

THROUGH THE BREACH

HIGH SPIRITS

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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The Fated are hired to find out who attacked a tavern, but they soon learn of a greater threat to the city. This adventure makes a good first introduction to the addictive substance known as **Brilliance**.

The rules for the **Brilliance** Condition are found in Under Quarantine (pg. 153). They have been reprinted at the end of this adventure for ease of use.

TAROT TIE-INS:

CRSC 5♠: “As upon your back you carry the brightest star into the shadows” could be a reference to the secret ingredient of the whiskey and its bright nature.

LLBC 11♠: “If you find devotion at the bottle’s bottom” is a good reference toward the strange influence that holds sway over the heavy drinkers in this adventure.

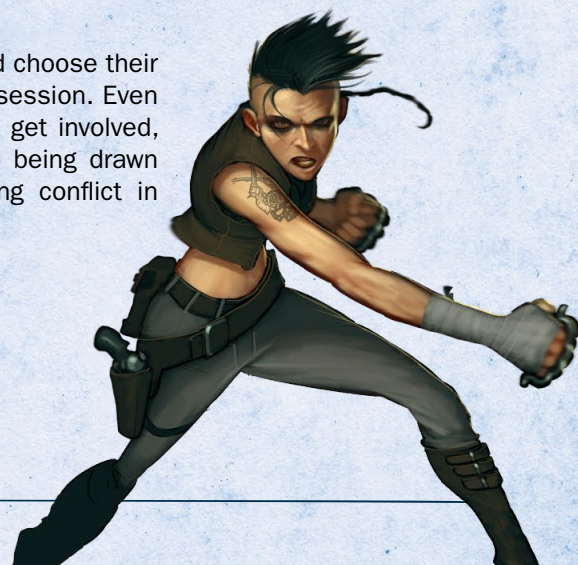
ALAC AX: “While the drunkards laugh in their ignorance” could be a reference to the regulars of the Frowzy Firkin wishing to drink despite not understanding the changes happening to them. If this is the case, the Fatemaster is encouraged to have the three of them laugh when they confront the Fated.

PROLOGUE:

As the Fated are visiting a tavern in the Southern Construction Zone, they are witness to an unexpected attack. Read the following text:

The evening has led you to the Frowzy Firkin, a quiet tavern in the Southern New Construction Zone. Unfortunately, what was starting to look like a relaxing night is suddenly interrupted as the tavern’s door is thrown open, allowing a group of masked thugs to rush into the room. They’re brandishing clubs and heavy mallets, and the leader – a bald man with dark skin – points his hammer at the tavern’s owner and bartender. “Everyone clear out! The only drinking problem in this tavern is us!”

The Fated should choose their Pursuits for the session. Even if they try not to get involved, they will end up being drawn into the unfolding conflict in Scene 1.





SCENE 1: A DRINKING PROBLEM

The only other people other than the Fated in the Frowzy Firkin are the owner, Anne Olten, her two servers, and a handful of other patrons who quickly take cover beneath tables and run for the door. One Prohibitionist per Fated immediately hop over the counter and shove Anne down to the ground as they rush into the kitchen behind the bar.

This leaves two Prohibitionists in the main room per Fated. Their goal is to vandalize the tavern and rough up the patrons, but they're not intending to kill anyone. If any of the Fated fall unconscious, the Prohibitionists move on to the next target, whether patron or table. The Prohibitionists in the kitchen focus on smashing crates of booze and barrels of ale over attacking the Fated, though they will defend themselves if necessary. See the Kitchen Disaster section on page 56.

The Prohibitionists aren't expecting much in the way of resistance, so if the Fated gain the upper hand in the fight (whether through killing any of them or knocking at least half of their number unconscious), the remaining Prohibitionists in that room will flee the tavern on their turns. This leaves two groups for the Fated to defeat: the larger group in the main room and the smaller group in the kitchen.

Since the Fated are out drinking, they should not be in possession of any mechanical servitors, heavy guns, or other items that a person wouldn't take out with them on what was supposed to be a relatively peaceful night.

Stats for the Prohibitionists can be found on page 67.

KITCHEN DISASTER

If the Fated enter the kitchen, read the following text:

Entire swaths of the Quarantine Zone are cleaner than the Frowzy Firkin's kitchen. The masked thugs are roughly pulling casks and barrels down from the shelves and shattering them open with heavy mallets and hammers. Others are throwing bottles against the walls, creating a sticky mess of spilled alcohol and shattered glass all throughout the room. The air is heavy with fumes that make your head spin from the moment you enter the room.

During the fight with the Prohibitionists, the alcohol fumes in the air prevent Living characters from taking the Focus Action.

The broken bottles make any sort of fast movement in the kitchen dangerous; any character that takes a Run or Charge Action suffers 1 damage at the end of their turn. The alcohol covering the floor is another concern; if the Fated make any successful attacks that give out the **Burning** Condition, it ignites the alcohol on the floor, giving every character in the room **Burning** +2. At the end of every turn thereafter for the next minute, every character in the room will gain an additional **Burning** +2.

After the alcohol has burned out, the wooden floor of the kitchen will have some scorch marks, but the tavern isn't in danger of catching fire and burning down.

WOUNDED PATRONS

No matter the Fated's efforts, the Frowzy Firkin will likely end up damaged after their fight. Some of the other patrons are injured, but a TN 10 Doctor Challenge will allow the Fated to treat their wounds and get them back on their feet. If the Fated achieve a Margin of Success on this Challenge, they notice that three of the patrons – Hank, Clement, and Betty – are healing unnaturally quickly. Their cuts slowly seal up and their bruises fade almost before



the Fated's eyes, and after fifteen minutes or so, there's no sign that those patrons were ever injured to start with. If this is pointed out to any of the three patrons, they're just as surprised as the Fated, and a TN 10 Scrutiny Challenge reveals that they're telling the truth.

CAPTIVES

If the Fated captured a Prohibitionist, a TN 9 Intimidate Challenge is enough to get the thug to admit that they smashed up the tavern on the behalf of the Temperance Society. If asked for names, the thug mentions Tomar Borracho as the mastermind behind the 'bottle-smashing' plan.

WHO WERE THOSE MASKED MEN?

After the battle, Anne Olten approaches the Fated and thanks them for their help with the masked thugs. She's more angry than upset, but she doesn't know who would want to damage her tavern. She doesn't owe anyone money or have any enemies that she knows about, but if the Fated mention the damage to the kitchen (or if she goes into the kitchen to inspect the damage), then everything clicks into place for her. Read the following text:

It was that damned Temperance Society! Bunch of teatotallers," Anne spits. "They were protesting 'the evils of alcohol' right outside my door earlier today."

She kicks the battered kitchen door, sending wood splinters flying. "The same thing happened to the Dominion House and the Sunset Saloon before that. First a protest to scare away customers, then a late night 'bottle-smashing' party to shut the place down. They ain't afraid of roughing up owners, either... poor Mr. Feddwach is still in a wheelchair."

If asked, Anne explains that Mr. Feddwach is the owner of the Dominion House, one of the saloons that was recently attacked by the Temperance Society. If the Fated ask about the Temperance Society, she only knows that they're against the legal sale of alcohol and that they have an office "somewhere in the SCZ (Southern Construction Zone)."

She points out that Temperance Society is actively hurting people and destroying property and asks for the Fated's help in "dealing with them." She leaves the exact details of what that might mean vague, but is willing to offer the Fated "lifetime free drinks" if they can stop the Temperance Society from smashing up bars and hurting her business associates. A TN 10 Barter Challenge is able to talk an additional 10 scrip out of her.

The Fated have a number of options when it comes to investigating the Temperance Society.

If they choose to head directly to the Temperance Society's office, proceed to Scene 2: Tippling (pg. 57).

If they choose to investigate the Dominion House or the Sunset Saloon, proceed to Scene 5: Other Taverns (pg. 61).

SCENE 2: TIPPLING

The Temperance Society has an office in the Southern Construction Zone, a dozen blocks from the Frowzy Firkin. Anne Olten can point the Fated in the general direction of the office, but an hour spent asking around about the Temperance Society or Tomar Borracho will also point them toward the office.

The building is three stories tall, and the Temperance Society has taken over the entirety of the second floor. A banner hanging from the windows reads "Temperance Society" in big red letters on a white background, and smaller letters beneath the name proclaim "Raising Spirits by Eliminating Spirits."

The Temperance Society's office opens at 8:30 am and closes at 6 pm, so the Fated will have to wait until the following day to speak with anyone. The Fated are not allowed past the reception area without an appointment, and all of the local Temperance Society leaders are booked solid for a week. Their appointments are primarily with low-ranking Guild and Union leaders.

Dorothy Drauf, an older woman with the look of a stern librarian, is the receptionist. If the Fated are



reasonably polite, a TN 10 Bewitch, Convince, or Intimidate Challenge will get Ms. Drauf to mention that Tomar Borracho is handling most of the Society's public relation events. There's a protest at 1:00 pm that afternoon in Novik Square, a nearby plaza.

If the Fated fail to convince Ms. Drauf to give up any information, a TN 8 Notice Challenge is enough to notice the calendar on the wall behind her. Today's date is circled, and it bears the words "1 pm – Novik Square."

Any mention of the incident at the Frowzy Firkin or the other taverns draws assurances from Ms. Drauf that the Temperance Society was not involved. A TN 10 Scrutiny Challenge reveals that she believes this to be true; Borracho has kept her in the dark as to the Society's more extreme means of protest.

If the Fated barge past Ms. Drauf, they find a series of offices with desks, wooden chairs, and a few barren filing cabinets; the offices are more for holding meetings and discussions than for filling out paperwork. If the Fated become threatening or violent, Ms. Drauf will report them to the Guild after they leave, which may have future repercussions as the Fatemaster wishes.

SCENE 3: A CHOIR OF TEMERANCE

The Fated most likely learn of the Temperance Society's current protest after visiting their office in Scene 2. When the Fated arrive, read the following text:

Surprisingly, the Temperance Society's latest protest isn't in front of a saloon. Instead, the Society's choir is singing in a public square about the evils of alcohol. Their harmony is quite good, though the lyrics are poorly chosen and somewhat painful. From a distance, you can see an older man with salt-and-pepper hair watching the protest with a pleased smile. After a few moments, he pats one of the men next to him on the back, whispers something in his ear, and walks away, heading for a nearby alley.

The older man is Tomar Borracho. If the Fated decide to follow him, read the following text:

The older man only goes a short distance down the alleyway before he stops, pulls a hip flask from his coat, and takes a quick drink. In the gloom, it almost seems as if his eyes glow a faint bluish color as he tucks the flask back into his coat.

At this point, every Fated present should attempt a TN 9 Stealth Challenge. On a success, they manage to stay hidden as Borracho heads back to the choir. If any of the Fated fail, however, he catches sight of them and freezes in surprise.

If the Fated make it clear that they saw him taking a swig from a hip flask, Borracho becomes quite cooperative, as he doesn't want his fellow prohibitionists to know that he's still drinking alcohol. He feels guilty and shameful about it, any using that fact as leverage gives the Fated a + to their Social Skill Challenges against him.

Borracho initially claims that he hasn't been involved in any of the attacks on the taverns, though he does speak highly of the "brave souls" who took such action to end "the great evil of our time." He isn't happy that anyone got hurt, but he consoles himself with the knowledge that they were willingly "corrupting the souls of the just" with their wares. A TN 10 Scrutiny Challenge reveals that he's lying through his teeth.

If the Fated succeed on a TN 10 Bewitch or Intimidate Challenge, Borracho admits to being behind the 'bottle-breaking' protests. He claims that he was put up to arranging the protests by "an incredibly beautiful woman" who gave him the money he needed to hire thugs, as well as a list of taverns that would make for good demonstrations. He doesn't know her name, but if the Fated ask, he will show them the list of taverns he was supposed to target; there doesn't seem to be any rhyme or reason to the taverns to make them stand out from those taverns that aren't on the list.

In any case, knowing Tomar's secret is enough leverage to get him to promise not to rough up any more taverns. He was already feeling bad about



what happened to Colwyn Feddwach when his thugs attacked the Dominion House, so this is the final excuse he needs to stop. He asks that the Fated give his apologies to Anne Olten and the other tavern owners, though he doesn't actually want to be mentioned by name.

Tomar's hip flask contains top shelf whiskey (Amber Label is the brand, as Tomar can tell them) that has been laced with Brilliance. He isn't aware of this, nor is he aware of his own deepening Brilliance addiction; he simply believes himself to be a pathetic alcoholic. Any character drinking from the flask gains the **Intoxicated** and **Brilliance +1** Conditions. If asked, he admits that the whiskey was "liberated" from the Dominion House during the recent protest there.

When the Fated return to the Frowzy Firkin, proceed to Scene 4: Angry Drunks (pg. 59).

SCENE 4: ANGRY DRUNKS

When the Fated return to the Frowzy Firkin, they find it closed as Anne and her staff clean up the damages from the night before. Read the following text, choosing one of the PCs as Hank's target:

Some of the regulars lurk outside the Frowzy Firkin as you arrive, as if hoping that Anne will flip the "closed" sign in the window around to "open" at any moment. Despite the sign, there's a light on inside, and you can see people moving through the grimy windows.

The closest of the three regulars grabs [FATED]'s arm as [HE/SHE] approaches the door. "They're closed," he whispers in a hoarse voice, his bright blue eyes almost shining with intensity. "You can't go in. Anne said so."

The man seems as if he's about to say more when the door opens, revealing Anne Olten. "Welcome back," she says, glancing at Hank as he releases [FATED]'s arm. "Come on in and let me know how it went."

A TN 8 Scrutiny Challenge reveals that the regulars seem agitated. They watch as the Fated head into the tavern, and any Fated that passes a TN 11 Notice Challenge realizes that all of their eyes are a strikingly bright blue.

Once inside, Anne asks for an update and listens intently as the Fated explain the situation. She asks questions as appropriate, and if they solved the problem, she seems relieved and pours them a few drinks as a reward. Read the following text:

"Here you go," Anne says as she brings three bottles of whiskey out to your table. "These were tucked behind the bar when everything else got smashed. Amber Label Dross Whiskey, the best stuff I've got. It's about the only thing anyone seems to order lately."

"Once we get this mess cleaned up and the shelves restocked, I'll be able to offer you more of a selection. It's going to set me back a bit, but fortunately I..." The tavern's door creaks open and Anne glances back over your shoulder. "Hank, Clemet, Betty... sorry, but we're closed right now."

One of the two men twitches as he places a hand on a table to steady himself. In the low light, you can see a faint bluish luminescence glowing beneath his skin. "Aww, c'mon, Anne," he says in a shaky voice. "All we want is a drink."

Their eyes are on your drinks as they shuffle toward you, their eyes glowing so brightly that they leave blue after-images in your vision.

The regulars move toward the Amber Label Whiskey bottles, shoving the Fated rudely out of the way as they try to grab for the alcohol. Anne tries to stop them and ends up being shoved backwards into the bar so hard that the Fated can hear a loud cracking sound.

If the Fated stand back and let the regulars drink, they take long swigs of the whiskey, then mutter a brief, half-hearted apology to Anne before shuffling back out to the street (and, eventually, their homes).



If the Fated attempt to stop the regulars, whether through protestation or violence, read the following text:

The three regulars glare at you, their rage igniting a very real blue glow that seems to swell up in their chests and spread outward to their limbs. As the glow reaches their hands, they twist and lengthen, transforming into barbed claws that shimmer with glowing azure scales.

The three regulars are newly-transformed Illuminated. They don't understand what is happening to their bodies, but at the moment, their need for the whiskey (really, the Brilliance inside it) is more powerful than their fear. They attack the Fated as necessary, but given the chance, they attempt to grab the whiskey and flee with it.

Stats for the Illuminated can be found on page 68.

WHAT JUST HAPPENED HERE?

After the confrontation with the regulars, Anne is understandably upset. Read the following text:

Anne presses a hand to her bruised arm as she collapses into a wooden chair. "I'm not sure what that was," she groans, casting a sideways glance toward the door. "I've seen people get that way with opium, back on Earth... do you think the distillery is drugging their whiskey?"

She groans and buries her head in her arms. "This is just going to give even more ammunition to those damned temperance idiots."

If the Fated are similarly concerned about the contents of the Amber Label whiskey, Anne says that she gets all her shipments directly from the Dross Distillery, which is located just inside the Southern New Construction Zone. She's able to give the Fated an address and the name of the owner: Bruce Maevyn.

Anne suggests that it might not be a bad idea to investigate whether the Amber Label whiskey that has been delivered to others taverns is similarly spiked, or whether it's just something affecting her own shipments. She thought that she was on good terms with Bruce Maevyn, but she admits that it's possible he might hold a grudge against her for some unknown reason.

If the Fated decide to investigate the other taverns in the area, proceed to Scene 5: Other Taverns (pg. 61).

If the Fated decide to investigate the Dross Distillery, proceed to Scene 6: A Drinking Solution (pg. 62).





SCENE 5: OTHER TAVERNS

If the Fated decide to visit some of the other taverns that have been attacked by the Temperance Society, both the Dominion House and the Sunset Saloon are within a few blocks of the Frowzy Firkin.

THE DOMINION HOUSE

The Dominion House is owned by Colwyn Feddwach, a blunt and abrupt Welshman. When the Fated arrive, read the following text:

The Dominion House looks (and smells) much like the Frowzy Firkin. The biggest difference is the amount of damage that's been done to the building: the windows are broken, the door is hanging from its hinges, and the cobblestones from the street seem to have been pried up in places.

Peering through the windows, you can see people working at re-plastering the holes in the walls. A small man in a wheelchair spots you and rolls over to the door, his thick eyebrows bushing together as he scowls up at you. "You're not more of those Temperance Society bastards, are you?"

Feddwach is abrupt and cranky, but if the Fated mention that they're working for Anne Olten, he attitude becomes more patient and welcoming. He doesn't remember much about the assault on his tavern, as he was badly beaten, but he remembers that it was late and that there was a Temperance protest earlier in the day. Feddwach expresses his sympathies if the Fated mention that the Frowzy Firkin was similarly attacked.

If the Fated ask Feddwach about Amber Label whiskey or the Dross Distillery, read the following text:

"Dross Whiskey?" Feddwach smiles. "Amazing stuff. I started selling it a few weeks ago. Everyone that tried it stopped drinking everything else. I've had to resupply twice..." His expression turns to a scowl. "...though all that's gone now. The regulars keep hanging around and asking when we're going to get more, but the damned sales rep hasn't been around in days."

Feddwach's sales representative is none other than the owner of the Dross Distillery himself, Bruce Maevyn, though he hasn't mentioned that detail to Feddwach. He used to stop by the tavern every few days to see how things were going, but Feddwach hasn't seen him in over a week. He can give the Fated directions to the Dross Distillery if they decide to investigate.

If the Fated decide to investigate the Dross Distillery, proceed to Scene 6: A Drinking Solution (pg. 62).

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If the Fated decide to investigate the Dross Distillery, proceed to Scene 6: A Drinking Solution (pg. 62).

THE SUNSET SALOON

The Sunset Saloon was attacked by the Temperance Society a little over a month ago. The damage to its supplies was significant, and rather than attempt to salvage the situation, the owner sold off her surviving alcohol and intact furnishings and returned to Earth.

When the Fated arrive, read the following text:

The doors and windows of the Sunset Saloon are boarded up, though you can peer through the gaps between the planks. The inside is a dust-covered mess of smashed furniture and shattered plaster walls. It looks like it's been abandoned for weeks.

It takes a TN 10 Lockpicking Challenge to open the lock on the door, but a TN 12 Athletics Challenge is enough to let a character pry the door open. There's not much of interest among the rubble, but a TN 8 Notice Challenge spots a few cases of smashed Amber Label whiskey bottles.



OTHER TAVERNS

If the Fated visit any of the other taverns in the area, the owners are consistently concerned about the growing Temperance Society movement. If the Fated bring it up, some of the taverns also carry Amber Label whiskey, all of which was sold to them by Bruce Maevyn. The taverns that carry Amber Label whiskey can all give the Fated directions to the Dross Distillery.

If the Fated decide to investigate the Dross Distillery, proceed to Scene 6: A Drinking Solution (pg. 62).

SCENE 6: A DRINKING SOLUTION

The Dross Distillery isn't so much a brewing facility so much as an open space on the first floor of an otherwise abandoned building. The building is located in the Southern New Construction Zone, about a block north of the river. When the Fated arrive, read the following text:

The shabby, three-story building that purports to be the Dross Distillery doesn't seem to be much of a distillery at all. There's no sign of smokestacks for the stills and no reek of hard-boiled mash lingering in the air around it.

Despite this, the sign hanging above the door clearly proclaims the building to be the Dross Distillation Company. The upper floors are dark, but there's a light in a window on the lowest floor.

If the Fated arrive during the day, the front door is unlocked and Bruce Maevyn is at the Distillery. Knocking at the door or shouting for him quickly summons Maevyn. When he arrives, read the following text:

Bruce Maevyn has seen better days. The man that comes around the corner is emaciated, with limp, balding hair and clothes that almost seem to be one size too large on his small frame. His eyes are sunk deep into their sockets, but they burn with an intense blue light that's difficult to turn away from. The same blue luminescence is spread across his skin, which appears partially translucent in places.

"Welcome to the Dross Distillery," he murmurs, his voice nearly cracking from the strain of speaking. He rubs his arm, leaving behind bright blue trails of illumination on his exposed skin. "Looking to buy some Amber Label?"

If the Fated claim that they wish to purchase Amber Label whiskey, Bruce will offer to sell them a full case of twelve bottles for 8 scrip. He's inflexible on the price, but a TN 9 Barter Challenge (with a \square modifier) will drop the price down to 6 scrip. Any awkward questions about how the whiskey is produced require the Fated to pass a TN 9 Deceive Challenge (with a \square modifier) to avoid making Bruce suspicious. On a failure, he and his two female assistants (see below) attack the Fated. Bruce and the assistants all use the stats for Illuminated (pg. 68).

If the Fated attempt to sneak into the distillery without alerting Bruce, they will have to make TN 9 Stealth Challenges. On a failure, Bruce catches them sneaking in but assumes they're just trying





to steal some whiskey; read the text above as he confronts them. He's not particularly upset at the idea of someone trying to sneak into the distillery. He has two female Illuminated assistants who continue to work in the main room as he talks to potential customers.

On a success, the Fated come across Bruce as he creates the infamous Amber Label whiskey. Read the following text:

After carefully winding your way through empty rooms containing nothing more than discarded whiskey barrels bearing the imprint of different whiskey distillers from around Malifaux City, you come across a large, open room. The scent of rotting wood hangs in the air, and wooden boards and carpentry tools are scattered throughout the room. A thin, emaciated man is standing over a table near the center of the room. The table is stacked with glass bottles, all of them bearing the Dross Amber Label logo, but the one on the cask next to him is imprinted with the logo for 'Lakehouse Whiskey.'

The single lantern illuminating the room casts eerie shadows against the wall, and in the gloom, you can see patches of the man's flesh glowing with an unnatural blue light, as if he were partially translucent. As you watch, he holds his hands over each of the bottles and squeezes it, allowing a few drops of glowing blue liquid to fall into each one. It's only after watching him pull out a knife and open the wound on his hand a bit further that you realize the glowing liquid is his blood.

Two glowing women, each of them just as haggard and thin as the man, work in the rear of the room, one of them slowly assembling wooden planks into crates while the other carefully loads pastes a 'Dross Distillery Amber Label' logo onto the side of a crate.

If the Fated arrive during the night, the front door is locked. It can be opened with a TN 12 Lockpicking Challenge or forced open with a TN 12 Athletics Challenge. Bruce Maevyn and his two fellow Illuminated sleep in a corner of the main room, huddled up on a pile of newspapers and crumpled

shirts. The Fated will have to succeed at TN 9 Stealth Challenges to avoid waking them; if woken, the three of them attack immediately. Bruce and the assistants all use the stats for Illuminated (pg. 68).





THE LEDGER

If the Fated search the distillery, a TN 9 Notice Challenge turns up Bruce Maevyn's ledger. The ledger details all of the various taverns that have purchased Amber Label whiskey. There are nearly two dozen taverns on the list, and tucked between two of the pages is a half-finished letter from Bruce to "Mr. Lynch" asking for more workers; the demand for Amber Label, he claims, is far outstripping how fast they can produce it. The Sunset Saloon, Dominion House, and Frowzy Firkin are all on the list.

DRUNK DRY

If the Fated capture Bruce Maevyn and try to arrest or question him, they're cut short by the arrival of the Hungering Darkness. Read the following text:

Just when it seems as if Bruce is about to answer your questions, a roiling, inky blackness begins to rise up from the ground around him. His glowing eyes grow wide as he looks back and forth in a panic. "No!" he shrieks. "Not me! Not me!"

The gloom spreads, choking off all light, but strangely, Bruce and your companions are still visible as glowing blue silhouettes amidst the darkness. Gradually, you can sense something massive moving in the darkness, like flashes of blue lightning hidden behind a dark storm cloud. Bruce continues to scream, his words turning incoherent, and for a moment, you have a vague impression of a gaping maw opening around him.

Then Bruce's screams sputter and end on a weak whimper that almost sounds like pleasure. The darkness dissipates like mist in a breeze, revealing Bruce's twitching body, desiccated and emaciated as if some vital part of him had been drained away. Even so, his lips are turned upwards in an idiot smile... whatever just happened, it appears to have reduced him to a drooling idiot.

Each of the Fated present when the Hungering Darkness appears must attempt TN 12 Carouse Challenges. Those who fail gain the **Brilliance +1** Condition.

THE PUSHER AND THE TEETOTALLER

Bruce Maevyn is a lackey for Jakob Lynch, the owner of the Honeypot Casino. In an attempt to increase the power of his supernatural 'partner,' Lynch has begun spreading its insidious Brilliance far beyond the boundaries of the Honeypot.

To this end, he's sent Bruce Maevyn and two other Illuminated to set up the "Dross Distillery," which just buys up cheap whiskey from other companies and taints them with Maevyn's Brilliance-laden blood. All it takes is a couple drinks of "Amber Label" whiskey to leave someone with a desperate craving for more Brilliance, which in turn helps fuel further sales, drives up popularity of the drink, and marinates a whole lot of delicious souls in Brilliance.

When a person has become utterly saturated with Brilliance, the Hungering Darkness will come to them, devour their essence, and leave them an empty, hollowed out shell of a person. Maevyn would have already been consumed in this way, but Lynch has convinced the Hungering Darkness to bide its time in order to avoid disrupting the distillery's operations.

One of Lynch's saloon girls, Lucille MacNally, was brought in to "assist with sales," but Lynch hadn't counted on one of his whores being a teetotaler. He had assumed that a few months of working at the Honeypot would have been enough to leave her well and truly under the sway of the Hungering Darkness, and Lucille's naturally bright blue eyes were enough to convince Lynch that she was already addicted to Brilliance. When she learned of Lynch's plan and the terrible monster he served, she fled from the distillery and formed the Temperance Society in an attempt to curtail his plans.

Lucille's fellow prohibitionists don't know about the Hungering Darkness or the Brilliance-tainted alcohol; she's afraid of telling anyone about the Hungering Darkness out the dual fears of either being tossed into an asylum or, worse yet, attracting the creature's attention). The Temperance Society just believes that alcohol is a corruptive force and should be illegal, and Lucille has been using her mesmerizing beauty and talents of manipulation to use that to her advantage.



CONCLUSION

If the Fated are able to convince Tomar Borracho to stop busting up taverns, Anne Olten will give them whatever reward they were promised. She's grateful for their help, and if they succeed in stopping the threat of the Dross Amber Label whiskey, they're heroes in her eyes. In the future, Anne might even direct patrons who tell her stories of their troubles to the Fated for assistance.

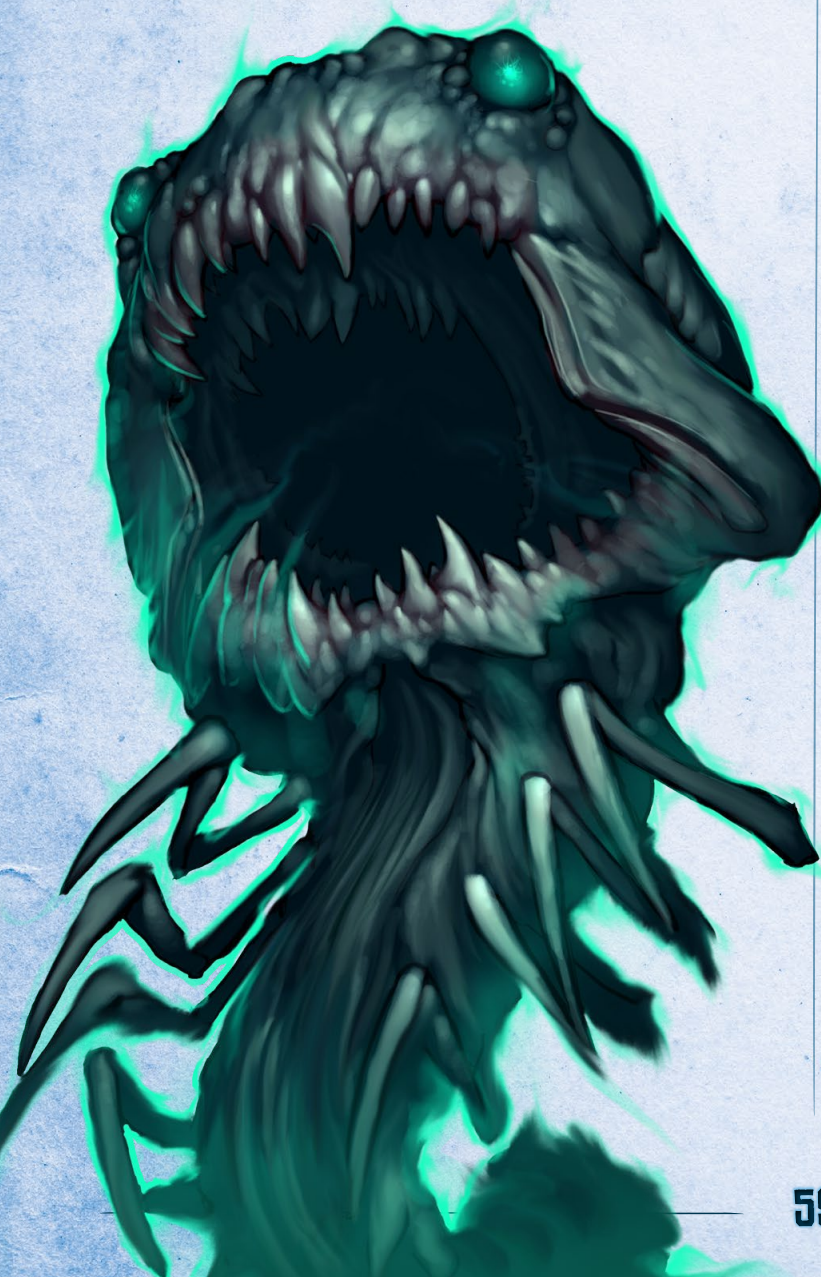
If the Fated don't stop the production of Amber Label whiskey, then the city's growing addiction to Brilliance should manifest itself further down the line in future adventures. Maybe the Fated's allies or enemies become addicted to the substance and become unreliable.

Alternatively, the focus of the campaign could shift toward stopping the spread of Brilliance in the Southern New Construction Zone. Jakob Lynch is unlikely to stop pushing Brilliance-laced alcohol on the population just because one of his minions were stopped, and another of his "breweries" could spring up within a week of the Dross Distillery being shut down. If the Fated ignore the problem, they could find themselves in the center of a budding epidemic.

The greatest ally for the Fated in this situation might well be the Temperance Society, but that will put them at odds with Anne Olten and the other tavern owners. The Society has shown a willingness to hurt people in the past, and the Fated could find themselves caught between two unpleasant choices.

Alternatively, if the Fated allow the Dross Distillery to survive or allow any of the Illuminated to escape, the Fated might be invited to the Honeypot Casino to meet with Jakob Lynch. Capable people don't come along very often, and Lynch is happy to woo them with free alcohol, free whores, and free gambling chips... all of which are laced with small amounts of Brilliance.

"Why make enemies when you can make clients?" Lynch always says.





THE BRILLIANCE CONDITION

Brilliance is the influence of the mysterious entity known as the Hungering Darkness made manifest. Those infected with Brilliance experience feelings of intense euphoria while the high lasts but are then subjected to depression and listlessness once its initial effects wear off. These extreme highs and lows push the infected to seek out more Brilliance, driving them further into addiction.

Repeated exposure to Brilliance gradually saturates an infected character's body and soul with Brilliance, and this gradually begins to manifest in eyes that glow a faint blue color or smokey blue wisps that escape the character's mouth when she exhales. The Brilliance even begins to warp the character's body, twisting her limbs into claws or forcing insect-like wings to sprout from her back. These changes are generally temporary and provide a rush of pleasure unlike anything else.

Eventually, however, the ride ends, and the Hungering Darkness appears to feed on the character's Brilliance-infused soul, leaving her a hollowed out shell of her former self.

Once per day, a character can attempt to treat an infected character with a TN 14 Doctor Challenge. On a success, the value of the Brilliance Condition is lowered by -1 plus -1 per Margin of Success.

Because Brilliance is actually the influence of the Hungering Darkness, however, it fights back against any attempts to remove it. Whenever the **Brilliance** Condition is removed or lowered from an infected character, that character takes an amount of damage equal to the value of the **Brilliance** Condition removed. This damage may not be reduced.

ILLUMINATED

The character gains one of these options at the start of Dramatic Time:

-Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

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

-Claws: The character gains this attack:

WEAPON (MELEE)	RANGE	DAMAGE
Hardened Brilliance	☞ 1	2/4/5

Brilliance +1: Each day, this character must succeed on a TN 10 Centering Challenge or be compelled to seek out a source of Brilliance.

BRILLIANCE VALUE & SYMPTOMS

• 1-4: **EUPHORIA.** The character is filled with a feeling of intense excitement and happiness. Whenever the character gains the **Brilliance** Condition, she gains ☞ to Academic and Crafting duels for a number of days equal to her current **Brilliance** Condition value. After this period ends, the character suffers a ☞ to these duels for an equal length of time or until she next gains the **Brilliance** Condition (which ends the penalty but still provides the bonus).

• 5-8: **BRILLIANT.** The character's eyes begin to glow with a faint blue light, and when injured, her wounds gradually close. The character gains the following Condition: "**Regeneration +1:** This character heals 1 damage at the beginning of her turn during Dramatic Time." Increase the TN of the Brilliance Condition's Centering Challenge by +1.

• 9-12: **ILLUMINATED.** As the Brilliance in the character's body builds, it begins to twist her body in response to subconscious desires. After determining initiative in Dramatic Time, she chooses one of the abilities listed in the "Illuminated" callout box and gains it until the end of Dramatic Time. Increase the TN of the Brilliance Condition's Centering Challenge by an additional +1 (for a total of +2).

• 13+: **DEPLETED.** The next time the character is alone, she is visited by the Hungering Darkness. Enraptured by its Brilliance, the character welcomes the ancient spirit with open arms and is drained beyond return. The character becomes a Depleted, a wretched creature with no rational thought or sense of its previous identity. If the character is a Fated, she becomes a Fatemaster character.



PROHIBITIONIST

Minion (5), Living

<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> -1	<i>Tenacity</i> 2
<i>Defense</i> 4 (9)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 2 (7)
<i>Willpower</i> 4 (9)	<i>Charge</i> 6	<i>Wounds</i> 5	

Skills: Athletics 1, Centering 3, Convince 2, Evade 2, Heavy Melee 2, Intimidate 1, Notice 1, Pugilism 2.

None for Me: This character is immune to the **Intoxicated** Condition.

(1) Heavy Hammer (Heavy Melee)

AV: 4 (9) ----- Rg: ♣ 2 ----- Resist: **Df**
Target suffers 2/4/6 damage.

⚔ *Keg Tapper:* When damaging, this attack has \square to the damage flip, but the target becomes **Prone**.

(1) A Punch for Temperance (Pugilism)

AV: 4 (9) ----- Rg: ♣ 1 ----- Resist: **Df**
Target suffers 2/3/3 damage.



PRONE CHARACTERS

Prone characters are those characters who, for whatever reason, are laying down on the ground. Standing up is a (1) AP Action.

A character who is Prone gains \oplus to her Defense flips against Projectile (\curvearrowright) attacks but gains \square to her Defense flips against Melee (\clubsuit) Attacks.



ILLUMINATED

Minion (6), Living, Darkened

Might 3	Grace 2	Speed 2	Resilience 3
Charm -3	Intellect 0	Cunning 1	Tenacity 2
Defense 4 (10)	Walk 5	Height 2	Initiative 4 (10)
Willpower 6 (12)	Charge 6	Wounds 7	

Skills: Athletics 3, Centering 4, Carouse 2, Deceive 1, Gambling 1, Intimidate 3, Evade 3, Melee 3, Notice 2, Thrown Weapons 3, Toughness 1, Track 1.

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

Brilliance +10: This character has the following Condition: "**Brilliance +10:** Each day, this character must succeed on a TN 12 Centering Challenge or be compelled to seek out a source of Brilliance."

Regeneration +1: This character heals 1 damage at the start of its turn during Dramatic Time.

Terrifying (Living) 10: Enemy Living characters must pass a TN 10 Horror Duel when they end a Walk Action within this character's engagement range or target this character with an Action.

(1) Hardened Brilliance (Melee)

AV: 6 (12) ----- Rg: // 2 ----- Resist: Df
Target suffers 2/4/5 damage.

(1) Scintillating Cloud (Thrown Weapons)

AV: 5 (11) ----- Rg: ⚡ 9 ----- Resist: Df
Target suffers 2/4/5 damage and gains **Brilliance +2**.

☛ *Spreading Cloud:* After damaging, all characters within (X)2 of the target gain **Brilliance +1**.

(1) Brillshaper

This character may discard a card to heal 2 damage.