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D Penny dreadful

ONE SHOT

NO STRINGS
ATTACHED



THROUGH THE BREACH

Through the Breach books:

The Fated Almanac
The Fatemaster's Almanac
Into the Steam

Through the Breach adventures:

In Defense of Innocence
Northern Aggression



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CREDITS

WRITING

Mason Crawford

ART

Hardy Fowler, Jorge Gomez, & Bram Sels

EDITING

Aaron Darland & Justin Gibbs

LAYOUT

Aaron Darland

CREATIVE DIRECTION

Nathan Caroland

GRAPHIC DESIGN

Jorge Gomez

TTB LOGO ARTIST

Patrick Guinane

PLAYTESTING

Emily Lambert, Paul Lippincott, and Adam Rogers

WHAT IS A PENNY DREADFUL ONE SHOT?

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

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

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

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

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

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INTRODUCTION

The Swamp Witch, Zoraida, lives alone in the Bayou, and the various Gremlin families that live near her make it a point to leave her to her solitude. Her lack of visitors does not mean that Zoraida lives alone, however; her shack also houses dozens of animated voodoo dolls, each acting out the part of its namesake.

Whenever the Swamp Witch leaves her shack, the puppets tentatively creep out from their hiding places. Once they've determined that she's not coming back anytime soon, the cloth dolls pull their hidden knives and cork guns out from beneath mattresses, cushions, and rugs and begin the next battle in their long war to determine which of their number will rule over the hut in Zoraida's absence.

It wasn't always this way, though. Originally, the puppets worked together. The Seamus puppet would tidy up after Zoraida's spells, while the Justice puppet would help mend any accidental rips or tears in the Swamp Witch's clothing.

All that changed when the puppets found one of Zoraida's scrapbooks. Inside, they found newspaper clippings detailing a world beyond the walls of their shack, a world filled with people who looked a lot like they did.

The Seamus puppet started the trouble by pushing a small knickknack off a table... and right onto the Justice puppet's head. She stomped up to him, but he pulled a Rotten Belle puppet to his side, prompting her to pull the Judge puppet to her side, until soon there were two small armies of stuffed dolls beating on each other with their tiny stuffed fists. That battle sowed the seeds for future grudges, and the puppets have been engaged in their war ever since.

The Swamp Witch tolerates their antics, up to a point, but some times, the puppets overstep their boundaries and meddle in her business... which is exactly what happens when the Fated arrive at her shack. Trapped in bodies of stitched cloth, they will have to face extreme odds to get their bodies back.

WITHIN THESE PAGES

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

CHAPTER I: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

A scene by scene breakdown of the Fated's puppet adventure, trying to survive in Zoraida's shack.

Scene 1 sets the characters up for the upcoming battle, while Scene 2 sees them trying to recruit some mercenary puppets to their cause.

Scene 3 outlines the puppet war that takes place, complete with explosions, tyrants, and meat cleavers.

Scene 4 builds to the conclusion, getting the Fated the chance to get back into their bodies.

CHAPTER 3: FM CHARACTERS

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

[illegible]

----- 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."



NO STRINGS ATTACHED

In this adventure, the Fated will find themselves in an odd situation: they take the role of stuffed voodoo dolls who must find a way to escape from Zoraida's hut. This makes for a good break from more serious plot lines and allows characters a chance to interact with some exaggerated parodies of famous Malifaux individuals. If the characters have met the human namesakes of the puppets they encounter during this adventure - particularly Lady Justice or Seamus - then this just adds an additional level of surreal amusement to the adventure.

The core of this adventure revolves around a battle between the forces of the Justice puppet and the Seamus puppet. The two of them have been squabbling over who will control Zoraida's hut for some time. Other puppets have occasionally gathered enough forces to their side to claim various areas of the hut for their own, but it is the conflict between the Justice and Seamus puppets that most often plays out across the witch's dusty floor.

Once the Fated have helped the Justice puppet fight back the hordes of rotting puppets, they finally have the opportunity to recover their bodies and escape from the Bayou. If the Fated wish, they can bring their voodoo dolls with them, which provides an unorthodox reward in the form of a small, animated doll that will serve as a reminder for one of the Fated's stranger adventures.

Alternatively, you could simply use the puppet rules presented in this adventure to run an entire *Through the Breach* campaign revolving around Fated that happen to be puppets. With a few minor adjustments (mostly to the prologue and final scene), this adventure could easily serve as a jumping-off point for such a strange campaign. There are plenty of strange puppets with varying agendas scattered throughout Zoraida's hut, and exploring that could make for a fun, light-hearted series of adventures.

PROLOGUE: INCURSION

This adventure begins with the Fated being approached by a young man named Alex De Campo, who wants the Fated to serve as his bodyguard as he travels into the Bayou.

If the Fated are mercenaries, he approaches them with 10 scrip (his entire life savings) and an offer of employment: he wants to hire the Fated to protect him as he travels into the Bayou.

If the Fated are members of an organization such as the Guild, Union, Arcanists, or Ten Thunders, then he's referred to them by one of their allies in that organization; Alex is the ally's nephew, and he needs help with his love life.

Regardless of how Alex finds his way to the Fated, read the following text:

NO ALEX

Alex's presence in this adventure just serves as a means to get the Fated into the Bayou so that they can be knocked unconscious and wake up as puppets. If you wish to remove him from this adventure, just have the Fated enter the Bayou for another reason; the exact details aren't particularly important.



Alex De Campo is a thin young man who has not quite managed to shake the gangliness of his recent teenage years. He's dressed in a simple suit, and from the threadbare nature of it, you can tell that he's dressed up specifically for this meeting. "It's about a girl," he says, rubbing sheepishly at the back of his neck. "Haydée Ortega, actually. We've been seeing each other a bit, and I finally got up the nerve to ask her father for her hand, but he... well, he called me some names and sent me off with bullets at my heels."

He clears his throat, unwilling to dwell too long on the details. "Anyways, one of the fellows I work with mentioned that he knew a guy who had similar problems with his girl's family, and this guy went into the Bayou and won a game of cards against the Swamp Witch. When he came back, he got his heart's desire, and his girl's family accepted him with open arms, like they never even remembered that they hated him."

"So, anyways..." Alex gives you a pleading look. "I spent just about all of my savings on a map to the Swamp Witch's hut. I'm going to find her - I love Haydée too much to just forget about her - but I'm not stupid. I know that it's dangerous out in the Bayou, and if you're willing, I would like to hire you to help me get to the witch's hut."



If any of the Fated is an Ortega, then they have heard about Alex's problems with Haydée through the grapevine: Haydée's father, Josué, thinks that the boy is an idiot with no sense for money, and he's forbidden his daughter from seeing her. There are plenty of other Ortegas that think the two make a cute couple, but none of them have really been invested enough to get involved beyond telling Josué to go easy on the boy.

If the Fated agree to assist Alex, then their trip into the Bayou is relatively easy going... until they are jumped by Silurids. Read the following text:



Three days later, you find yourselves on a small, shallow boat in the Bayou. The boat is cramped and uncomfortable, though the constant buzzing and biting of the insects at least provides a distraction from the cramped conditions. Through it all, Alex keeps thanking you for accompanying him, as if attempting to apologize for the unpleasantness of the swamp around you.

Suddenly, clawed, webbed hands reach up out of the murky water, grab hold of the side of the boat, and tug downward, sending the boat tipping over to one side. Alex shrieks as he goes over the edge, and then everyone is in the fetid water, coughing and sputtering. You turn just in time to see a snarling fishman rise up from the brackish water behind you, and then everything goes dark as it brings the rock in its webbed hand down onto your head.



When the Fated regain consciousness, everything is a bit... different. Read the following text (adjusting as appropriate for any Invested characters):



You regain consciousness slowly. Surprisingly, you don't feel any pain in your head. The ground beneath you is solid wood, some sort of floor, and as you struggle to your feet and look down at your hands, you realize that something has gone terribly, terribly wrong.

Where once you had hands of flesh and blood, your hands are now little more than bulges of sewn cloth. You glance at the things stirring next to you, and with a start realize that the cloth puppets that are pulling themselves to their feet and regarding you with button eyes are, in fact, your companions. You've been transformed into a cloth doll!

As you adjust to your new form – and your new size, apparently – you realize that the wooden floor beneath your feet is actually a table, and that the cavernous space around you is actually some sort of a hut, decked with hanging pots and chicken feet, a simmering cauldron over a fireplace, and all sorts of cluttered tools that seem to have an unknown occult significance.



There's no sign of an Alex De Campo puppet. Once the Fated have had a moment to adjust to their new bodies, read the following text:



The question of what happened to you is partially answered when you glance out of the window on the nearby wall. Outside the hut is a small clearing, beyond which are looming mangroves that hint at your continued presence within the Bayou. It's what's in the clearing that catches your attention, however: your bodies are hanging upside down from the branches of a dead tree, swaying gently two feet above the ground.

As you watch, a hunched woman pulls on a rope looped over one of the tree branches, hauling Alex up off the ground and into the air to hang alongside the rest of you. "There, now," you hear the woman say, her voice muffled through the glass. "That will keep you little ones in one place until dinner." Then she cackles in a way that leaves no doubt in your mind as to what she intends to do with your poor, abandoned bodies.

If you ever want to be flesh and blood again, you'll have to rescue your bodies and figure out how to get back into them before the Swamp Witch takes her dinner!



The Fated have not actually been transformed into puppets, though you should allow them to believe that they have been for the majority of the adventure. The Fated are actually hanging from the tree outside Zoraida's shack, unconscious and in a very bad spot.



The puppets that the players will control for this adventure are some of Zoraida's voodoo dolls; she created them in order to siphon away the powerful destinies of the Fated for her own purposes, but didn't count on the latent magic energies of the dolls causing them to spontaneously animate. Now the voodoo dolls believe that they are the Fated and are trying to rescue "their" bodies.

The actual Fated – the ones hanging from the tree outside of Zoraida's hut – are unconscious but otherwise unharmed, save for a bump on the back of the head from where the Swamp Witch's Silurids knocked them unconscious. If one of the puppets "dies," it has no effect upon the Fated hanging from the tree, though the Fated are unlikely to know this until the adventure's conclusion.

The window isn't designed to be opened and can't be shattered by the Fated; this isn't the first time that Zoraida has had to deal with rowdy puppets, and she's taken steps to ensure that her creations don't wander out into the Bayou where anyone could find them.

WE'RE PUPPETS!

Once the Prologue is finished, the Fated should take a moment to temporarily convert their characters into puppets. It is recommended that they use a separate character sheet to do this; one has been provided at the end of this adventure.

A character undergoes the following changes when converted into a puppet:

- The character loses the Living or Undead Characteristic and gains the Construct and Doll Characteristics.
- The character's Height becomes 1.
- First Aid and Surgery Challenges made against Puppets use the Stitching Skill, rather than the Doctor Skill.
- The character's equipment is unusable (it's stacked outside, near their hanging body), but any pneumatic augmentations the character possessed are present on the puppet (most likely made out of cutlery or other tiny mechanical devices).
- Puppets are incapable of speech and have to pantomime their intentions to others (though the players should absolutely be allowed to simply describe what their puppet is trying to convey with its movements; this restriction shouldn't force this session to become an extended game of charades).
- Characters that are incorporeal or capable of flight lose those abilities as puppets (it is suggested that Zoraida imprison any incorporeal Fated in a weak Soulstone that is kept with their more corporeal associates; shattering the Soulstone frees the character).

A character retains their Aspects, Talents, Manifested Powers, and Spells, though some of them (such as Wall of Muscle) may be rendered unusable due to the nature of being a tiny puppet. If something doesn't make exact sense, just do your best to translate it as best as possible. No matter what, however, none of the puppets are able to teleport outside the boundaries of Zoraida's hut; after the Kaeris puppet got loose that way and burned her herb garden to the ground, the Swamp Witch made certain that none of the puppets could slip outside that way again.

A puppet's Aspects are all relative to its size as a puppet; a puppet with Might 4 is very strong for a puppet... but it's still not going to be able to beat a human in an arm wrestling contest. Similarly, any game effect that references yards (such as weapon and spell ranges) still affects the same distance... relative to the size of a puppet. In actuality, a "yard" for a puppet is closer to three inches. Thus, a puppet that moves "five yards" on her turn is actually moving around fifteen inches, but for the sake of keeping things in scale, it's still considered to be "five yards" for the purposes of game mechanics.

Critical Effects still affect Puppets normally, though the exact form of the Critical Effect may vary due to their altered anatomy. For instance, a puppet that is "Bleeding Out" is losing stuffing every time it moves instead of blood.

The character's puppet is generally decorated in an exaggerated manner that matches their core personality, though they do not yet have anything that will function as a weapon; players are encouraged to have fun when describing what their puppet-self looks like.

SCENE 1:

STUFFED JUSTICE

As the Fated are mulling over their situation, they're approached by a friendly puppet that is looking to recruit new troops in her endless war against the foul machinations of her rival. Read the following text:

Something moves to one side, drawing your attention. From behind a stack of thick books, a puppet with a tangled mess of red "hair" reaching almost down to her stick legs peeks out, somehow able to see despite the blindfold sewn across its eyes. The puppet regards you for a moment, then steps out into clear view, revealing the switchblade strapped across her back.

If the Fated have spent any significant time in Malifaux City, they can recognize the puppet as being a parody of Lady Justice, the head of the Guild's special Death Marshal division. Her face features prominently on the anti-Resurrectionist posters plastered across the city, and Fated with Guild ties may have even seen her in person.

Once the Fated have reacted to the puppet Justice, read the following text:

The puppet - which seems to lack arms - regards you for a moment before turning around, taking a few steps, and then turning back to see whether or not you're following it. It repeats the motion again, clearly intent on leading you... well, somewhere.

WONDERFUL TOYS

The Justice puppet leads the Fated to a large box, around which other puppets are lurking. It motions to another puppet - this one wearing a wide-brimmed hat and with a cork gun tied to one arm - and the new puppet waves to the others, who bring an assortment of dangerous instruments out and lay them down in front of the Fated.

The red-haired puppet motions to the Fated, then back down to the weapons, even going so far as to nudge one of them toward a nearby character. She's essentially telling them to arm themselves; the Fated can choose any of the weapons from the list on page 38, which the other puppets then sew or tie to the Fated's arms (one weapon to each arm) to render them usable despite the Fated's lack of opposable thumbs.

Note that these weapons use "puppet scale" damage; most of these weapons aren't going to cause very much damage to a full-size human (and are treated as 0/0/1 weapons when used against such opponents).



A RIVAL APPEARS

Once the Fated have picked out which implements of destruction they want to (literally) arm themselves with, the Lady Justice puppet motions for them to follow her. Read the following text:



Once you are armed with your new weapons, the red-haired puppet motions for you to follow her to the edge of the table. As you walk along behind her, you pass dozens of other puppets arming themselves in a similar manner, tying knives to their stuffed arms or even just replacing their arms entirely. Here and there, overstuffed puppets wearing scraps of fabric that might have once belonged to a Guild uniform are getting their subordinates lined up and into a proper fighting formation. It almost seems as if the puppets were preparing for a war.

When you reach the edge of the table, the red-haired puppet nods her head across the room, where an ugly puppet in a green top hat is standing atop a toy chest. The puppet is waving two chicken bones in the air, and as you watch, torn and moldy puppets crawl out from the chest and amass before him. You glance back at the red-haired puppet and she nods toward the door; apparently defeating her rival is the key to opening the door... somehow.



If the Fated have spent any time in Malifaux City, they will notice that the green-hatted puppet bears an uncanny resemblance to Seamus, the Redchapel Killer, whose picture is featured prominently on wanted posters plastered all across the city.

The Lady Justice puppet will explain the importance of the upcoming battle against the Seamus puppet and his undead minions to the Fated, making it clear just how important it is that her side prevails. Read the following text:



The red-haired puppet turns back to you and explains how the despicable puppet in the green hat draws upon forbidden necromancy to animate the rotting remains of destroyed puppets, and how it is her duty to ensure that he is ripped apart before he can harm any other puppets. Of course, her lack of a speaking voice, eyes to hold meaningful looks, or arms to gesture with make this something of an awkward explanation; mostly she just jumps up and down and nods her head toward the puppet with the hat, but despite this, she still manages to get the gist of what she's trying to convey across to you.

As she finishes her explanation, another of the puppets - this one with a large kitchen knife strapped to its back and a cigarette holder jammed into its mouth - runs up to the red-haired puppet and begins gesturing wildly toward the far side of the room. The red-haired puppet leans forward, as if trying to peer forward very intensely, and then jumps back in surprise.

Following her gaze, you notice a puppet in a tattered coat standing in a corner of the room, holding a piece of cheese above its head as four surly rats circle it with cautious apprehension. It appears as if the forces of the hat-puppet have attracted some unlikely allies.



The red-haired puppet and the cigarette puppet discuss the appearance of a third party in their war (the puppet with the rats), which mostly involves a lot of exaggerated gesturing on the part of both of them. Eventually, the red-haired puppet turns to the Fated and motions for them to follow her to the edge of the table farthest from the door. Once there, she points down to the floor, where a group of a dozen puppets are standing in a loose circle, awkwardly rolling dice that are simply too large to be used with any sort of finesse. With each roll, the puppets exchange large, dirty coins, though there doesn't seem to be any actual rhyme or reason to their game.

The Justice puppet motions down to the gambling puppets, then back to a few stacked coins that an overstuffed puppet is using as an impromptu bench. The implication is that the Fated should use the coins to purchase the service of the gambling puppets in order to even the odds against the Seamus puppet. The cigarette-smoking puppet then returns, grabs the red-haired puppet by her hair, and drags her, hopping backwards, away from the Fated so that they can begin planning their offensive.



SCENE 2:

POKEY BITS

In this scene, the Fated arrange to hire some mercenary puppets to assist them in the upcoming puppet war. If the Fated decide that the gambling puppets aren't worth their time and ignore them, then skip this scene and proceed directly to Scene 3: The Puppet War.

THE COIN OF THE REALM

In order to hire the gambling puppets, the Fated will first have to convince the overstuffed puppet sitting atop the coins to move. It's a bulky puppet, and it's been stitched in such a way to make it appear as if it's wearing a suit.

The puppet has no interest in the coming battle and is quite comfortable on its makeshift bench. The Fated can attempt to convince the puppet to leave with TN 12 Bewitch, Deceive, or Convince Challenge, or with a TN 14 Intimidate Challenge. On a success, the overstuffed puppet makes a big deal out of standing up and laboriously shuffling away, allowing the Fated to get the coins they need.

On a failure, however, the overstuffed puppet shakes its head, making it clear that it has no intention of leaving. The only way for the Fated to get it to move now is to rip it apart. If this happens (or if the Fated just skip right to the fighting), the stats for the Overstuffed Puppet can be found on page 27.

Once the Fated have the coins, they can either attempt to rig up some sort of elaborate lowering mechanism involving string (requiring a TN 9 Notice Challenge to find some string) or just push the coins off the table and call it good. If they decide to push the coins off the edge of the table, that's the fastest way to get them down to the floor, but if they don't have any puppets waiting down below to claim them when they do so (in which case the waiting puppet has to pass a TN 11 Evade Challenge to avoid being struck by a falling coin and suffering 1 damage), then the gambling puppets will have claimed the coins for their own by the time the Fated get down there; see The Outcast Puppets for more details.

The Fated can climb up or down the leg of the table with a TN 10 Athletics Challenge; on a failure, the character makes no progress, but if the character achieves a Margin of Failure, she falls all the way to the ground and suffers 2/4/6 damage. If the characters have string they can hold onto when climbing down (and do not have knives or other sharp weapons tied to their arms), they gain a $\blacktriangle$ to this Challenge. Attempting to climb while carrying a coin imposes a $\square$ to this Challenge.

Tying a character up in string and then lowering them down to the bottom requires a TN 10 Labor Challenge from the character doing the lowering; each additional character assisting them provides a $\blacktriangle$ to this Challenge. On a success, the character is lowered just fine, but if the character achieves a Margin of Failure, the string slips from the character's grip (no thumbs or fingers, remember) and the character being lowered suffers falling damage as noted above.

Alternatively, a character could just jump from the top of the table down to the floor, in which case she suffers falling damage as noted above.



THE OUTCAST PUPPETS

Once the Fated have reached the floor, read the following text:



On the floor, things look much different than they did up on the table. There's less light, and dirt and cobwebs leave you feeling unclean despite only being made of cloth. When a spider nearly as tall as your waist peeks out from a crack in the wall, it adds the final unsettling detail to your unpleasant surroundings.

The tapping of wooden peg-legs draws your gaze toward a small group of puppets that is approaching you. They're the ones you had seen gambling earlier, though up close, you can tell that they're surprisingly well-armed. Most have multiple knives strapped to their backs or in place of their arms, all honed to a gleaming sharpness.

The group is led by a duo of similar puppets, both with blonde hair and more knives than you would have thought it possible for a puppet to carry. One is wearing pieces of bright red armor, while the other is clad in a long, black cloak. Almost like mirror reflections of each other, they place their hands on their hips and glower at you, as if demanding an explanation for your presence.



If the Fated are active in mercenary circles, they might recognize the puppets as being parodies of the Viktorias, a pair of "sisters" who run one of the most successful and sought-after mercenary groups in Malifaux.

If the Fated don't have the coins when they speak with the Viktoria Puppets (mostly likely because they left them atop the table), then the sisters point at the coins they were gambling with, pantomime one giving a coin to the other, and then motion to the Fated while making "gimmee" gestures.

If the Fated have the coins, they can attempt to hire the Viktorias using the coins from the table above; if

they didn't have anyone waiting on the floor to claim the coins when they fell from the table, the Viktoria puppets shake their heads when they're offered the coins and gesture in a manner that indicates that the coins are theirs, according to the long-held puppet law of "Finders Keepers." The Fated can explain the situation (again, using pantomime) and get the mercenaries to relinquish their claim on the coins with a TN 12 Bewitch or Convince Challenge, or they can try to bully the mercenary puppets into giving them back the coins (so that the Fated can, in turn, give the coins back again as payment) with a TN 15 Intimidate Challenge.

If the Fated succeed, the Viktoria puppets accept the coins, add them to the stack of dirty coins they had been using to gamble with, and agree to fight alongside the Fated in the upcoming battle. They seal the agreement with a puppet fist bump (since they don't really have hands to shake with).

If the Fated fail, then the two Viktoria puppets shake their heads, indicating that they still believe that the coins already belong to them. The one in the black coat makes a shooing motion, indicating that she wants the Fated to leave. If they refuse to leave - or attempt to take the coins back from the Viktoria puppets - then a fight breaks out as the mercenary puppets move to defend their money. There are two Viktoria Puppets and six Ronin puppets, and their stats can be found on pages 28 and 29, respectively.

If the Fated fail the Challenge with a Margin of Failure, the Viktoria puppets glance at each other, then nod in silent agreement before attacking the Fated. The life of a mercenary puppet is a difficult one, and the extra weapons, thread, cloth, and stuffing in the Fated should go a long way towards repairing the injuries they sustain in battle.

During the battle, the Viktoria puppets concentrate their attacks upon the strongest Fated while the Ronin puppets deal with everyone else.

Once the Fated have dealt with the mercenary puppets - for good or ill - they can either return to the Justice puppet on the table (which requires climbing back up top) or wait below the table for Justice's puppet army to climb down and begin the march across the room toward the waiting forces of the vile Seamus puppet.

SCENE 3:

THE PUPPET WAR

As both sides of the growing conflict finish amassing their forces, the puppets under the control of the Lady Justice puppet begin repelling down the table and marching toward the toy chest being held by the Seamus puppet.

TABLETOP ESCAPE

If the Fated are on the top of the table, read the following text:



The red-haired puppet returns for you, flanked by two puppets wearing long coats with small coffins strapped to their backs. She assumes an inspiring pose as she waits to learn how things went with the mercenaries.



If the Fated report that the mercenary puppets will be joining them, the Justice puppet bounces up and down with excitement and then leads the Fated back to the rest of her assembled army. If the Fated report a failure in recruiting the mercenaries, however, the Justice puppet slumps over in defeat before leading the Fated back to the rest of her forces.

Either way, the other puppets under the Justice puppet's command have tossed string over the edges of the table and are repelling downward (or, in the case of the larger puppets with sharp knife or claw hands, being carefully lowered down) to the ground. The Fated can climb down the strings with a TN 10 Athletics Challenge; they gain a  to this Challenge. On a failure, the character makes no progress, but if the character achieves a Margin of Failure, she falls all the way to the ground and suffers 2/4/6 damage.

Allowing the other puppets to lower them down is slower, but ensures that they reach the bottom in one piece (and is more or less mandatory for puppets with sharp things tied to their arms).

Once all the Fated are on the ground, proceed to the Stitches and Stuffing section on page 17.

DUST BUNNIES

If the Fated are on the floor, read the following text:



A piece of string falls down from the table, followed by another and another, until there are a dozen strings leading up to the table that has been claimed by the red-haired puppet. One by one, the puppets begin sliding down the strings like they were ropes, quickly stepping aside once they reach the ground so that the next puppet can slide down after it.

To either side of the strings, other, larger puppets – each of them securely wrapped up in string – are being carefully lowered down to the ground in a halting manner. After a moment, you realize that all of these puppets have arms that have either been replaced with sharp weapons or that have sharp weapons strapped to them; there's just no way they'd be able to climb down a string without cutting it.



After the Justice puppet has been lowered down to the floor (she doesn't have any arms to climb), she motions for the Fated to join them as her forces march toward the toy chest. Proceed to the Stitches and Stuffing section (pg. 17).

STITCHES AND STUFFING

As the puppets under the control of the Justice puppet march forward, they're met by the Seamus puppet's rotting forces and the battle between the stuffed warriors begins. Read the following text:



The red-haired puppet bounces up and down as she hops backward, no doubt trying her best to inspire her troops and get them ready for the coming battle. Across the room, you can see the rotting puppets shuffling forward from their toy chest while the Hatter puppet perches atop the chest and makes a "hurry up" gesture with its chicken bone.

The distinctive "pop" of cork guns signals the first shots of the battle, the projectiles knocking the front rank of shambling puppets over and throwing tufts of rotten stuffing into the air. The next rank just crawls over their fallen brethren and charges forward, and soon the puppets are engaged in an epic battle as they slash and cut at each other, ripping open stitches and spilling stuffing all across the dirty floor.

The battle reaches you when a hulking puppet with oversized claws for hands is overwhelmed by a group of the rotting puppets; it's distracted by two puppets with sizeable cloth bosoms, which provides just enough of an opening for three knife-wielding puppets to descend upon it in a flurry of sharp blades and ripped cloth. When the hulking puppet finally falls, the five rotting puppets turn their attention toward you, their button eyes gleaming with maliciousness.



The Fated face off against two Rotten Belle Puppets and three Punk Zombie Puppets; their stats can be found on pages 30 and 31, respectively. After the second of these rotten puppets has been killed, however, a Bête Noire puppet appears.

Read the following text when the second puppet is killed:



As the rotten puppet slumps over, stuffing bursting from its seams, a small object about the size of an egg rolls in from the surrounding fighting and bumps against the fallen puppet. For a moment, it doesn't seem as if anything is going to happen, but then it explodes with a small "pop" sound, releasing a burst of dark smoke.

Through the smoky haze, you can see the silhouette of a puppet with long black hair rushing up to the fallen puppet. She almost stumbles on her long, black dress, but by the time the smoke has cleared a moment later, the mysterious puppet has recovered and is posing atop the fallen rotten puppet. She raises her claw-like hands in the air, then peeks out from behind the dark hair hanging over her face to make certain that everyone is suitably impressed with her entrance.



The Bête Noire puppet effectively spends her turn running into the combat and posing dramatically, so she can't take any Actions until her next turn in the following round, when she attacks whichever Fated seems like easy pickings. The stats for the Bête Noire puppet can be found on page 32.

After the rotting puppets have been dealt with, proceed to The Tyrant Appears on page 18.

THE TYRANT APPEARS

With the defeat of the rotting puppets, the Fated have a chance to push forward and confront the Seamus puppet... a chance that is stolen from them as one of the Seamus puppet's unreliable allies makes its appearance. Read the following text:



You wipe the stuffing from your foreheads and take stock of the battle raging around you. The forces of the red-haired puppet seem to be fighting back most of the rotten puppets, and a glance up at the toy box reveals that the Hatter puppet is starting to become agitated. He throws his chicken bone into the heart of the battle, then takes up a large bag and an even larger knife and hops down to the floor to handle things himself.

Just as you're about to charge forward and confront the puppet warlord, there's a horrifying squeak to your left as a huge rat charges into the battle, knocking puppets in every direction. A puppet in a wide-brimmed hat and duster attempts to crawl away from the rat, but in the blink of an eye, the rat snaps its teeth around the puppet's head, ripping it free of its cloth body in a spray of fluffy white stuffing.

From atop the back of the rat, a sinister puppet with a wide grin – it looks like it has a pair of dentures in place of a mouth – looks down upon you. It gestures to you with a staff-like arm and three more monstrously huge rats bound into the battle, their beady eyes gleaming with violence.



The Hamelin puppet is controlling the rats as part of a tenuous arrangement with the Seamus puppet, and they are taking a heavy toll upon the forces of the Justice puppet. The Fated square off against the Hamelin puppet riding a rat (pg. 33) and three Monstrous Rats (pg. 34).

This will be a tough fight, but if the Fated succeeded in recruiting the gambling puppets in Scene 2, then their assistance shows up at the start of the second round of Dramatic Time. Read the following text at that time:



Just as one of the rats rears up in front of you, preparing to rip you apart, sunlight gleams off something above it. The rat's head snaps toward the gleam, just in time for a puppet with blonde hair to come down next to it, her knife slicing cleanly through its head as her black coat flutters around her. It's the mercenary puppets!

The puppet's twin lands next her and stabs a second rat in the flank, drawing a pained squeak from the surprised animal. It starts bounding away, and the two puppet twins chase after it, waving oversized knives in each hand as puppets on both sides of the conflict leap for cover.



The Viktoria puppets kill the healthiest Monstrous Rat and chase off another one, which should help to even the odds of the battle quite a bit in the Fated's favor. If the Fated have already killed two of the Monstrous Rats when the mercenaries appear, then they kill a Monstrous Rat and send the Hamelin puppet and its rat-mount scampering away (or just kill his rat and chase after the Hamelin puppet).

Once the battle is over and the rats have been defeated, proceed to The Redchapel Stitch-Ripper on page 19.

THE REDCHAPEL STITCH-RIPPER

Once the Fated have driven off the Hamelin puppet and its rats, they can finally confront the Seamus puppet. The rats scattered the combatants of both sides of the fighting, so the Fated can safely take a few moments to stitch themselves back together before continuing onwards toward the enemy leader.

When the Fated are ready, read the following text:



The enemy commander's tall hat stands out like a beacon amid the fighting of the two puppet armies; you lose sight of it from time to time, only to notice it again a short distance away. By the time you finally close in, the rotten puppets seem to be on the verge of turning the tides of the battle.

Much of the shifting inertia can likely be attributed to a massive puppet with a lolling tongue and chains wrapped around its arms. It's over twice as wide as any of the other puppets around it, and with each swing of its meat cleaver, it cuts down every puppet in front of it, friend or foe. The Hatter puppet is lingering behind it, using the tip of his knife to goad the larger puppet forward as best he's able.



The large puppet with the meat cleaver is a Killjoy puppet. It's a belligerent puppet who doesn't care about the safety of its allies, which is why the Seamus puppet is trying so hard to keep it pointed in the right direction. As soon as he notices the Fated, the Seamus puppet grins and prods the Killjoy puppet in their direction. Stats for the Killjoy puppet and the Seamus puppet can be found on pages 35 and 36, respectively.

The Seamus puppet does his best to keep the Killjoy puppet focused on the Fated. Once the Killjoy Puppet is defeated, the Seamus puppet enters melee itself (if it's not already there). At the start of the fifth round of combat, one of the Justice puppet's allies launches a desperate – and incredibly dangerous – assault against the Seamus puppet. Read the following text:



Suddenly, the battle is interrupted by a terrible clanging sound. Far away from the battle, in the kitchen, a puppet with long, flowing black hair, a wide-brimmed hat, and legs made from twin pistols is banging a wooden spoon against a hanging pot. The commotion more or less brings the battle to a halt as all the puppets look up at the noisy puppet in confusion. In response, she removes her hat and waves it overhead, as if signaling for something.

There's a commotion behind you, and then puppets are leaping out of the way as a thin puppet with a shock of white hair runs toward the hatter puppet... and toward you. A wooden sign around the thin puppet's neck reads "Loco," but what's most noticeable are the four sticks of burning dynamite which have been strapped to the puppet's body!



The doomed Loco puppet charges toward the Seamus puppet at full speed, so the Fated only have a few moments to either stop it or flee from the site of the impending explosion. Any Fated with loaded ranged weapons can attempt a TN 10 Ranged Combat Challenge to shoot the Loco puppet. On a success, the puppet slows down as the force of the projectile either knocks it down or spins it around, but these are only delaying measures; the dynamite is still burning down its wicks.

After all the Fated have had the opportunity to fire at the Loco puppet, they must all attempt TN 12 Evade Challenges; the TN of this Challenge is reduced by 1 for every successful Ranged Combat Challenge the Fated made against the Loco puppet. On a success, the character manages to leap to safety. On a failure, however, they are caught in the blast radius of the exploding Loco puppet and suffer 3/5/7 damage.

If the Fated attempt to douse the puppet (perhaps by casting a spell with the Water Immuto), then they're able to extinguish all but one of the dynamite sticks. The Loco puppet still explodes, but the damage dealt to Fated that fail the Evade Challenge is reduced to 2/4/5.

In any case, the blast ends up tossing puppets in all directions, bringing a sudden and explosive end to their battle.



SCENE 4:

RESCUE MISSION

The Swamp Witch keeps her fingers on the pulse of fate, and as such, she's rarely surprised by the events unfolding around her. Thus, when she hears an unexpected explosion within her house, she reacts with far more surprise and anger than most other people would in the same situation (which is to say, a *lot* of surprise and anger).

Read the following text as Zoraida rushes into her hut to investigate the noise:



After the explosion, everything is silent. The floorboards where the Loco puppet had been standing are blown away, exposing the dirt and rock below, and small tufts of white fluff slowly drift down from above like snow. You see some puppets stirring as they recover, and your gaze lands upon the Hatter puppet as it staggers through the carnage in a daze, holding its torn left arm beneath the one that's still attached to its body.

All at once, the door to the hut flies open, sending feathery stuffing billowing away in a blast of humid swamp air. The titanic form of the Swamp Witch stands in the doorway, her eye twitching as she takes in the scene of devastation that used to be her home. "I should have known that you were involved," she hisses, striding forward and snatching up the Hatter puppet in one bony claw.

"You are always a thorn in my side!" she shouts, shaking the cowering puppet in front of her face. "First that nonsense with the Grave Spirit, and then the Gorgon... why can't you leave well enough alone?!" As the Swamp Witch berates the terrified puppet for its failings, you can't help but notice that the door to the hut is standing wide open... and the witch doesn't seem to be paying any attention to you.



The Fated can slip outside without too much trouble from Zoraida; she's too distracted with berating the Seamus puppet to give them much attention. If any of the Fated deliberately attempt to gain her attention (for whatever reason), then she snatches the offending puppet up (treat this as an attack against the Fated's defense; she has an acting value of 4 (17) on this attack), tosses it into the toy chest with an ominous "I'll deal with you later," and slams the lid shut.

The Fated can attempt to rescue their captured friend, but approaching the toy chest requires a TN 14 Stealth Challenge to get up to it without attracting the Swamp Witch's attention; those who fail are snatched up and tossed in the chest with their companions. Fated that make it to the chest without being caught can force it open with a TN 14 Labor Challenge, freeing their friends, but any puppet that draws Zoraida's attention a second time gets tossed into the fireplace, rather than the toy box, and there's no coming back from that.



THE FRONT YARD

Once the Fated have slipped out of the hut, they can hurry over to their hanging bodies and try to cut themselves down. Read the following text:



The air outside the hut is hot and humid, and you can feel the stuffing in your artificial bodies starting to absorb that moisture the moment you step outside. A short distance away, your bodies hang upside down from the branches of a dead tree, two feet off the ground, seemingly unconscious. Alex De Campo is there, too, and as you look toward him, he groans softly. A wicked-looking knife is stuck into the tree's trunk.

The swampy ground between you and the tree is anything but clear, however; hundreds of toads squat on the ground, regarding you with wide, bulging eyes that gleam with far more intelligence than you would expect. As you step toward one, it releases a loud, belligerent croak loud enough to be heard back in the hut. You're not sure just how distracted the Swamp Witch is, but if the toads start making too much noise, you're certain that she'll come investigate, and that means that whatever small chance you have of getting back into your bodies will be gone.



The toads blanketing the clearing only croak if the Fated get too close to them, which means that they'll have to carefully pick their way through the maze of fat toads in order to reach the tree.

This is handled with an Ongoing Challenge:

AVOID THE FROGS

- **SKILLS ALLOWED:** Acrobatics, Evade, Stealth
- **TARGET NUMBER:** 11
- **DURATION:** 30 seconds
- **SUCCESS REQUIREMENT:** 8
- **FAILURE REQUIREMENT:** 3

Every time the Fated fail a Challenge, they get too close to a toad, setting off a few annoyed croaks. If they achieve a Margin of Failure, they bump into one, causing it to croak in annoyance as it hops backward and bumps into another toad, setting off a chain reaction of croaking amphibians.

If the Fated succeed at this Ongoing Challenge, then they reach the tree with their bodies without alerting Zoraida to their activities.

If they achieve a catastrophic failure, however, the noise of the toads attracts Zoraida's attention and she steps outside, looking suspiciously from side to side. The Fated are small enough that hiding among the toads isn't a problem, and after a moment the Swamp Witch just makes her way over to the tree, pulls the knife from the tree, and guts Alex De Campo like a strung-up deer. His innards tumble out of him into a steaming heap, and once his pained death struggles have ceased, Zoraida cuts him down from the tree, jabs the knife back into its trunk, and drags him into her hut as the toads watch impassively.

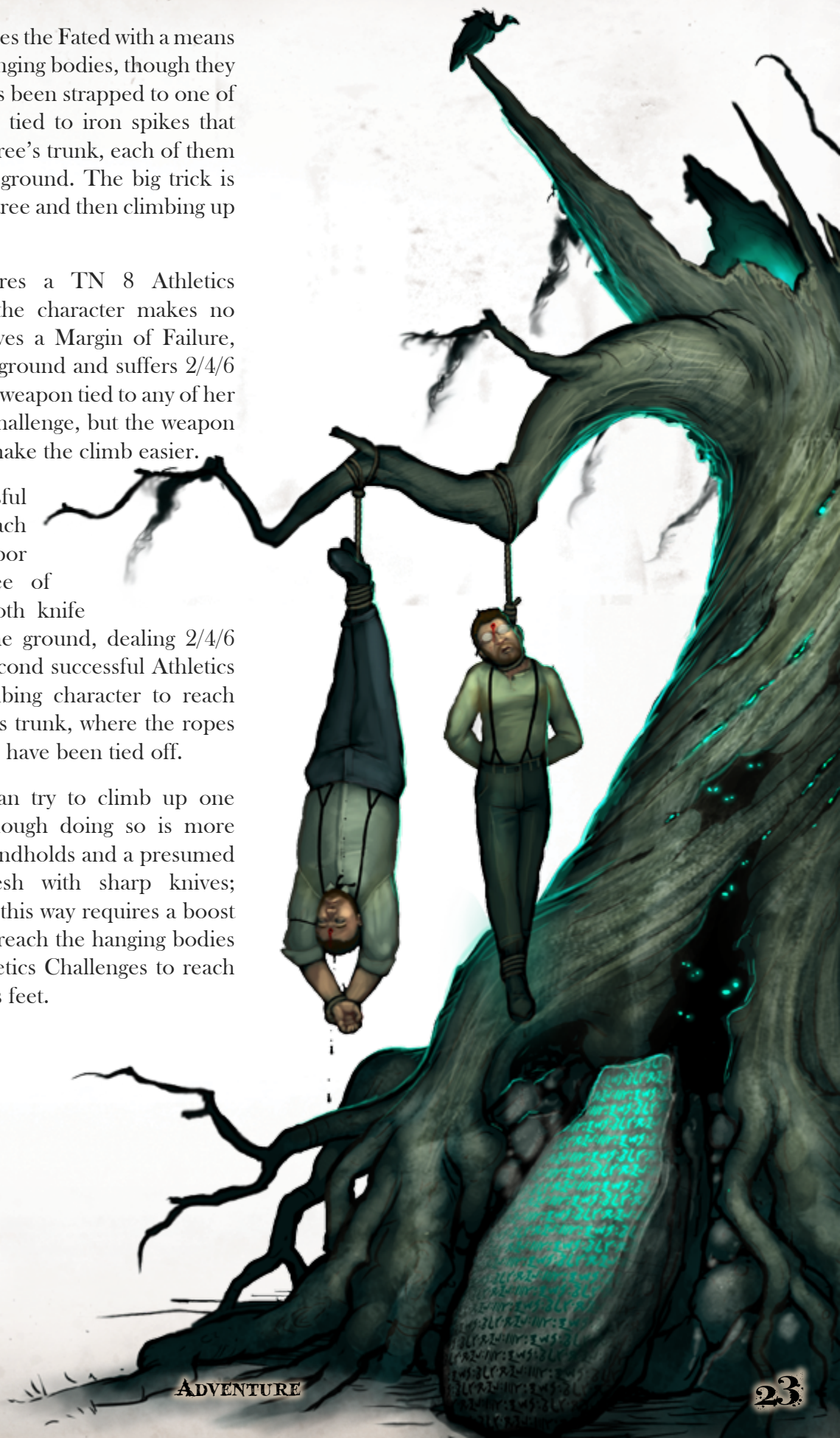
HANGING BODIES

The knife in the tree provides the Fated with a means to cut down one of their hanging bodies, though they could also use a blade that's been strapped to one of their arms. The ropes are tied to iron spikes that have been nailed into the tree's trunk, each of them about four feet above the ground. The big trick is getting the knife out of the tree and then climbing up to the rope to cut it.

Climbing the tree requires a TN 8 Athletics Challenge; on a failure, the character makes no progress, but if she achieves a Margin of Failure, she falls all the way to the ground and suffers 2/4/6 damage. A character with a weapon tied to any of her arms suffers a $\square$ to this Challenge, but the weapon can be easily removed to make the climb easier.

It takes one successful Athletics Challenge to reach the knife, and a TN 10 Labor Challenge to pull it free of the tree (which causes both knife and character to fall to the ground, dealing 2/4/6 damage to the latter). A second successful Athletics Challenge allows the climbing character to reach the iron spikes in the tree's trunk, where the ropes holding the hanging bodies have been tied off.

Alternatively, the Fated can try to climb up one of the hanging bodies, though doing so is more difficult due to a lack of handholds and a presumed reluctance to scratch flesh with sharp knives; climbing up to the rope in this way requires a boost from another character to reach the hanging bodies and then two TN 10 Athletics Challenges to reach the rope around the body's feet.



PARADIGM SHIFT

Once the first Fated is cut down from the tree, that character regains consciousness and the players learn that the puppets do not actually contain the souls of their characters. Read the following text to the first Fated the puppets cut down, adjusting as appropriate if the puppet matching the Fated didn't make it this far:



You're snapped out of your unconsciousness by a sudden jolt. Raising your hand to your aching head, you realize that you're still in the swamp; there are toads surrounding you in every direction, and you seem to be outside a hut of some sort.

Looking around, you see your friends hanging upside down from a gnarled old tree, seemingly unconscious. From the rope around your ankles, you're fairly certain that you had been hanging from the tree as well, though you can't seem to figure out just how you escaped... at least, until you see the puppets. They're gathered around you, staring at you in expectation, and one of them - a puppet that looks alarmingly like you - waves happily at you.

You're not entirely sure what's going on here or just why these puppets seem to have saved you, but you're certain that you've narrowly avoided a particularly bad end. You're not sure how long you have until you're discovered, but your head is still spinning from your concussion and you're in no shape to fight. This might be one of those times where discretion is the better part of valor.



The freed Fated can use the knife (either in the tree or held by the puppets) to cut the other Fated down from the tree. They all regain consciousness shortly after being turned right-side-up, but their heads are spinning and they're in bad shape; in game terms, they

suffer a  to all duels until they've had time to rest.

The puppets seek out their human counterparts and wave or otherwise attempt to get their attention. The Fated - the actual human Fated - can abandon these puppets to their (likely very unpleasant) fates or take them with them. If they choose the latter path, the puppets continue to mimic their larger selves and will generally try to be helpful when possible, though there's still a bit of mischief to them, and it's likely that they'll start to develop bad habits based on the Fated's personalities as time goes on.

If Alex De Campo is still alive, he announces that he has changed his mind and doesn't want anything to do with the Swamp Witch; he just wants to get back to Malifaux City and never go into the Bayou again. He advocates for leaving as quickly as possible.

If Alex was killed and the Fated peek into the windows of the hut, they see Zoraida inside, cutting up his body with a large meat cleaver while a horrified little puppet with a shock of red hair watches from behind a large swamp onion.

Should the Fated decide to face off against Zoraida in their current state, they're likely in for a losing battle. The Swamp Witch is a formidable opponent at the best of times, and in their weakened state, the Fated are unlikely to present her with much of a challenge. Her stats can be found on page 37.

LEAVING THE HUT

Once the Fated have "returned" to their normal bodies, there's still an issue of the frogs squatting around Zoraida's hut. Fortunately, the frogs are more willing to hop aside for full-sized characters than tiny puppets, so as long as they move away from the hut, the frogs will languidly hop aside and won't raise much of a commotion. If the Fated attempt to approach the hut, however, they have to succeed at TN 14 Stealth Challenges or the toads croak and alert Zoraida to their presence, drawing her out of the hut (and probably resulting in the deaths of the Fated).

As the Fated leave Zoraida's hut, they catch one last glimpse of the Justice puppet in the window, happily bouncing up and down. If she had arms, she'd likely be waving farewell to them.

CONCLUSION

If the Fated escape with Alex, he pays them any money he promised them and tries to forget all about the events that befell him in the swamp. If the Fated go out of their way to mention Alex's trip into the swamp to Josué Ortega, the boy's bravery impresses the old man enough that he allows his daughter to marry Alex.

If the Fated go into details and mention that Alex was seeking out the Swamp Witch in order to put a hex on his family and get the wedding approved, however, then things take a sharp turn and Josué puts two bullets into the boy's skull and is promptly arrested by the Guild. Distraught by the death of her lover at the hands of her father, Haydée Ortega takes her own life, bringing the story of the two star-crossed lovers to an unpleasant end.

If the Fated choose not to speak to the Ortega family about their Bayou trip, then Alex is unable to earn Josué's approval, and a few days later the Fated overhear an Ortega talking about her "idiot niece" that ran off and eloped with a "stupid boy." The two lovers flee to the Northern Hills and set up a small home at the feet of the Ten Peaks, where they live happily for two months before they are both eaten by wild Hoarcats.





FATEMASTER CHARACTERS

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

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



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

It should be noted that for the most part, the statistics of the characters included in this section are adjusted to reflect the size of the Fated during this adventure. Few of the puppets listed here would be significant threats for full-size Fated, and the Monstrous Rats, in particular, have inflated stats to represent the threat they pose to puppets.

The sole exception to this is Zoraida, the Swamp Witch, whose stats are included here in case the Fated foolishly decide to face off against her at the adventure's conclusion.

OVERSTUFFED PUPPET

This puppet isn't interested in the battles fought between the Justice puppet and her hat-obsessed counterpart. It just stays behind, counting on its size and bulk to present enough of an intimidating presence that the other puppets won't bother it. Throughout their many battles, the Overstuffed Puppet just lingers in the shadows, always watching, always waiting for the right moment.

Unbeknownst to the other puppets, the Overstuffed Puppet serves a master they could no more understand than defeat. Patient and cunning, this master lurks in the darkness, slowly corrupting whatever puppets it can find, gradually building its forces until the time is right to take its rightful place atop the toy chest.

Of course, none of that means much to the Fated, who just want the Overstuffed Puppet to move its overstuffed bottom and let them get the coins they need to hire some mercenaries. And that would suit the Overstuffed Puppet's mysterious master just fine, if it had any idea who the Fated were or what they were trying to do.



OVERSTUFFED PUPPET

Enforcer (7), Construct, Doll

<i>Might</i> 3	<i>Grace</i> -2	<i>Speed</i> -1	<i>Resilience</i> 3
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 3 (10)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 1 (8)
<i>Willpower</i> 5 (12)	<i>Charge</i> 4	<i>Wounds</i> 8	

Skills: Athletics 1, Centering 3, Evade 1, Intimidate 2, Notice 2, Pugilism 3, Scrutiny 1, Toughness 2.

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

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

(1) Big Fists (Pugilism)

AV: 6 (13) ----- Rg: $\frac{1}{2}$ 2 ----- Resist: Df
Target suffers 2/3/4 damage.

(2) Show Ya the Table Up Close-Like (Pugilism)

AV: 6 (13) ----- Rg: $\frac{1}{2}$ 1 ----- Resist: Df
Target suffers 3/5/8 damage and becomes Dazed until the end of Dramatic Time.

VIKTORIA PUPPETS

The two Viktoria Puppets have attempted to model their careers after what little they know about the sisters they were created to mimic. Unfortunately, Zoraida doesn't talk about the sisters too much, so the puppets have been forced to fill in some of the blanks themselves. Both agreed that wearing cool costumes and posing a lot were absolutely things that they should do, and they bonded over a mutual appreciation for and talent with sharp knives.

One of their greatest victories was during the Forty Seventh Battle of the Cutlery Drawer, where the twinned puppets were able to lead a small band of rag-tag puppets to victory over the disorganized forces of the Gremlin puppets. Returning back to their hideout beneath the Comfortable Chair with well over a third of Zoraida's kitchen knives, they began hiring themselves out to the other puppets as mercenaries and sellswords.

The biggest obstacle for the Viktoria Puppets thus far has been trying to figure out what they should do with all the coins they've been stockpiling. Thus far, the best idea they've come up with has been just throwing the coins at the other puppets, which if nothing else ensures that they remain in circulation so that the other puppets can continue to hire the Viktoria Puppets to fight their battles.

VIKTORIA PUPPET

Enforcer (8), Construct, Doll

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

Skills: Athletics 2, Barter 3, Carouse 1, Evade 3, Intimidate 3, Leadership 2, Notice 2, Melee 4, Scrutiny 3, Toughness 3.

Stab Happy: After damaging an enemy with a  attack, the enemy gains the following Condition until the end of this character's turn: **"Perforated +1:** When this character is damaged by a Close Combat attack from a Victoria Puppet, increase the damage by +1."

Catch!: Friendly Dolls within  3 of this character may treat their  attacks as if their range were  6.

(1) Paired Serrated Knives (Pistol)

AV: 7 (15) ===== Rg:  2 ===== Resist: Df
Target suffers 3/4/5 damage. This weapon gains  to its attack flips.

(1) Bossy Puppet (Leadership)

Target friendly Doll immediately performs a 1 AP Action of this character's choice. The target gains a  to any duels resulting from this Action.



RONIN PUPPETS

Ronin Puppets are mercenaries that roam the fringes of Zoraida's hut, fighting for anyone with enough coins to hire them. This can often be a difficult profession, since the Viktoria Puppets tend to hoard most of the spare change that the Swamp Witch leaves laying around, ensuring that there just isn't all that much of it in circulation at any given time.

Because of this, most Ronin Puppets accept IOUs from their employers and can produce a stack of the paper slips from beneath their coats at the drop of a hat. Others keep their IOUs beneath their hats to prevent them from being dropped.

These puppets make up the bulk of the Viktoria Puppets' mercenary forces. This is partially because most of the other mercenary puppets are still lost in the wilds out behind Zoraida's hut following the disastrous Toad Slaying Campaign of '04.

While the Ronin Puppets see themselves as tragic figures struggling to survive in a hard world, most of the other puppets consider them to be drama queens. This is partially due to the Ronin Puppets' tendency to commit seppuku by plunging their knives through their chest. If that was the end of it, nobody would mind; it's the writhing around on the ground in exaggerated death spasms in an attempt to attract attention that annoys their fellow puppets.



RONIN PUPPET

Minion (5), Construct, Doll

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 1
<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> 6	

Skills: Athletics 1, Evade 2, Melee 2, Notice 1, Pistol 2, Stealth 1, Toughness 1.

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

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

(1) Kitchen Knife(Melee)

AV: 4 (9) ===== Rg:  2 ===== Resist: Df
Target suffers 2/3/4 damage.

☛ *Next Target:* After damaging, this character may move up to 4 yards in any direction.

(1) Cork Gun (Pistol)

AV: 3 (8) ===== Rg:  8 ===== Resist: Df
Target suffers 2/2/3 damage. Capacity 1, Reload 1.

Rotten Belle Puppets are proof that even good puppets can go bad. They claim that they were originally beautiful showgirl puppets who were brutally torn apart by the Seamus Puppet and then reanimated in their current form, but nobody really believes them (not even the Seamus Puppet).

No, it's far more likely that the Rotten Belle Puppets were always rotten, always belles, and always a bit smelly. They're constantly surrounded by buzzing flies, and most have a noticeably musty odor to them.

Despite these personal shortcomings, Rotten Belles tend to be fairly popular among the other puppets. They know just how to give someone a "come hither" look and entice them into approaching closer, and they're rumored to be particularly soft and squishy, once you get over their slightly moldy odor.

Every so often, however, a Rotten Belle Puppet, its ego boosted by the attention of her peers, will get it into its head that it can seduce Zoraida and become the power behind the throne in her hut. These embarrassing displays usually end with a laugh from the Swamp Witch before the puppet is cast into the fire (if she's in a good mood) or with a grimace before the puppet is cast into the fire (if she's in a bad mood).

Minion (5), Construct, Doll

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

Skills: Bewitch 3✕, Centering 1, Deceive 1, Melee 3, Necromancy 3♣, Notice 2, Scrutiny 1, Toughness 1.

Moldy Stuffing: After this character is damaged by a ☞ attack, the attacker must either discard a card or suffer 1 damage.

Pounce: When an enemy character ends a move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a 1 AP melee attack against the character without spending AP.

AV: 5 (11) ===== Rg: ☞ 1 ===== Resist: Df
Target suffers 1/3/4 damage.

AV: 5♣ (10♣) === Rg: 5 yards ===== Resist: Wp
Move the target a number of yards equal to its Walk toward this character.



PUNK ZOMBIE PUPPETS

Occasionally, when a puppet is torn apart, stitched together, and then torn apart and stitched together again, and then blown up, tossed into the fire, stamped out, and stitched together a third time, it starts to get a bit surly.

These puppets are known as "garbage," but we're going to call them Punk Zombie Puppets for the sake of their feelings. Punk Zombie Puppets are mean little dolls with a sadistic streak a mile wide. Their own ruined visages and moldy bodies make them sad, and the only way to feel better about themselves is to hurt other puppets.

Armed with kitchen knives and bad attitudes, Punk Zombie Puppets don't tend to have many friends. On the rare occasions when a Punk Zombie manages to overcome its sadistic tendencies, they can be reliable and steadfast companions... right up until their confusing new feelings of friendship and acceptance cause them to react in the only way they know how: by stabbing their new friend until these confusing new feelings go away.

So, basically, Punk Zombie Puppets are jerks. They smell moldy, stab anything that moves, and tattle on their fellow puppets at the drop of a hat. Really, it's no surprise that nobody likes them.



PUNK ZOMBIE PUPPET

Minion (6), Construct, Doll

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

Skills: Athletics 2, Centering 2, Evade 3, Intimidate 2, Melee 3, Notice 2, Toughness 2.

Df (X) He Started It!: After this character suffers damage, make a melee attack against the attacker (if in range) after resolving the current Action.

Moldy Stuffing: After this character is damaged by a  attack, the attacker must either discard a card or suffer 1 damage.

(1) Kitchen Knife(Melee)

AV: 4 (9) ----- Rg:  2 ----- Resist: Df

Target suffers 2/3/4 damage.

 **Bad Attitude:** After damaging, this character gains the **Focused +1** Condition.

(2) Flurry

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

BÊTE NOIRE PUPPET

The mysterious Bête Noire Puppet is a deadly combatant and a notorious assassin. The other puppets tell each other stories about all the horrible things that Bête Noire will do to a puppet that comes too close to her dark lair under The Bed, making it a point to describe in detail how she enjoys slowly ripping out its victim's stitches one by one.

Most of the time, the puppet telling these stories is the Bête Noire Puppet herself; she frequently removes the stuffing of her victims and hides inside their cloth bodies, masquerading as the gutted puppet until it's dramatically appropriate to burst free and start cutting puppets down in a whirlwind of sharp claws and panicked flailing.



Once she's ripped her prey apart, the Bête Noire Puppet drags them under The Bed, where she hollows them out and carefully stacks them atop the others.

Whenever Zoraida cleans under her bed, she gathers up all of these fallen puppets and repairs them, much to the great disappointment of the Bête Noire Puppet. She doesn't understand why the Swamp Witch keeps stealing her trophies and has started to resent her for it. Some day soon, when Zoraida climbs out of bed in the morning, there will be a reckoning.

BÊTE NOIRE PUPPET

Enforcer (7), Construct, Doll

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 3	<i>Resilience</i> 0
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> 2	<i>Tenacity</i> 3
<i>Defense</i> 6 (13)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 6 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 7	<i>Wounds</i> 6	

Skills: Acrobatics 2, Athletics 3, Notice 3, Pugilism 3, Stealth 4, Thrown Weapons 2, Toughness 2, Tracking 2.

Moldy Stuffing: After this character is damaged by a  attack, the attacker must either discard a card or suffer 1 damage.

Sense Stuffing: This character gains the **Fast** Condition when a Doll is killed within 3 yards.

(1) Claw Hands (Pugilism)

AV: 6 (13) ===== Rg:  8 ===== Resist: **Df**
Target suffers 2/3/4 damage. This weapon gains  to the attack flip.

 **Tear Up:** After damaging, the target gains **Slow**.

 **Marked for Death:** After damaging, the target receives the **Dazed** Condition until the end of Dramatic Time.

(1) Time Out!

This character gains the following Condition until the start of her next turn: **"You Can't Attack Me:** When an enemy character targets this character with an attack, the enemy character must pass a TN 11 Willpower duel or the attack immediately fails."

HAMELIN PUPPET

The Hamelin Puppet was once a normal puppet like the other dolls that shambled around Zoraida's hut. When his namesake was possessed by the Tyrant Plague, however, the Hamelin Puppet's power grew a hundred fold, enabling him to take command of the rats of the hut, overwhelm the old witch with their numbers, and then laugh victoriously as they gobbled her up, granting him control over all of Malifaux.

HAMELIN PUPPET

Enforcer (8), Construct, Doll

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

Skills: Alchemy 3, Athletics 2, Centering 2, Evade 3, Husbandry 4, Melee 2, Music 2, Notice 2, Scrutiny 2.

Rat Bully: Friendly Vermin beginning their turns within 6 of this character gain the **Focused +1** Condition.

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 while taking Movement Actions.

Nihilism: Whenever this character would gain a Condition, it may choose not to gain the Condition instead.

(1) Black Pencil (Melee)

AV: 4 (12) ----- Rg: 2 ----- Resist: Df
Target suffers 2/2/3 damage.

(1) Creepy Singing (Music)

AV: 4 (12) ----- Rg: 10 yards ----- Resist: Df
Target gains the following Condition until the start of this character's next turn: **"Dancing Puppet:** This character's Speed and Charge Aspects are reduced by -2 and suffers a 1 to all duels."

Of course, the plan might have worked better if the Hamelin Puppet had attacked the actual Zoraida and not just the puppet that looked like Zoraida. Once the real Zoraida showed up - still towering over him and a bit cranky over Plague's reappearance - the Hamelin Puppet declared his victory and then quickly scuttled out of sight before the Swamp Witch noticed him.

Since then, the Hamelin Puppet has been sticking to the shadows, slowly building up his power base by using scraps of discarded cheese to attract more and more rats to the witch's hut. At night, he creeps up into her bed and coughs in her face, hoping that this will infect and weaken her enough for the Hamelin Puppet to take control of her hut (again).

Thus far, the Swamp Witch has proven remarkably resistant to the common cold, but the Hamelin Puppet is a patient little doll. For now, he's biding his time, watching the witch for the cough that will herald her downfall into sickness and his rise to power once she is out of the picture.



MONSTROUS RAT

The Hamelin Puppet's pet rats are vicious creatures that have been enticed into battle with the promise of cheese. Rushing through the fighting puppets, they're terrifying beasts of war, towering over the smaller puppets like hulking war-mammoths.

Unlike war-mammoths, however, these rats are also quite quick, darting away from awkwardly-wielded knives to snap at the loose stitches of their would-be attackers. These attacks are dangerous, but Monstrous Rats are at their most deadly when a puppet falls to the ground near them; as one, the rats descend upon the unfortunate puppet, ripping it apart and swallowing its tiny button eyes and stuffing until there's nothing left.

As a result of this frenzied feeding, most of these rats suffer from persistent tummy aches. The Hamelin Puppet has done what he can to help them feel better, but since it doesn't really understand rat medicine (or any kind of medicine, really), this mostly just involves forcing its black pencil down the rats' throats to induce vomiting.

The rats do not enjoy this.

When not charging into the middle of a puppet war, the Monstrous Rats mostly just hide out in the corners of the Swamp Witch's hut, keeping to the shadows and snatching up whatever bits of food they can. They're more intelligent than most people assume, and no matter how many of them Zoraida kills with her broom, poisons, and magic, more always seem to show up within a few days.

The Hamelin Puppet takes most of the credit for this, as it seems to have at least a passing amount of control over the vermin. Certainly it seems unlikely that the rats are gathering for another reason, especially in the Bayou, where they tend to be relatively rare, compared to the legions of toads that surround the Swamp Witch's hut.

But then again... who knows for certain?

MONSTROUS RAT

Minion (6), Living, Vermin

<i>Might</i> 3	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -5	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 1
<i>Defense</i> 4 (8)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 1 (7)
<i>Willpower</i> 5 (11)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Acrobatics 1, Athletics 2, Martial Arts 2✕, Notice 1, Stealth 3, Wilderness 2.

Plagueborn: This character is immune to the **Blighted** and **Infection** Conditions.

Quick: This character gains a **+** to any Challenges made to resist a (X) and takes 1 less damage from (X) and **!** effects (to a minimum of 1 damage).

(1) Huge Yellow Teeth (Martial Arts)

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

✕ **Swarm:** Immediately increase the final duel total of this attack by the number of other Monstrous Rats that are engaged with the target.



KILLJOY PUPPET

This large puppet is stuffed with all sorts of disgusting stuff, including - if the rumors are to be believed - the rotting heart of a murderer. It's said that it is this murderous heart (which may or may not still beat within its cloth body, depending upon how many drinks you've had before reading this) that drives the puppet into its violent rages and fuels its bone-chilling hunger for the stuffing of other puppets.



Armed with a massive meat cleaver and a hunger that knows no end, the Killjoy Puppet is one of Zoraida's most violent creations. It spends many of its days roaming the distant lands of the Back Porch, killing toads and chopping them up into bloody little messes. It's even rumored that the Killjoy Puppet once killed a Bayou gator that wandered too close to the hut by cutting it open from the inside after being swallowed whole.

KILLJOY PUPPET

Enforcer (8), Construct, Doll

<i>Might</i> 4	<i>Grace</i> 2	<i>Speed</i> -1	<i>Resilience</i> 4
<i>Charm</i> -5	<i>Intellect</i> -2	<i>Cunning</i> -1	<i>Tenacity</i> 4
<i>Defense</i> 3 (11)	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> 0 (8)
<i>Willpower</i> 6 (14)	<i>Charge</i> 4	<i>Wounds</i> 9	

Skills: Athletics 3, Barter 2, Centering 2, Flexible 2☹, Heavy Melee 2, Intimidate 2, Labor 2, Notice 1, Toughness 3.

Stuffing-Crazed: This character may take the (2) Charge Action as a (1) Action

Eat the Fallen: When this character kills a target with its Close Combat attack, this character heals 3 damage and the target's remains are devoured (rendering them unable to be raised as an Undead or harvested for parts).

Terrifying (Dolls) 12: Enemy Dolls must pass a TN 12 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Meat Cleaver (Heavy Melee)

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

(1) Hooked Chain (Flexible)

AV: 4☹ (12☹) ===== Rg: 8 ===== Resist: Df
Target suffers 1/2/3 damage.

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

SEAMUS PUPPET

The Seamus Puppet is one of the more active puppets in Zoraida's hut. Whether that's due to the mischievous nature of his namesake or just a result of being crafted from bad materials, he's often the one starting trouble for the other puppets.

SEAMUS PUPPET

Enforcer (8), Construct, Doll

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 2	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 5 (13)	<i>Walk</i> 5	<i>Height</i> 1	<i>Initiative</i> 5 (13)
<i>Willpower</i> 4 (12)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Carouse 1, Evade 3, Intimidate 4, Melee 4, Leadership 2, Necromancy 2, Notice 3, Pistol 4, Scrutiny 2, Stealth 2, Stitching 2, Toughness 2.

Hide and Seek: This character deals +1 damage against puppets that are more than 3 yards away from any of their allies.

Terrifying (Dolls) 12: Enemy Dolls must pass a TN 12 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Serrated Knife (Melee)

AV: 3 (9) ===== Rg: 1 ===== Resist: Df
Target suffers 3/4/5 damage.

✦ *Bored Now:* After damaging, this character may move up to 3 yards away from the target.

(0) Terrorize (Intimidate)

AV: 6 (14) ===== Rg: 6 yards ===== Resist: Wp
Target gains the following Condition until the start of this character's next turn: **"Terrified:** This character has ☐ on all attacks it makes against any character with the Terrorize Manifested Power." Characters with the Relentless Talent are immune to this Condition.

When not trying to take over the hut with his legions of rotting puppets, the Seamus Puppet usually skulks around Zoraida's spice rack, hoping to catch her off guard with a scary face. It hasn't worked yet, but he's confident that he'll surprise her some day.

The only puppets that willingly spend time with the Seamus Puppet are the Rotting Belle Puppets, which he bosses around without regret. They're usually fairly obedient, but every so often, one will refuse to follow his orders, which usually ends up with the Seamus Puppet chasing her around the floor of the hut, swinging wildly at her with his knife as she tries her best to stay one step ahead of him.



ZORAIDA

Desperation drives the men and women of Malifaux into the Bayou in search of the Swamp Witch, Zoraida. Those that survive the dangerous trek through the swamp invariably find that the Swamp Witch not only knows their names, but that she has been expecting them.

The bargain is the same no matter what her visitor seeks: a game of cards. Zoraida wagers the information or boon her visitor seeks, while they are forced to give up something that she wants... which is almost always something her visitor cannot survive parting with.

It's not a hopeless gamble, and some people do leave her hut with their dreams fulfilled... but far more end up slowly cooking in the Swamp Witch's cauldron.



ZORAIDA, THE SWAMP WITCH

Master (13), Living, Swampfiend

<i>Might</i> 2	<i>Grace</i> 1	<i>Speed</i> 1	<i>Resilience</i> 4
<i>Charm</i> 2	<i>Intellect</i> 3	<i>Cunning</i> 6	<i>Tenacity</i> 5
<i>Defense</i> 5 (18)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (18)
<i>Willpower</i> 7 (20)	<i>Charge</i> 5	<i>Wounds</i> 10	

Skills: Alchemy 3, Counter-Spelling 4, Enchanting 4, Evade 3, Gambling 2, Harness Soulstone 3, History 4, Homesteading 2, Melee 1, Necromancy 5, Notice 4, Prestidigitation 3, Scrutiny 5, Sorcery 2, Stitching 4, Toughness 4, Wilderness 3.

Df (♣) Regret: After this character suffers Moderate or Severe damage, the attacker's turn immediately ends.

Beguiling Enchantments: All attacks made against this character receive ☐ unless they benefit from the **Focused** Condition.

Swift: This character generates an additional General AP on her turn.

(1) Voodoo Pins (Melee)

AV: 3 (16) ===== Rg: 1 ===== Resist: **Df**
Target suffers 1/2/5 damage and gains **Poison +2**.

(1) Obey (Necromancy + Charm)

AV: 7 (20) == Rg: 12 yards == Resist: **Wp**
The target performs a 1 AP Action controlled by this character. This Action may not force the target to sacrifice itself directly but can cause her to take Actions against her own nature.

♣♣ *Master of Manipulation:* After succeeding, take this Action again against the same target.

(1) Confusion (Necromancy + Charm)

AV: 7 (20) == Rg: 12 yards == Resist: **Df**
Target gains the following Condition until this character uses this Action again: "**Confusion +1:** This character suffers a -1 penalty to her final duel totals. Whenever this character declares a Walk or Attack Action, increase the value of this Condition by +1 after resolving the Action."

PUPPET WEAPONS

Below are the Puppet Weapons available for this adventure.

RANGED WEAPONS

WEAPON	RANGE	DAMAGE	CAP.	RELOAD	SPECIAL
Cork Gun (Pistol)	8	2/2/3	1	2	See description.
Toy Bow & Arrows (Archery)	8	2/2/3	-	-	See description.
Rubber Band Gun (Long Arms)	12	2/3/4	1	2	-
Pepper Grinder (Shotgun)	7	2/3/4	3	3	-
Huge Hold Out Pistol (Heavy Guns)	14	5/7/9	4	4	-

CORK GUN

Targets struck by this weapon take the Drop Prone Action.

Ammunition: This weapon uses a piece of cork as ammunition, which is fortunately attached to a long string, allowing the wielder to pull the cork back to her and reload the gun.

The standard small arm among puppets, this weapon is a toy gun that uses spring pressure to fire a cork projectile at its wielder's target. The cork packs quite a punch when used against a stuffed target, often knocking it right off its feet while making a satisfying "pop" sound.

TOY BOW & ARROWS

This weapon does not need to be reloaded, as that is part of the firing procedure.

Ammunition: This weapon uses sharpened pencils. It comes with ten of them.

This flimsy bow was originally intended to fire suction-cup arrows, but the puppets have swapped out those non-lethal projectiles for pencils that have been sharpened to a narrow point and notched on the opposite end.

RUBBER BAND GUN

Ammunition: This weapon uses rubber bands. It comes with ten of them.

This weapon consists of a wooden cut-out of a gun with a clothespin attached to the top. When a rubber band is pulled back from the end of the "muzzle" and held in place by the clothespin, the gun is "loaded" and can be fired simply by releasing the clothespin, sending the rubber band flying.

PEPPER GRINDER

Ammunition: This weapon essentially has unlimited ammunition. The wielder still has to periodically stop and grind more pepper, however, which counts as reloading.

This fearsome weapon isn't actually functional, but all the puppets pretend like it is, and that's what really counts, right? Don't sneeze!

HUGE HOLD OUT PISTOL

Ammunition: This weapon is an actual pistol, and it uses actual bullets. It comes with five of them.

The puppets have found a gun that belonged to one of Zoraida's victims! It's a bit awkward for puppets to use, but its stopping power more than makes up for that.

MELEE WEAPONS

WEAPON	RANGE	DAMAGE	SPECIAL
Kitchen Knife (Melee)	/// 2	2/3/4	-
Large Needle (Melee)	/// 1	1/2/4	See description.
Oversized Claws (Heavy Melee)	/// 2	3/5/7	-
Switchblade (Heavy Melee)	/// 2	3/4/6	See description.
String & Fish Hook (Flexible)	/// 4	1/2/4	See description.

KITCHEN KNIFE

These sharp knives are staples among the various puppets that live in Zoraida's shack. They can either stab or cut, and they're simple enough that even the slower puppets can grasp how to use them without any training. When in doubt, go with a knife!

LARGE NEEDLE

As a (1) AP Action, this character can heal 1 damage on an adjacent Doll.

Long ago, this needle was likely used to mend the Swamp Witch's clothes or to stitch up puppets that had become torn and frayed through everyday use. Now, it is just as much a weapon as anything else the puppets use to tear each other apart, but a clever puppet can still use it to stitch up an injured friend.

OVERSIZED CLAWS

This weapon takes up both arms.

These large claws are sharp and almost as large as some of the smaller puppets in Zoraida's hut. Unfortunately, their size also makes them a liability; if a puppet only wears one claw, its weight invariably tips the doll over to one side, necessitating the presence of a second claw to balance the load. Once the puppet is able to keep itself upright, however, these claws make for a potent weapon.

SWITCHBLADE

This weapon takes up both arms.

This weapon gains + to its damage flip if this attack is not part of a Charge.

Switchblades are similar to kitchen knives, save that they tend to be larger, sharper, and more dangerous than their more mundane cousins. In theory, these weapons can be automatically snapped open by pressing a button or switch on the handle, but most puppets just leave them open to avoid having to go through the awkward process of snapping them closed.

STRING & FISH HOOK

After hitting, you may choose to pull the target into physical contact with you.

This weapon is a small pole, which is attached to a length of string with a large fishing hook at the end. It functions more or less like a fishing pole, with the wielder 'casting' the line in the direction of their target. Once the target is hooked, the wielder can pull back on the pole to yank the target closer, often with a great deal of stumbling and pin wheeling arms on the part of the hooked puppet.

FATED NAME

PURSUIT

PLAYER NAME

BRUSH

CURRENT PURSUIT

CHARACTERISTICS

CONSTRUCT. DOLL

ASPECTS

PHYSICAL

MENTAL

MIGHT

INTELLECT

GRACE

CHARM

SPEED

CUNNING

RESILIENCE

TENACITY

DERIVED ASPECTS

DEFENSE

WALK

ARMOR

CHARGE

WILLPOWER

INITIATIVE

WOUNDS

HEIGHT

1

ATTACKS

NAME

AV

RANGE

DAMAGE

SPECIAL

CAPACITY RELOAD

TN

TRIGGERS

NAME

AV

RANGE

DAMAGE

SPECIAL

CAPACITY RELOAD

TN

TRIGGERS

SKILLS

SKILL

AV

RATING

ASPECT

TALENTS / MANIFESTED POWERS / MAGICAL THEORIES

EQUIPMENT

SCRIP

GRIMOIRE

MAGIA	IMMUTO
SPECIAL	

DESTINY

ALLEGIANCE DESTINY	CARD
	☐
BODY DESTINY	CARD
	☐
ROOT DESTINY	CARD
	☐
MIND DESTINY	CARD
	☐
ENDEAVOR DESTINY	CARD
	☐

TWIST DECK

MASKS	TOMES
RAMS	CROWS

OMG... PUPPETS!

...

Deep within a shack at the heart of the Bayou, a deadly war rages over which animated voodoo puppet will retain control over the Swamp Witch's toy chest. The two leading sides in the conflict have fallen into a stalemate, but now, the balance of power will be shifted by the arrival of new puppets... puppets that look an awful lot like the Fated...

...

No Strings Attached is a fun One Shot adventure for the Through the Breach roleplaying game. It requires the Fated Almanac to play.



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