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ONE SHOT

THE BADLANDS INVITATIONAL

THROUGH THE BREACH



THE BADLANDS INVITATIONAL



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Dreadful

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THE BADLANDS INVITATIONAL

For the past four years, Fredrick Charles has sponsored the Badlands Invitational, a cross-country rally of select automobile innovators. Competitors must complete a three-day rally into the Badlands and back in rugged motorized vehicles. The team with the shortest overall time earns a significant prize and considerable prestige.

This year, the Guild has become involved in the event and has requested that the inventors bring vehicles suitable for small troop transports. Rumors among the racers suggest that the Guild is looking to select a reliable vehicle for mass production, a belief that is further backed up by the Guild's restrictions: none of the teams can use magic, Soulstones, or Constructs. The Guild wants a design that does not require special skills, expensive materials, or significant upkeep.

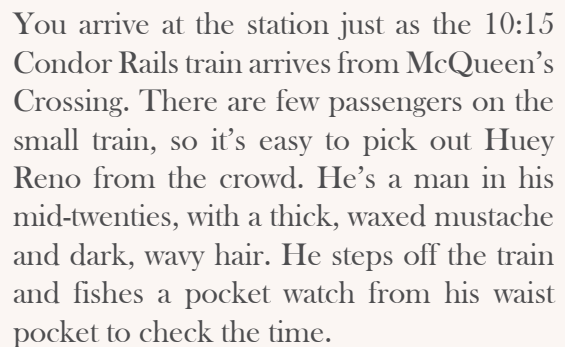
The Badlands Invitational starts in McQueen's Crossing, a small railway town south of Edge Point, and runs west into the Kartakan Wastes to "the Pokes," a region of low ridges and shallow depressions. From there, the route turns south and eventually loops east back to McQueen's Crossing. Drawn by the potential of a lucrative Guild contract, twenty-five teams are competing this year, making it the largest Invitational in the event's history.

PROLOGUE:

HOPPING A RIDE


As the adventure opens, the Fated receive word from a friend or contact of an unusual opportunity: Huey Reno, entrepreneur and race car driver, is searching for replacements for his racing team. There are few details, but if the Fated meet him at the train station when he arrives at Edge Point, they can ambush him and try to get the job before he begins making public inquiries.

When the Fated arrive at the train station, read the following text:




You arrive at the station just as the 10:15 Condor Rails train arrives from McQueen's Crossing. There are few passengers on the small train, so it's easy to pick out Huey Reno from the crowd. He's a man in his mid-twenties, with a thick, waxed mustache and dark, wavy hair. He steps off the train and fishes a pocket watch from his waist pocket to check the time.

Reno is not expecting to be greeted and is initially suspicious of the Fated, but upon learning the name of the person who gave them the tip, he realizes that they are not involved in the deaths of his former crew and explains the job. Read the following text:



Reno snaps his pocket watch shut. “This job, *c’est un test d’endurance*,” he explains in a thick French accent. “The Badlands Invitational is a grueling three-day rally across the Kartakan Wastes. I have - *had* - a team that was to enter in a vehicle of my own design. They were fine when they went to sleep two nights ago. The next morning, they were dead, withered as if they had spent three months in the grave, their room rotting away around them.”

Reno sighs deeply, then rallies himself. “I need a team that is strong, self-reliant, and mechanically inclined. Knowing what you do now, are you still interested?”



If the Fated are interested in the job, Reno offers everyone a position on his team. He can pay them 10 scrip each for the entire race, which is the most he can afford on such short notice. He will also pay them a bonus at the end of the race, depending upon how the team places.

Reno has raced in every Invitational so far, and he explains that the rough environment of the Badlands is the greatest threat. He goes on to explain that this year, the Guild is taking a particular interest in the race, and it’s rumored that they intend to offer the winner a manufacturing contract to mass produce their design as a troop transport.


Reno has no further information on his team’s demise. The Guild has promised him that they will investigate but has yet to start.

Once the Fated finish speaking with him, Reno snaps open his pocket watch and informs the Fated that they have two hours to collect their belongings before the train returns to McQueen’s Crossing.

SCENE 1:

MCQUEEN’S CROSSING


The Fated arrive in McQueen’s Crossing in the early afternoon on the day before the race. Read the following text:



The village of McQueen’s Crossing is a little stop on a small rail line that runs south from Edge Point. As you step off the train, a veritable thunderstorm of roaring engines assaults your ears.

After waiting for two large crates to be loaded onto a waiting carriage, you board and allow the nervous horses to carry you into a sea of colorful tents. The tents are filled with motorized carriages of every shape, size, and color, all of them active and receiving attention from mechanics and engineers. Most of the vehicles are stagecoach-sized with racks and rigs to carry the supplies needed for a desert crossing.

The carriage eventually stops at a pavilion-sized tent with the number seven painted on its side. Reno disembarks and motions for you to unload the crates before ducking inside the tent.



The crates are filled with spare automotive parts and are quite heavy.

The Fated can attempt two TN 9 Athletics Challenges to safely unload each of the crates; on a failure, the crate falls to the ground, splintering the wood and damaging some of the components inside. This increases the TNs of the adjustments made in the “A *Comete* Waiting to Fly” section by +1 per broken crate.

Any Fated who do not attempt to unload the carriage can attempt TN 10 Scrutiny Challenges. On a success, they notice that many of the other teams have momentarily stopped working to watch the Fated unpack. It is obvious that they are surprised to see Huey Reno with a team, but if questioned, they quickly return to their work without explaining themselves.

After a few minutes, Reno reappears to make certain that the Fated have unloaded the carriage correct. If the crates are splintered from being dropped, Reno is visibly annoyed and becomes frustrated and impatient with the Fated for the rest of the day. Regardless, he motions them into tent, crates in tow.

Read the following text:



The tent is a canvas garage of fuel and metal. In the middle sits a large motorized vehicle, quite literally a box on wheels. It's painted bright red, and the number seven stands out prominently in white on its side. The canvas tent partially dampens the noise from the other racers, reducing the thunderstorm of roaring engines to a dull roar.

Reno gestures proudly to the vehicles. "Voila! This is the *Comete*. She is the greatest vehicle to have ever been designed by a Frenchman. Ninety horsepower, four-cylinder internal combustion engine. Despite her size, she can reach a speed of almost one hundred kilometers per hour!"



The *Comete* is essentially a large truck. The front cabin can seat a driver and two passengers, while the back is a square metal shell set over a flat bed, with a large ramp at the rear that folds up to become the rear wall. There is a sliding cover on the roof large enough for two people to stand in the opening. At the moment, about a third of the vehicle's back area is filled with various supplies and spare parts.

Despite his recent losses, Reno is still quite proud of the *Comete* and is eager to show it off to the Fated. A casual inspection of the vehicle reveals that the previous crew was in the middle of preparing the vehicle for the race, and Reno confirms that they had not yet finished its "tune-ups" before their untimely deaths.

Once the Fated have stowed the crates along the sides of the tent, Reno asks them to either finish the adjustments to the *Comete* or to investigate the other racers to get a feel for the competition. Tuning up the *Comete* is handled in "A Comet Waiting to Fly," below, while investigating the other racers is described in "The Competition" on page 7. Reno then excuses himself; he must speak with the Racing Commission to assure them that he is still competing.


A COMET WAITING TO FLY

Fated who attempt to tune up the *Comete* are busy for the next three hours. Each of them can attempt to perform one of the following three adjustments. Each adjustment can only be attempted once, but additional characters can always Assist the person performing that task.

The adjustments are as follows:

- **Alchemy (TN 10):** Refine, replace, and refill the vehicle's liquids (fuel, oil, coolant, etc.).
- **Artefacting (TN 10):** Overhaul the mechanical elements (engine, steering controls, wheels, etc.).
- **Engineering (TN 10):** Calibrate the vehicle's mechanisms to ensure that all the systems are functioning as intended.

For each successful Challenge, the Fated can choose one benefit from the list below, plus one additional benefit for each Margin of Success. Each benefit can be chosen only once. The mechanical effects of each adjustment should be kept hidden from the Fated until they come into play.

- **Car-isma:** From Scene II onwards, the Fated gain  to Bewitch Challenges if they identify themselves as part of the crew operating "that beautiful vehicle."

- **Tuned-Up Engine:** The TN of the “Blazing a Trail” Ongoing Challenge of Scene 2 is reduced by 1.
- **Enhanced Handling:** The TN of the “Blazing a Trail” Ongoing Challenge of Scene 4 is reduced by 1.
- **Improved Traction:** The TN of the “Blazing a Trail” Ongoing Challenge of Scene 6 is reduced by 1.
- **Sand-proofed Machinery:** The Fated add +1 to their Leaderboard flips.

THE COMPETITION

Alternatively, the Fated can choose to talk to the spectators, reporters, and race officials gathered in the tent city around them in an attempt to learn more about their competition. This is handled with an Ongoing Challenge.

KNOW YOUR ENEMY

Skills Allowed: Bewitch, Convince, Scrutiny

Target Number: 9

Duration: 30 minutes, maximum 3 hours
(6 Durations)

Success Requirement: 7

Failure Requirement: 3

For each success and Margin of Success, the Fated learn one item of Gossip from the list below, in the order presented.

Gossip

- Only a few racers are considered to be serious contenders: Hirsch du Bois (Team 1), Harriet Bennett (Team 10), Hugo Skada (Team 16), and Jace Elgin (Team 19). Huey Reno had been on the list, right up until the mysterious deaths of his team, and three other high-ranked teams failed to show.
- Hirsch de Bois won last year’s Invitational, but he’s placed in the top five of every race since the event’s inception. He’s a well-known French racer with plenty of fans.

- Hugo Skada came in second in last year’s Invitational, beating out Huey Reno thanks to a controversial ruling from the Racing Committee. It’s rumored that Skada cheated, but there’s no proof. (If asked about this, Reno grows annoyed, insists that Skada is “a dog-shit of a man,” and refuses to speak further about the incident).
- Harriet Bennett won the first two Badlands Invitationals but lost all of her winnings to gambling and other vices. This is her first major race since then, and the reporters have been framing it as her big comeback. She’s evidently desperate, however, as her mechanics have bad reputations and are considered to be “unhireable” but most other racers.
- Hugo Skada suffered a severe accident two weeks ago. Nobody expected him to live, much less to race in the Invitational, yet here he is... even though much of him is now pneumatic. There is considerable speculation as to how he could afford the parts or the surgery, and a few people suspect that he has found new friends in low places.
- Jace Elgin is a career racer back on Earth and is apparently very good. Although this is his first year at the Invitational, he has more racing experience (and more trophies) than any of the other racers at the event.


If the Fated succeed at this Ongoing Challenge, all participating characters find themselves outside the tent of Jace Elgin of Team 19 as Harriet Bennett attempts to assassinate him. Proceed to “Fire It Up” (pg. 8).

On a catastrophic failure (or if the Fated run out of time), they become a nuisance and are escorted back to their tent by several camp guards. The guards warn them that if they continue to harass the other teams, the Racing Committee will give them a time penalty. If they Fated continue to gather information after this point, they suffer -2 to the Leaderboard flip result at the end of the first leg. The Fated aren’t anywhere near Jace Elgin’s tent as Harriet Bennett attempts to assassinate him; proceed to “A Distant Commotion” (pg. 10).

FIRE IT UP


Using one of her “Velocibominations,” Harriet Bennett attempts to kill Jace Elgin, one of her stronger competitors. Although the assassination is un-subtle, she would rather eliminate him now than face him in the rally. Only the Fated who participated in the Know Your Enemy Ongoing Challenge are present for the assassination attempt; all other characters can notice it via “A Distant Commotion” on page 10.

Read the following text:




As you finish up your inquiries, you catch sight of Jace Elgin himself, the legendary racer from Earth. A crowd has started to gather around his tent, and as you join them, you notice the well-dressed young man watching with amusement as a thin woman in a Guild longcoat inspects his team’s race truck.

With a nod from the Guild woman, Jace hops into the automobile and gives a thumbs-up. A mechanic turns a large crank at the front of the truck, and the engine thunders to life. Jace Elgin beams proudly.




At this point, the Fated can attempt TN 14 Notice Challenges. On a success, they glimpse a shadowy, dog-sized shape moving beneath the truck. Fated who attempt to get a closer look can approach to within 2 yards without problem, but trying to get any closer will see them intercepted by one of Elgin’s mechanics who asks them just what they think they’re doing. The Fated must succeed on a TN 12 Bewitch or Convince Challenge to persuade the mechanic that there is something under the truck. If they succeed, the mechanic still won’t let the Fated near the truck, but he will go investigate himself.

If the Fated succeed in convincing the mechanic, read the following text:



The mechanic crouches down and looks beneath the vehicle. You catch a look of shock and horror on his face, and then a frenzied thing of dead flesh and sharp metal lunges out from beneath Elgin’s truck. It thrusts one of its spider-like steel legs through the mechanic’s face, spraying you with blood as the sharpened point punctures the back of his skull.

The crowd stares in mute horror at the scene, then someone screams, breaking the spell and sending everyone into a panic. Jace Elgin half stands and leans out of the truck, craning his head backwards in an attempt to see what is causing such commotion.



The twisted creature is a Velocibomination (pg. 33). If the Fated attack it (they mostly likely have to spend 1 AP to draw their weapons), then it vents its full fury upon them. If it has not been attacked by the start of its first turn, or if the Fated withdraw from the fight, it scurries back under the truck and detonates it, as described in “A Deadly Explosion” (pg. 9).

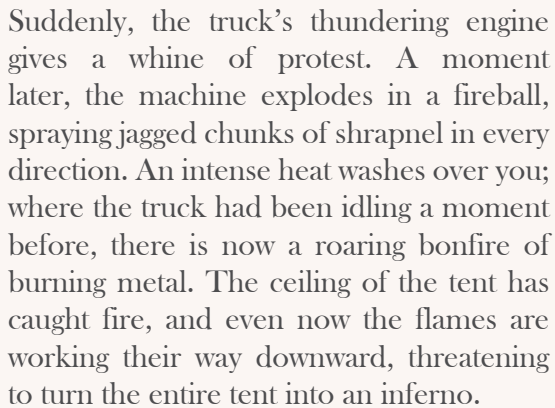
Any sort of warning causes Jace to duck back into the perceived safety of his truck, unless the warning specifically tells him to move away from it.

If the Velocibomination is killed before it can set off an explosion, proceed to “Abomination Autopsy” (pg. 16).

A DEADLY EXPLOSION

If the Fated do not convince the mechanic to investigate the shadow beneath the truck, or if the Velocibomination scuttles back under the truck, then it quickly severs the fuel line and ignites the gasoline, causing the truck to explode.

Read the following text:



Suddenly, the truck's thundering engine gives a whine of protest. A moment later, the machine explodes in a fireball, spraying jagged chunks of shrapnel in every direction. An intense heat washes over you; where the truck had been idling a moment before, there is now a roaring bonfire of burning metal. The ceiling of the tent has caught fire, and even now the flames are working their way downward, threatening to turn the entire tent into an inferno.

The prone form of the Guild inspector lies on the ground a few feet away, her arms twitching as she claws at the steel in her chest.

Every character within 5 yards of the truck can attempt a TN 13 Evade Challenge. On a success, they suffer 1 damage. On a failure, they are knocked **Prone**, suffer 2/3/5 damage, and must deal with shrapnel. Characters inside the truck when it explodes suffer 4/8/12 damage, suffer a Severe Critical Effect, and gain **Burning +2**.

Shrapnel shards prevent a character's wounds from healing until they are removed (which requires ten minutes of work and a successful TN 8 Doctor Challenge). If the character performing the procedure generates a Margin of Failure, they nick an important artery, and the patient gains **Bleeding Out +1**.

Fated who want to help can attempt several things:

- **Rescue Jace Elgin** (or another character in the truck): Fated who were not knocked **Prone** by the explosion can attempt a TN 14 Athletics Challenge to rescue a character from the truck. Jace is unconscious, and a successful TN 10

Doctor Challenge (or a successful Mend Critical spell) is needed to stabilize him. On a success, he survives long enough to be taken to surgery with a camp doctor. On a failure (or if the Fated do not rescue him from the truck), he dies.

- **Help the Guild Inspector:** The Guild inspector is unconscious on the ground. Most of the shrapnel was deflected by her steel augmentations, which are extensive, but her iron lung was damaged and she is suffocating. A successful TN 10 Artefacting Challenge restarts the pneumatic device and saves her. On a failure (or if she is ignored), she perishes.
- **Extinguish the Fire:** The Fated can grab nearby buckets of sand and extinguish the flames after two minutes of work.

If the Fated don't put out the fire, from three minutes onwards, everyone in the tent gains **Burning +1** at the start of their turns. After seven minutes, the tent and truck are doused by camp guards and volunteering racers.


Afterwards, the Fated can examine the vehicle wreckage. A successful TN 10 Artefacting, Engineering, or Explosives Challenge determines that the fuel tank ruptured and caused the explosion, but the tank's underside has an inward-pointing puncture that wasn't caused by the explosion. A successful TN 12 Notice Challenge allows the Fated to find a mass of twisted vehicle parts wrapped in well-cooked meat. The parts don't seem to be from Jace's truck.

If the Fated search for clues beyond the exploded truck itself, a TN 8 Notice Challenge finds a narrow trail of dead prairie grass extending several yards toward the open Badlands, but the trail disappears on the hard ground. A TN 12 Track Challenge is enough to follow the tracks about two miles out into the Badlands, where they loop back around toward the camp before becoming lost in the general scuffle of everyone else's tracks.


An hour after the explosion, the Racing Committee (which consists of Fredrick Charles, two of his fellow racing aficionados, and a member of the Guild's Amalgamation Office) announce that the race will start tomorrow as planned.

A DISTANT COMMOTION

If the Fated were not present to witness the explosion, they still hear it and witness the chaos in the camp. Read the following text:



A few hours after your arrival in the camp, you're snapped from your concentration by the sound of a distant explosion. After making your way to the central road leading through the tent-camp, you can see a number of people sprinting toward a distant, flaming tent.



By the time the Fated push through the crowds, Jace Elgin is dead, along with the Guild inspector (unless, of course, other Fated saved them). A mechanical malfunction is eventually blamed for the explosion, and after an hour of deliberation, the Racing Committee announces that the race will start tomorrow as planned.


LATE NIGHT

When the Fated are finished for the day, Reno informs them that they have a room waiting for them at the McQueen's Inn, the only hotel at McQueen's Crossing.


When they check in, the innkeeper is friendly and cordial, asking them to sign their names and racing team in his guestbook. When he realizes they are with Huey Reno, however, his mood turns to one of fear (though not of the Fated). "That team's cursed," he warns them. Further inquiries get him to reveal that Reno's previous team all died in their room, as if a hundred years had passed over night. He's pretty sure that it will take him weeks just to get the room back to rentable shape.

If the Fated press to see the room, a TN 10 Bewitch, Convince, or Intimidate Challenge persuades him to do so. Alternatively, the Fated can sneak into the room with a TN 10 Lockpicking Challenge. The room itself is easily identified: the paint on the door has bubbled and chipped, as if with extreme age.

When the Fated enter the room, read the following text:



From what you've seen of the inn, it's a bit plain, though well-maintained. The inside of this room, however, looks like it belongs in a completely different building. Beneath layers of blistering paint and varnish, the wood has bleached gray. Discolored wallpaper hangs loose from crumbling plaster. Corroded bed frames hold moldering linens, and you can see stained outlines on them suggesting where bodies had clearly rotted for a long time. The glass in the shut window is fogged and clouded. It's almost as if the room had been left to rot for a full century.




The innkeeper can confirm that the room is almost exactly as it was found. Apart from removing the corpses, the only thing he did was close a window that had been left open the night before. If the Fated look out the window, they can see a trail of bleached wood leading down to the ground from the window. There are no other clues as to what happened.

Fortunately, the Fated encounter no difficulties for the rest of the night.

SCENE 2:


THE FIRST LEG

The next morning, McQueen's Crossing is alive with activity. Read the following text:



Shortly after a very early breakfast, the teams, spectators, and reporters gather at the starting line. Fredrick Charles, the creator and original sponsor of the race, gives a short speech extolling the virtues of innovation and courage. He also praises those who helped with the tragedy at Jace Elgin's camp the day before.

Mr. Charles then explains the race format, mostly for the benefit of the reporters. Since the Invitational is a rally, the racing teams will depart individually at five-minute intervals in a randomly selected order. The winner of the day is whichever team reaches the Waypoint in the shortest time. After the explanation, Mr. Charles announces the departure order for the teams. The Badlands Invitational formally begins a half hour later.



Team Reno is scheduled to depart an hour after the first truck leaves.

SHOTGUN!

The Fated should decide where everyone is riding in the truck. Reno insists on driving, both because he is team captain and because he has the most experience with the *Comete*. There is room for up to two other people on the seat beside him, but he insists that at least one of the people riding in front with him has a good understanding of Engineering and quick reflexes (i.e., a good Speed Aspect). If Reno becomes unable to drive at any point during the race, that person is expected to take over.


Unless the text says otherwise, Reno is treated as a Subordinate character of Fated seated alongside him. That character flips for him during Challenges.

The rest of the Fated ride in the back of the truck. There are no real seats there, so the Fated are in for a bumpy ride. A hatch in the roof allows up to two people to look out of the otherwise closed metal box.

Regardless of where the Fated are seated, Reno reminds them that using magic to enhance or repair the *Comete* in any way during the race is against the rules. Violators could get time penalties (-2 to their Leaderboard total per noticed instance of magic use) or even be completely disqualified.

AND THEY'RE OFF!


At last it is Team Reno's turn to go. Read the following text:



The *Comete* sits at the starting line, the rumbling of its idling engine rattling your bones. An hour of departing trucks has churned up dust clouds in your path. To your left, an official carrying a green flag steps forward and eyes your truck. He glances down at the pocket watch in his hand, waits for a moment, and then, with a flourish, waves the flag to start.

Reno slams the *Comete* into gear and it leaps forward like a hound slipping its leash. Those of you in the front of the truck sink deep into your seats as the truck speeds across the train, wind whipping at your faces, trying desperately to hold on. Those of you in the rear of the truck are slammed against the loading door, which rattles threateningly but still manages to stay closed.

Huey Reno whoops joyfully as you rocket into the dusty haze of the Badlands.



The first leg of the race is across the sandy, rolling plains of the northern edge of the Kartakan Wastes. It is intended to test truck speed and endurance. Racers are expected to reach the first Waypoint in approximately five hours, by the Guild's estimation. The journey is handled with an Ongoing Challenge.

BLAZING A TRAIL, PART I

Skills Allowed: Engineering + Speed, Notice, Track, Wilderness


Target Number: 11

Duration: 1 hour

Success Requirement: 4 per Fated.

Failure Requirement: 1 per Fated

The Fated can use Notice and Wilderness to help guide the *Comete* through the barren wasteland. Since other teams have already traveled this route, they can also use Track to follow the trails left by those teams. Finally, the Fated can use Engineering to ensure that the *Comete* continues to function without incident.

If the Fated succeed on this Ongoing Challenge, they reach the Waypoint without incident. If they succeeded in three Durations or less, they gain a  to the day's Leaderboard flip.

If the Fated suffer a catastrophic failure, they suffer a  to their Leaderboard flip.





AN UNEXPECTED ATTACK

After the second Duration, a hidden Velocibomination attacks the *Comete*. The undead creature approaches from behind the truck, staying out of sight of the driver. If there are Fated peering out the back or the hatch in the roof, they can attempt TN 10 Notice Challenges. On a success, they catch sight of something small approaching them from behind at high speed, so much so that it's kicking up sand behind it.


This shifts the scene into Dramatic Time. The Velocibomination is initially ten yards behind the truck, and on its turn, it closes the distance by 5 yards. At the start of its third turn, it darts under the truck and damages the *Comete*; see the "Under the Truck" section below for more details.

If the Velocibomination is killed, the *Comete* quickly leaves its corpse behind. The Fated can swing around to retrieve the corpse, but the delay will impose a -1 penalty to their final total on the day's Leaderboard. If the Fated examine the corpse, it plays out as described in the "Abomination Autopsy" section (pg. 16).


UNDER THE TRUCK

If a Velocibomination makes it under the *Comete*, it begins ruthlessly attacking the truck's underside. Characters who wish to attack the Velocibomination while it is under the truck must succeed on a TN 10 Acrobatics Challenge to hang down in a way that gives them line of sight, but doing so imposes a  to their attack flips. The Velocibomination attacks the *Comete* once on each round while underneath it, and it gains  to its attack and damage flips for having access to the truck's underbelly.

If the *Comete* is reduced to 0 Wounds, read the following text:



Suddenly, there is a loud screech from beneath the *Comete*. The truck lurches as if it had struck a rock, and Reno swears in French as he wrestles with the steering wheel.



Reno must immediately make a TN 10 Engineering + Speed Challenge (a Fated seated in the front seat with him flips at AV +5). If he fails, the *Comete* crashes as described under Truck stats (pg. 31).

WAYPOINT I

When the Fated reach the Waypoint, read the following text:

After hours of travel, the Waypoint slowly comes into view: a small tent village atop a grassy hill with a commanding view of the area. A set of scaffolding holds a racing official who signals your arrival with a blue flag and then notes down your finish time on a clipboard. The race is over for today.

Tents have already been set up for each of the teams, but Reno slowly pulls the *Comete* into an open space at the camp's center. "The cars must remain in the open and at least five feet from the nearest tent," Reno explains, "to prevent cheating."

Once parked, Reno points out a tent bearing the number seven and explains that everyone will be spending the night there. A few of the other racers are milling around outside their own tents, but most are gathered together beneath a large pavilion-style tent which appears to host a makeshift cantina of some sort.

Teams are responsible for safeguarding their own vehicles and gear, but there are Guild guards patrolling the camp to provide extra security. Meager supplies are provided to each team, and the cantina offers water, tea, and coffee (but no booze). It also has an aethervox that is turned to channel that regularly broadcasts updates of the Invitational.

As soon as the *Comete* arrives at the Waypoint, a Guild inspector approaches to inspect the truck and record its condition. The Fated are not permitted to repair the vehicle while at camp, only while "on the clock" during a leg of the race, and in the

morning, before they leave, another inspection is conducted to ensure that the *Comete* is unchanged from the previous night. If there is a difference, the Fated cannot race until the inspectors are certain there is no cheating.

If the Fated do Cheat and repair the *Comete*, a TN 14 Convince or Deceive Challenge is required to persuade the inspector that records are incorrect and that nothing has changed. On a failure, the Fated receive a -2 penalty to their current Leaderboard result.

LEADERBOARD UPDATE

At the end of each day, a Leaderboard in the Waypoint shows the team standings. Each time is given a score that represents their success with the Invitational so far. The higher the score, the better the team's performance and the shorter their overall time when compared to teams with lower scores.

To determine Team Reno's score, each Fated can make an Artefacting, Engineering, Leadership, Notice, or Wilderness Challenge. Modifiers from the day are applied to each Fated's flip. Fated with the **Dazed** Condition (most likely from lack of sleep) subtract 2 from their final total. If the *Comete* crashed, the Fated suffer a ☐☐ to their Challenge.

RESULT	TEAM AND DRIVER
20	Team 1, Hirsch du Bois
19	Team 17, Edwin Brink
18	Team 10, Harriet Bennett
17	Team 2, Billy Gobron
16	Team 11, Richard Roberts
15	Team 20, Jamie Contente
14	Team 16, Hugo Skada
13	Team 21, Louise Wrigley
12	Team 8, Marco Carrello
11	Team 12, Mercy Desolé
10	Team 18, Mary Farnam
9	Team 22, Peter Barrone
8	Team 15, Corvic Vredja
7	Team 3, Wilhelm Von Kisse
6	Team 23, Lewiston Ross

The best single result becomes the team's score for the day (and the Fated who flipped it can take credit for the team's overall performance that day).

Team Reno's score is then compared to the results below. The Fated outperform any team with an equal or lower score.

The Leaderboard results are cumulative, so the final total of the second leg's flip is added to the first leg's result to get the overall total at the end of the second leg, and so on. If the Fated have the highest total at the end of the final leg, Team Reno wins the Badlands Invitational.

NEWS OF THE RACE

Once at the Waypoint, the Fated can socialize and gossip with their fellow racers. A TN 8 Bewitch Challenge reveals that several drivers saw small, fast-moving animals in the dust keeping pace with their trucks. Their descriptions are vague (dog-sized, shadowy, glinting like metal), and none of the racers who made it to the Waypoint were attacked.

If anyone visits the cantina, the aethervox relays some grim statistics: there were three fatal crashes and six teams eliminated after their vehicles suffered severe mechanical failures that left their crews too injured to continue. Including the Fated, that leaves sixteen teams still in the race. If asked, Reno is surprised; even with the new competitors, that's far more mishaps and fatalities than usual.

SABOTAGE

Fated who wish to sabotage a rival's truck on this or a future night must first pass a TN 12 Stealth Challenge to avoid being spotted by the guards. On a success, a team of the Fated's choice suffers a -2 penalty to their next Leaderboard total.

On a failure, the Fated are waved away and told that they are not allowed to be near the trucks of other racers. If they generate a Margin of Failure (or if they fail a subsequent Stealth Challenge after being waved away), Team Reno is given a time penalty due to their suspicious behavior (-2 to their Leaderboard total). Teams that suffer more than two time penalties for suspicious behavior are disqualified from the race.

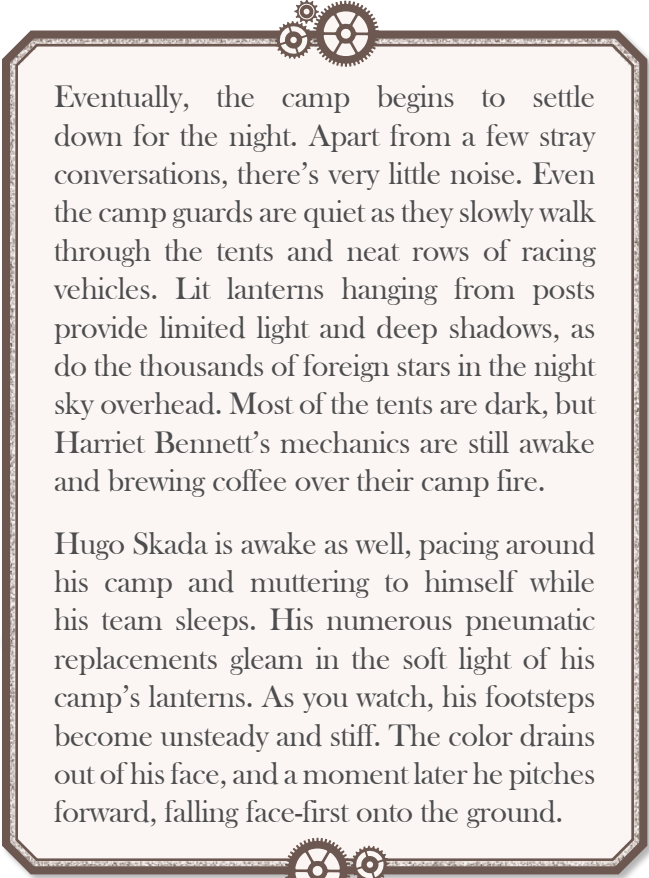
SCENE 3:

MONSTERS IN THE DARK

The Fated can set up an overnight watch schedule if they wish, but any Living Fated who gets less than 6 hours of sleep gains the **Dazed** Condition, which lasts until the character sleeps for at least 6 hours. Sleeping during the race is all but impossible.

FACEPLANT

As the Fated prepare to sleep, read the following text:



Eventually, the camp begins to settle down for the night. Apart from a few stray conversations, there's very little noise. Even the camp guards are quiet as they slowly walk through the tents and neat rows of racing vehicles. Lit lanterns hanging from posts provide limited light and deep shadows, as do the thousands of foreign stars in the night sky overhead. Most of the tents are dark, but Harriet Bennett's mechanics are still awake and brewing coffee over their camp fire.

Hugo Skada is awake as well, pacing around his camp and muttering to himself while his team sleeps. His numerous pneumatic replacements gleam in the soft light of his camp's lanterns. As you watch, his footsteps become unsteady and stiff. The color drains out of his face, and a moment later he pitches forward, falling face-first onto the ground.

Skada has not had time to adjust to his new pneumatics since his accident. Worsening pain from the physical and mental stress of racing finally overwhelmed him and he passed out. His team is asleep, and nobody comes to his aid.

Fated who rush to Skada's aid can wake him up with little effort. He shakes his head in embarrassment and claims that he must have passed out from exhaustion, and a TN 10 Scrutiny Challenge reveals that he is not hiding anything.

A TN 8 Artefacting or Doctor Challenge determines that the problem is with his pneumatics not being properly fit to his body. The Fated can attempt a TN 12 Alchemy Challenge to brew up something to temporarily numb the pain, or with an hour of work, they can attempt a TN 14 Artefacting Challenge to tune up his pneumatics and permanently fix the problem. On a success, Skada is relieved and thanks the Fated profusely for their assistance.

If a character achieves a Margin of Failure on this Challenge, they cause significant damage to one of Skada's limbs, hindering his ability to drive and imposing a -2 penalty to his Leaderboard scores for each subsequent leg of the race. He complains to the Racing Commission, which imposes a time penalty on Team Reno for suspicious behavior (-2 to their Leaderboard result). Teams that suffer two or more time penalties for suspicious behavior are disqualified from the race.



SOUL SIPHON

Sometime after midnight, a Velocibomination sneaks into camp to kill Team 17 - Edwin Brink - with its caustic aura. Any Fated who are awake and on guard can attempt TN 10 Notice Challenges. On a success, they hear soft hissing, scuttling, and clicking sounds and see a dog-sized shadow dart between tents. They don't get a good look at the creature, but any investigation finds the trail of dead prairie grass that it leaves in its wake. The Fated can follow this trail with a TN 8 Track Challenge.

The trail leads to Team 17's camp. All of the tents are dark, and everyone is asleep save for a single mechanic who is keeping watch. She sits on the truck's running board, smoking a cigarette, and cannot see the tents.

Read the following text:

Something squats in the gloom beside a tent. Its shape is hard to make out, but some of its parts have a metallic glint while other bits glisten wetly. A faint smell of rotting meat hangs in the air. Even in this low light, you can tell that the grass around the creature is wilted and dead, and as you watch, the tent next to the creature starts to become discolored and threadbare.

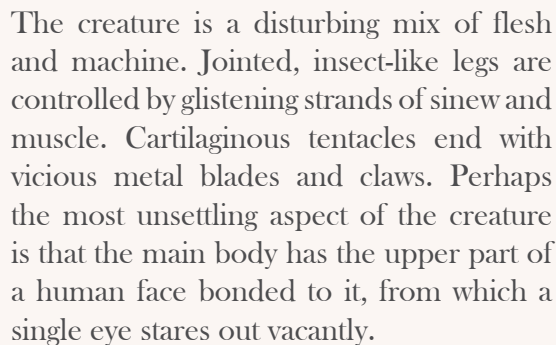
The creature - a Velocibomination (pg. 33) - is 10 yards from the Fated, right beside a tent. The tent houses Team 17's driver, Edwin Brink, and his chief mechanic. Both are unconscious with 2 wounds remaining. At the start of the Velocibomination's turn, if it is within 2 yards of the tent, they each lose 1 wound. At 0 wounds, they are killed and Team 17 is forced to drop out of the race.

All attack flips made by the Fated suffer \square unless the Fated have a light source or can see in the dark. The smoking mechanic is alerted to the Fated the moment they attack; she calls out for the camp guards but otherwise does not get involved.

The Velocibomination is under Harriet Bennett's control. If discovered, it attempts to flee from camp at full speed.

ABOMINATION AUTOPSY

If the Fated examine the corpse of a Velocibomination, read the following text:



The creature is a disturbing mix of flesh and machine. Jointed, insect-like legs are controlled by glistening strands of sinew and muscle. Cartilaginous tentacles end with vicious metal blades and claws. Perhaps the most unsettling aspect of the creature is that the main body has the upper part of a human face bonded to it, from which a single eye stares out vacantly.

A successful TN 10 Engineering Challenge allows a character to surmise that the amalgamation before them was built with the intention of moving at high speeds. Many of the mechanical elements are made from automobile parts; though terribly warped, the manufacturer's stamps are still visible in places.

Fated who Participated in the Know Your Enemy ongoing challenge recognize the face of the Velocibomination as belonging to one of the racers that crashed in the first leg of the race.

PANIC AMIDST THE TENTS

If the camp is alerted due to the Fated's fighting, one of two things occurs. If they do not have a Velocibomination corpse to justify their actions, they are instructed to return to their tent and stop causing trouble, upon threat of penalties to their team's score. If they do have a corpse, the camp guards sound an alert and search for more of the creatures. After fifteen minutes, the camp is declared secure, and the Fated are brought to a larger tent used by the Racing Committee. Many Committee members are awake and drinking coffee, including Fredrick Charles.

Mr. Charles invites the Fated to explain the encounter. When they are finished, he thanks them for their time and dismisses them. Offers to assist the Racing Committee are politely refused; in their minds, this is a matter for the Guild's Amalgamation Office.

Should the Fated linger and attempt to eavesdrop on the meeting, they can attempt TN 10 Notice Challenges. On a success, they overhear the Committee discussing what to do and eventually deciding to allow the Guild to handle the situation. A TN 10 Scrutiny Challenge reveals that everyone is genuinely concerned about the presence of the murderous little creature.

THE NEXT MORNING

If the Fated did not stop the Velocibomination, there is a great deal of gossip and concern in the morning. It doesn't take long for the Fated to learn that Edwin Brink and his chief mechanic were found dead in their tent, having evidently aged a hundred years in the span of a single night. A few racers mumble about Neverborn and ghosts in equal measure, but nobody seems to know the whole story. Team 17 is, of course, out of the race.

If the Fated stopped the attack, there's still plenty of gossip. The stories are mostly inaccurate, and most people seem to believe that the Fated are either dangerous (if they had no proof of the Velocibomination) or that the Waypoint is simply too close to a den of monsters (if they had proof). Everyone seems to agree (or hope) that there should be no problem at the next Waypoint.


The Invitational resumes at 9:00 am. Team departure is randomly determined, and this time, Team Reno is among the last to leave. There is little fanfare to this leg's start; teams simply leave one at a time and head into the Pokes.

SCENE 4:

THE SECOND LEG


Despite the physical distance of this leg being shorter than yesterday's route, teams are still expected to take five hours to finish this leg. This leg is intended to challenge the terrain-handling capabilities of the vehicles.

When the Fated are ready to leave, read the following text:



Soon after leaving the Waypoint, you get your first look at the Pokes. Once, it was a network of canyons and gullies. Now, it's almost completely filled with sand, leaving only low, steep hills poking up. It's a maze of stone and rock, and one that you will have to navigate at high speeds in order to have a chance at winning.

“*Sacré mère*,” Reno sighs as he fishes out a cigarette one-handed and places it between his lips. He motions for [FATED SEATED NEXT TO HIM] to light him up. “Keep the maps and compass handy.”



Navigating through the Pokes is handled with an Ongoing Challenge.

BLAZING A TRAIL, PART II

Skills Allowed: Engineering + Speed, Notice, Track, Wilderness


Target Number: 11


Duration: 1 hour

Success Requirement: 4 per Fated.

Failure Requirement: 1 per Fated

The Fated can use Notice and Wilderness to help guide the *Comete* through the winding ravines. Since other teams have already traveled this route, they can also use Track to follow the trails left by those teams. Finally, the Fated can use Engineering to ensure that the *Comete* continues to function without incident.


If the Fated succeed on this Ongoing Challenge, they reach the Waypoint without incident. If they succeeded in three Durations or less, they gain a  to the day's Leaderboard flip.

If the Fated suffer a catastrophic failure, they become lost in the Pokes and suffer a  to the day's Leaderboard flips. It takes them a total of seven hours to reach the second Waypoint.

Before the Fated finish the race, however, they come across a grisly scene.

CRASH AND BURN


At the edge of the Pokes, the Fated discover Harriet Bennett's latest victims. Her victim is Team 1, Hirsch du Bois. Read the following text:



With most of the Pokes behind you, it's finally time to relax. Or is it? Above the drone of the *Comete's* engine, you hear very faint popping noises that sound like gunfire.

Suddenly, a brilliant white light launches into the sky a few hills away, trailing thick blue smoke. It's a distress flare. With a curse, Reno turns the *Comete* toward the smoke, and a few minutes later, you come upon a scene of carnage.

Hirsch du Bois' blue truck lies on its side, its brightly painted “1” marred by deep scrapes and gouges. Smoke pours from its engine, pieces of which are scattered across the sandy ground. Two small, twisted amalgamations of flesh and metal scurry spider-like over the wreck, pulling chunks of machinery free of the chassis. A pair of the horrid creatures cluster around the body of a mechanic, stitching metal into its flesh. As you watch, the mechanic twitches, and then, in a burst of blood and viscera, parts of his corpse pull themselves free and shudder, completing his transformation into an amalgamation.





There are three Velocibominations (pg. 33). They do not notice the *Comete* at first, but if the Fated do something to draw their attention, they screech and attack it, intending to inflict the same fate upon it and its drivers.

Reno intends to stop and search for survivors, but the Fated can convince him to keep driving past the wreckage with a TN 10 Convince or Intimidate Challenge, in which case they can avoid this encounter. Once they reach the Waypoint, Reno hurries to warn the Guild about the crashed card and the foul creatures out in the desert.


If the Fated decide to fight, they might catch sight of another racer. At the start of the second round of combat, the Fated hear an engine as another truck appears in a gap between two hills. A TN 8 Notice Challenge identifies it as Truck #16, belonging to Hugo Skada. He slows down, watches the battle for two rounds as he drives past, and then guns the engine, leaving the Fated behind to deal with matters on their own.

The Velocibominations focus their attacks upon any disembarked Fated. If all of the Fated are embarked upon the *Comete*, they instead attack the truck. The “Under the Truck” callout box has been reprinted here for Fatemaster ease.


UNDER THE TRUCK

If a Velocibomination makes it under the *Comete*, it begins ruthlessly attacking the truck’s underside. Characters who wish to attack the Velocibomination while it is under the truck must succeed on a TN 10 Acrobatics Challenge to hang down in a way that gives them line of sight, but doing so imposes a  to their attack flips. The Velocibomination attacks the *Comete* once on each round while underneath it, and it gains  to its attack and damage flips for having access to the truck’s underbelly.

If the *Comete* is reduced to 0 Wounds, read the following text:



Suddenly, there is a loud screech from beneath the *Comete*. The truck lurches as if it has struck a rock, and Reno swears in French as he wrestles with the steering wheel.




Reno must immediately make a TN 10 Engineering + Speed Challenge (a Fated seated in the front seat with him flips at AV +5). If he fails, the *Comete* crashes as described under Truck stats (pg. 31).


BENNETT'S ARRIVAL

Throughout the battle, Harriet Bennett is only a short distance away, concentrating upon her Velocibominations while one of her mechanics drives her truck.

When the Velocibominations are defeated, she reclaims the wheel and catches up to the Fated. Read the following text:



As the last of the twisted abominations is destroyed, you hear the sounds of an approaching engine. A few moments later, a lime-green truck with a bright “10” painted on its side crests the hill behind you. Its driver is a young woman with short, curly hair and a pair of aviator’s goggles covering her eyes. “Are you alright?” she asks, shouting to be heard over the sound of her engine. Seated next to her is an exhausted-looking man with a pneumatic arm.



No matter what the Fated reply, Harriet smiles and gives them a thumb's up sign before gunning her engine and pulling ahead. If the Fated claimed that they were alright, then this isn't too suspicious, but if they claimed to have been injured or in a bad spot, they can attempt TN 13 Scrutiny Challenges. On a failure, they think that she might have misunderstood them, but on a success, they realize that she seemed to hear them but simply didn't seem to care about their plight.

Any Fated that participated in the Know Your Enemy Ongoing Challenge can identify the woman as Bennet. Failing that, Reno can reveal her identity and explains that she won a few of the early races before falling upon hard times. This is her first time back in the race in a few years.

WRECKAGE


If the Fated investigate the wreckage of the crash, they find the corpse of Hirsch du Bois. Much of him is missing, and should the Fated inspect the remains of the Velocibominations (see "Abomination Autopsy," pg. 16), they discover that one of the creatures wears his face. Everyone else is dead and similarly mutilated, their corpses (and truck) having been turned into the very Velocibominations that the Fated destroyed.

If the Fated search for tracks, a TN 12 Notice or Track Challenge reveals tracks leading back into the Pokes behind them (in the same direction that Harriet Bennett came from, though this information should not be provided to the Fated unless they specifically ask about it).

Searching the wreckage is time consuming and results in a -1 penalty to the *Comete's* Leaderboard flips for the day.


WAYPOINT 2

When the Fated finally arrive at the second Waypoint, read the following text:



You reach the second Waypoint late in the day. Your muscles ache from all the bumping and bouncing, and the last few miles were agony. A race official waves a blue flag to mark your arrival.

Reno glides the *Comete* into position along the other race cars - far fewer than you remember leaving the first Waypoint this morning - and scrambles out of the car. "I need a damned drink," he mutters with a shake of his head.



The Guild inspectors come around to inspect the *Comete* as usual, though their faces are quite grim. They refuse to answer any questions about the other racers but do note that it was a "bad day."

LEADERBOARD UPDATE

The Fated can flip to determine their Leaderboard status for the day.

To determine Team Reno's score, each Fated can make an Artefacting, Engineering + Speed, Leadership, Notice, or Wilderness Challenge. Modifiers from the day are applied to each Fated's flip. Fated with the **Dazed** Condition (most likely from lack of sleep) subtract 2 from their final total.

If the *Comete* crashed, the Fated suffer a ☐☐ to their Challenge. The best single result becomes the team's score for the day (and the Fated who flipped it can take credit for the team's overall performance that day).

Team Reno's score is then added to the Fated's result from the first leg of the race and compared to the results below. The Fated outperform any team with an equal or lower score.

RESULT	TEAM AND DRIVER
34	Team 16, Hugo Skada
33	Team 10, Harriet Bennett
32	(Team 17, Edwin Brink) - Only if still alive
25	Team 8, Marco Carrello
24	Team 21, Louise Wrigley
22	Team 18, Mary Farnam
20	Team 3, Wilhelm Von Kisse
18	Team 12, Mercy Desolé
15	Team 23, Lewiston Ross

News around the camp's cantina is grim. Four more racers suffered fatal accidents or severe mechanical failure during this leg of the race, leaving only ten teams left in the running (or nine teams, if Edwin Brink perished the night before).

The aethervox reports that several teams which crashed or experienced mechanical failures the previous day discovered deep gouges on their automobiles and are demanding a formal investigation.

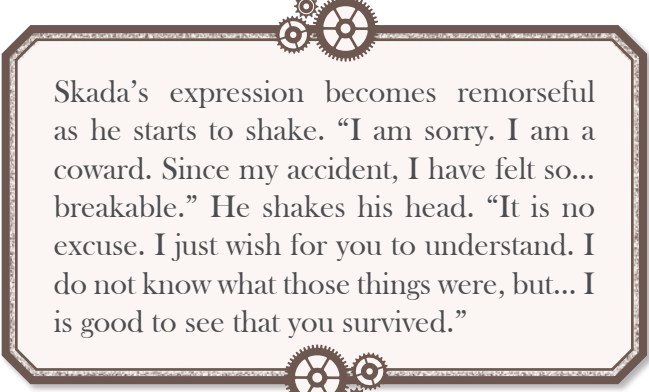
If the Fated report being attacked by Velocibominations to any of the race officials, they are interviewed by the Racing Commission, who are clearly taking the matter very seriously. Once finished, they thank the Fated for their discretion and confide that they will make an announcement later that evening. If the Fated brought back any Velocibomination corpses, they are confiscated by one of the Guild inspectors for further study, via her status as a member of the Amalgamation Office.

Fated who refuse to hand over the Velocibomination corpses are treated with suspicion and are given a time penalty of -2 to their Leaderboard total for suspicious activity. If the Fated receive more than two time penalties for suspicious behavior, they are disqualified from the race. Hugo Reno does what he can to convince the Fated to cooperate, as he still wishes to win the race.

CONFRONTING HUGO SKADA

If the Fated saw Hugo Skada drive past their battle with the Velocibominations, they can confront him over his behavior. He can be found at his tent and is initially evasive about answering any questions. A successful TN 10 Bewitch, Convince, or Intimidate Challenge (with a + if the Fated helped him with his pain), he breaks down. If the Fated damaged his pneumatics earlier in the race, he very bluntly tells them to go to hell, imposing a \square to this duel.

If the Fated convince Skada to talk, read the following text:



Skada's expression becomes remorseful as he starts to shake. "I am sorry. I am a coward. Since my accident, I have felt so... breakable." He shakes his head. "It is no excuse. I just wish for you to understand. I do not know what those things were, but... I is good to see that you survived."

A TN 10 Scrutiny Challenge reveals that Skada is being honest with his confession.

CONFRONTING HARRIET BENNETT


Harriet Bennett is billeted near Team Reno's tent. She only has two mechanics remaining; one of them fell asleep during the second leg and suffered the fatal consequences of that lapse. The other two still seem exhausted, but they are working hard and periodically stop to slap their own faces or otherwise try to stay awake.

If asked about her behavior in the Pokes, Bennett insists that she didn't suspect that the Fated were in any trouble... or at least, any serious trouble that warranted her having to stop. She reminds them that this *is* a race, and that the Fated are her competitors. A TN 13 Scrutiny Challenge reveals that she is not being honest, but she refuses to admit any wrongdoing.

SCENE 5:

MIDNIGHT ATTACK

Near sunset, the Racing Committee calls a camp-wide meeting. Read the following text:




The sun is low in the west as the teams gather before the Racing Committee's tent. Fredrick Charles addresses the crowd.

"Friends!" he yells. "Some unknown enemy is sabotaging our race! The Committee and I will not allow this threat to deter you from completing the final leg as planned!"

The crowd erupts into shouting. When the noise dies down, Mr. Charles continues.

"If any of you would rather withdraw, you may do so and travel with the Guild personnel back to McQueen's Crossing once they break camp. There is no shame in this decision! Indeed, any team who withdraws will be invited to next year's Invitational. You have until sunrise tomorrow to make your decision. In the meantime, to ensure everyone's safety, the Racing Committee is allowing one hour of off-the-clock repair time. Use it wisely!"



Despite everything that has happened, Reno is in no mood to quit. If anything, he is excited about the prospect of fewer competitors.

The Fated may make a single TN 10 Artefacting Challenge to repair the *Comete*. On a success, the vehicle heals 1 damage, plus one damage per Margin of Success. This attempt takes an entire hour, after which a Racing Committee official announces that time is up. After the teams stow their tools, the inspectors do one last round of inspections to record any changes.

NIGHT PATROLS

As night settles on the camp, everyone seems more tense than usual. Hugo Skada and his pair of mechanics are keeping watch at his tent, and all three are armed with pistols on their hips. The camp guards spend more time near his camp than in previous nights, and if the Fated beat Harriet Bennett in the Leaderboard flip, the guards are patrolling a little more frequently around their tent as well.

Hugo Skada's camp is about twenty yards from Reno's camp. Other tents prevent the Fated from having a clear line of sight to Skada's camp, but they can clearly see Bennett's camp, which is only five yards from their own.

Bennett's mechanics spend the entire night awake, drinking coffee and shuddering as if in pain. They refuse to talk to any of the Fated and will call for the camp guards if bullied or threatened; the Fated must then succeed on a TN 10 Bewitch or Deceive Challenge to convince the guards it was a misunderstanding. On a failure, Team Reno suffers a -1 penalty to its Leaderboard score.


If the Fated stay awake to watch Bennett's tent, they must succeed on a TN 12 Stealth Challenge to avoid being spotted. If they are, Bennett sends one of her mechanics on a "special errand" around the camp in the hope of drawing the Fated away from her tent.

DEAD MAN'S TURN

Bennett realizes that Skada is too protected at the camp for any sort of viable assassination attempt. The Fated aren't much of a concern for Bennett, as she doubts that any of them have much skill at driving. Without Huey Reno, she wagers, his team will have little chance of beating her. Her mechanics, however, are very much against the idea of attacking Reno in camp.

Any Fated paying attention to Bennet's camp can attempt a TN 12 Notice Challenge. On a success, they overhear Harriet Bennet arguing with her mechanics about the proposed attack. Read the


following text to any Fated that succeed on the Challenge:



The night is neither dark nor quiet. Campfires burn at every team's site, and armed mechanics keep an uneasy watch over their teams. Guild guards patrol with lanterns and drawn pistols, a strong reminder of the chaos of the past two days.

The only mechanics that don't seem to be on guard are those in the next tent over, those employed by Harriet Bennett. Both of them are speaking in hushed tones with their employer, who motions toward your tent and hisses something unintelligible. The mechanics shake their heads and seem both frustrated and annoyed with their employer. After a few moments of increasingly loud voices, Bennet throws her hands up in the air and storms back into her tent.

With soft sighs of protest, the mechanics stalk off in the opposite direction of your tent, looking even more exhausted than before.




The mechanics are simply walking to the cantina to get some coffee away from Bennet. They grumble about their employer in vague terms but aren't interested in causing any with the Fated or anyone else.


If the Fated attempt to ambush the mechanics, they use the stats of Gudgeon (pg. 32) and call out for the guards at the first opportunity. Fated caught brawling are detained by the guards, get no sleep for the night, and result in Team Reno suffering a -3 penalty to its Leaderboard time.

If the Fated attempt to speak with the mechanics, a TN 4 Bewitch or Intimidate Challenge is enough to get them to admit that Bennet is "a terrible woman," and that the Fated should "be on guard." It takes two Margins of Success to get them to admit that she is the one behind many of the accidents that are happening around camp, though they refuse to make an official announcement. If the Fated attempt to push the mechanics to do so (or to otherwise leave or betray Bennet) and


achieved two or more Margins of Success, read the following text:



One of the mechanics reaches up and begins unbuttoning his shirt. "We cannot," he says, pulling open his shirt. Numerous fresh scars run across his chest, punk and puffy from recent surgery. Here and there, you can see the unnatural outlines of foreign objects pressing out from between his ribs. "That woman... she put things *inside* us."




The mechanics know that if they leave Bennet or fall asleep, they are doomed. They claim that she got them drunk, and when they woke up, they had the scars they do now, and she explained what will happen if they do not do as she says. Bennet has promised to remove the devices once she wins the race; neither mechanic truly believes her, but what choice do they have?



If the Fated attempt to remove the devices themselves, each attempt takes two hours of surgery and a successful TN 16 Doctor Challenge. Because any attempt at sedation will result in the mechanic becoming a Velocibomination (per its Expedient Resurrection Ability), the Fated must perform the operating on a living, squirming person, which imposes a  to this Challenge.



On a success, they remove the active parts of the machinery and free the mechanic from their Velocibomination-shaped future. The mechanic passes out from exhaustion, stress, and pain as soon as the Velocibomination is removed and finds it difficult to remain conscious afterwards. For each mechanic that does not return to her, Bennet suffers a -1 penalty on her Leaderboard total, and if neither return, then there is no mechanic to fire upon the Fated in the "A Parting Shot" section (pg. 26), though she does still attempt to ram them with her car.

Once the race is finished, any surviving mechanics will be in well enough condition to provide testimony as to the actions of their former employer, resulting in the revocation of any prizes she might have earned.

On a failure, the mechanic suffers a Killed/0/0 damage flip with a  for each Margin of Failure. If killed, the mechanic becomes a Velocibomination (per its Expedition Resurrection Ability) and attacks them.

MEANWHILE, BACK AT THE CAMP...

If any Fated remained behind to guard their camp, they can attempt TN 12 Notice Challenges with   to the flip. On a success, the character notices a faint shimmer in the air as Bennet's tent flap moves on its own volition. The shimmer is Harriet Bennet, who has used her magic to turn invisible. She intends to empty one of her more esoteric supplies - a basket of scorpions - into the cockpit of Reno's truck.

Any characters guarding the truck can attempt their own TN 12 Notice Challenges with a   to the flip to notice a faint shimmer in the air as Bennett approaches the *Comete*. She carefully empties the basket in the driver's side window and then beats a hasty retreat back to her tent. Once there, she allows her invisibility to drop, awaits the return of her mechanics, and then goes to sleep while they desperately attempt to stay awake. The scorpions are temperamental and will become quite agitated once the truck is started.

Fated who notice the scorpions can shoo the tiny creatures out of their car with a broom or similar instrument. If not quickly removed, the scorpions skitter down into the flooring, unaware of just how much trouble they will cause in the morning.


A TN 10 Husbandry Challenge reveals that the scorpions are usually solitary in nature, and furthermore, that they are native to Earth (not Malifaux). If the Fated complain to the Racing Committee about the obvious attempt to sabotage their chances, a TN 12 Convince Challenge persuades the Committee to grant Reno's team a small time bonus in compensation (+2 to their Leaderboard result).

Any characters looking for footprints can find Bennet's path - from her tent to Reno's truck and back again - with a TN 12 Track Challenge.

SCENE 6:


THE FINAL LEG

The last leg is split between a return trip through the Pokes and an open stretch of desert that ends at McQueen's Crossing. Read the following text, adjusting the number of teams from seven to six if Edwin Brink was killed:



The final day is upon you. Three teams - #12, #18, and #23 - have pulled out of the race, leaving only a handful of teams still in the running. The remaining [seven/six] teams - yourselves included - have gathered to prepare for the last leg of the surprisingly dangerous race. Everyone else is bustling about with preparations for a mass return to town.

The luck of the draw leaves Team Reno as the last to go, right behind Hugo Skada's exhausted team. Whatever they had gotten up to last night, it didn't look like sleep was on the list. Then again, most of the teams seem exhausted, though none more so than Bennett's mechanics, who keep nodding off, only to snap awake in terror and quickly resume their work.



Following the withdrawals, the Leaderboard looks like this:

RESULT	TEAM AND DRIVER
34	Team 16, Hugo Skada
33	Team 10, Harriet Bennett
32	(Team 17, Edwin Brink) - Only if still alive
25	Team 8, Marco Carrello
24	Team 21, Louise Wrigley
20	Team 3, Wilhelm Von Kissem

If there are scorpions in Reno's car, the process of entering the cab and starting the engine irritates the creatures. Read the following text to any Fated in the front seats:



With great care, Reno maneuvers the *Comete* to the starting position. The engine growls with a steady, healthy hum, and seems both excited and anxious. “We are almost finished,” he says, his voice just loud enough to carry over the engine. “It’s just a quick dip back into the Pokes, then a str-OW!”

Reno twitches in pain and reaches down toward the brakes. His face scrunches up in confusion as he pulls something yellow-brown and wiggling up from floor of the cab. It’s squirming in his hand, and you realize what it is at the same moment as Reno: a scorpion.

The small creature twists and stings Reno’s hand, causing him to yelp and drop it onto the seat between you. More scorpions are crawling out from the seat and up your legs, their stingers raised threateningly.



Anyone who attempts to dart out of the front seat may attempt a TN 10 Evade Challenge. If a character is seated in the middle, between two other characters, they suffer a \square on this Challenge. On a success, the character is able to escape the cab and brush the scorpions off their legs. On a failure, the scorpions are surprised and begin stinging the character, who must attempt a TN 12 Toughness Challenge. A success results in numerous painful stings that give the character **Poison +2**, while a failure results in the character’s heartbeat rapidly accelerating as she gains **Poison +5**. Any character that would suffer a Critical Effect from this **Poison** instead falls into a coma and ends their **Poison** Condition.

A character falling into such a coma can be revived with an hour of medical attention and a successful TN 14 Doctor Challenge. Even once awake, however, the character is **Dazed** for the rest of the day.

Reno, unfortunately, catches the full brunt of the scorpions’ wrath. He stumbles out of the *Comete*, falls to the ground, and begins hysterically shouting and beating at the scorpions clinging to his clothes. He gains **Poison +5** and, unless the Fated quickly

intervene with a way to remove his **Poison** Condition, will lapse into a coma. This results in Reno being removed from the race for his own safety by the Racing Committee, though they note that, as members of his team, any of the Fated can finish the race in his stead.

ONWARD!

Once the Fated have dealt with the Scorpions and are ready to resume the race, read the following text:



Once again, you’re back in place. The racing official stares at her pocket watch for a long moment, then brings her flag down, signaling your departure. The *Comete* lunges forward like a hungry dog, kicking up sand and dust behind it as you maneuver your way toward the Pokes.

You’ve only been in the winding, maze-like canyon for about twenty minutes before you see a column of blue smoke ascending upwards toward the sky, signaling a racer in peril.



The path through the Pokes takes the Fated right past the accident site. Read the following text:



A few minutes later, you come upon the source of the distress signal. Hugo Skada’s truck has flipped over, and Skada and one of his mechanics are standing beside it, blood staining their shirts as they swing wrenches and brandish pistols at the three twisted, dog-sized abominations of twisted flesh and jagged metal surrounding him.

As he notices you, the mechanic looks up and shouts for help. The distraction costs him, as one of the amalgamations slices his leg, forcing him to the ground. Skada jumps back in horror as all three creatures lunge forward and begin tearing at the flesh of the screaming mechanic.



The Fated have a few options available to them. For one, they could just keep driving and leave Skada to his fate, which, while heartless, is at least practical. Proceed to the “Epic Chase” section on page 26. If Reno is still with them, he refuses to leave a fellow racer to such a fate (even one that he dislikes).

If the Fated attempt to drive past and scoop Skada up, the Fated can either try to pull him into the cab or open the back of the truck and pull him up from there. Either way, the Fated attempting to pull Skada into the truck must succeed on a TN 12 Athletics Challenge. On a failure, they do not grab Skada and he is overwhelmed by the Velocibominations. If they achieve a Margin of Failure, Skada inadvertently ends up pulling them out of the truck as well, effectively plunging the character into the midst of combat with the Velocibominations.

The Velocibominations quickly break off pursuit of the *Comete* in favor of returning to Skada’s vehicle and stripping it of parts to create more of their kind.

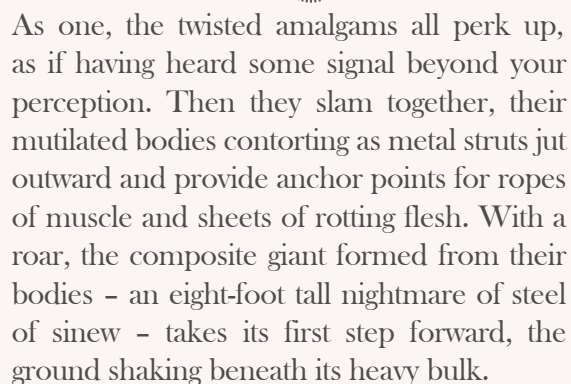
If the Fated rescue Skada, he claims that caught up to Harriet Bennet, only for her to draw a pistol and shoot out his front tire. As he tried to regain control of his vehicle, her mechanic opened the back of their truck and unleashed the twisted creatures that the Fated saw him fighting. He is extremely grateful to the Fated for rescuing him, and to Reno as well, if he is present. Reno, for his part, finds Skada’s new friendship awkward and don’t know quite how to react.



TIME TO FIGHT

If the Fated choose to fight the Velocibominations, it takes them three rounds to close to within 10 yards of Skada. By this point, Skada is quite injured and only has two Wounds remaining. As soon as they arrive, the fallen mechanic’s chest explodes outward as a fourth Velocibomination joins the battle.

On their first turn of combat, the four Velocibominations combine to form a composite creature straight out of a nightmare. Read the following text:



As one, the twisted amalgams all perk up, as if having heard some signal beyond your perception. Then they slam together, their mutilated bodies contorting as metal struts jut outward and provide anchor points for ropes of muscle and sheets of rotting flesh. With a roar, the composite giant formed from their bodies - an eight-foot tall nightmare of steel of sinew - takes its first step forward, the ground shaking beneath its heavy bulk.


The creature is a Velocity Engine (pg. 34). It relentlessly attacks the Fated and will most likely prove to be a very dangerous opponent. When it is destroyed, two Velocibominations burst forth from its corpse to continue the battle.

Fighting the Velocibominations in this way is time consuming; even if the Fated win the battle, they will still suffer a -1 penalty to their Leaderboard flips at the end of the leg.

Outrunning the Velocity Engine is impossible unless the *Comete* has a Tuned-Up Engine, which allows them to slowly pull ahead of the Velocity Engine at a rate of 3 yards per round. Without the Tuned-Up Engine, the Velocity Engine closes at a rate of 1 yards per round, spelling certain doom for the *Comete*.


EPIC CHASE

If the Fated left Skada to his fate, the Velocibominations use his corpse to form a Velocity Engine, which then begins chasing after the *Comete*. If any of the Fated are in the back of the truck looking out through the top hatch, they can attempt TN 8 Notice Challenges. On a success, read the following text:



The walls of the shallow canyon zip past at high speeds as the *Comete* weaves between pillars of stone and piles of fallen rocks. Just as another spray of wind-blown sand forces you to turn your head, you catch a glimpse of movement behind you.

A hulking creature of tire wheels, jutting metal, and glistening muscles is speeding its way toward you, a plume of sand and black oil spraying upwards in its wake. The monstrosity is alarming fast and is quickly closing the distance between you.




The Velocity Engine (pg. 34) starts the battle 20 yards behind the *Comete*. If Reno is driving the *Comete*, he spends the battle driving as fast as possible. If anyone else is driving, they must spend at least one AP each turn to keep the truck moving. If they do not, it slows to a mere 1 yard per turn.

When it reaches the *Comete*, the Velocity Engine attacks the truck and anyone within reach.


If killed, the Velocity Engine collapses to the ground and two Velocibominations burst out of its chest. If the *Comete* is still mobile, the creatures quickly dart away from the battle instead of pursuing it. If it is crashed, then they continue to attack until they or Reno's team have been killed.

A PARTING SHOT


If the Fated are still in the race after having dealt with Skada and the Velocibominations and didn't crash, they still have a chance of winning. Desperate and with few options left after the destruction of her Velocibominations, Bennet opts for a much more direct solution. Read the following text:




Gradually, you catch sight of a dust cloud ahead of you: it's another racer! As you draw closer, you can make out the lime green paint job and the "10" painted on its side, identifying it as belonging to Harriet Bennet. You catch a glance of the short-haired woman looking back over her shoulder toward you, though her expression is hidden behind thick aviator's goggles.



Once the *Comete* pulls up adjacent to Bennet's truck, read the following text:



As the *Comete* comes parallel to Bennet's truck on its passenger side, you glance over at her to see the Bennet's mechanic fiddling with something in his lap. He hesitates, and she shouts something unintelligible at him. With a grimace, he lifts the pistol into view, leans out the window, and fires almost point-blank at [Reno/the driver]!



The mechanic Focuses and fires a single shot at the *Comete's* driver. He is a Minion (5) and has a +4 AV, giving him a final duel total of 9 (the + he receives from the **Focused** Condition is canceled out by the □ penalty for firing from an unstable platform). The attack deals 4/6/8 damage. If Reno is driving, he is considered to be a subordinate character to the Fated seated next to him, who flips for his Defense of 4.

If the *Comete's* driver falls unconscious, another character in the cab can attempt a TN 8 Engineering Challenge to assume control of the vehicle. On a failure, the *Comete* veers off-course, hits a rock, and suffers 2/3/5 damage.

If the attack fails to cripple the *Comete*, the mechanic begins reloading the pistol; it takes him two full turns to reload, so every third round he can Focus and fire a shot at the *Comete's* driver.

Bennet attempts to ram the other truck into rocks each turn (one of her AP is spent keeping the truck up to speed). Stats for Bennet, her Gudgeon mechanic, and her truck can be found on pages 35, 32, and 31, respectively.

TRUCK RAMMING

The driver of a truck can spend 1 AP to attempt to ram the side of their truck into an adjacent truck. Treat this as a Pneumatics + Agility attack against the target. On a success, instead of dealing damage, the driver of the rammed truck must succeed on an Engineering Challenge with a TN equal to 8 + half the total by which the attacker's total exceeded the defender's total. On a failure, the rammed truck veers to the side and crashes, dealing 2/3/5 damage to the truck and everyone inside.

If the character driving the truck is a Fated character, they may Cheat Fate for their truck.

BACK TO RACING!

Once the Fated have dealt with Bennet, they can return to worrying about the race itself! As before, this is handled with an Ongoing Challenge.

BLAZING A TRAIL, PART III

Skills Allowed: Engineering + Speed, Notice, Track, Wilderness

Target Number: 11

Duration: 1 hour

Success Requirement: 4 per Fated.

Failure Requirement: 1 per Fated


The Fated can use Notice and Wilderness to help guide the *Comete* through the barren wasteland. Since other teams have already traveled this route, they can also use Track to follow the trails left by those teams. Finally, the Fated can use Engineering to ensure that the *Comete* continues to function without incident.

If the Fated succeed on this Ongoing Challenge, they reach the Waypoint without incident. If they succeeded in three Durations or less, they gain a + to the day's Leaderboard flip.


If the Fated suffer a catastrophic failure, they become lost in the Pokes and suffer a - to the day's Leaderboard flips. It takes them a total of seven hours to reach the second Waypoint.

THE FINISH LINE

Once the Fated have dealt with Harriet Bennet, the rest of the race is relatively peaceful. Read the following text:



It's been a long, hard day of travel and fighting, but the end is finally in sight. The buildings of McQueen's Crossing loom on the horizon. As you cross the finish line, a race official waves a black-and-white checkered flag and marks down your final time on her clipboard.



FINAL LEADERBOARD UPDATE

The Fated can make a final Leaderboard flip. The modified total is added to the result from the second leg to determine the team's final standing. If the *Comete* crashed, the Fated suffer a $\square\square$ to their Challenge, and if they are **Dazed**, they subtract 2 from their final total.


If the Fated have the highest result, they win the race! Instead of revealing the final result right away, however, use Fredrick Charles' speech below to reveal the final standings.

RESULT	TEAM AND DRIVER
42	(Team 17, Edwin Brink) <i>Only if still alive.</i>
39	(Team 10, Harriet Bennett) <i>Only if still alive.</i>
37	Team 8, Marco Carrello
35	Team 21, Lousie Wrigley
32	Team 3, Wilhelm Von Kissem

AND THE WINNER IS...

Fredrick Charles arrives at sunset and, after checking with the race officials stationed in McQueen's Crossing, announces the winner of this year's Badlands Invitational. The "adjusted list" is the last Leaderboard result with the Fated's team added in.

Read the following text:



Fredrick Charles climb onto a makeshift wooden stage with a slip of paper. The crowd immediately falls silent, save for a lone reporter from the Malifaux Tattler who begins hissing instructions to her photographer.


Mr. Charles clears his throat and then begins. "Ladies and gentlemen, this has been the most difficult Badlands Invitational in history. We lost many good men and women this year, and there are already plans for a memorial to be erected here in McQueen's Crossing." He pauses as the crowd offers some light applause.

"That being said, we still had a number of teams that finished the race. On this paper, I have the top three teams. "

"In third place.... [read the team and name third from the top of the adjusted list]."

"In second place... [read the team and name second from the top of the adjusted list]."

"And finally, the winner of this year's Badlands Invitational... [read the team and name at the top of the adjusted list]."



Huey Reno's brother, Armand, is in McQueen's Crossing for the end of the race. He came after receiving word of the previous team's death but arrived after the start of the race. Armand is co-owner of the team, and if Huey Reno is dead, Fredrick Charles presents him with the cash prize.

If they won, any surviving Reno brothers are quite happy, though in Armand's case, that happiness could well be tempered with great sadness upon learning that his brother was killed or placed into a coma.

If Huey Reno lives but didn't win, his shoulders sag at the end of the announcement. "Next year," he promises, before inviting Armand and the Fated out to a drink.

CONCLUSION

After the race ends, the Fated are paid the agreed upon price for their help, 10 scrip each, plus an additional 10 scrip if their team won. Unless the Fated repeatedly caused trouble and incurred time penalties, they are invited back as part of Team Reno next year. A month after the race, the Fated read in the paper that the Reno brothers (or just Armand, if Huey died) have been contracted to build trucks for the Guild.

Regardless of the outcome, the Fated are interviewed by the Racing Committee and the Guild. Provided that the Fated are at least somewhat polite, the process is painless. If they have sufficient evidence that Bennet was behind the attacks and she did not win the race, a brief investigation ensues, after which she is either arrested by the Guild (if she survived) or stripped of her previous victories (if she did not). If she won the race, there are plenty of rumors, but Bennet ends up using her winnings to escape the Guild's punishment. The Fated will periodically see pictures of her endorsing Greenfield Motorized Coaches, for which she becomes quite wealthy.

THE BADLANDS INVITATIONAL First Leg Standings

RESULT	TEAM AND DRIVER
20	Team 1, Hirsch du Bois
19	Team 17, Edwin Brink
18	Team 10, Harriet Bennett
17	Team 2, Billy Gobron
16	Team 11, Richard Roberts
15	Team 20, Jamie Contente
14	Team 16, Hugo Skada
13	Team 21, Louise Wrigley
12	Team 8, Marco Carrello
11	Team 12, Mercy Desolé
10	Team 18, Mary Farnam
9	Team 22, Peter Barrone
8	Team 15, Corvic Vredja
7	Team 3, Wilhelm Von Kissem
6	Team 23, Lewiston Ross

THE BADLANDS INVITATIONAL Second Leg Standings

RESULT	TEAM AND DRIVER
34	Team 16, Hugo Skada
33	Team 10, Harriet Bennett
32	(Team 17, Edwin Brink) <i>Only if still alive</i>
25	Team 8, Marco Carrello
24	Team 21, Louise Wrigley
22	Team 18, Mary Farnam
20	Team 3, Wilhelm Von Kissem
18	Team 12, Mercy Desolé
15	Team 23, Lewiston Ross

THE BADLANDS INVITATIONAL Final Standings

RESULT	TEAM AND DRIVER
42	(Team 17, Edwin Brink) <i>Only if still alive.</i>
39	(Team 10, Harriet Bennett) <i>Only if still alive.</i>
37	Team 8, Marco Carrello
35	Team 21, Louise Wrigley
32	Team 3, Wilhelm Von Kissem



FATEMASTER CHARACTERS

The Badlands Invitational takes place in the desolate and untamed Badlands. As the Fated progress in their adventure, they will encounter many Fatemaster characters. The important ones have been noted here for ease of reference and are arranged in order of appearance.

As with any roleplaying game, it is the characters in the story that make it worth telling. The Fatemaster is encouraged to add her own special touches to the people and monsters the Fated encounter to make them unique and memorable.

For instance, when the Fated encounter the Velocibominations throughout the adventure, they fight as a group of characters with equal stats. However, if they are described in greater detail - perhaps one of them is a mangled jumble of wheels and stretched flesh, while another is a torso grafted to a roaring engine - it adds that extra bit of flavor that can turn a good fight into a truly memorable one.

The following pages contain the stat blocks for the Fatemaster characters who are likely to appear in the adventure. They have been created with an eye toward ease of use by the Fatemaster and provide all the information needed to run the characters present in this adventure.

A stat block for the Trucks used in this adventure has also been provided. This stat block can be used for any of the vehicles that appear in this adventure, whether the *Comete* or one of the trucks being raced by the Fated's competition.

Finally, remember that this is your adventure! If you want to adjust the stat blocks provided in this chapter to make the encounters more or less challenging to your players, go for it! Simply increasing or decreasing the Rank Value of a creature by one to two points can make a significant difference in its difficulty.

TRUCKS

The trucks being raced in The Badlands Invitational come in all shapes and sizes. For the sake of ease, however, they each use the same stat block when it comes to the mechanics "under the hood."

While trucks are not sentient Constructs per se, they have been given the Construct Characteristic so as to be affected by Magia that affect Construct characters.

TRUCK RULES

Characters can climb out onto the roof of a truck while it is in motion, but this takes 2 AP. Any characters standing on the truck's back when it takes damage or at the start of their turns while it is moving must succeed on a TN 8 Acrobatics Challenge or fall **Prone**. Characters that generate a Margin of Failure on this Challenge fall off the truck, suffer 2/3/4 damage, and are quickly left behind in the dust.

If a truck is reduced to 0 Wounds or below, the driver must immediately make an Engineering + Speed Challenge at a TN equal to 10 + the negative Wounds of the truck. On a success, the driver manages to safely bring the dying truck to a halt. On a failure, the truck crashes and it and all of its passengers suffer 2/3/5 damage. A truck with 0 Wounds or less cannot be driven and any adjustments gained from tuning it up are lost.

Trucks can be repaired with a successful TN 10 Artefacting Challenge, which heals 1 damage, plus one damage per Margin of Success. Each attempt takes one hour of work, and up to three characters can work on a truck at one time.

TRUCK

Construct

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

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

Inanimate: Trucks are considered to be inanimate objects when determining whether they are affected by Spells or Manifested Powers. Additionally, if an effect targets a truck but must be resisted by a specific Aspect or Skill, use the driver's Aspect or Skill

COMETE ADJUSTMENTS

Depending upon the actions of the Fated, the *Comete* may have one or more of the following adjustments:

- **Car-isma:** From Scene II onwards, the Fated gain \oplus to Bewitch Challenges if they identify themselves as part of the crew operating "that beautiful vehicle."
- **Tuned-Up Engine:** The TN of the "Blazing a Trail" Ongoing Challenge of Scene 2 is reduced by 1.
- **Enhanced Handling:** The TN of the "Blazing a Trail" Ongoing Challenge of Scene 4 is reduced by 1.
- **Improved Traction:** The TN of the "Blazing a Trail" Ongoing Challenge of Scene 6 is reduced by 1.
- **Sand-proofed Machinery:** The Fated add +1 to their Leaderboard flips.

GUDGEON

Minion (5), Living, Tormented

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

Skills: Athletics 1, Deceive 2, Evade 2, Melee 2, Notice 1, Pistol 2, Pugilism 1, Sorcery 3, Stealth 1.

Expeditious Resurrection: When this character falls unconscious or is killed, this character becomes a Velocibomination. If the Velocibomination acts during the round it appears, it is considered to be **Slow**.

(1) Crow Bar (Melee)

AV: 4 (9) ----- Rg: // 2 ----- Resist: **Df**
Target suffers 2/2/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it might suffer.

(1) Collier Navy (Pistol)

AV: 4 (9) ----- Rg: ⚡ 12 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(1) Necrotic Unmaking (Sorcery/Tenacity)

AV: 5 (10) --- TN: 9 --- Rg: 5 --- Resist: **Wp**
Target suffers 1/3/4 damage, ignoring Armor. This character suffers 1 damage.

✗ *Expeditious Transformation:* After killing a Living, Construct, or Undead target, it transforms into an Velocibomination that may not act this round.

GUDGEON

The art of Necromancy is constantly being taken in new directions by creative practitioners. One of the more recent (and horrifying) breakthroughs combines modern engineering and surgical techniques with dark magic to transform a hapless victim - often a mercenary or vagrant who responded to a bounty notice or job advertisement - into a wretched science experiment.

Gudgeons typically have numerous scars crisscrossing their body, a terrible reminder of the many mechanical devices grafted onto their bones and implanted into their organs. These devices have a terrible purpose: should a Gudgeon's muscles ever relax (such as from being killed, falling asleep, or even falling unconscious), the apparatuses trigger, snapping bones and tearing through muscle as they suddenly and violently contort her body. The Gudgeon dies almost instantly, but the machines channel her life force inward, animating her mangled body as an Abomination.

In order to stave off such a transformation, Gudgeons are usually placed on a regime of painkillers and sleep suppressants. These drugs ensure that a Gudgeon will remain intact and useful while also ensuring her loyalty; a Gudgeon who abandons or betrays her master is effectively signing her own death warrant.



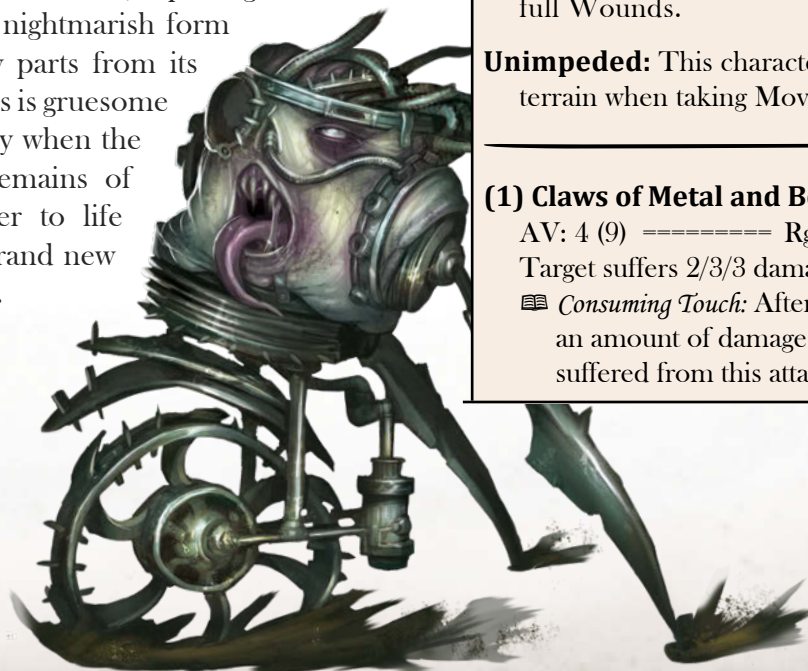
VELOCIBOMINATION

In the oldest and darkest of Malifaux's strange catcombs and silent necropolises, explorers have uncovered horrifying creatures that blend mechanical devices with rotting flesh. Known as "Abominations," these strange amalgamations of flesh and machine are surprisingly easy to create for those who know the right magical rituals. With little regard to which parts go where, these horrors often end up with twisted, nightmarish bodies that are a testament to function over form.

While most Abominations are built with menial tasks or murder in mind, Velocibominations are a variant designed for speed above all else. Crafted from race drivers and the crumpled remains of their cherished motor carriages, these speed demons often incorporate wheels and high-powered engines into their wracked forms.

Even close proximity to Velocibominations can be dangerous, as the unstable magic that keeps their mechanical parts tethered to their undead flesh is inimical to living flesh. Those who draw too close to one of these shuffling horrors find their flesh warping and peeling away from their bones as it attempts to join with the Velocibomination's undead body.

Far worse, however, is the fate of those who perish in combat with a Velocibomination. Sometimes after killing an opponent the creature will absorb parts of its victim's body into itself, repairing and reshaping its own nightmarish form by borrowing new parts from its victim. The process is gruesome to watch, especially when the twitching, grisly remains of the victim shudder to life and rise up as a brand new Velocibomination.



VELOCIBOMINATION

Minion (5), Construct, Undead, Horror

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

Skills: Athletics 2, Notice 1, Pugilism 2, Stealth 1.

Better Part of Valor: This character's Walk has been increased by +2, but it has no Charge Aspect.

Caustic Aura: Living characters that begin their turn within Ⓜ2 of one or more characters with this ability suffer 1 damage and may not declare (0) Actions until the start of their next turn.

Expeditious Deformation: If this character is within 2 yards of at least three other characters with this ability at the start of its turn, it absorbs every such character and becomes a Velocity Engine. The new Velocity Engine may not act this round.

Expeditious Warping: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into a Velocibomination that may not act this round. If this happens, this character heals to full Wounds.

Unimpeded: This character may ignore penalties for terrain when taking Movement actions.

(1) Claws of Metal and Bone (Pugilism)

AV: 4 (9) ===== Rg: Ⓜ 1 ===== Resist: Df

Target suffers 2/3/3 damage.

📖 **Consuming Touch:** After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

VELOCITY ENGINE

Enforcer (8), Construct, Undead

<i>Might</i> 4	<i>Grace</i> -2	<i>Speed</i> 3	<i>Resilience</i> 5
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> -3	<i>Tenacity</i> 3
<i>Defense</i> 5 (13)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 5 (13)
<i>Willpower</i> 5 (13)	<i>Charge</i> 10	<i>Wounds</i> 11	

Skills: Athletics 3, Necromancy 2, Notice 2, Pugilism 2, Stealth 1, Toughness 4.

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

Caustic Aura: Living characters that begin their turn within \odot 2 of this character suffer 2 damage and may not declare (0) Actions until the start of their next turn.

Expeditious Warping: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into a Velocibomination that may not act this round. If this happens, this character heals to full Wounds.

Hard Break: If this character is killed, it instead becomes two Velocibominations that may not act this round.

Rush +3: This character's Charge Aspect has been increased by +3.

Unimpeded: This character may ignore penalties for terrain when taking Movement actions.

(1) Entropy Claws (Pugilism)

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

\lll *Consuming Touch:* After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

(1) Desolate Supplications (Necromancy)

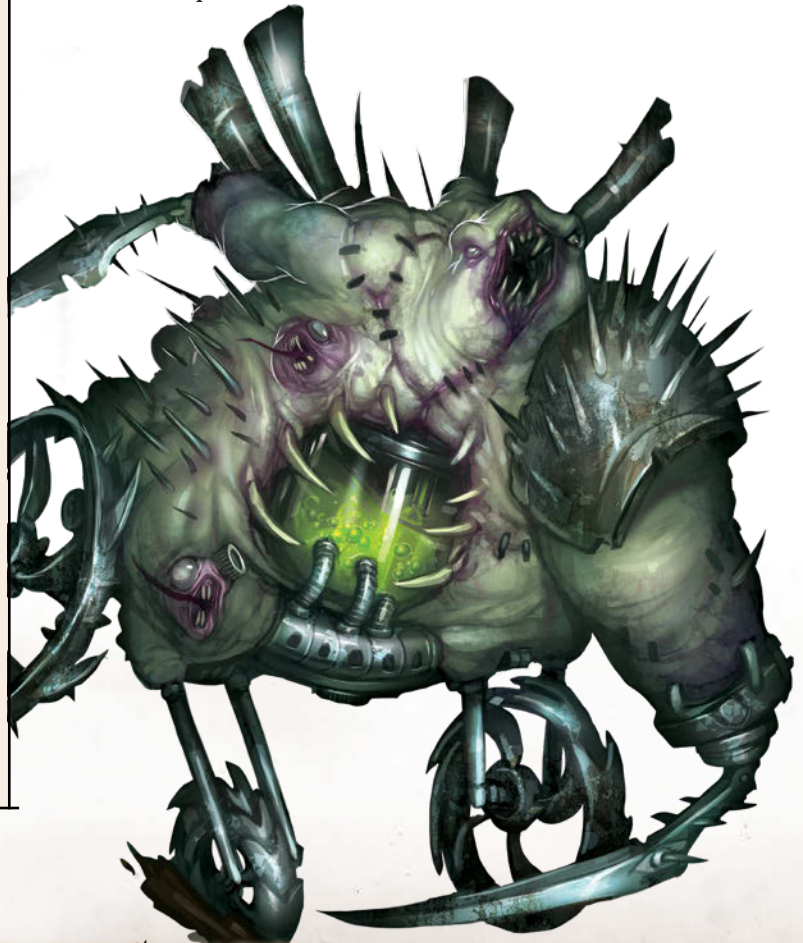
This character may suffer up to 4 damage. Then, every character within (X)6 must pass a TN 13 Toughness duel or suffer damage equal to what this character suffered -1.

VELOCITY ENGINE

When enough Abominations gather together in one place, the unstable magic that holds them together builds up to the point where the creatures mesh together, forming one of the dreaded nightmares known as a Desolation Engine. Velocibominations undergo a similar process, though the nightmare spawned by their unwholesome reformation is must faster and is known as a Velocity Engine.

Every move these towering monstrosities make causes rancid oil to spill from the imperfect seams between rotting flesh, broken bone, and steel piping. Massive claw-like appendages tear through everything in their path, inflicting grievous wounds on their victims even as the Velocity Engine uses their torn flesh and shattered steel to mend its own weeping body.

In the unlikely event that a Velocity Engine can be destroyed, such an act is only a temporary respite. The pieces of a Velocity Engine will invariably lurch to life as horrifying Velocibominations. Only the complete destruction of all its remains can prevent the terrible cycle of death of rebirth that these monsters represent.



HARRIET BENNET

Harriet Bennet was once celebrated for winning the first two Badlands Invitationals back-to-back. Flushed with her fame, she ran afoul of the Honeypot Casino, where her gambling and eventual addiction to Brilliance cost her everything she had. When the money ran out, she tried to steal chips from a roulette table, which resulted in the Honeypot's bouncer beating her within an inch of her life before chucking her through a window.

The experience left her broken and defeated, but it also awoke within her a dark talent for melding flesh and metal. She was gradually able to overcome her vices, but now Bennet is driven by a dark, single-minded need to regain her former glory. She's secured a tentative sponsorship from Greenfield Motorized Coaches, but to keep it she must win the Invitational at the wheel of a Greenfield automobile.

Bennet intends to do just that, no matter what the cost to herself or others.



HARRIET BENNET

Enforcer (7), Living

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

Skills: Artefacting 3, Carousing 2, Centering 2, Deceive 4, Doctor 3, Engineering 3, Gambling 2, Intimidate 2, Necromancy 3✕, Notice 2, Prestidigitation 3♣, Toughness 1, Wilderness 2.

Brilliant +4: This character has the following Condition: "**Brilliance +4:** Each day, this character must succeed on a TN 11 Centering Challenge or be compelled to seek out a source of Brilliance."

Expeditious Warping: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into a Velocibomination that may not act this round. If this happens, this character heals to full Wounds.

Magical Theory (The Darlin Theories): This character has a mechanical focus that she must use to cast her spells. While she has this focus on her person, this character reduces the TNs of her Spells and Manifested Powers by -3.

(1) Rip Apart (Necromancy/Tenacity)

AV: 5✕ (12✕) --- TN: 11✕ --- Rg: ⚡10 --- Rst: Wp
A Living or Construct target must pass a TN 10 Toughness Challenge or suffer a Moderate Critical Effect.

(1) Knit Together (Necromancy/Tenacity)

AV: 5✕ (12✕) --- TN: 11✕ --- Rg: 2 yds ---- Rst: Wp
A Living or Construct target ends its **Bleeding Out** Condition or a lasting Critical Effect it received within the past minute (10 rounds).

(1) Invisibility (Prestidigitation/Cunning)

AV: 5♣ (12♣) --- TN: 12M ----- Rg: 1 yd
The target becomes invisible for 10 minutes. While invisible, anyone attempting to target her is considered to be **Blind**.



FATED CHARACTERS

The following characters were specially designed to be used with this adventure. Your group can make use of them in whatever fashion you'd like. Whether it's using these characters to play through the adventure or just using them as colorful NPCs in this or other adventures, they're yours to do with as you see fit.

Each character presented in this chapter has ties a reason to get involved with the Badlands Invitational. Beyond that, only a brief background is given in order to allow players to make the characters their own. They should feel free to fill in the details and personality of their character as they see fit.

Each of these characters is brand new and has not advanced along their chosen Pursuit, as noted directly beneath their name. There are no restrictions on how these characters advance after the first session; their player can continue down that same path, or they can branch off into entirely new Pursuits!

FATED CHARACTERS

CELINE PECK: Celine is an Overseer who is good at managing and organizing people.

THOMAS WASHINGTON: Thomas is an eager Gunfighter with two pistols and a desire to use them.

ENDRIGO VOLLARO: Endrigo is a Drudge with technical skills and a mechanical arm.

MORENA ALVARADO: Morena is a Medium who is protected by a ghostly dragon spirit.

SHIMODA NAIZEN: Shimoda is a Dabblers with the ability to both heal wounds and severely poison his enemies.

CELINE PECK

When she was nine, Celine's mother was arrested for attempting to break into the home of a high-ranking Guild official. Her father had long ago deserted them, and Celine was left to fend for herself... or would have been left to fend for herself, had the Guild official not decided to adopt her. She never saw her mother again.

Celine spent much of her youth at various boarding schools, and when she was old enough, her adopted father brought her to Malifaux and arranged for her to have a supervisory position at the Amalgamation Office, the branch of the Guild that regulated animated constructs, invention patents, and the unlawful combining of flesh with machinery.

It was, ultimately, just one more example of how little control Celine had over her life. She had already developed something of a drinking problem at her last boarding school, but removed from the watchful eye of the headmaster, she well and truly lost herself in the bottoms of one bottle after another. By the time she finally sobered up, she had been suspended from her position at the Amalgamation Office and cut off from her adopted father's wealth.

At first, Celine was relieved, but then cold reality set in. Resentful though she may be, she had grown accustomed to a certain standard of living, and none of the jobs in the city paid anywhere near as well as the one she held with the Guild. Unfortunately, it was looking more and more like her suspension was going to turn into a termination.

In Celine's mind, she needs to do something big to make the Guild realize that she's still a valuable employee that they can't afford to lose.

Gear: US&E Pump Action, 20 bullets, Ruled Spectacles (+ to Notice Challenges), 4 scrip.

Destiny: "As the hunter watches you swallow the maggots, the ground will rise to offer you upward, but the witch grows weary of your follies. The pale-faced innocent will drown in bile, and you will deal with the devil."

Twist Deck: Rams (1, 5, 9, 13), Tomes (4, 8, 12), Masks (3, 7, 11), Crows (2, 6, 10)

CELINE PECK

Fated, Living, Overseer 0

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

Skills: Acrobatics 1, Artefacting 2, Bureaucracy 1, Carouse 2, Centering 1, Convince 2, Engineering 2, Evade 1, Leadership 3, Lockpicking 1, Melee 1, Notice 1, Shotgun 1.

Oversight (Overseer): When Celine fails a Social duel (such as Convince or Leadership), she may draw a card.

Leadership Trigger: Celine gains the following Trigger on all Leadership Challenges:

☛ *Let's Do This!*: After succeeding during an Ongoing Challenge, every other character participating in the Ongoing Challenge gains + to Challenge duels they make during the next Duration.

Management Material: When Celine joins an Ongoing Challenge, she may discard a card to use the Leadership Skill as if it were one of the Skills Allowed by the Ongoing Challenge for a set number of Durations, as determined by the value of the discarded card: 1-5, one Duration; 6-10, two Durations; 11+, three Durations.

Tenacious Warrior: When an enemy makes a successful attack against Celine and declares a Trigger, she may discard a card. If she does so, the Trigger has no effect upon her.

Languages: English.

(1) Hunting Knife (Melee)

AV: -1 ===== Rg: // 1 ===== Resist: Df
Target suffers 1/3/4 damage.

(1) US&E Pump Action (Shotgun)

AV: +3 ===== Rg: ⚡ 12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 4, Reload 2.

THOMAS "JEFFERSON" WASHINGTON

Fated, Living, Gunfighter 0

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

Skills: Doctor 1, Explosives 1, Intimidate 1, Martial Arts 2, Notice 2, Pistol 3, Scrutiny 2, Stealth 2, Toughness 2, Wilderness 2.

High Noon (Gunfighter): When Thomas fails a Ranged Combat duel (such as Pistol) during Dramatic Time, he may draw a card.

Paired Weapons (Pistol): If Thomas is wielding two Pistols, he makes a single attack with a **+** to his duel. Using this talent expends one round of ammunition from each Pistol.

Protected (P): Thomas' Duster allows him to ignore the first Critical Effect affecting his Chest that he suffers each Dramatic Time.

Quick Draw: Thomas may treat the (1) Ready Weapon Action as if it were a (0) Action when drawing a Pistol, and he may draw two Pistols instead of one.

Languages: English.

(1) Imitation Kung-Fu (Martial Arts)

AV: +3 ----- Rg: **///** 1 ----- Resist: **Df**
Target suffers 1/2/4 damage.

(1) Volyer Revolving (Pistol)

AV: +5 ----- Rg: **↪** 10 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

☛ **Ricochet:** After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be Cheated.

THOMAS WASHINGTON

Thomas "Jefferson" Washington is the son of an accomplished and famous American surgeon, a fact which he tries to avoid bringing up whenever possible. For as long as he could remember, Thomas railed against the safe and controlled world around him and dreamed of riding horses across dusty plains and shooting bandits in fierce gunfights.

Much to the annoyance of his family, Thomas poured his time and money into making his dreams come true. When his father bought him a violin and scheduled lessons, Thomas ditched his instructor, sold the instrument, and used the money to purchase a pair of fancy pistols. His ballroom dancing lessons were avoided in favor of paying his family's gardener to teach him how to fight with fist and foot.

After a huge fight with his increasingly frustrated father, Thomas grabbed his things, stole his mother's least favorite jewelry, and traded them for a ticket to Malifaux. After passing through the Breach and seeing so many of the city's residents wearing pistols on their hips, he knew that he had finally come home.

Thomas has since reinvented himself as a "tough-as-nails" gunfighter and mercenary. Thus far, he's kept himself fed by taking a few disappointingly calm jobs guarding warehouses and escorting important people through the slums, but none of those assignments have lived up to his expectations.

Recently, however, he's heard rumors of violence and strange deaths surrounding the upcoming Badlands Invitational, a cross-country race across the Malifaux Badlands. It might be just the sort of boost that Thomas needs to jump-start his career.

Gear: Volyer Revolving pistols x2, Duster, 5 scrip.

Destiny: "If you are unmourned by the father, your journey will never begin, and the reaper walks the path alongside you. At last, you will sacrifice her on the altars of desperation, and you seek the sound of your last breath."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

ENDRIGO VOLLARO

Endrigo grew up on his parent's farm. They were never very wealthy, but everyone pitched in and worked hard to ensure that they always had enough food on the table. When he learned of the Guild's homesteading program, he signed up, bid farewell to his family, and boarded the boat that would take him to North America and, eventually, through the Breach into Malifaux.

Things did not go as well as Endrigo expected. Only two months into his homestead, both of the oxen he had purchased were eaten by purple-skinned demons that taunted and threw rocks at him as they chased him away from his home and back towards the city.

With nowhere else to go and no money to afford a return trip back through the Breach, Endrigo was facing a short and pitiful life on the streets. Fortunately, the Guild had a job for him: sanitation worker. With no small amount of trepidation, Endrigo descended into the city's sewers, where he assisted the Guild's engineers in repairing sewer gates, water controls, and other vital machines. He ended up having something of a knack for it, and after a few months, the engineers were even talking about arranging for him to transfer out of the sewers and into one of their factories.

Then came the rat. Endrigo had seen plenty of rats in the sewers, of course, but this one was the size of a small dog. It bit his arm before the engineers were able to chase it away, and as he watched, he could see the infection spreading up his veins. They amputated his arm on the spot, and by the end of the day, Endrigo had a pneumatic replacement.

New limbs aren't cheap, however, and now Endrigo finds himself in deep debt with the Guild and in need of some fast cash to pay off his hefty medical bill.

Gear: Pneumatic Limb, Collier Navy, 30 bullets, 1 scrip.

Destiny: "If you open the box best left closed, an exception will corrupt the rule, and the page turned is empty of promises. The ravens will bless your children, and you will splinter the white door."

Twist Deck: Crows (1, 5, 9, 13), Tomes (4, 8, 12), Masks (3, 7, 11), Rams (2, 6, 10)

ENDRIGO VOLLARO

Fated, Living, Drudge 0

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

Skills: Athletics 1, Carouse 1, Deceive 1, Engineering 3, Evade 2, Homesteading 1, Intimidate 1, Notice 3, Pistol 1, Pugilism 2, Stealth 1, Toughness 1, Wilderness 1.

Long Days (Drudge): When Endrigo fails a Training duel (such as Athletics, Carouse, Evade, Stealth, or Toughness), he may draw a card.

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

Gruff: Endrigo gains **+** to Deceive and Intimidate Challenges.

Hard Worker: Endrigo gains **+** to all Athletics Challenges. If he succeeds on an Athletics Challenge, he gains a Margin of Success.

Notice Trigger: Endrigo gains the following Trigger on all Notice Challenges:

✦ *Wary:* After succeeding, you gain the following Condition until the end of the scene: "**On Alert:** When this character enters Dramatic Time, he may end this Condition to gain **+** to his Initiative flip."

Languages: English, Italian.

(1) Pneumatic Limb (Pugilism)

AV: +5 ===== Rg: **12** ===== Resist: **Df**
Target suffers 1/2/4 damage. This attack ignores one **□** on the damage flip.

(1) Collier Navy (Pistol)

AV: +3 ===== Rg: **12** ===== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

MORENA ALVARADO

Fated, Living, Spirit, Medium 0

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

Skills: Acrobatics 1, Artefacting 1, Athletics 1, Bewitch 1, Bureaucracy 1, Carouse 1, Doctor 1, Evade 2, Heavy Melee 3, Notice 3, Stealth 1, Toughness 1, Wilderness 1.

Shrieking Spirits (Medium): When one of Morena's non-Peon Spirit subordinates is killed within 6 yards of her, she may draw a card.

Calm and Collected: Morena adds +1 to the value of any **Focused** Condition she receives, to a maximum of **Focused +3**.

Spirit Beacon: At the start of her turn, Morena may discard a card to summon a subordinate Seishin (pg. 41) within 3 yards. She may only control one Seishin at a time.

Languages: English, Spanish.

(1) Heavy Melee (Rail Hammer)

AV: +5 ----- Rg: /// 2 ----- Resist: Df
Target suffers 2/4/6 damage.

(0) Sense Spirits

This character becomes aware of the presence of any characters with the Spirit Characteristic within 10 yards (even if they are invisible or hidden).

MORENA ALVARADO

Ever since she was young, Morena has had a guardian angel watching over her and protecting her from harm. Imagine her surprise, then, when after having arrived in Malifaux and taken a job on the railroad, a ghostly dragon suddenly manifested beside her and yanked her away from a stack of rails that had become unbalanced and fell toward her.

Morena left the railroad and attempted to learn more about her 'dragon ghost' friend but was stymied by the high cost of obtaining such illegal knowledge. The Badlands Invitational and its large prizes might be just the boon she needs to fund her research.

Gear: Rail Hammer, 4 scrip.

Destiny: "Once you cross the bloody threshold, your eyes will be open unto the abyss, but there are dragons here. Hence, the dried lands are watered with the blood of sinners, and you take the last step."

Twist Deck: Crows (1, 5, 9, 13), Rams (4, 8, 12), Masks (3, 7, 11), Tomes (2, 6, 10)

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(1) Order: The character commands a subordinate character under her control. After this character completes her turn, the ordered subordinate character immediately takes its turn.

SEISHIN

A skilled medium can tear the spirits of the departed out of the aether and force them into service. Though too weak to be of much use on their own, these spirits can be twisted and woven together into composite spirits known as Seishin.

Because of their composite nature, Seishin are not fully sentient. Their ghostly forms are tenuous at best, and paying too much attention to them has roughly the same effect as poking a soap bubble: the Seishin's ethereal form simply disappears in the blink of an eye.

When carefully coaxed into action, however, Seishin can be useful allies. Their ability to pass through walls and other physical barriers makes them useful scouts, and other spirits find their presence to be invigorating and calming. This makes Seishin particularly useful for those mediums who wish to calm the angry spirits they sometimes press into their service.



SEISHIN

Peon (3), Spirit

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

Skills: Centering 2, Martial Arts 2, Notice 1.

Ghost: If this character is the target of a successful attack, it is automatically killed. This character ignores and is ignored by other characters and terrain during any movement.

Representation of Power: At the start of this character's controller's turn, this character may teleport to a location within 3 yards of its controller.

Spiritual Empathy: Though unable to talk, this character can convey simple concepts to its controller (such as how many people are in a hallway, but not what they look like or the subject of a conversation).

Invigorate: Friendly Spirits within 102 of one or more characters with this Talent gain +2 Defense.

SHIMODA NAIZEN

Fated, Living, Dabbler 0

<i>Might</i> 1	<i>Grace</i> -2	<i>Speed</i> 0	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> 1	<i>Cunning</i> 2	<i>Tenacity</i> 0
<i>Defense</i> 4	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> +2
<i>Willpower</i> 2	<i>Charge</i> 4	<i>Wounds</i> 6	

Skills: Art 1, Athletics 1, Deceive 2, Doctor 1, Enchanting 3, Evade 2, Melee 2, Notice 2, Sorcery 3, Toughness 1, Track 1.

Epiphany (Dabbler): When Shimoda fails a Magical duel (such as Sorcery or Enchanting) during Dramatic Time, he may draw a card.


Seize the Day: Shimoda gains  to his Initiative flips.

Languages: English, Japanese.



(1) Sword (Melee)

AV: +3 ===== Rg:  3 ===== Resist: **Df**
Target suffers 2/3/4 damage.

(1) Toxic Blast (Sorcery/Intellect)

AV: +4 ===== TN: 6  ===== Rg:  5 ===== Resist: **Df**
Target suffers 1/2/3 damage and gains **Poison +1**.

(1) Healing Energy (Enchanting/Cunning)

AV: +4 ===== TN: 7  ===== Rg:  1 ===== Resist: **Df**
Target heals 1/2/3 damage.

(0) Imbue Protection

Haruka may target a friendly character within 1 yard (which may be herself) and discard a card. If she does so, the target gains the following Condition for five minutes: "**Imbued Protection +1:** When this character suffers damage, reduce the damage suffered by +1 (to a minimum of 0), then reduce the value of this Condition by the same amount." Increase the value of this Condition by +1 if the discarded card had a value of 6-19, or by +2 if the card had a value of 11 or greater.

SHIMODA NAIZEN

Shimoda has been an unwilling pawn of the Ten Thunders crime syndicate for two years, ever since a masked woman appeared in his parents' home and offered them an ultimatum: pay the gambling debts owed by his father or give their son over to the syndicate. His family was poor. Shimoda was taken away that very night.

The Ten Thunders taught Shimoda how to use magic and tattooed the rituals onto his flesh, marking him as one of their own. Much of his work was spent healing the injured, but every so often, his masters called upon him to eliminate troublesome individuals.

As he contemplated how to escape the cesspool of murder that was consuming his life, Shimoda was given his next mission: they were interested in the Badlands Invitational, a famous cross-country race, and wanted to seed into their ranks an agent whose relationships they could exploit in future years. Shimoda crafted a cover story and departed that night.

Gear: Sword, Grimoire (Tattoos - **Magia:** Elemental Projectile, Heal; **Immuto:** Increased Damage, Poison, Reduce AP).

Destiny: "When the seven gifts are opened, you will refuse to open the tome, and you will leave your mark in many woes. Sinister and black beneath the rain, and you will let your blood run cold."

Twist Deck: Tomes (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Masks (2, 6, 10)

IMMUTO

Shimoda has access to the following Immuto when casting Spells:

Increased Damage: +2 TN to increase damage one step: 1/2/3 to 1/3/4; 1/3/4 to 2/3/4; 2/3/4 to 2/4/5; 2/4/5 to 3/4/5; or 3/4/5 to 3/5/6.

Poison: +1 TN, characters damaged by this Spell gain **Poison +1** for each time this Immuto is applied.

Reduce AP: +5 TN, Spell becomes 0 AP.

REV UP THOSE ENGINES!



The Badlands Invitational is an annual motorcar race across the dangerous and barren landscape of the Badlands. This year, a Guild contract is on the line, and it's up to the Fated to ensure that renowned race car driver Huey Reno finishes the race in one piece!

The inhospitable terrain of the Badlands isn't the only hazard standing in their way, however. A series of deadly accidents have plagued the race, and this year, the winner might just be the Badlands itself...



The Badlands Invitational is a One Shot adventure for the *Through the Breach* roleplaying game. It requires the *Core Rules* to play.



Wyrd

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