

D Penny dreadful

ONE SHOT

SILURID SHOWDOWN



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THROUGH THE BREACH - PENNY DREADFUL ONE SHOT: SILURID SHOWDOWN



THROUGH THE BREACH

SILURID SHOWDOWN

D Penny
Dreadful

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SILURID SHOWDOWN

It's not uncommon for a neighborhood to change for the worse, and this is especially true in Malifaux. A sudden influx of drunken Gremlins into her home has taught one particular Spawn Mother that this is not just a human problem. After a few encounters with the Gremlins, the Spawn Mother decided to find greener pastures for her and her brood.

Fortunately for her, she found some abandoned ruins in the Northern Hills, just across the Frostrun River. The ruins were secluded and defensible, and the presence of a nearby Contract Town provided plenty of food for her children. She's been flooding the area with magically-summoned rains ever since her brood settled in the area, and while the ruins are not yet as flooded as she would like, progress is being made.

In the middle of this stands Contract Town #37. The sudden attacks of the Silurids and the torrential rains were initially a nuisance, but as the attacks escalated and the mine started to flood, the residents of #37 realized that they were in over their head. They sent one of their own back to Hollow Point to demand assistance, which is where the Fated come into the picture.

In order to keep the Silurid threat from spreading any further than it already has, the Fated will have to descend into the depths of the sinkhole that now serves as the Silurid nest. In addition to adult Silurids, the Fated will face hordes of tiny Gupps, deadly Silurid Hunters, and finally, the Spawn Mother herself, the source of the torrential rains that have flooded the mines of Contract Town #37.

PROLOGUE

Chain of Command

The Fated have been contacted by the Miners and Steamfitters Union, either because they are Union members, have done previous work for the Union, or have been recommended by a member of the Union. They have been asked to speak with Edgar Thorne, a Union representative of middling rank and influence.

When the Fated arrive at Hollow Point, read the following text:

As the doors of the train open, the dull, constant drone of the Hollow Point Pumping Station greets you. Most of the train's passengers disembark and begin making their way toward the monadnock mountain to your right, which houses gigantic pumping machinery and most of the senior offices of the M&SU. The mountain's surface is covered in stocky adobe buildings and a wide variety of chimneys that leave it shrouded in a haze of dark smoke.

You were asked to meet with the M&SU's representative at The Mechanical Mug, a tavern that is fortunately located just across the street from the train station. Much like the other buildings surrounding it, the tavern is built from adobe, and it sports an amusing sign bearing the image of a mug and the settlement's name, both of which have been crafted from hundreds of tiny mechanical gears that slowly spin in place.

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

Your eyes adjust quickly to the dim light of the bar as soon as you walk through its double-hinged doors. The solid-looking tables and chairs that fill the room are neatly arranged in rows, and most are empty.

As you enter, a man in the back of the room hoists himself out of his chair and motions for you to join him. In the yellow light of the gear-covered lamp that hangs above his table, he looks old and tired. "Edgar Thorne," he says, introducing himself as he shakes your hands. "I reckon you're the ones I'm supposed to meet with?"

After a brisk introduction, Edgar immediately rolls into briefing the Fated on the details of the assignment. A long period of heavy rain has lured monsters from the Bayou into the vicinity of Contract Town #37, and now people are getting attacked and killed. The residents complained to Edgar, and now he's taking action to help keep them safe, namely by hiring the Fated to get rid of the monsters. He doesn't care whether they kill the monsters or just drive them back out into the swamp, so long as things at #37 quiet down.

Since this is a Union job, it pays rather well. Edgar is willing to give the Fated an advance of 6 scrip each, with an additional 14 scrip each once the job is finished. He's not open to negotiating the reward; he's already paying the maximum amount he has been authorized by the Union.

SCENE ONE

Malcolm Flanagan

Once the Fated have finished their preparations, they can leave Hollow Point whenever they wish, though Edgar does impress upon them the plight of #37. The easiest way to reach the Contract Town is to catch a train northeast to Contract Town #21, the so-called "end of the line," and then walk northeast for another two days.

Storm clouds hover on the horizon as the Fated approach #37. A TN 8 Wilderness Challenge allows a character to realize that the clouds are behaving unnaturally; they're moving in the wind, but they quickly dissipate and break apart as they do so, only for more clouds to form upwind. The Fated reach the rain about a day's travel away from #37, and it intensifies as they grow closer to the Contract Town.

Read the following text:

By the time you reach Contract Town #37, you are thoroughly soaked to the bone. The heavy rain has turned the town's dirt roads into a swamp of reddish-brown mud, and you can feel the muddy mire pulling at your shoes with each sucking step you take.

Most of the buildings are shut tight against the storm, the flickering of lantern light just barely visible behind their shutters. The only building that actually seems to be open is the town's nameless saloon.

Contract Town #37 consists entirely of squat, single story adobe buildings. During business hours, general supplies such as food and ammunition are available in the General Store, but anyone without a Union card has to pay a 25% mark-up due to limited supplies.

Work in the mine has been suspended due to flooding. As a result, the residents of #37 can be found in either their homes or the saloon. The constant rain, not to mention the "fishman" attacks (three people are dead already, and just as many are wounded), have put them in a sour mood, resulting in a \square to any Social Skill Challenge that is not directly related to finding or exterminating the Silurid. Offers to help drain the mine are moot while the storm holds, since it will fill with water faster than it can be drained.

The townsfolk have worked out a few things about the “fishmen.” They know that the Silurid are nesting near some “old Breach” ruins to the east, in the remnants of an old town that fell into a sinkhole. Traveling to these ruins takes roughly four hours on foot. When #37 was first settled, a few of the residents visited the ruins in search of any exposed Soulstone veins, which they didn’t find. They warn the Fated that the ground around the ruins is very unstable, and that the safest path they found down to the bottom of the sinkhole was through a chapel bell tower that stuck up from the sinkhole’s side.

If asked about the rain, the townsfolk explain that it’s been raining more-or-less constantly for three weeks. The “fishmen” showed up just before the rain, and although they don’t have much in the way of proof, they’re fairly certain that the two events are somehow connected.

Speaking with any of the townsfolk injured by the Silurids requires the Fated to get permission from the injured resident’s family, which requires TN 8 Bewitch, Convince, or Intimidate Challenge. On a success, the meeting reveals that the injured person saw “five or six walkin’ catfish” that chased them away from the eastern ruins.

When the Fated leave to investigate the ruins, proceed to “Scene 2: Swallowed Sanctuary”.

SCENE TWO

Swallowed Sanctuary

As the Fated travel toward the ruins, read the following text:

The rain hasn’t let up in the slightest since your arrival at Contract Town #37. The hard earth seems incapable of absorbing the water, and as you make your way toward the distant ruins, you end up wading through the shallow, muddy rivers that have formed in the valleys between the low hills.

The incessant rain and monotonous landscape dull your minds to the passage of time, but eventually you come upon the sinkhole that swallowed the old mining town. Numerous small streams empty themselves into the sinkhole, adding their rustle to the seemingly endless patter of rain against wet clay.

A tall, partially-collapsed bell tower protrudes from the southern side of the massive depression, providing what appears to be the only safe route down into the sinkhole. Flat roofs and cracked pillars peek out of the gloomy rubble in the pit, but somehow, the pit has not yet turned into a lake.

The Fated can attempt TN 10 Notice Challenges (with a \square modifier) to catch sight of two indistinct shapes lingering near the bell tower. These figures are Silurids

(pg. 15) that are guarding the entrance to their new nest. Their natural camouflage allows them to blend into the cracked stone of the bell tower, which makes them exceptionally difficult to notice (especially in the rain).

If the Fated approach to within 10 yards of the bell tower, the two Silurids move to engage them. The Silurids maneuver around the group to attack whichever character appears to be smallest and weakest. The swamp creatures charge out of the rain toward their target, snap at them with their teeth, and then leap away, continuing in this method of hit-and-run tactics for as long as possible.

Because of the heavy rain, all \blackleftarrow attacks made during this battle suffer a \square penalty.

If the Fated are unaware of the presence of the Silurids, this sudden surprise attack catches them off guard; the Fated are considered to be **Slow** on the first turn of Dramatic Time.

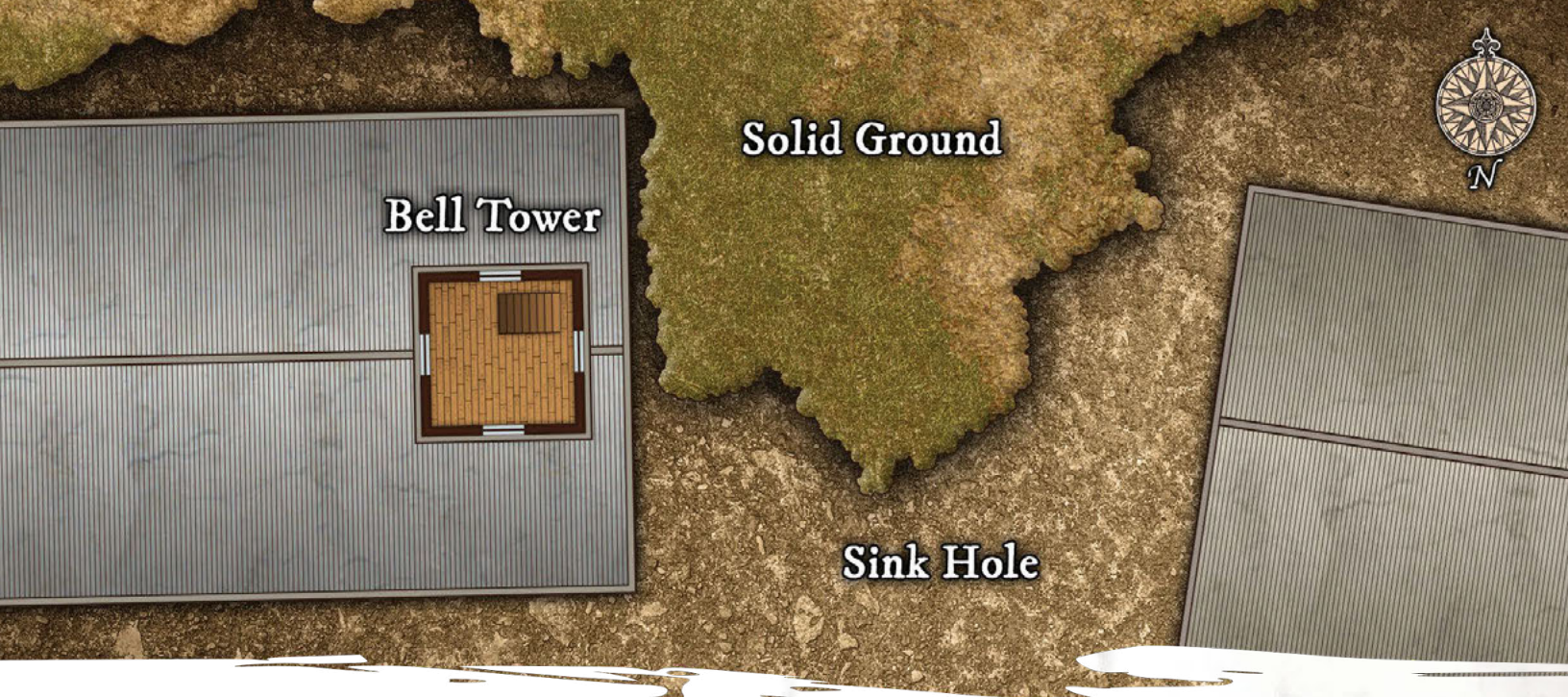
The Attic

The shattered bell tower (and the chapel to which it is attached) is made of out of adobe and appears to have been significantly damaged when the sinkhole opened beneath it. The top of the bell tower is two yards long and wide, with a slick adobe staircase leading down in the chapel proper.

Descending the staircase leads to the chapel’s attic, a 12 yard by 22 yard open space strewn with broken, mold-covered pieces of wood. The slanted roof makes the sides of the room too low for anyone with a Height greater than 1 to stand upright. Droplets of water drip down from the damaged ceiling, and the northwest corner has completely collapsed, allowing the rain to fall unimpeded into the attic.

If the Fated caused a commotion during their battle with the Silurids at the bell tower’s entrance (such as by using firearms, shouting to each other, or the like), then the Gupp Swarm that was playing with the moldering wood in this room has retreated down to the chapel’s main floor. If the Fated dispatched the guardian Silurids relatively quietly, however, then the Gupp Swarm (pg. 17) is still here. The small, immature Silurids screech loudly as soon as they catch sight of the Fated and attempt to retreat down to the main floor on their first turn (unless the Fated engage them in melee, in which case they stay to fight, screeching the entire time).

If immediately attacked, the Gupps defend themselves as best they are able. When reduced to **Rank Value +3** or lower, the Gupp Swarm attempts to retreat down to



the chapel's main floor. If the Gupps have not retreated by the start of the fourth round, Frayk (pg. 16) jumps up the stairs to defend the Gupps. Frayk charges recklessly into the Fated, having been driven into a berserk fury by the shrieking of the Gupps.

The Chapel

Descending the staircase leads the Fated into the private area of the chapel. The floor here is swollen with moisture and creaks unsteadily underfoot, imposing a \square penalty to any Stealth Challenges made on the chapel's main floor.

A solid wooden table and a couple of chairs have been pushed to the sides of this room to clear a path for the Silurids. A wooden ladder on the western wall leads down into the basement.

The northwestern floor of this room has partially collapsed into the basement below and is now little more than a heap of rotting and waterlogged wood. Anyone approaching within 1 yard of the edge of the slope succeed on an Acrobatics Challenge (TN 5 + twice their Height) or fall through the floor boards and into the basement, suffering 1/2/2 damage upon landing. If the character achieves a Margin of Failure on this Challenge, they also gain the **Useless Limb** Condition for a limb of the Fatemaster's choice. This Condition lasts for one hour.

The door to the Priest's Quarters is closed but unlocked. The furniture in this room has been reduced to unrecognizable piles of shattered wood and moldering cloth.

The Nave is opposite the stairway; the door that might have once separated it from the private area has been torn from its hinges, allowing easy access to the open seating area. This room is filled with solid wooden benches that have been upturned and arranged to create a ring of sorts in the middle of the room. Weak light filters in from the wooden slats overhead, casting the room in deep shadow. An unlit lantern hangs on a hook on the wall.

If the Gupp Swarm retreated from the Attic, they take shelter in the Nave and use the circle of pews as Hard Cover. The Gupps shriek as soon as they catch sight of the Fated, but loud noises are not enough to set them off.

If the Fated have not defeated Frayk (pg. 16), the Silurid waits just inside the entrance of the Nave to ambush them. The Fated can attempt TN 10 Notice Challenges (with a \square penalty) to catch sight of the Silurid; those who fail are surprised (and thus, are **Slow** on the first round of Dramatic Time).

The Basement

The chapel's basement is strewn with broken crates and barrels, though there is a clear path leading from the slope on the northwestern corner to the natural tunnel in the eastern wall. This tunnel leads eastward, into the sinkhole proper.

The tunnels are described in more detail in "Scene 3: Fun with Tunnels."

ATTIC



MAIN FLOOR



BASEMENT



SCENE THREE

Fun With Tunnels

The tunnels beneath the abandoned mining town are partially flooded. There is anywhere from one to two feet of standing water in any given area, and this combines with the uneven (and often slick) footing of the tunnels and the odd angles of the basements to make them count as Severe Terrain.

The tunnels are also completely dark. The Silurids are able to see well enough to maneuver through the darkness without too much trouble, but the Fated will need some source of light to see where they are going. Without a light source, the Fated are considered to be **Blind**.

The tunnel quickly splits into two paths, one leading east to House One and one leading west to House Two.

SILURID HUNTERS

As the Fated move into the network of tunnels and basements beneath the abandoned mining town, they draw the attention of a group of Silurid Hunters. The number of Silurid Hunters in the group is equal to half the number of Fated, rounded up.

Once the Fated have been in the tunnels for five to ten minutes, they can attempt TN 10 Notice Challenges (with a \square modifier) to catch a glimpse of their camouflaged stalkers.

If the Hunters realize that they have been spotted, they attack immediately, but otherwise, they wait until the Fated are engaged with another enemy before darting in, dealing as much damage as possible, and then leaping away and hiding once more.

House One Basement

If the Fated approach this basement from the south, they find a solid wall of old brick blocking their path northward. Some of the bricks are missing and reveal the presence of a room beyond, but in order to move forward, the Fated will either have to take a detour to the west or tear down the brick wall.

Tearing down the wall requires a TN 10 Athletics Challenge. On a success, the bricks give way to the basement. On a failure, the Fated pull out load-bearing bricks and the wall and ceiling come crashing down! Every character within 5 yards of the wall or within the Basement must attempt a TN 10 Evade Challenge.

On a success, the character leaps aside fast enough avoid the cave in, but on a failure, they are buried in rock and mud, suffer 3/4/5 damage, and gain the **Suffocating +5 Condition**. Each round a character remains buried in the rocks, mud, and standing water, they gain an additional **Suffocating +1**. Any light source caught by the cave-in is instantly extinguished.

Digging a buried character out from the rubble requires one round and a TN 8 Athletics Challenge with a \square modifier due to the water and mud making the rocks slippery. Buried characters can attempt to free themselves, but doing so imposes an additional \square modifier and, if unsuccessful, grants them an additional **Suffocating +1**.

If the Fated are being stalked by Silurid Hunters, this is an excellent time for them to attack anyone that avoided the collapse. If there are still Gupps in the Gupp Hall, they rush towards the collapse to investigate the noise.

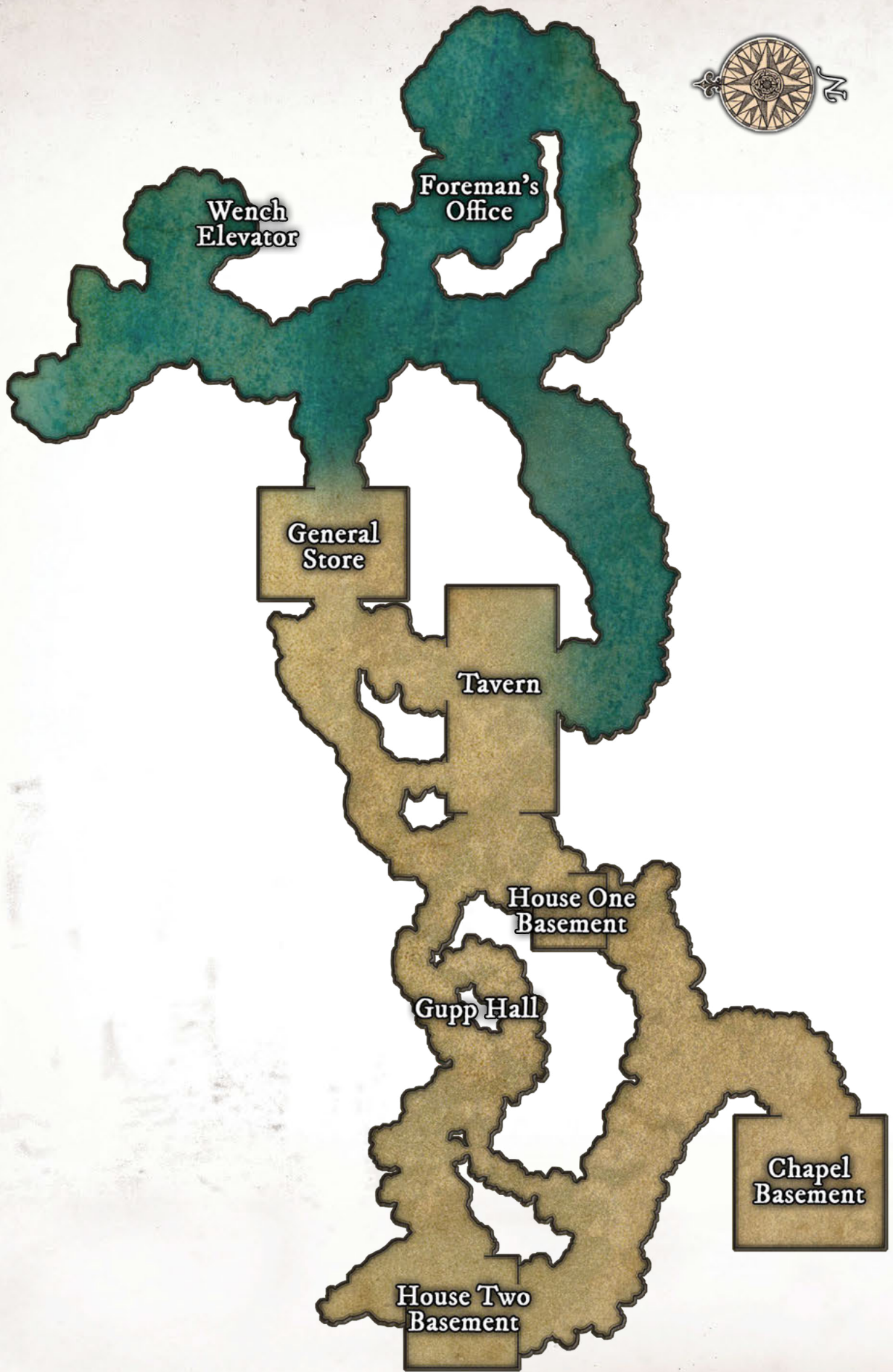
The actual Basement of House One is a rather unremarkable square room about 4 yards on a side. A staircase leads upwards along the west wall, but the door that would normally open out to the main floor is buttressed by a great deal of mud and stone and cannot be opened. If the door is somehow broken (such as by the Fated taking an axe to it), the mud and stone spill out, striking anyone on the stairs in a manner similar to the cave-in described above.

Gupp Hall

The tunnels shrink in this section of the tunnels, becoming short enough that characters with a Height greater than 1 cannot stand fully upright (which imposes a \square penalty on any attacks with two-handed weapons).

The small tunnels are home to a Gupp Swarm (pg. 17). As soon as any of the Gupps catch sight of the Fated, they begin shrieking as loudly as possible, sending any nearby Silurid into a berserk frenzy. If there are any Silurid Hunters following the Fated, they immediately throw themselves blindly into combat.

Buried in the water and muck are the skeletal remains of a miner. Most of the corpse's flesh and clothing has been devoured by the Gupps, save for a leather belt and a pair of leather boots, both of which are riddled with tiny bite



marks. A slightly chewed but still functional Collier “Rough Rider” pistol rests near the body, though its chambers are empty.

House Two Basement

Following the tunnel further west brings the Fated to the House Two Basement. This southern and eastern walls of this brick-lined room have collapsed, allowing for easy passage. The stairs leading upwards out of the basement have collapsed in on themselves, and the door is visibly buckling against the weight of the earth on the other side of it; mud and water trickle down from the seams at a steady pace. If the Fated open or otherwise damage the door, it unleashes an avalanche of mud and water as described in the “House One Basement” section.

Tavern

A century ago, this large tavern served as the social center of the mining town. After sliding into the sinkhole, however, it is a broken shadow of its former self. The wood from numerous broken barrels and crates has been piled up throughout the room, which is strewn with piles of bones from various animals (including humans).

The tavern’s roof is damaged, and rainwater constantly drizzles down from the damaged room. By far the most noticeable feature of the room, however, are the multiple eggs piled up on the eastern side of the room. There are roughly four dozen of the softball-sized eggs, and each one is slightly gelatinous and covered in faint blue slime, similar to extraordinarily large caviar.

The eggs are guarded by two Silurids (pg. 15) and a “Spawn Daughter,” a large Silurid that is in the process of transitioning into a Spawn Mother. The Spawn Daughter uses the same stat block as Frayk (pg. 16), save that she lacks a Huge Cleaver.

Spotting the camouflaged Silurid requires a TN 10 Notice Challenge (with a \square modifier due to their natural camouflage). The Silurid attacks the Fated as soon as they become aware of the Fated’s presence, surprising anyone that fails to notice them. If there are any Silurid Hunters following the Fated, they take this opportunity to attack the Fated with the intent of threatening them on two fronts.

Any firearm shots that miss with one or more Margins of Failure will instead hit one of the eggs being guarded by the Spawn Daughter. If one or more eggs are destroyed, either intentionally or accidentally, the Spawn Daughter flies into a frenzy and becomes **Fast** until the end of Dramatic Time. The frenzied Spawn Daughter refuses to retreat and fights to the death.

General Store

The western tunnel leading to this partially-collapsed building actually opens out onto its shattered roof. Rain drizzles down from the cold sky above, and it’s a good 3 yard drop down to the general store’s roof (and 6 yards to the floor below). Water runs out from the tunnel to form a small waterfall that cascades down into the building below.

Characters can climb up to the passage or down to the general store with a TN 10 Athletics Challenge, which suffers a \square due to the waterfall. If a character achieves a Margin of Failure on this Challenge, they fall into the general store below, suffer 2/4/6 damage, and become **Prone**.

When the Fated enter the general store, read the following text:

The shelves of this decrepit general store are stacked with pots, jars, and crates in various levels of destruction, their contents rotted, rusted, or otherwise decayed beyond use. Rain patters loudly off the partial roof before running into the room in dozens of small streams.

The bloated and decaying corpse of a Silurid lies in the middle of the room, corrupting the wet air with a rotting stench. Standing over it is a wooden mannequin that, despite being splattered with mud and dried blood, still seems to be in relatively decent condition. It holds two long, partially-rusted swords in its articulated wooden fingers.

The mannequin is a Fighting Doll (pg. 19) that was accompanying its creator on a claim-finding trip to the ruined town years before the Silurids moved in. Unfortunately, its creator fell while climbing down to the store and smashed open his head. The Fighting Doll has been protecting his body ever since.

A TN 10 Artefacting Challenge reveals that the Fighting Doll is still active (and thus, likely powered by a Soulstone).

The Fated have roughly one round before the Fighting Doll senses their presence and attacks. It views the Fated as threats and attacks them to the full extent of its ability.

A TN 10 Doctor Challenge reveals that the decaying Silurid died about two weeks ago from a series of deep cuts. A few scattered and rotting bones (gnawed upon by rats) are mixed in with the room’s debris, all that is left of the Fighting Doll’s creator.

As the Fated move into the room, the Fighting Doll looks up toward them. A TN 10 Bewitch or Deceive Challenge enables a character to act harmless enough to avoid triggering the Fighting Doll’s combat routines, while a TN 13 Stealth Challenge allows a character to sneak past

the construct. Any character that fails or approaches to within 2 yards of the Fighting Doll triggers an attack.

The Fighting Doll fights until destroyed and will chase the Fated if they attempt to outrun it, but it has no love for the Silurids: if lured into a location containing the fish-creatures, it will attack them just as readily as the Fated.

If destroyed, the Fighting Doll can be repaired by the Fated using the Artefacting Skill, but if the Soulstone is left within its chest, it will reanimate and resume its attack. Removing the Soulstone (Lade 3, Size 2, Quality 1) and either replacing it with another or targeting it with an Animate Construct Magia will “reset” the Construct and make it subservient to the Fated.



SCENE FOUR

Finishing the Fish

When the sinkhole opened, most of the town collapsed into the mine tunnels that threaded beneath it. The easternmost tunnels in the ruins are the lower levels of the mine, and the rainwater is draining out of them much more slowly than elsewhere in the caves.

The ground drops away somewhat in the blue areas of the map, forcing the Fated to trudge through cold, waist-deep water in order to progress. This deep water counts as Severe Terrain, and any lantern or torch that enters the water (such as from the character holding it suddenly falling **Prone**) is immediately extinguished.

When the Fated enter this area, read the following text:

Unlike the tunnels you’ve previously traveled through, the tunnels ahead are braced with wooden support beams, from which hang empty iron lanterns. The water is much deeper as well, most likely waist-high, guessing from the height of the ceiling. Clusters of jellied, softball-sized eggs cling to the stone walls along the water line, stretching all the way back into the darkness.

The occasional deep-throated “croaking” sound echoes off the stone walls, but the acoustics and the constant sound of streaming water from behind you make it difficult to pinpoint the source of the sound.

The Fated can attempt TN 10 Engineering Challenges. Characters that succeed notice that the mining supports along the walls are rotting, swollen, and structurally unsound; it wouldn’t take much effort to shatter one and risk bringing the rock above them crashing down into the tunnel.

The northern path leads to the (now useless) Wench Elevator, while the southern path leads to the Spawn Mother, who has taken up residence in the Foreman’s Office.

Wench Elevator

Long ago, the Wench Elevator was used to lower people and mining tools down into the mines. Today, it is little more than a 25-yard-tall shaft leading upwards to the surface. The hand-cranked elevator gears have rusted in place, making it impossible for anyone to operate the machinery; forcing the crank just causes it to break off in the character’s hand.

The shaft’s walls are slick with water, so climbing out to the surface requires TN 16 Athletics Challenges. On a success, the character moves a number of yards equal

to half her Walk Aspect (rounded up), plus one yard per Margin of Success. If the character fails this challenge, she does not move. If she generates a Margin of Failure, however, then she falls to the ground from her current position and suffers falling damage. When a character falls at least 3 yards, she becomes Prone and suffers 2/4/6 damage, +1 damage for each additional 2 yards fallen above 3, rounded down.

Foreman's Office

The Spawn Mother at the heart of the current Silurid infestation (and a much larger future infestation, if the Fated do not destroy her eggs) has chosen to make its nest in the partially-submerged remains of the Foreman's Office. When the Fated arrive in this room, read the following text:

The water grows deeper as the distant croaking sounds grow more distinct. As you peer around the corner ahead, you catch sight of the largest Silurid you have ever seen. The huge fish-creature vomits up some sort of purple-blue goo onto the egg-covered wall and then pushes another handful of floating eggs against the slime, effectively gluing them to the others.

As if sensing your presence, the huge Spawn Mother turns to face you. Its long tail rises up from the water and lashes back and forth as two smaller Silurids further back - both with bloated pot-bellies - dive underwater and dart toward you.

The battle here is between the Attuned Spawn Mother (pg. 18) and two Silurids (pg. 15). On her first turn, the Spawn Mother casts Mingle Essence on either the most brutish-looking Fated (if possible) or one of her Silurid consorts. If successful, she croaks a warning to her companions, ensuring that they do not attack the brutish character until the spell expires. She then tries to blind the Fated with her Spit Slime action, only resorting to melee if the Fated engage her or if both of her Silurid consorts are incapacitated.

Most of the Foreman's Office has been destroyed or submerged, but a brief search of the submerged parts (and a successful TN 11 Notice Challenge) turns up a small gem that swirls with strange colors. The gem is a Grimoire containing the Mingle Essence (from *Into the Bayou*) and Wrench Magia, as well as the Focus Object (Gem, -3 TN from Commonality), Increased Resistance, and Pulse Immuto.

Conclusion

Once the Spawn Mother is killed, the lingering storm breaks and disperses over the course of the next ten minutes. If the Fated destroyed the eggs lining the walls of the submerged tunnels, any remaining Silurids flee the nest, effectively ending the Silurid threat to the area. Fated who return to Contract Town #37 are given plenty of praise and free drinks, and returning to Edgar Thorne nets them the additional 14 scrip they were promised for a job well done.

If the Fated left the Silurid eggs intact or failed to kill the Spawn Daughter, things play out in much the same way, but a few months later, Contract Town #37 is plagued with huge swarms of Gupps that surge forth from the ruins in search of food.

The tiny creatures devour the non-miners first, then descend into the tunnels to feed on the surprised miners. As they mature, one of the Silurid begins to transform into a Spawn Mother, beginning the whole cycle over again...





FATEMASTER CHARACTERS

The following pages contain the stat blocks for the Fatemaster characters that the Fated are likely to encounter over the course of the adventure. They have been created with an eye toward ease of use by the Fatemaster and include everything needed to run these characters in a combat situation.

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

In general, Fatemasters are cautioned against increasing the Rank Values of the characters in this adventure by more than a few points; this adventure involves a fair amount of combat, and if the Fated are facing off against the Silurid Hunters, for instance, they're going to be in for a tough battle. Increasing the Rank Value of those dangerous beasts runs the risk of creating an encounter that the Fated can't overcome.

If your Fated are truly dangerous in combat, however, then increasing the Rank Value of the Silurids and the Silurid Hunters by +1 might be a good idea. This will make each of these creatures a bit more of a challenge (and will make the Silurid Hunters into Enforcers, which will provide them with additional Fate Points and increased endurance, in that they will automatically succeed at their Unconsciousness Challenges).

Similarly, adding hazards to a battlefield such as Severe and Hazardous Terrain will make for more dangerous and memorable encounters. The overall goal is to ensure that the players feel threatened on all sides, but not to the point where the session becomes a grind. If their enemies employ battle tactics such as using the focus, defensive stance, trick, and impose actions, it will emphasize their cunning natures and put the Fated at a disadvantage.

Silurid

Minion (5), Living, Beast, Swampfiend

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

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

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

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

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

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

(1) Talons (Pugilism)

AV: 5 (10) Rg: 1 Resist: Df
Target suffers 1/3/4 damage.

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

Bite: After damaging, the target gains Poison +1.

(0) Quick Leap

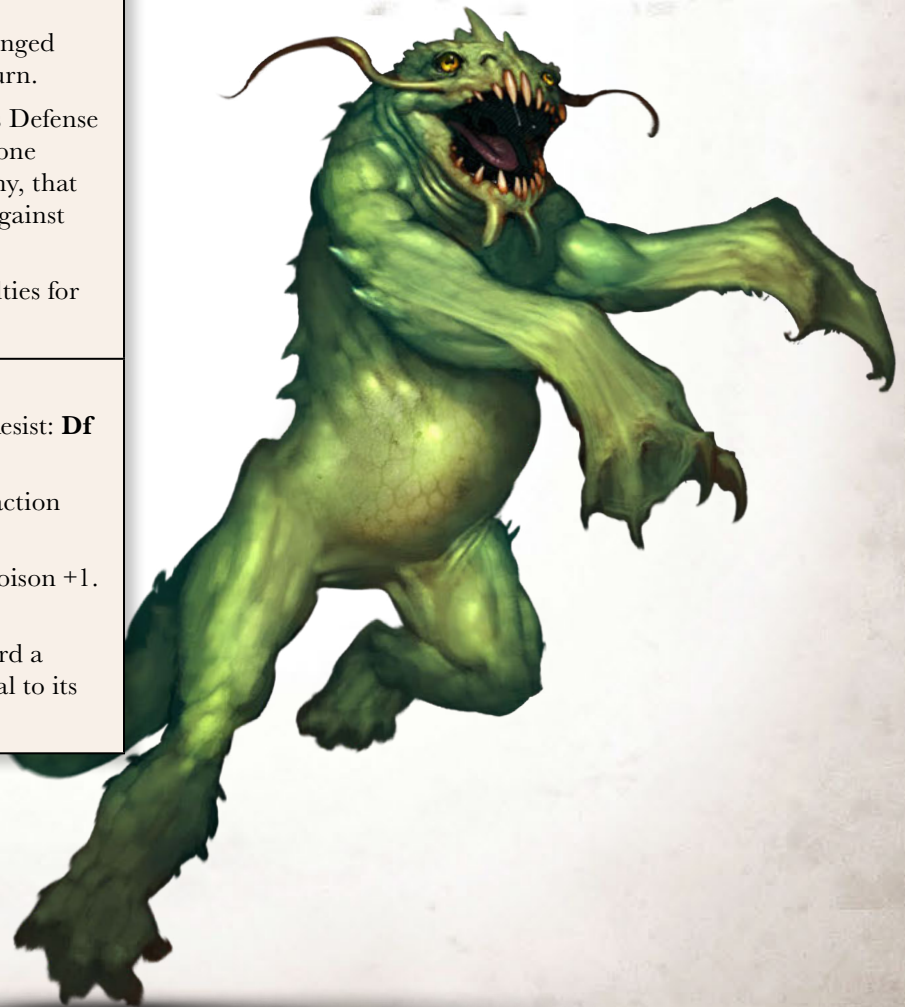
This character (or its controller) may discard a card to move this character a distance equal to its Charge Aspect in yards.

Silurid

As the Gremlins of the Bayou have become more dominant (and better armed), the number of frog-like Silurids that have been spotted outside their usual habitats has significantly increased. In addition to the direct threat these rogue Silurids pose to humans, they are prone to devouring livestock and, in the case of Spawn Mothers, controlling the weather to cause heavy rains and floods.

When a Silurid is spotted, most settlers in the Badlands and Northern Hills will curse, take up their guns, and form a raiding party with their neighbors to find and destroy the nest before the next generation of Gupps hatches and becomes a significant threat.

The Silurids, for their part, do not care whether their prey is a hardy settler or a curious scholar seeking to learn more about Malifaux wildlife. To them, humans are the trespassers in their nests and a threat to their home and young. But, more than any of that, a Silurid sees one thing above all else when it lays its eyes on a human: fresh meat.



Frayk

Enforcer (7), Living, Beast, Swampfiend

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> -1	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 6	

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

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

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

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

Tenacious Warrior: When an enemy makes a successful attack against this character and declares a Trigger, this character may discard a card. If it does, the Trigger has no effect on this character.

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

(1) Huge Cleaver (Heavy Melee)

AV: 5 (12) Rg: \blacklozenge 2 Resist: Df
Target suffers 3/4/6 damage. This attack gains \blacklozenge to the damage flip if not taken as part of a charge.

🛡️ *Crushing:* When damaging, this attack ignores Armor.

(1) Talons (Pugilism)

AV: 5 (10) Rg: \blacklozenge 1 Resist: Df
Target suffers 1/3/4 damage.

🐾 *Bite:* After damaging, the target gains Poison +1.

(0) Quick Leap

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

Silurid Hunter

Minion (6), Living, Beast, Swampfiend

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

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

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

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

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

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

(1) Deadly Talons (Pugilism)

AV: 6 (12) Rg: \blacklozenge 1 Resist: Df
Target suffers 2/3/4 damage.

\times *Hobble:* After succeeding, the target gains the following Condition for the remainder of Dramatic Time: "**Hobbled:** This character may only declare one Movement General Action per turn and may not declare the Run Action."

🐾 *Bite:* After damaging, the target gains **Poison +1**.

(1) Sticky Tongue (Flexible)

AV: 5 (11) Rg: \blacklozenge 6 Resist: Df
Target suffers 1/1/2 damage.

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

(0) Quick Leap

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

Gupp Swarm

In the spring, young Silurids - known as Gupps - emerge from their eggs and consume the corpses that the brood has gathered for them. Fiercely competitive, some Gupps will even devour their broodmates to ensure that there is more food for themselves. Such is the harsh life of a Silurid: only the strong survive.

Although they are small, Gupps are capable of using their numbers to overwhelm much larger prey. They typically feed on pigs, Gremlins, and anything else foolish enough to wander too close to the Silurid nest. If they're hungry enough or have the element of surprise, a large brood of Gupps can easily bring down an adult human.

Of course, Gupps are rarely found far from their adult kin. When threatened, they let out a piercing wail that drives all nearby Silurids into a deadly bloodlust. This means that anyone who disturbs a nest of Gupps - whether intentionally or otherwise - often has to deal with an enraged Spawn Mother and a horde of adult Silurids rushing to their defense.

Gupps mature at varying rates, depending upon how much food they're able to consume in their infancy. The more food they have available, the faster the Gupps mature, which only accelerates how quickly they are able to become Spawn Mothers and start nests of their own. In this way, Silurid populations are able to rapidly expand to the very limits of what their habitats can sustain.



Gupp Swarm



Minion (Variable Rank Value), Living, Beast, Swampfiend

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




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


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

Collective Focus: This character has the following Condition: "**Rank Value +6:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Multiple Bodies: This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt  or  damage, in which case its **Rank Value** is reduced by the full amount of damage dealt. When the **Rank Value** Condition reaches 0, the Gupp Swarm disbands.

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

(1) Dozens of Scratching Claws (Martial Arts)
AV: 3 (Varies) Rg:  1 Resist: Df
Target suffers 1/2/3 damage. If the target is currently **Prone**, this action gains   to the attack flip and deals +1 damage.

 **Bite:** After damaging, the target gains Poison +1.

(0) Quick Leap

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

Spawn Mother

The Silurid life cycle is an unusual one. Every Silurid is born male, but those that survive their violent upbringing and reach full maturity will eventually change into a female and become a mighty Spawn Mother.

Spawn Mothers are the matriarchs of the Silurid race. Only the most vicious and dominant Silurid ever survive long enough to make the change, at which point they begin bullying the males around them into bringing back food for their future children. While it's possible for multiple Spawn Mothers to coexist together in some sort of relative harmony, most of the time, new Spawn Mothers are driven out of the nest as soon as they complete the change, often with a few confused, young males following after in the hopes that desperation will make them more appealing mates.



Attuned Spawn Mother

Henchman (9), Living, Beast, Swampfiend, Defiant

<i>Might</i> 4	<i>Grace</i> 1	<i>Speed</i> 3	<i>Resilience</i> 3
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 5 (14)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 5 (14)
<i>Willpower</i> 4 (13)	<i>Charge</i> 7	<i>Wounds</i> 9	

Skills: Acrobatics 1, Athletics 2, Necromancy 2C, Notice 2, Pugilism 3, Sorcery 3, Stealth 2, Thrown Weapons 3, Toughness 3, Track 2, Wilderness 4.

A Mother's Rage: After a friendly Swampfiend within 6 yards is killed or knocked unconscious by an enemy character, this character may immediately take a Charge action targeting the enemy character (if possible).

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

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

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

(1) Menacing Talons (Pugilism)

AV: 7 (16) Rg: \blacktriangle 2 Resist: Df
Target suffers 2/3/5 damage.

\blackclubsuit **Critical Strike:** When damaging, this attack deals +1 damage for each \blackclubsuit in the final duel total.

\blackhearts **Bite:** After damaging, the target gains Poison +1.

(1) Spit Slime (Thrown Weapons)

AV: 4 (13) Rg: \blacktriangle 12 Resist: Df
Target gains Poison +2 (Weak damage), Poison +3 (Moderate damage), or Poison +5 (Severe damage).

\blackhearts **In the Eyes:** After succeeding, the target gains the Blind Condition until they spend 1 AP to wipe away the slime.

(1) Mingle Essence (Necromancy/Tenacity)

AV: 4 \times (13 \times) TN: 12 \times Rg: 5 yds Rst: Wp

This character and a Living target combine their current Wounds into a single Wound pool for the next 3 rounds. When one of them heals or suffers damage, the healing or damage is applied to the pool. If the pool is reduced below 0 Wounds, both must check to avoid unconsciousness. If one suffers a Critical Effect, so does the other. When this spell ends, split the remaining value of the pool between both targets, rounded down.

Fighting Doll

Minion (6), Construct, Doll

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

Skills: Acrobatics 2, Athletics 1, Centering 2, Evade 3, Melee 3, Notice 2, Toughness 1.

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

Pneumatic Sentry: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice Skill.

Silk and Steel: This character gains \blacklozenge to all Defense and Willpower duels.

(1) Paired Blades (Melee)

AV: 3 (Varies) Rg: /// 2 Resist: **Df**
Target suffers 2/3/4 damage. This action gains \blacklozenge to the attack flip.

/// *Swirl of Motion:* After damaging, this character can move up to 4 yards in any direction.

(1) Twirling Blade Surprise (Acrobatics)

AV: 5 (11) Rg: 6 yards Resist: **Wk**
Target suffers 1/2/3 damage and becomes **Slow**.

Fighting Doll

Fighting Dolls are the early prototypes of the famous Mannequin and Coryphee constructs. Only a small number of these mechanical warriors were produced before the design was snapped up by the owner of the Star Theater. The design was modified and improved, and a few months later, the first Mannequin walked onto stage and took a bow, dooming the Fighting Dolls to obscurity with a round of excited applause.

Despite being early models, the Fighting Dolls were built for combat. Their dense bodies were difficult to damage, and their joints were articulated in such a way as to allow them to move quickly and lithely across the battlefield, often incorporating twists and jumps into their movement to clear obstacles or other difficult terrain. Since becoming out-dated, the few surviving Fighting Dolls have been purchased by independent collectors and even one traveling circus.



D Penny Dreadful





SILURID SHOWDOWN

The Fated are asked to help the besieged residents of Contract Town #37 deal with the sudden appearance of some unwelcome neighbors: a nest of migratory Silurids. In addition to the sporadic attacks, the townfolk also have to deal with the torrential rains that have flooded their mines and left them unable to work. Since the rains started when the Silurids first appeared, the miners are fairly certain that the two are connected.

Silurid Showdown is a One Shot adventure for the *Through the Breach* roleplaying game. Break out the spools of rope and the ten-foot wooden poles; it's time for a dungeon crawl!

