and drop it to the ground.

Until then, however, the Electrical Creation will serve its master dutifully by floating around eerily and zapping anything nearby with electricity. It might not be the most versatile construct ever created, and there are certainly people within the Amalgamation Bureau who would likely to have a few harsh words with its current owner, but at least it was free, right?



# ELECTRICAL CREATION

Minion (5), Construct

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

**Skills:** Evade 1, Grappling 2.

**Electric Demise:** When this character is killed, all characters within (X)2 suffer 2 damage that cannot be reduced.

**Float:** This character floats 1 yard above the ground at all times and may ignore any terrain or similar objects below that height. This character may not take the Drop Prone Action for any reason.

**Open Circuit:** Any character that begins its turn within 1 yard of this character must pass a TN 8 Evade Challenge or suffer 1 damage. Characters that are **Slow** or **Paralyzed** suffer a  to this Challenge.

### (1) Grasping Tentacles (Grappling)

AV: 2 (7) ----- Rg:  1 ----- Resist: Df  
Target suffers 0/1/1 damage. If this attack deals Severe damage, the target is **Paralyzed** until this character takes another Action.

## AUSTRINGER & RAPTOR

The Guild's Austringers are tasked with patrolling the outskirts of the Bayou and keeping the Gremlin population under control. To that end, they have the assistance of Trained Raptors, which are natural predators of Gremlinkind. The screech of a hunting Raptor overhead is often enough to send a surprised Gremlin running for terror (or at the very least, cover).



### GUILD AUSTRINGER

Minion (6), Living, Guardsman

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

**Skills:** Bureaucracy 1, Centering 3, Evade 3, Husbandry 4, Navigation 2, Notice 2, Pistol 3, Stealth 2, Toughness 1, Track 3, Wilderness 2.

**Falconer:** This character is always accompanied by a Trained Raptor. This character does not flip a card for Trained Raptors when shooting into an engagement and gains a **+** when attacking an enemy that is engaged with a friendly Trained Raptor.

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

#### (1) Peacebringer (Pistol)

AV: 5 (11) ----- Rg: **♣** 10 ----- Resist: **Df**  
Target suffers 2/3/5 damage. Capacity 6, Reload 1.  
**♣ Critical Strike:** When damaging, this attack deals +1 damage for each **♣** in the final dual total.

#### (1) Command Raptor (Husbandry)

This character's Trained Raptor may immediately take a (1) AP Action. If the Raptor makes an attack, it gains **+** to its Attack flip, and if the target is a Gremlin, deals +1 damage.

### TRAINED RAPTOR

Minion (5), Living, Beast

Might -2	Grace 5	Speed 3	Resilience -2
Charm -3	Intellect -4	Cunning 1	Tenacity 1
Defense 6 (11)	Walk 6	Height 1	Initiative 6 (11)
Willpower 3 (8)	Charge 7	Wounds 5	

**Skills:** Evade 4, Martial Arts 3, Notice 3, Stealth 1, Toughness 1, Wilderness 1.

**Flight:** This character is immune to falling damage and may ignore any terrain or other characters while moving.

#### (1) Sharp Talons (Martial Arts)

AV: 6 (11) ----- Rg: **♣** 1 ----- Resist: **Df**  
Target suffers 1/2/4 damage.  
**♣ Carry Away:** After succeeding, if the target has Height equal to or lower than this character, this character may move up to its Walk Aspect in any direction, ignoring Disengaging Strikes, then place the target adjacent to this character.  
**♣ Rake the Eyes:** After damaging, the target gains the **Blind** Condition until she receives First Aid from the Doctor Skill (TN 9).

# THE HANGED

In life, this man was caught and lynched in the Bayou by a pack of Gremlins who laughed and threw rocks at him as he twisted and kicked at the end of his rope. His spirit lingered after death, still bound by the rope that encircled his neck.

Should the Fated disturb his corpse, they will have to contend with his vengeful spirit, which has become one of the formidable Hanged. Given an outlet for its anger, the spirit pursues the Fated with single-minded obsession, lashing out with the spectral rope around its neck to choke the life from anyone unfortunate enough to be caught in its chilling grasp.

The air around a Hanged is filled with disturbing, maniacal whispers, and even if the Fated succeed in dispelling the vengeful ghost, they might find that listening to its diabolical whispering has driven them insane, paranoid, and delusional.

Even after it has been destroyed, the Hanged continues to have its revenge on those whose minds it has shattered.



## THE HANGED

*Enforcer (8), Undead, Spirit, Tormented*

<i>Might</i> 3	<i>Grace</i> 3	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -4	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 4
<i>Defense</i> 4 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (12)
<i>Willpower</i> 7 (15)	<i>Charge</i> 6	<i>Wounds</i> 7	

**Skills:** Centering 5, Flexible 3✘, Intimidate 4, Notice 2, Toughness 2, Track 2.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Terrifying (All) 13:** Enemy characters must pass a TN 13 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

**Maddening Whispers** Any character that ends its turn within 13 of this character gains the following Condition: **"Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the Fatemaster's discretion."

### (1) Noose (Flexible)

AV: 6✘ (14✘) ----- Rg: 2 ----- Resist: Df  
Target suffers 2/3/4 damage.

✘ *Revelation:* After damaging, the target must make a TN 13 Horror Duel.

### (1) Toss the Noose (Flexible)

AV: 6✘ (14✘) ----- Rg: 10 ----- Resist: Df  
Target suffers 1/4/7 damage.

✘ *Pull 'em Tight:* After succeeding, push the target towards this character a number of yards equal to this character's Might Aspect (minimum 1 yard).

## ELECTRIC GOLEM

Enforcer (8), Construct, Golem

<i>Might</i> 5	<i>Grace</i> 0	<i>Speed</i> 0	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 2 (10)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> 2 (10)
<i>Willpower</i> 5 (13)	<i>Charge</i> 6	<i>Wounds</i> 10	

**Skills:** Notice 2, Pugilism 3☉, Toughness 4.

**Armor +2:** Reduce all damage suffered by this character by +2, to a minimum of 1.

**Bzzzt!** Characters that make successful Close Combat attacks against this character suffer 1 damage after resolving the attack.

**Electric Demise:** When this character is killed, all characters within (X)2 suffer 3 damage that cannot be reduced.

**Melee Expert:** This character generates 1 additional AP per turn, but this AP may only be used to make a Close Combat attack.

### (1) Electric Talon (Pugilism)

AV: 8☉ (16☉) ----- Rg: ☉ 2 ----- Resist: Df  
Target suffers 3/4/6 damage. This damage cannot be reduced by Armor.

☉ *Toss:* After succeeding, push the target up to 10 yards in any direction.

### (3) Electric Smash (Pugilism)

AV: 8☉ (16☉) ----- Rg: ☉ 1 ----- Resist: Df  
Target suffers 9/10/12 damage. This damage cannot be reduced by Armor.

## ELECTRIC GOLEM

This supercharged creation has been birthed through a union of advanced science and the innate magic of Malifaux. Composed of pure electricity wrapped around an advanced electrical battery, this massive creature is dangerous in proximity alone.

Each battering slash of its sparking talons carries the risk of a deadly shock, but when truly angered, an Electric Golem raises its arms above its head and unleashes a deadly smash attack with enough voltage to electrocute just about anything it comes into contact with.

Should an Electric Golem be defeated, it splits apart into crackling lightning bolts that are quite capable of electrocuting everything around it before the bolts ground themselves. This makes these deadly creatures just as dangerous in death as they were in life.



# ELECTRIC GAMIN

Though smaller than the larger Electric Golem, Electric Gamin are still plenty dangerous. Comprised entirely of electricity given spontaneous consciousness, they are hyperactive and aggressive, often attacking nearby creatures simply to feel the thrilling surge of electricity as it cooks their victims' meaty bodies.

Electric Gamin are also capable of releasing blasts of electrical energy in the form of miniature lightning bolts. While not as deadly as actual lightning, these bolts still possess a high enough voltage to be extremely dangerous to living creatures, especially with repeated shocks. Even constructs and undead must be careful around them, for the bolts are still hot enough to warp steel and cook dead flesh.

Much like their larger cousins, Electric Gamin split into multiple bolts of electrical power when they are defeated, zapping anyone unfortunate enough to be around near them. The voltage of these bolts is significantly less than that of an Electric Golem, but often, that doesn't matter; the human body can only withstand so much electricity.

## ELECTRIC GAMIN

*Minion (5), Construct, Gamin*

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

**Skills:** Evade 2, Notice 2, Pugilism 3, Thrown Weapons 2.

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

**Bzzzt!** Characters that make successful Close Combat attacks against this character suffer 1 damage after resolving the attack.

**Electric Demise:** When this character is killed, all characters within (X)2 suffer 2 damage that cannot be reduced.

### (1) Electric Claw (Pugilism)

AV: 5 (10) ----- Rg: ⚡ 1 ----- Resist: Df  
Target suffers 1/3/4 damage. This damage cannot be reduced by Armor.

### (1) Electric Blast (Thrown Weapons)

AV: 4 (9) ----- Rg: ⚡ 8 ----- Resist: Df  
Target suffers 1/3/4 damage. This damage cannot be reduced by Armor. This attack does not randomly determine its target when fired into an engagement.



# COMPLICATIONS

This chapter provides you with some extra plot hooks, arranged by Act, for *The Bayou Games*. They are intended to add time, difficulty, and interest to certain elements of the adventure.

Each section includes a summary of the complications within it and an idea of when they can be used. The Fatemaster can use this summary to quickly peruse what complications are available to them.

The Fatemaster is encouraged to review these complications before running an Act in case she needs to add one to the session (either to make the session longer or just because it sounds like fun).

Beyond these, there are many other potential plot hooks that can be used to provide interesting scenarios for the Fated, and Fatemasters are encouraged to take advantage of whatever opportunities they see.

## ACT I

Below is the complication for Act I.

- **MISSING INVENTION** - This is an alternate Prologue intended to be used with human characters, rather than Gremlins. It replaces the Prologue and Scene of Act I. When the Fated reach Scene 2, they will only have to travel through the Bayou for 3 days in the "Visiting the Tuckets" Ongoing Challenge.



## MISSING INVENTION

The Fated are contacted by Audrey Moores, an M&SU inventor, and asked to meet her at her workshop outside the Hollow Point Pumping Station in the Northern Hills. This works best if the Fated are affiliated with the Union or have done work for it in the past, but ultimately, Audrey is desperate and willing to turn to just about anyone at this point, provided they are competent and trustworthy. When the Fated arrive, read the following text:

Audrey Moores grips your hands, one by one, giving each of you a firm handshake as she thanks you for coming. She's dressed in blue jeans, a long shirt, and knee-high boots, and her face and unkempt blonde hair are both stained with soot and grease.

"Thanks for coming," she says, leading you into her workshop. The first thing you notice in the room are the long shelves in the back that have been tipped over, spilling their contents out onto the steel floor in a confusing heap of tools, mechanical parts, and corrugated paper boxes.

"Hell of a mess, ain't it?" Audrey shakes her head as she looks back at the collapsed shelves. "Some Gremlins from across the swamp broke in a few days ago and tore the place up. I'd scratch it off as the cost of doing business in Malifaux, but they also escaped with the device I had been working on. It's my only working prototype, and I desperately need it back before the Gremlins tear it apart out or feed it to an alligator or whatever."

Audrey turns to you, looking desperate. "I've put a year of my life and more Union funds than I really want to admit into creating that device. I just need someone to peacefully approach the Gremlins and try to trade for it. I don't even care that they stole it. Please... can you help me?"



## SCENE 1: AUDREY'S WORKSHOP

Audrey is willing to pay the Fated 15 scrip each for retrieving the device (5 up front and 10 when they return), and she mentions that she'll owe them "a big favor" as well, which could come in handy the next time any of them want something from the Union.

If the Fated succeed on a TN 10 Barter Challenge, Audrey agrees to either give the Fated an experimental weapon she had been working on (a Lightning Gun; see below).

Once the Fated have agreed to help her out, Audrey leads the Fated back outside to the wall of her workshop that the Fated didn't see when they arrived. The words "Tuckets Rule #1" have been painted across the entire wall in blue paint, and the discarded (and dried out) paint cans and brushes they used to deface the warehouse rest nearby.

Audrey explains that after asking around, she learned that the Tuckets are one of the Gremlin families that lives nearby, across the Frostrun river in the Bayou. She wants the Fated to enter the Bayou, find one of their villages, and trade them for her device. She describes it as a metal box, two feet wide and a foot tall, with numerous spires and electrodes on the top.

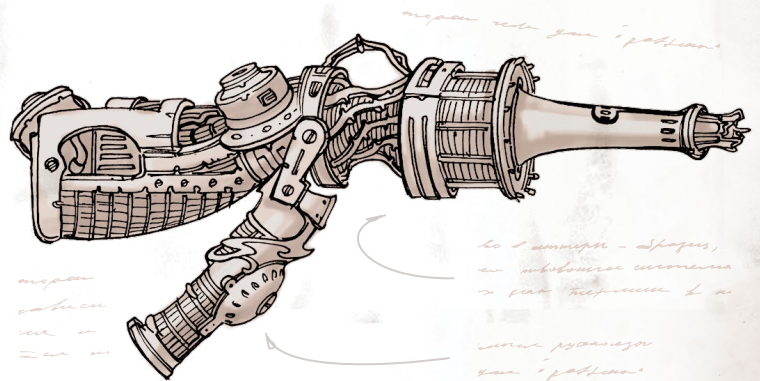
To help them negotiate for her device's return, she has a crate of weapons that she is sending into the Bayou with the Fated to serve as a bargaining chip. The weapon crate is roughly four feet long, two feet wide, and three feet deep. It's filled with two dozen Hawken Rifles (*Fated Almanac*, pg. 161), a dozen Collier Hammerless Shotguns (*Fated Almanac*, pg. 167), five cases of 20 rifle rounds each, and two cases of 20 shotgun shells each.

Handing out a rifle and some ammunition gives the Fated a **+** to any Barter Challenge they make with Gremlins for the duration of this adventure, but also draws attention to the crate's contents; the Fated will have to sleep with one eye open to keep Gremlin thieves from trying to slip a weapon or two out of the case while the Fated aren't looking.

Carrying the weapon crate is also a burden; one or two characters can carry it, but doing so lowers their Walk and Charge Aspects by 2 points for as long as it's carried (it can be freely dropped at any time).

Audrey also supplies the Fated with a week's worth of dried trail rations, which should be enough to get them to the Gremlin village and back. She has a rough idea of where the village is located (in the sense that she can point in its general direction), but beyond that, the Fated are on their own when it comes to finding their way toward it.

When the Fated head off toward the Tucket village, pick up the adventure with Scene 2: To Tucket Lands We Go (pg. 10). It will only take them 3 days to reach the Tucket village with the "Visiting the Tuckets" Ongoing Challenge.



### LIGHTNING GUN

Based on similar weapons of ancient Malifaux, this weapon fires bolts of lightning rather than bullets. Each time a lightning gun is fired, it is accompanied by a bright flash of light and a loud snapping sound, like the cracking of a whip.

WEAPON (LONG ARMS)	RANGE	DAMAGE
Lightning Gun	10	2/3/7

**Special:** This weapon fires electric bolts; it does not use ammunition, does not need to be reloaded, and has the Penetrating special rule (its damage ignores Armor). When this weapon damages someone (whether with the initial shot or a pulse), flip a card for every character within  $\times 2$  of the damaged character that has already suffered damage from the attack. On a **8**, the electric bolt arcs to the new character, who takes 2 damage. Lightning bolts continue to arc in this way until there are no more legal targets.

# ACT II

Below is the complication for Act II.

- **OF PIGS AND GREMLINS** - Use this complication if you want to showcase Trixiebellé a bit more and let the Fated help her deal with one of her overly obsessive admirers.



## OF PIGS AND GREMLINS

After Trixiebellé shows the Fated the loot pile and tells them that she handed over the device, she mentions that she's in need of someone to help her deal with an obsessive admirer. Read the following text, choosing the most gullible-looking male character (if any) as the target of her attentions:



Trixiebellé waves off the crowd of Gremlins following her around and pulls you to one side. "Hey, listen here... you seem like right good folks, don'tcha? Can you help a poor girl out with a wee little problem?"

She grabs [FATED] by the arm and presses against [HIM/HER], leaning her head against [HIS/HER] shoulder. "There's a foolish boy out there who keeps sending me these weird gifts and tellin' his friends that I'm his and his alone. It's 'nuff to give a girl the creeps. I'm sure that he'd stop if some big, strong person told him to back off, and I'd be *sooooo* grateful..."



If the Fated agree to help her, she squees with joy and tells them that the "foolish boy" in question is Lenny Jones, and that he's been spending whatever time he can to creep on her down near the mud pits, playing tug-o-war.

What she doesn't mention is that Lenny is just under seven feet tall and built like a brick house. He both thinks and talks slow, and spends most of their conversation with him fussing over his pet piglet.

If the Fated confront Lenny over the weird gifts he's been sending, Lenny just stares at them blankly. If the Fated succeed on a TN 9 Scrutiny Challenge, they realize that Lenny doesn't seem to even realize that female Gremlins exist, let alone have the capacity to obsess over one.

The true culprit here is his small companion George Jones, who has been trying to help his friend "hook up with" Trixiebellé out of a desire to see his larger friend happy.

The Fated have a few options in how they deal with the pair. George does most of the talking for Lenny, claiming that if he wants to make Trixie Belle his own, then that's none of the Fated's business. Lenny just keeps petting his piglet and staring off into space.

If the Fated take a diplomatic approach, it takes a TN 14 Convince or Intimidate Challenge to get the pair to back off. If the Fated fail an Intimidate Challenge with a Margin of Failure, George decides to take the threat personally and shouts to Lenny that the "mean folks here and tryin' to take yer pig!"

Lenny's eyes narrow in anger as combat begins. Lenny uses the stats presented here, while George is just a Bayou Gremlin (pg. 67). George allows Lenny to take the forefront in the fighting, while he hangs back and tries to shoot at the Fated with his firearm.

Alternatively, if they seem to be at an impasse, George suggests that they have a tug-o-war contest to settle the matter. He's confident in Lenny's strength as is willing to let as many as three different characters compete against his friend.

Trying to pull Lenny into the mud requires a TN 16 Athletics Challenge. Only one Fated may flip for this Challenge, but for every additional character participating in the tug-o-war, the TN is lowered by -2. If the Fated succeed, then Lenny falls, arms pinwheeling in surprise, into the mud as George facepalms in embarrassment. He agrees to stop sending gifts to Trixie Belle on behalf of Lenny, much to his disappointment.

If the Fated fail, then Lenny (who had decided to pull on the rope with only one hand, on account of not wanting to put down his pet pig) yanks them all into the mud. George shouts in excitement and points out that they won Trixie Belle from them fair and square.

If the Fated succeed in getting George to stop sending gifts to Trixie Belle (whether by convincing him to stop or killing him), then she squeals with joy and gives them all big hug in thanks. If they fail and "lose" her over a game of tug-o-war, then she becomes upset, refuses to have anything to do with "that muscle-head" and huffs in indignation.

## LENNY JONES

Enforcer (8), Living, Gremlin

Might 5	Grace 1	Speed -2	Resilience 4
Charm -1	Intellect -1	Cunning 4	Tenacity -2
Defense 4 (16)	Walk 4	Height 3	Initiative -2 (6)
Willpower 2 (10)	Charge 6	Wounds 10	

**Skills:** Evade 2, Grappling 4, Heavy Melee 3, Husbandry 2, Thrown Weapons 2, Toughness 4.

**Big 'un:** When determining a random target in a melee involving this character, other characters flip three cards for this character and choose the lowest. This character's ☞ attacks have had their range increased by +1.

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

**Rush +2:** This character's Charge has been increased by +2.

### (2) Whack'n Stick (Heavy Melee)

AV: 8 (16) ===== Rg: ☞ 3 ===== Resist: Df  
Target suffers 3/4/5 damage.

☞ *Crushing:* When damaging, this attack ignores Armor.

### (1) Giant Green Hand (Grappling)

AV: 2 (10) ===== Rg: ☞ 2 ===== Resist: Df

Target suffers 1/1/2 damage. If this attack deals Moderate damage, the target suffers a Weak Critical Effect. If this attack deals Severe damage, the target suffers a Moderate Critical Effect and is **Paralyzed** until this character takes another Action.

☞ *Death Squeezes:* After succeeding, the target suffers 3 damage and gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first: **Held Tight:** This character cannot take movement Actions. If the character that applied this Condition takes a movement Action, it may place this character into physical contact with itself when the movement is complete. If it does not, end this Condition."

### (0) Pet the Piggy (Husbandry)

This character may discard a card to pet his piglet, which heals 2 damage and gives him the **Focused +1** Condition.

# ACT III

Below is a quick list of the complications for Act III.

- **BIRTHIN' PIG** - Use this complication when you want to throw an unusual challenge at the Fated, particularly if any of them are skilled at animal husbandry.
- **THE TRUE BAYOU BOSS** - Use this complication if your players are really amazing fighters and want to test their prowess against a truly powerful and dangerous opponent.

## BIRTHIN' PIG

At some point during the Act - perhaps after the Chicken Jousting or Skeeter Shooting events - the Fated are approached by a Teddy LeBlanc, a frantic Gremlin whose sow, Lily, is in the middle of giving birth.

Unfortunately, the other three pigs in her pen have gathered around the sow and are fighting over who gets to eat the baby piglets when they come out, and that's preventing the Gremlin from getting anywhere near his sow to help deliver the piglets. He begs them to help distract the pigs so that he can get to Lily and make sure that all her piglets survive (she apparently has small hips for a pig).

When the Fated arrive, there are three Bayou Pigs (pg. 68) milling around a prone, heaving, and very pregnant female pig. Teddy tells them to distract the male pigs while he ducks under the wooden fence and runs up to Lily. If the Fated follow after him, then they end up facing off against all three Bayou Pigs in combat. As soon as one of them damages a Bayou Pig with an attack, Teddy shouts at them in surprise, claiming that he just needs the pigs distracted, not dead.

With Teddy's help, Lily pushes out one squirming piglet about the size of a football on each of the first two rounds of combat. He immediately passes it to a waiting Gremlin outside the pen as soon as it's free.

On the third round, if there are any pigs still in combat, one of them tries to charge Teddy; if it is able to do so, it gores him and tosses him to the ground, knocking him unconscious. Some Gremlins quickly grab him and pull him to safety while shouting to the Fated that they'll have to deliver the rest of the piglets themselves.

If none of the pigs can reach Teddy (perhaps as a result of being stuck in combat with the Fated), then he delivers another piglet. The Bayou Pigs keep trying to charge him every round until they either succeed or Lily finishes giving birth.

Once Teddy has been knocked unconscious, Lily starts squealing in pain. She has a total of 8 Wounds, and every round she doesn't successfully deliver a piglet, she suffers one damage. If Lily reaches 0 Wounds or below, she dies and the remaining Bayou Pigs lose all interest with the Fated and instead turn their attention toward eating her still-warm corpse.

A character who is adjacent to Lily can spend 2 AP to make a TN 9 Husbandry Challenge. On a success, they safely deliver one piglet that Lily's trying to birth. She has a total of six piglets inside of her (including the two that Teddy delivers on the first two rounds of Dramatic Time).

Once the final piglet is delivered and safely out of the pen, the other pigs (if any are still alive) start fighting over who gets to eat the afterbirth and leave Lily alone.

When Teddy regains consciousness, he takes stock of the situation. If the Fated managed to deliver the rest of the piglets and save Lily's life, then he rewards them with firm handshakes and even gives them one of her piglets to raise as their own (which will no doubt cause more problems than not in the future).

If Lily died, however, then he's too upset to do much more than just thank them for trying to help out. Teddy spends the rest of the Bayou Bash moping around and mourning the loss of his favorite sow.

## THE TRUE BAYOU BOSS

This complication adds Som'er & Peaches to Scene 3 as an actual combatant, rather than a drunken force of nature. The random events that occur during the battle can still occur as written in the scene.

Because he's Rank 12, Som'er is a very dangerous opponent, so make certain to only use this Complication if your Fated get excited about uphill battles against very tough opponents.

It's recommended that the Fatemaster have Som'er shout out various bits of drunken nonsense as the fight progresses. When Som'er & Peaches are reduced to 0 Wounds or below, Peaches releases a squeal of pain and charges off, out of the fight, taking a hollering and cussing Som'er with her.



## SOM'ER & PEACHES

Master (12), Living, Gremlin, Pig

Might 2	Grace 1	Speed 2	Resilience 4
Charm 1	Intellect -1	Cunning 4	Tenacity 3
Defense 4 (16)	Walk 5	Height 3	Initiative 4 (16)
Willpower 5 (17)	Charge 8	Wounds 10	

**Skills:** Carouse 5, Deceive 2, Gambling 4, Husbandry 3, Intimidate 4, Leadership 2, Notice 2, Pugilism 2, Scrutiny 3, Shotgun 3, Thrown Weapons 2, Toughness 4.

**Alcohol Poisoning:** At the start of Dramatic Time, this character gains the **Intoxicated** and **Poison +20** Conditions.

**Blubber:** Reduce all damage suffered by this character from  $\text{///}$  and  $\text{♣}$  attacks by +1, to a minimum of 0.

**Mounted Horseman:** This character has enhanced Walk and Charge Aspects. If this character would become **Paralyzed**, it becomes **Slow** instead. It ignores penalties for terrain when taking Movement Actions.

### (1) Sharpened Tusks (Pugilism)

AV: 4 (16) ----- Rg:  $\text{///}$  1 ----- Resist: Df  
Target suffers 2/5/6 damage.

♣ "Atta Girl!": After damaging, take this Action again against another target in range.

### (1) Throw Drumstick (Thrown Weapons)

AV: 3 (15) ----- Rg:  $\text{♣}$  6 ----- Resist: Df  
Target suffers 0/1/2 damage and must discard a random Twist Card (if possible). This character can take this Action even while engaged.

♣ "Git 'way From That, Pig!": After succeeding, a Bayou Pig runs into combat, ending its move within 3 yards of the target. It does not get a turn on this round (it's too busy eating the drumstick) but will act normally on the next.

✕ "Fighin' is Sho' Hard On An Appetite...": After resolving, this character eats a drumstick and heals 2 damage.

### (0) Swamp Gas

All non-Gremlin characters within (X)2 of this character gain the **Slow** and **Poison +2** Conditions.


# ACT IV

Below is a quick list of the complications for Act IV.


- **FALLING STAR** - Use this complication to add a bit of silliness to the Fated's journey back home.
- **THE WISPS** - Use this complication to make the Will o' the Wisps encounter more dangerous.

## FALLING STAR

This complication is useful if you want to lighten the Fated's mood with a somewhat silly encounter as they return back home with Audrey's device. Read the following text:

—  —


As you're debating which part of the marshy waters ahead of you will be easiest to wade across, you hear a high-pitched shriek from somewhere up above. You've barely had a chance to glance upward when something swoops down toward you, trailing a dense plume of black smoke behind it. You catch a glimpse of a screaming Gremlin in goggles riding some sort of mechanical flying machine, but then it's upon you!

—  —

Choose one of the characters at random to make a TN 13 Evade Challenge; the character can add her Height Aspect to this Challenge. If the character passes, move on to the next character in line, continuing until one of them fails or all of them pass.

If all of the Fated succeed on their Evade Challenges, then the screaming Gremlin flies past them at high speeds, zigs past a large rock, and then zags into a large tree in a crash of crumpling metal, cracking wood, and exploding engines.


If a character fails the Evade Challenge, then some piece of their clothing gets caught on the flying machine as it zips past her. Read the following text:

—  —

Before you even know what's happening, you're yanked forward at breakneck speeds. You hear a cuss word and glance over at the Gremlin piloting the machine that you've become snagged on, and she meets you panicked gaze with one of her own as she yanks on the machine's control stick, sending it racing upwards past a gauntlet of slapping tree branches and into the open sky far above the Bayou.

You can hear a sputtering sound from the flying machine as its engine stalls out, and then the Gremlin woman is shoving a bulky backpack into your arms. "Parachute!" she screams, pointing at a tangled cord hanging from one end.

"Good luck!" A knife flashes in her hand as she cuts you free, and then she's leaping free of the falling machine, her hair blowing back in her face as she shouts "WHEEEEE!"

—  —

The Fated can pull the parachute on without any trouble, and once activated, it deploys a patchwork quilt of stitched-together shirts, blankets, and underpants from the back. The falling Gremlin uses her arms to maneuver closer to the Fated and grabs onto her, riding the rest of the way down to the ground while laughing like a crazy woman.



If the Gremlin's flying machine crashed, she staggers away from it in a daze, covered in soot and coughing from the smoke. If she snagged a Fated, then she lets go a few feet before the parachute reaches the ground and staggers as she regains her footing.

Either way, once she's managed to compose herself, she pushes up her goggles and introduces herself as Molly Bodine and apologizes for the sudden appearance; her "flying skeeter" hit a bird while she was zipping around and it threw her into an uncontrolled tailspin. Then she sits down, pulls out a flask of moonshine, and takes a long sip to calm her nerves.

No matter how she landed, Molly is convinced that the crash ruined her "flying skeeter," but she's not particularly concerned with the damage, reasoning that she'll get it fixed up once her "fellow pirates" show up. If the Fated start up a conversation with her, she explains that she's one of the "feared Iron Skeeters," a group of sky-pirates that "terrorize all the lands below from our fearsome airship!"

The airship isn't anywhere to be seen, however, so Molly just sits tight to wait for them to show up (which will take a day or two).

## THE WISPS

This complication makes the Will o' the Wisps encounter my difficult. Increase the TN of the Centering Challenge to 12 as the Will 'o the Wisps take a more active interest in the Fated. After the first character wanders into the sucking bog, six Will o' the Wisps - fat, disgusting creatures with luminous bottoms - appear from the surrounding darkness and try to push any sinking Fated deeper into the bog by bouncing up and down on their heads.

Any characters that escape from the bog are subjected to the Will o' the Wisps' Entrancing Lure Action to draw them back into the hazardous terrain. If all of the Fated manage to escape the sucking bog and the Will o' the Wisps are reduced to two or fewer, the remaining creatures will flee into the night.



### WILL O' THE WISP

Minion (5), Spirit, Swampfiend

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

**Skills:** Bewitch 3, Deceive 2, Enchanting 3, Evade 2, Martial Arts 3, Notice 2.

**Incorporeal:** This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

**Feed on the Lost:** After a non-Swampfiend character within 6 fails a **Wp** duel, this character heals 1 Wound.

#### (2) Bop on Head (Martial Arts)

AV: 4 (9) ===== Rg: 1 ===== Resist: **Df**

If the target has the **Suffocating** Condition, it gains an additional **Suffocating +2**.

♣ *Distraction:* After succeeding, the target becomes **Slow**.

#### (1) Entrancing Lure (Bewitch)

AV: 5 (10) ===== Rg: 16 yards === Resist: **Wp**

Target takes a Walk Action that must end as close to this character as possible.

# APPENDIX

## TAROT TIE-INS

Below is a list of possible Tarot Tie-Ins for each Act, pulling from the Tarots of the *Fated Almanac* and *Into the Bayou*. Use these as ideas to help fuel your players' Destiny Steps.

The first two letters of a Tie-In stand for the Tarot used. In this case, CR stands for Cross Roads Tarot, and WW stands for Waterways Tarot.

The next two letters indicate the card's position. For the Cross Roads Tarot, ST is Station, NC is Northern Card, and so on. For the Lifeline Tarot, CO is Conflict, RO is Root, etc.

Finally, the two values - the number and suit - indicate the specific card tied to that destiny step.

## ACT I

CRNC 8♠: "And the moon shines upon the forest but not your path" is particularly appropriate if the Fated become lost while trying to reach Tucket lands. Frequent references to the moon as the Fated travel can help to reinforce this connection, even if the character avoids her destiny and stays on the path.

CRNC 2♣: "But there are dragons here" could be a reference to the game of Dragon's Teeth that the Tuckets force the Fated into playing.

WWMC 6♣: "Love will walk across the flames" could refer to a Gremlin who will fall in love with the Fated if she shows bravery during the game of Dragon's Teeth. This amorous Gremlin should become a useful ally for the Fated in the future, perhaps even accompanying her to the Bayou Bash and assisting her, similar to what is described in the Allies and Enemies callout box on page 29.

WVEC 9♣: "As the gears shriek an agonizing chorus" could very well describe the battle with the Sprigallin, especially if its mechanical components are described as painfully screeching during the resulting battle.

## ACT II

CREC 2♠: "You will be bold when it is needed most" could very well apply if the Fated step forward during the meeting between the Tuckets and the Gautraeux and either successfully put an end to their standoff or result in hostilities that see the end of the Gautraeux. If the latter comes to pass, the Gremlins at the Bayou Bash should point out that their team is unable to compete in the Grand Prix, thus showing the Fated how her bold violence has helped to improve her team's odds.

CRWC 1♣: "Denying the battle will win the war" might be another reference to the confrontation between the Tuckets and the Gautraeux. If this is the case, the Gautraeux should thank the Fated by giving them a useful trinket for smoothing over hostilities (such as a Trinket from *Into the Bayou*).

WVEC 1♣: "If you step into the ring of spears" might refer to the speared heads that the Gautraeux family uses to mark its territory. If this is the case, it may be worth describing the spears in more detail - perhaps someone the character knows ran afoul of the Gautraeux and her head is now one of those on a spear!

WWMC 11♣: "Muddy teeth snap at your heels" seems like it might be referencing the disaster that the Gator Wrestling event becomes when the Bayou Gators escape from their pen. Perhaps they favor this character with their attacks?



## ACT III

CRNC 1✘ "For you must dredge the waters til the just give up the dead" could be a very literal reference to the Skeeter Shooting event, especially if the character is one of the Gremlins tasked with gathering the dead Skeeters from the water after being shot by her teammates."

CRSC 1✘: "Once the first has been the last and the last has been the first" could have a special meaning if the scores of the teams are adjusted to make certain that the Shines are in last place at the end of the competition... especially when the Joneses run off with the treasure at the end of the Act, "winning" it despite losing the competition.

WWRC 9✘: "But everything feeds on blood" might be calling attention to the Skeeter Shooting event. If the Fated participates, perhaps some of the Skeeters decide to make a meal out of her as the competition unfolds around her?

WWMC 6☞: "The biggest hat is snatched by the lowest branch" could be a reference to the Fated's confrontation with Som'er "Teeth" Jones at the end of this Act, as he is considered to be the "big hat" of the Jones family, while the character and her allies are unlikely to have much in the way of political power (and thus, could be considered to be 'low' on the tree).

## ACT IV

CRSC 2☞: "If you ignore the rope in the trees" seems like a clear warning to the Fated against messing with the corpse of the hanging man in the Bayou Hanging encounter (pg. 59).

CRSC 5☞: "As upon your back you carry the brightest star into the shadows" might be a reference to Audrey's device (and the bright electric 'star' that it becomes), which the Fated are carrying into the gloom of the Bayou.

WWEC 10☞: "If the trees remember your trespass" could very well open up a new encounter for the character, in which they encounter a Waldgeist that had previously fled from the Act I encounter "Fireflies" (pg. 14). The Waldgeist should bear some scar or other sign to show that it was the Waldgeist the Fated encountered earlier, and it should show up at an inopportune time... such as when the Fated are dealing with another threat on their way back home in Scene 2.

WWMC 12✘: "The echoes of lightning will not be thunder" is very likely a warning about the Electric Golem and Electric Gamin that show up for Scene 3 of this Act.



# TRACKING SHEET

TEAM NAME	DRINKING CONTEST	WRESTLING	COOK OFF	CHICKEN JOUSTING	SKELTER SHOOTING	TOTAL
The Shines						
United Gremlin Liquor Enthusiasts						
The Deliverers						
The Big Wigs						
The Tooth Snappers						
The Knockouts						
The Silver Shooters						
The Hully Gullys						
The Boondoggle Seven						
The Cricket Spitters						
Fated Character Team						



# THE BAYOU WILL BE WATCHING



Winning means fame and fortune.

Losing means... well, it probably means that you were too drunk and fell off your giant chicken during the jousting competition.

A simple mission to recover a stolen device turns into something more as the Fated get pulled into a competition between rival Gremlin families in a sprawling Bayou Bash.

So load your shotgun, grab your best pig, and try to avoid catching fire as you compete in the most grueling contests seen in the Bayou since the last time this sort of thing happened!



The Bayou Games is a fun four session, Gremlin-focused adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play and is a good companion adventure for the Into the Bayou expansion.



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