

GATHERING SCRAPS

WEEK 3 + 4

DESCRIPTION

The Child has sewn the remains of the teddy bear that protected her into a smaller bear, but from the way it's moving, it's going to need a few more fabric scraps before it'll be back to fighting strength. According to the Widow Weaver, she should use fabric worn by powerful people... maybe her new friends could help her find some?

SET UP

Before deployment, each player places a 30mm Fabric Marker on the stat cards of their Leader and their two most expensive non-Leader models.

This Scenario counts as the Strategy. Players randomly determine Schemes as normal.

DEPLOYMENT

This scenario uses Standard Deployment.

SPECIAL

Whenever a model with a Fabric Marker on its card is killed, it places the Fabric Marker in base contact with itself before it is removed from play. A model in base contact with a Fabric Marker can take a (1) Interact Action to place the Fabric Marker on its card.

VICTORY

At the end of the game, each player scores 1 VP for every Fabric Marker on the stat cards of friendly models.

A Crew may score up to 6 VP from this scenario.

SHIFTING LOYALTIES

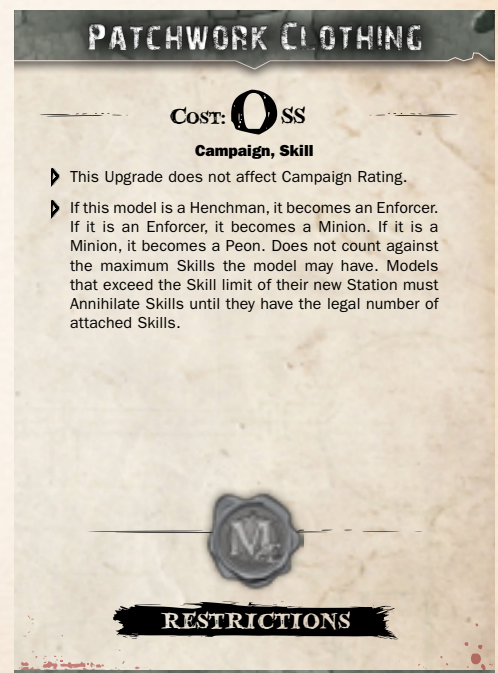
If this scenario is being played as part of a Shifting Loyalties Campaign, at the end of the game, a Crew gains 2 Scrip for each Fabric Marker on friendly models. The player that lost this scenario may choose a single non-Leader enemy model that is still in play at the end of the game with no Fabric Markers on its card and attach the Campaign Upgrade on the following page to it.

DIVERGENT PATHS

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The Child will undergo the following changes, depending upon which Faction wins this scenario:

- **Guild:** In desperate need of a human resources piece that paints the Guild as a sympathetic organization, Nelly Cochrane arranges for some of her fellow Guild employees to help a poor, orphaned child help find enough fabric to repair her adorable teddy bear. The news piece is a smashing success, elevating the child to a position of unexpected fame almost overnight. Seeking to capitalize upon her fame, the girl is adopted by a wealthy industry man and given everything she could ever want or need.
- **Resurrectionists:** The nice woman that helps the girl gather up material for her dolly is dressed like a reporter, but there's something off about her that makes the girl vaguely uncomfortable. Still, the fabric that she brings back is very nice, and she has plenty of suggestions for cute costumes that the girl can use to dress up her animated teddy. Realizing that the child doesn't have anywhere to stay, the reporter invites her to stay in her home for a while, explaining that her friend Philip is currently missing and that she's a bit lonely. The child accepts the offer, and as she sleeps, Molly spends her evenings casually sharing blasphemous secrets that man was never meant to know with the horrified teddy bear.
- **Arcanists:** The child has the good fortune to run into a showgirl who is so saddened by the child asking for scraps to repair her teddy bear that she leads her back to the Star Theater. There, the showgirl and her friends dote on the girl and her delightfully animated stuffed animal, cleaning them up and making them "properly presentable." Two weeks later, the child finds herself in a fancy dress on the stage of the Star Theater, performing tricks with her animated bear in order to keep the early arrivals entertained before the real show starts. The child discovers that she really enjoys being on stage, and a few of her fellow showgirls even teach her a bit of sleight of hand to add some extra "pop" to her routines.
- **Neverborn:** The Widow Weaver continues to whisper in the child's ear, guiding her stitches as she gradually restores her teddy bear to a fully functional state. She even has some suggestions for the leftover pieces, teaching the child how to properly weave them into wicked dolls that can help protect her like her teddy bear.
- **Outcasts:** As she's waiting for everyone to come back with her fabric, the child is ambushed by two large rats that grab her teddy and start tearing at it. She attacks them and violently shoos them away, but not before the blight they carry in their saliva has saturated the foul stuffing of the teddy. In the days that follow, the girl becomes sickly and ill, though those around her fare much worse. The teddy walks alongside her, unknowing that it is the cause of the sickness that the two of them are now spreading in her wake.



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- **Gremlins:** Some of the Gremlins gathering fabric scraps for the child take a hankering to her animated teddy bear and steal it away. She chases them through the city, beyond the walls, and into the swamp, eventually catching up with them and stealing the bear back outside one of their villages. Rather than be upset, the Tuckets admire the girl's spunk and invite her to join them for dinner, during which she ends up seated next to the Little Lass. The child and the Gremlin girl compare their stuffed animals and form a fast friendship, with the Lass eventually showing the girl the secretive and esoteric skills of dolly making.
- **Ten Thunders:** The child had always assumed that the women of the Three Kingdoms were distant and cold, but the one who agreed to help her gather up fabric was positively doting. She lingered on the child's every word, promising her that she would have the fabric she needed to finish repairing her teddy. Sure, some of it was bloodstained, but it was high-quality silk, and that was hard to find. As the nice woman reluctantly takes her leave, she bends down and offers her fan to the child, promising that it will help keep her out of trouble in such a dangerous city. After the woman is gone, the child opens the fan and gasps in surprise; the surface is covered with pictures of terrible demons, and they're moving!