



DAWN IN THE BAYOU

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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In this adventure, a distraught mother asks the Fated to help find her daughter whom she suspects of being kidnapped by Gremlins. The Fated must track the girl and her captors into the Bayou.

DESTINY STEPS:

CRSC 8☐: "Once your strangers travel in three" easily describes the group the Fated will be tracking.

ALBC 12♥: "The woman will give you her tears to drink" could describe Heather, who turns to the Fated to help her lessen her distress by finding her daughter.

LLBC 6X: "Should you wade through the waters black" could refer to the character's trip into the Bayou... particularly if the standing water of the area is described as being dark and murky.

PROLOGUE:

The adventure opens as the Fated are approached by Heather Skroggs, a woman who is desperately trying to hire someone to find her missing daughter. Heather first travels to Edge Point, a sleepy town perched next to the Bayou, as it is

close to her family's farm. This makes a good place for the Fated to meet Heather, but if they're in Malifaux City, they can also meet her there, after she's exhausted her luck in Edge Point and taken the train into the city. This won't change the adventure very much at all, save that Heather will likely be a bit more desperate and panicky when she meets with the Fated.

Read the following text:

As you converse with an acquaintance about their exhausting day, you notice a bit of a commotion from a few yards away. A plump, middle-aged woman is clutching a handful of scrip as she desperately tries to appeal to an uncaring Guild Guard for assistance. Catching your gaze, the Guild Guard says something to the woman and motions in your direction, sending her hurrying over to your side.

"Excuse me," she says. "The guardsman said that you might be able to help me? It's my daughter, Dawn. I... I think she was kidnapped by Gremlins!"

Heather has all of six scrip to her name, which is partially the reason why she hasn't had any luck in convincing anyone to look for her daughter; it might be enough to hire a mercenary or bribe a



guardsman in most circumstances, but as soon as the prospect of heading into the Bayou comes up, the price shoots up beyond what she can pay.

She explains that her husband, James Skroggs, is up north selling seed corn, while she stayed behind to mind the farm and watch over their six-year-old daughter. Dawn had been playing outside earlier that morning when Heather went to milk their cow, and when she returned, she discovered that her daughter was missing. She shouted Dawn's name over and over again until she noticed fresh tracks in the dirt... tracks that came out of the nearby Bayou, went right up to her front porch, and then trailed back into the swamp.

Heather is terrified rightfully of the Bayou – her husband sometimes hunts wild pigs on the outskirts, and the size of the creatures sends shivers down her spine – she is intensely worried about her daughter's safety. She's certain that Dawn was kidnapped by Gremlins, as she and her husband have both seen a few of the creatures lingering around the edges of their farm in the past.

If the Fated agree to help her, she presses her six scrip into their hands and thanks them profusely; as far as she is concerned, the Fated are her last hope of ever seeing her daughter again. If the Fated are in Edge Point, she will lead them south to her farm; otherwise, the Fated will first have to take the train south to Edge Point, which ends up costing half a scrip per Fated for a coach ticket.

SCENE 1: THE SKROGGS FARM

When the Fated arrive at the Skroggs farm, read the following text:

The acrid smell coming from the Bayou creates a strange aroma as it mixes with the smell of the farm's corn field. The Skroggs homestead is a humble abode perched on the edge of the Bayou, with a large horse barn standing tall opposite the dark Cyprus trees of the swamp. Next to the barn is a small well that looks to have been a recent construction. Neat rows of corn and squash stretch out in a rectangle between the barn, the farm house, and the marshy edges of the Bayou.

Heather allows the Fated to poke around the farm as much as they want. There is a moonshine still behind the house and a bored-looking cow named Bessy in the barn. Near the front porch of the farm house is a swept area where a child's hopscotch game has been etched into the dirt. It's here that Heather found the tracks leading out into the swamp, and she points them out to the Fated as soon as they arrive at the farm.

If the Fated succeed on a TN 8 Track Challenge, they can tell that there are three sets of prints: one that was playing hopscotch, presumably belonging to Dawn, and two more that came out of the Bayou. From the size of these footprints, it would appear that Heather was correct in assuming that they belonged to Gremlins. If the Fated achieve a Margin of Success on this Challenge, they are able to discern that there are no signs of a struggle; from the look of things, Dawn willingly walked into the Bayou with the Gremlins.

As the Fated examine the footprints and the rest of the farm, Heather heads inside, returning a minute later with cookies and warm lemonade. She promises to kill some chickens and cook a victory feast for the Fated when they return and starts preparing for that meal with as much effort as she can muster. Heather can't bear the thought of losing her daughter and does everything she can to distract herself from that very probable reality. If the Fated try to point out that her daughter might be injured or dead, she tries to change the subject with stories about Dawn and what a lovely girl she is.

Heather can give the Fated a good description of her daughter. Dawn is six years old, with long, blonde hair that was braided in pig tails and tied off with blue ribbons. She was wearing a simple pink woolen dress, has a few freckles on her nose, and "big green eyes full of wonder."





SCENE 2: FOLLOWING THE TRACKS

It doesn't take any skill to realize that the tracks lead from the hopscotch game into the nearby Bayou. Read the following text to the players as they follow the tracks into the swamp:

The tall, dark Cyprus trees form a looming canopy overhead as you head into the murky swamp. Your feet sink a half-inch into the mud with every step, making loud "plurp" sounds as you trudge forward, and the thorny underbrush makes it clear that this place is not for the light-hearted. The mud makes it easy to follow the tracks of the three separate creatures moving together, but as the mud is replaced with shallow pools of water or knots of thick vegetation, it becomes progressively harder to stay on track

To continue to follow the tracks, the Fated will have to participate in an Ongoing Challenge:

TRACKING DOWN DAWN

Skills Allowed: Navigation, Track, or Wilderness

Target Number: 10

Duration: 1 hour

Success Requirement: 6

Failure Requirement: 3

At the end of each Duration, the Fated learn one Clue from the list below for each success they achieved. For every Failure, they experience a Setback from the list below.

If the Fated successfully complete the Ongoing Challenge, they are able to track the footprints all the way to the Gremlin Village (and Scene 3).

If the Fated catastrophically fail the Ongoing Challenge, however, they end up following the trail of a Wild Boar and her Piglets that crossed the Gremlins' trail hours after they had already passed. See the Some Pigs section on page 31 for more details.

Clues (in this order):

1) The Fated find a long log that bears the muddy butt-prints of three figures. From the look of things, it appears as if Dawn and the two Gremlins (one of whom was wearing pants) stopped here to rest for a while. There's a glob of old, spit-out chewing tobacco on the ground nearby. (Dawn was getting tired, so the Gremlins decided to stop for a rest.)

2) The Fated find a discarded bottle of moonshine in some underbrush. (Dawn was getting tired, so the Gremlins gave her some moonshine to help give her some energy.)

3) The Fated find a pile of cold vomit on the ground; there are two Piglets here, sniffing the vomit pile expectantly. When they notice the Fated, they squeal and start pawing at the ground. The Fated can attempt a TN 10 Husbandry Challenge to calm the Piglets down or a TN 10 Stealth Challenge to carefully maneuver around them without making any sudden moves or strange sounds, but just about anything else (including doing nothing for more than a minute) riles the Piglets up and sends them charging toward the Fated to defend their delicious pile of throw-up. Stats for the Piglets can be found on pg. 35. (The Moonshine made Dawn sick and she threw up all over the place.)

4) The trail veers toward a small pool of standing water. A blue ribbon is mashed into the mud at the side of the pool. (The Gremlins stopped so that Dawn could wash the vomit off her dress and one of her hair ribbons came loose; she was too ill to either notice or care.)

5) The Fated come across a makeshift campsite. Some leaves have been piled up dangerously close to a fire pit, over which stands a crude spit made from sticks. The bones of a small animal can be found in the ashes of the fire. (Dawn was hungry and tired, so the Gremlins shot a rabbit, cooked it for her, and waited as she took a nap on the leaves.)

6) The Fated come across a hopscotch board that has been etched into the dirt in a relatively flat area. The footprints seem to indicate that Dawn and the Gremlins stopped to play a game of hopscotch before continuing onward. (The Gremlins asked Dawn to show them how Hopscotch worked again, so that they could look like they knew what they were talking about when they arrived at their village.)



Setbacks (in no particular order):

- One of the Fated wanders into a hive of stinging bees and wasps! Each non-Construct character must make a TN 10 Athletics or Toughness Challenge; those who fail suffer 1 damage and suffer a  to all Social Skill Challenges for the next three days, due to the numerous sting marks and welts all over their faces, arms, and chests.

- Thinking that it's just shallow mud, one of the Fated steps into a patch of quicksand! The character must attempt a TN 11 Athletics Challenge on her next turn. On a success, she is able to grab onto something and pull herself to safety. On a failure, she gains the Suffocating Condition (Fated Almanac, pg. 217) and must attempt the Athletics Challenge again on her next turn, until she succeeds on the Athletics Challenge or drowns. Note that other characters can use the Assist Action to give the struggling character a  to her Challenge.

Some Pigs

If the Fated catastrophically fail the Ongoing Challenge, they come across a Mama Pig and her three Piglets. Wild boars are notoriously territorial and ornery, and the Mama Pig is no exception. Read the following text:

You can hear some rustling from up ahead, indicating that you've finally closed on your quarry! As you push through the thorny underbrush, you come across a small, sucking pool of dirty water, around which three small piglets and one much larger pig are gathered. The small piglets squeal as they catch sight of you, prompting the larger pig to swing her tusked head towards you. She glowers, pawing at the muddy ground with her hooves as the smaller piglets start racing around in an uncontrolled panic.

The Fated are five yards from the pigs. They have one attempt to avoid combat: a TN 14 Husbandry Challenge will calm the mother pig down long enough for the Fated to withdraw. On a failure, however – or if the Fated just decide to attack the pigs – the Mama Pig charges toward the nearest character, while the Piglets charge anything that moves (in

their own, extremely poor judgement). Stats for the Mama Pig and Piglets can be found on page 35.

Once the pigs have been dealt with, the Fated can retrace their steps and begin the Ongoing Challenge over again.

SCENE 3: THE GREMLIN VILLAGE

After succeeding at the Ongoing Challenge, the Fated find their way to the Gremlin Village. Read the following text:

The Cyprus trees part to reveal a small, nestled village placed upon a rise in the land. About twenty or thirty ramshackle homes have been crammed onto the rise, and the place is abuzz with activity. Small pens filled with feral pigs are intermingled among the homes, and you can see a few of the creatures gnawing at the wooden bars of their prisons with surprising determination.

A large crowd of Gremlins have gathered near your side of the hill, some of them leaning on their long rifles while others hold tiny Gremlin children on their shoulders to get a better view of the action. At the center of the crowd, an old Gremlin with missing teeth is playing hopscotch. Standing next to him, at the front of the crowd, is another Gremlin with a long beard and a blonde human girl in a pink dress. A large moonshining still stands nearby, along with woven baskets filled with all manner of brewing ingredients.





The blonde girl is, of course, Dawn Skroggs. As the Fated watch, she instructs the Gremlins on the proper way to play hopscotch, correcting their mistakes and occasionally demonstrating how the game works, much to the “oohs” and “aahs” of the crowd.

Dawn’s “kidnapping” is actually the result of a misunderstanding. The Gremlins came upon her as she was playing hopscotch and approached her to find out just what she was doing. When she told them that she was playing “hopscotch,” they were confused, as both “hops” and “scotch” were, as far as they were aware, both things that were related to brewing.

The Gremlins asked more questions and Dawn answered them, boasting that she was the best hopscotcher in all of Malifaux, except, perhaps, for her mother, who had taught her how to play. Thinking that they had stumbled upon some great human brewing secret, the Gremlins convinced Dawn to come back to their village and show their master brewer how this “hopscotch” thing worked.

At the moment, the Gremlins are under the belief that drawing the boxes on the ground and jumping from one number to the next is some sort of magical ritual intended to enchant the ingredients before the brewing begins. They’re having problems understanding just how the “ritual” is supposed to work, however, and questions such as “So, if the stone lands on the five, you add five hops to the scotch?” – complete with Dawn shaking her head and pointing out that you have to skip the five if the stone lands on it – are common.

At this point, the Fated have a few options as to how to go about getting Dawn back from the Gremlins.

The Violent Approach

Particularly trigger-happy groups might decide to go in, guns blazing, to rescue Dawn. There are two dozen Bayou Gremlins armed with rifles that will fire back at the Fated if they attack, though if the Fated launch a surprise attack, these Gremlins will be Slow on the first round of combat. Starting on the third round of combat, another six Bayou Gremlins arrive

from the huts to reinforce their brethren. The other Gremlins shriek and either dart into the swamp or take cover in their shacks.

As soon as a fight breaks out, Dawn drops to her knees and places her hands over her ears; she doesn’t move at all unless someone scoops her up, which requires 2 AP from an adjacent character, due to how much Dawn struggles against being “rescued.”

Diplomacy

If the Fated attempt to talk to the Gremlins, they quickly find themselves staring down the barrels of dozens of rifles as the noncombatant Gremlins shriek and dart for cover. The bearded Gremlin – the village’s master brewer – pushes Dawn behind him to protect her and does the negotiating for his brethren. The Fatemaster is encouraged to populate the village with colorful Gremlin characters to add levity or menace to the proceedings as needed; this could be as little as the Gremlins doing strange things in the background while the Fated speak with the master brewer or as much as the master brewer pulling in townsfolk to help him convince the Fated to leave Dawn with him.

The Fated have a number of different options they can use to try to talk the Gremlins into giving over Dawn. If they attempt to convince the Gremlins that Dawn’s mother is worried and looking for her, or that hopscotch is just a game and not some powerful ritual, a TN 13 Convince Challenge gets them to hand her over to the Fated without much trouble. Similarly, a TN 14 Bewitch Challenge can be used to befriend the Gremlins; after some shared moonshine (which makes the character Intoxicated for the rest of the day), the character can attempt the Convince Challenge noted above with a ♣ to her flip.

Intimidation is less effective against the Gremlins. The Fated will have to succeed at a TN 14 Intimidate Challenge to get the Gremlins to apologize and hand over the girl (“We don’t want no trouble, now...”), but because of their vastly superior numbers, the Fated suffer a ♠ to their flip. If the Fated fail this Challenge, the Gremlins refuse to hand Dawn over until she’s taught them “the ritual,” and failing with



a Margin of Failure incites the Gremlins to attack, as described in The Violent Approach on page 32.

If the Fated are unable to convince the Gremlins to hand Dawn over, things get tense until one of the female Gremlins – who has three small Gremlin children clinging to her – steps forward and suggests that they have a drinking contest to see who will keep the girl. The Gremlins are open to the idea, and if the Fated agree, all that stands between them taking Dawn home are three TN 10 Carouse Challenges. Multiple Fated can enter this contest if they wish, but the Gremlins won't allow any obviously Invested or Stitched characters to participate, on account of it "not being fair." On a failure, a character passes out and is disqualified from the contest; the master brewer passes out after the third jar of moonshine. If the Fated win, the Gremlins reluctantly hand over Dawn. If they lose, however, the Gremlins consider Dawn to be "won fair and square" and refuse to turn her over without a fight.

Trickery

Alternatively, the Fated can try to trick the Gremlins by teaching them the "correct" magical brewing ritual. Doing so requires a TN 12 Deceive Challenge. On a success, the Gremlins gasp in collective awe at the knowledge and the master brewer quickly starts trying to put their new "ritual" to work. Dawn is all but forgotten about in their excitement. On a failure, however, the Gremlins catch on to the character's lies and threaten her at gunpoint; the lie has only reinforced their belief that Dawn knows something important, and now they refuse to part with her without a fight.

If the Fated wait until nightfall, they can sneak into the village and steal Dawn away in the night with a TN 14 Stealth Challenge; she's sleeping on a simple cot in a hut and isn't guarded, but strange people waking her up in the middle of the night causes her to scream and struggle, which alerts the Gremlins to the Fated's presence. By the time the Fated have got Dawn under control, six Bayou Gremlins have hopped out of bed, grabbed their rifles, and rushed out to defend their village. Six more Bayou Gremlins appear every three rounds, to a maximum of thirty Bayou Gremlins.

SCENE 4: RETURNING HOME

Once the Fated have rescued Dawn, they can start heading back toward the Skroggs Farm. The Fated don't have to make any Skill duels to find their way out of the swamp; so long as they head in the right direction, they'll eventually reach the edge of the Bayou, at which point the farm should be visible in the distance. If it's dark, Heather hangs a lantern near her door to light the way.

Unfortunately, the Fated have one more obstacle standing between them and Dawn's safe return. If the Fated managed to get Dawn out of the Gremlin village diplomatically, then she doesn't have much reason to be upset. She waves goodbye to her new Gremlin friends and talks along the way about how she's looking forward to seeing her mother again.

If she left under different circumstances, however – such as being snatched up during a fight or in the middle of the night – then the Fated have a screaming, crying, bawling child on their hands. They can attempt a TN 14 Bewitch, Convince, or Intimidate Challenge to calm her down, and if the Fated mention her mother, the TN is lowered to 10.

On a success, Dawn quiets down and finishes the rest of the trip with only the occasional sullen comment or quiet sob. On a failure, however, she just screams louder, which draws the attention of a group of annoyed (and hungry) Silurids. Of course, if the Fated are drunk and making noise, then they might attract the Silurids themselves. Either way, read the following text:

Dawn's endless screaming and wailing have just about reached the point of being unbearable when movement catches your eye. Then something large and green falls from the sky, landing right next to Dawn with a splash of fetid water. Her screams take on a different tone – one of horror, rather than displeasure – as the fishman raises a webbed claw above its head in preparation to strike her down.



There is a total of one Silurid per Fated, and their stats can be found on page 36. The first leaps next to Dawn before combat begins, while the others wait a dozen feet away, leaping into combat on their initiative. The first Silurid attempts to use 2 AP on its turn to snatch Dawn up, at which point it leaps away and puts all of its effort toward escaping with her into the swamp. The other Silurids leap into combat on their turns to harass the Fated, distracting them and making a grab for Dawn whenever the opportunity presents itself. If reduced to a single wound, a Silurid will attempt to leap away into the swamp and flee from the battle.

CONCLUSION

If the Fated lose Dawn in the swamp, then Heather is wrought with grief and screams at the Fated, the sky, and just about anything else that comes to mind. Her husband's return a few days later provides some comfort, but Dawn's absence makes the Skroggs Farm a much more sullen and unpleasant place.

If the Fated return with Dawn, Heather rewards them with plenty of tearful hugs and the large meal

she had promised earlier. If Dawn was peacefully separated from the Gremlins, she talks about them fondly, and in the weeks that follow, the Skroggs are visited by a few of the village's Gremlins, setting up an awkward but pleasant dialogue between them. The Fated might be contacted by Heather or her husband in the future to help the Gremlins with a problem, or just to mediate some matter of contention between them.

If Dawn was forcefully removed from the Gremlin village, then she is quiet and traumatized by the experience. The Gremlins return in a few days, poking around the farm in search of Dawn, and Heather or her husband may contact the Fated with requests to drive the creatures out of their home, lest they try to kidnap Dawn again.

Either way, so long as the Fated return with Dawn, they earn her mother's sincerest thanks and loyalty. They are welcome to stay at her farm for as long as they want. They've earned a faithful ally, and the Skroggs homestead could serve as a kick off point for future adventures in the Bayou.





PIGLET

Peon (4), Living, Beast, Pig

<i>Might</i> 2	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 0
<i>Charm</i> -3	<i>Intellect</i> -2	<i>Cunning</i> -3	<i>Tenacity</i> 1
<i>Defense</i> 5 (9)	<i>Walk</i> 6	<i>Height</i> 1	<i>Initiative</i> 4 (8)
<i>Willpower</i> 3 (7)	<i>Charge</i> 7	<i>Wounds</i> 4	

Skills: Navigation 2, Notice 1, Pugilism 1, Track 1, Wilderness 2.

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.

Small Target: Ranged Combat Actions that target this character suffer $\square$.

(1) Ram (Pugilism)

AV: 3 (7) ===== Rg: $\llcorner$ 1 ===== Resist: **Df**
Target suffers 1/2/3 damage. When this Attack is used as part of a Charge, add +1 to the final duel total for each yard moved before the attack. 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.

Distracting Squeals: After succeeding, the target must pass a TN 10 Centering Challenge or become **Slow**.

Bowled Over: After succeeding, the target must succeed at a TN 10 Acrobatics Challenge or take the Drop Prone Action. Then this character takes the Drop Prone Action.

MAMA PIG

Minion (5), Living, Beast, Pig, Swampfiend

<i>Might</i> 3	<i>Grace</i> 0	<i>Speed</i> 3	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -4	<i>Cunning</i> -3	<i>Tenacity</i> 2
<i>Defense</i> 5 (10)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 5 (10)
<i>Willpower</i> 5 (10)	<i>Charge</i> 7	<i>Wounds</i> 8	

Skills: Athletics 2, Evade 3, Notice 2, Pugilism 2, Toughness 3, Track 1, Wilderness 1.

Eat Your Fill: After killing a character with a Close Combat attack, this character can end its turn to heal all damage it has suffered.

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

(1) Tusks (Pugilism)

AV: 5 (10) ===== Rg: $\llcorner$ 1 ===== Resist: **Df**
Target suffers 2/4/6 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.



BAYOU GREMLIN

Minion (5), Living, Gremlin

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

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

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

SILURID

Minion (5), Living, Beast, Swampfiend

Might 2	Grace 2	Speed 2	Resilience 2
Charm -3	Intellect -2	Cunning 1	Tenacity 2
Defense 5 (10)	Walk 5	Height 2	Initiative 3 (8)
Willpower 4 (9)	Charge 6	Wounds 6	

Skills: Acrobatics 2, Athletics 3, Evade 3, Navigation 2, Notice 1, Pugilism 3, Stealth 4, Toughness 1, Track 2, Wilderness 3.

Perfect Camouflage: Each time this character takes a Pass Action, it gains + to Stealth Challenges and to Defense flips against Ranged Combat Attacks until the start of its next turn.

Slink Away: This character gains + to its Defense flips against disengaging strikes. If at least one friendly character is engaged with an enemy, that enemy may not make disengaging strikes against this character.

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

(1) Talons (Pugilism)

AV: 5 (10) ----- Rg: ♣ 1 ----- Resist: **Df**
Target suffers 1/3/4 damage.
♣ *Blood Frenzy* After damaging, take this Action again against the same target.
W *Bite:* After damaging, the target gains **Poison +1**.

(0) Quick Leap

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