

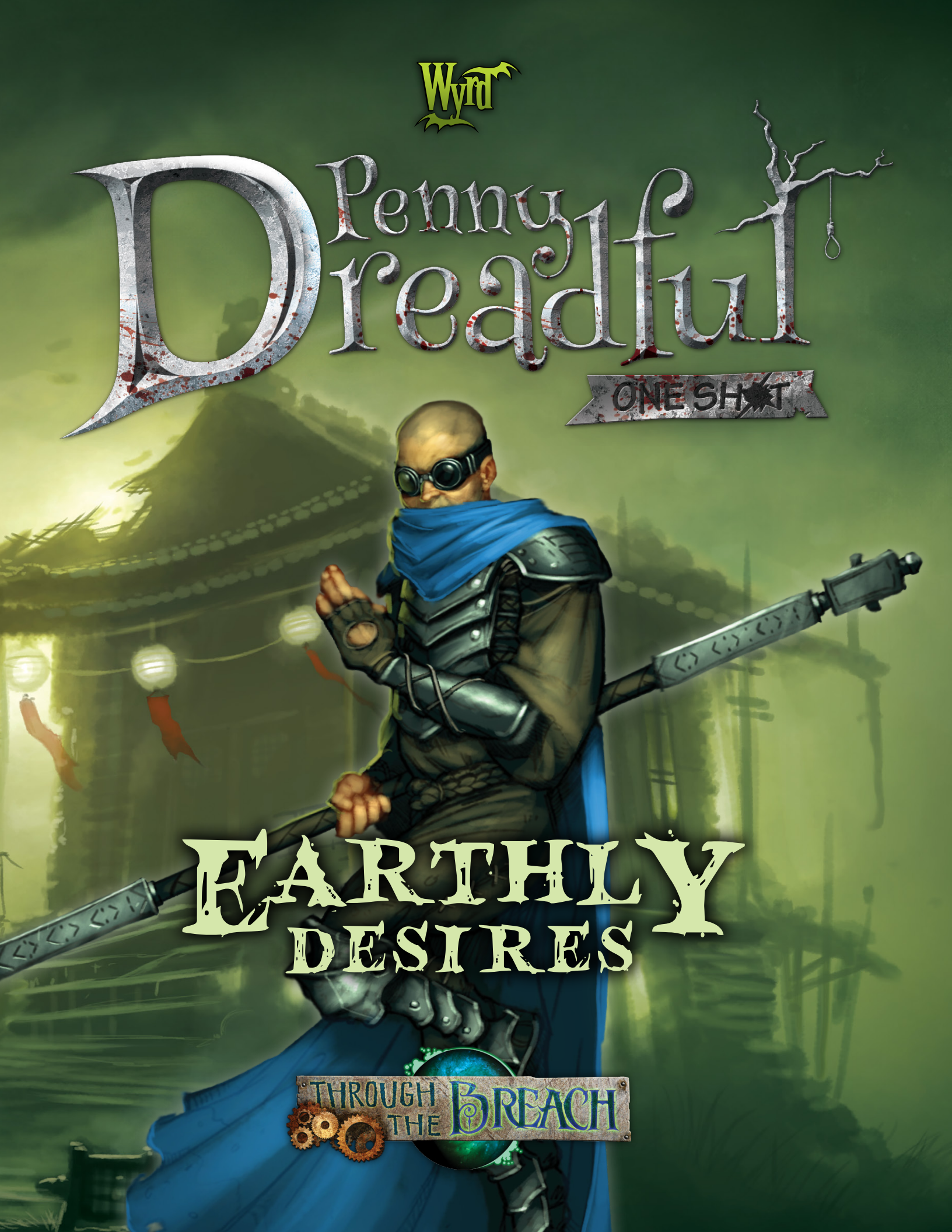
Wyrd

D Penny dreadful

ONE SHOT

EARTHLY
DESIRES

THROUGH
THE BREACH





EARTHLY DESIRES

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INTRODUCTION

The Earthly Desires adventure allows players to explore a bit of the Little Kingdom in Malifaux City, as well as learn a little more about the Ten Thunders organization.

The Fated characters provided with this adventure have all been training together for some time, and that sets the Prologue of the adventure.

The game quickly jumps into action, as the Fated's teacher, Master Lo has been set upon by the Komainu which were tasked with helping defend him.

After stopping the Komainu, the Fated are tasked to seek out Cao Fen, a former student that stole a golden statue from the temple. Unbeknownst to Cao, the statue was trapping an evil entity inside of it, which is now planning on destroying the temple and everything that gets in its way.

The Fated track Cao Fen to an opium den that the evil oni, T'an Mo has begun to take over by corrupting all the patrons.

The Fated must fight T'an Mo inside of his new host, Cao Fen, along with the thralls that now serve at his command. Success will mean binding T'an Mo back into the statue, protecting Master Lo's legacy.

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: ADVENTURE

The game itself! The adventure chapter takes the players through the three scenes of Earthly Desires as summarized on the previous page.

CHAPTER 3: BESTIARY

This chapter contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure, providing a quick reference to make it easier for the Fatemaster to run the game.

CHAPTER 4: FATED CHARACTERS

This section contains pregenerated Fated characters that have been specially designed for use with this adventure. The adventure will function just fine if you decide to play through it with custom characters, though!

The image shows a character sheet on aged, parchment-like paper. At the top, there are fields for 'FATED NAME', 'CURRENT PURSUIT', and 'STATION'. To the right, there are fields for 'PLAYER NAME', 'GUILD SCRIPT', and 'EXP.'. Below these are four circles representing 'DESTINY STEPS FULFILLED'. The main body of the sheet is divided into sections: 'PHYSICAL ASPECTS' (MIGHT, GRACE, SPEED, RESILIENCE) and 'MENTAL ASPECTS' (INTELLECT, CHARM, CUNNING, TENACITY). Below these are 'DERIVED ASPECTS' (DEFENSE, WALK, WOUNDS, WILLPOWER, CHARGE, HEIGHT). At the bottom left is an 'ATTACKS' table with columns for NAME, AV, DAMAGE, and RANGE. On the right side is a large 'SKILLS' table with columns for SKILL, AV, RATING, and ASPECT. A track of five circles is also visible at the top right.

CALL OUT BOXES

There are many call out boxes like this one scattered throughout the adventure.

These boxes have two main functions. Boxes like this one highlight rules or special notes for the Fatemaster.

Boxes like the box on the right are used to show dialogue or description. They are intended to be read by the Fatemaster aloud to the players. Be careful, though; some are only intended to be read if the Fated take certain actions or are successful at certain challenges.

"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It only lasted a moment, and I still don't know how I lived through it. There was only the one Ortega, but she was so fast with that gun of hers..." He shakes his head. "Two of the bandits were dead before they even realized she had drawn on them."

His gaze becomes distant as the memory comes back to him. "It was a ballet of death."



ADVENTURE

The Fated are monks at Sango Temple, a small temple in the Little Kingdom slums of Malifaux City. The temple is relatively small, consisting of a large, open room for training, a few small chambers for meditation, a communal sleeping area, two simple restrooms with working plumbing, and Master Lo's personal quarters.


The Ten Thunders, the powerful crime syndicate that controls the Little Kingdom, uses Sango Temple as a place to train their newest recruits. It is just one of many such temples hidden away in the Little Kingdom, but each temple only trains a select handful of students at one time. This suits the Ten Thunders just fine, for it ensures that no one master could ever train enough students to overthrow the crime syndicate's grip on the district.



PROLOGUE: NEW RECRUITS


The Fated have all been training alongside each other for some time, so they all have some knowledge of each other. Give all the players a few moments to describe their characters in appearance and mood before beginning the adventure.

As the adventure begins, it's early morning. Read the following text:



As with most mornings, you and your fellow monks have been training in your temple's open practice room since before the sun rose. Beyond the walls of the small temple, the world is a confusing jumble of sin and vice. You've all experienced the horrors and sorrows of that world, but your new life underneath Master Lo has given you new focus and purpose. The Ten Thunders might be a crime syndicate, but they seek to bring order out of the chaos, first in the Little Kingdom slums around you, and then to the city as a whole. Or at least, that is the story told to you by Master Lo.

Midway through your morning sparring, however, you hear shouting coming from the master's quarters. Concerned, you slow your movements to listen more closely, only for the shouting to turn into a loud cry of pain! Worse yet, the voice belongs to Master Lo!"




If the Fated choose to investigate the shouting, proceed to the next scene.

If they do nothing, they will overhear some more pained cries and the sound of breaking objects, followed by a long silence. Their delay will result in further injuries for Master Lo and will make it more difficult to save his life.

SCENE 1: TEMPLE ATTACK


When the Fated investigate Master Lo's cries of pain, read the following text:



You burst into Master Lo's simple room to find him on the ground, his back up against a wall. The old monk has his lacerated and bleeding arms held up to shield his face and chest from the attacks of the temple's Komainu. The lion-like mechanical creature has always been a protector of the temple, but now, its eyes burn with spectral purple flames, and its steel claws are splattered with Master Lo's blood.

As you enter, the Komainu turns its steel head toward you and snorts out a blast of steam from its boiler-engine.

Master Lo reaches toward you, his eyes wide in terror as blood drips down his arm. "The temple's guardian has been possessed by evil! It will destroy us all!"



At this point, have the Fated flip for Initiative and begin combat with the Komainu! Its stats can be found on page 15. Master Lo's room is three yards wide by three yards long, with a smaller room off to the side containing a carefully maintained shrine.

It is recommended that you use miniatures and some simple terrain (to represent things like a bed, a dresser filled with spare clothes, etc.) to keep track of ranges and positioning during this combat; if you have *Malifaux* or *Through the Breach* miniatures, this is a good time to use them!

The Komainu attacks the nearest Fated and fights until it is reduced to 0 Wounds or below, at which point it is destroyed. When this happens, read the following text:

The Komainu shudders violently, components and devices falling from its shattered body with each step toward you. It's clear that the spirit animating the construct wishes to continue fighting, but its material form is unable to keep up with its wishes. As its front leg cracks and shatters beneath its weight, the guardian finally throws back its head and opens its mouth, releasing a vague, purplish spirit which dissipates a moment later.

THE SLOW CONDITION

If a character becomes **Slow** - most likely from the Spirit Latch Trigger of the Komainu - she only generates 1 AP on her next Turn. Multiple instances of **Slow** do not stack; if a character becomes **Slow** five times, she still gain 1 AP on her next Turn.



THE FALLEN MASTER

Once the battle is finished, the Fated can speak with Master Lo. Read the following text:

Master Lo bids you to come closer. An alarming amount of blood trails down his lacerated arms, but his face is only filled with concern for your own well-being. "You have... done well," he says, his voice weak. "The guardian was... corrupted... by a demon, T'an Mo."


The old monk gestures toward the nearby shrine with a trembling hand. "For many years, T'an Mo was... sealed away, inside... a golden statue. Bound there by my ancestor, it was my duty to... watch over the wards which kept it imprisoned. But greed..."

A look of pain flashes across the monk's features, but he fights through it. "A former student, like yourselves... Cao Fen. I lost him to the poppy smoke. Today, I found him in the shrine... stealing to feed his habit. I tried to warn him, but he... took the statue binding T'an Mo... the demon corrupted the temple guardian, ordered it to attack me... as Fen fled with... the statue. Please, you must... save him. T'an Mo must be returned... to..."

His energy spent, Master Lo's voice trails off into silence as he passes into unconsciousness.


TENDING TO MASTER LO

Master Lo has lost a lot of blood in his one-sided battle with the Komainu, and he will die in a matter of minutes if he does not receive first aid. The Fated will need to make a TN 10 Doctor + Intellect Duel to patch him up and save his life.

If the Fated did not immediately rush to investigate Master Lo's cries in the Prologue, his bleeding is much worse and there is a  penalty to this Duel.

On a failure (or if the Fated do not think to tend to his wounds), Master Lo bleeds to death at the end of the scene.

On a success, though, they manage to bandage his wounds and save his life. He tells the Fated to take the Imprison Spirit scroll hidden behind his shrine and warns them that they will need it in order to imprison T'an Mo. The scroll details an incantation that can be used to imprison a spirit within a material vessel. The Fated possessing the scroll gains access to the following Action:

ENCHANTING + CUNNING	TN	RANGE
Imprison Spirit	10 	10 yards
Effect: A target disembodied spirit within range is forced into a material vessel that must be presented when this spell is uttered. If the vessel is not placed in a warded shrine within 24 hours, or if the vessel is subsequently removed from the warded shrine, this spell ends and the spirit is free to escape.		

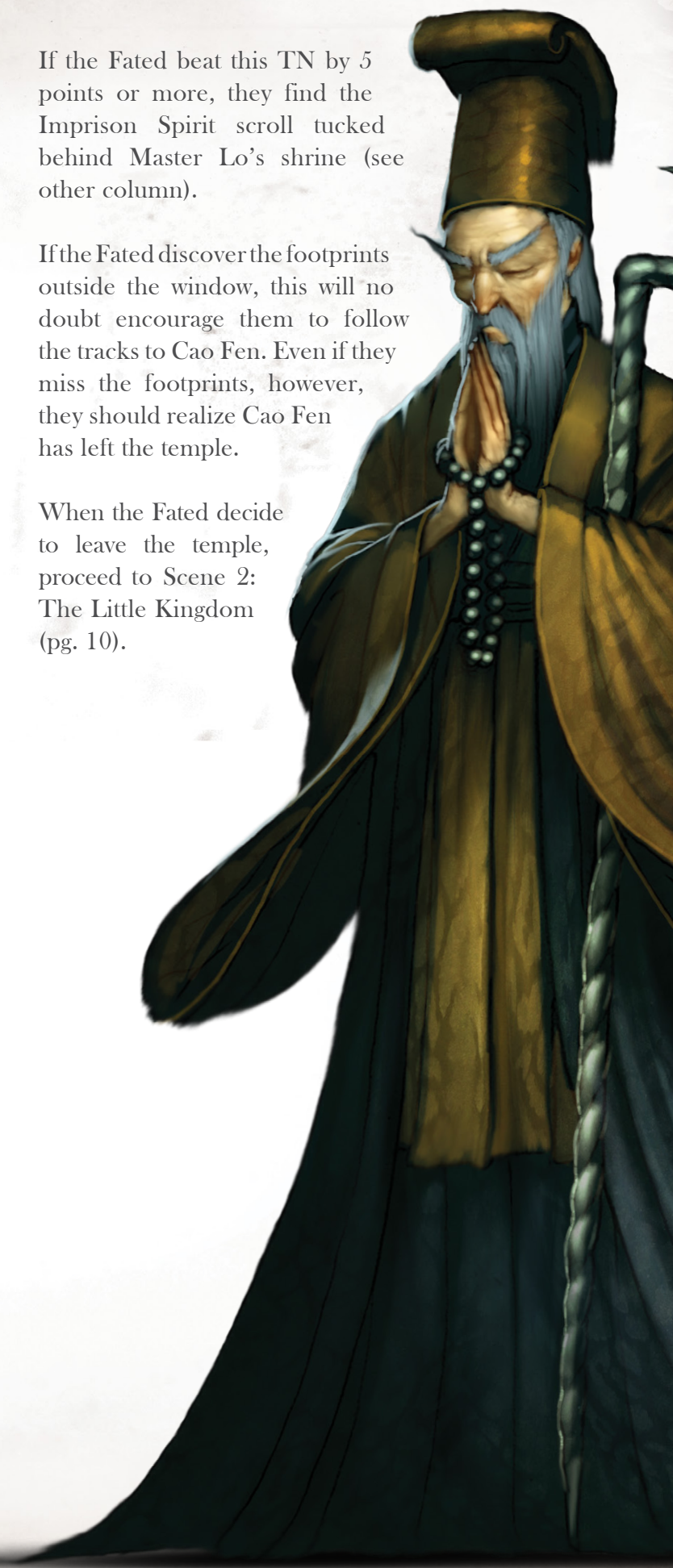
If the Fatemaster decides to make this adventure part of an ongoing campaign, Master Lo will be grateful to the Fated and will be a useful ally for them in the future.

If the Fated search Master Lo's room, they find an open window leading out into the small garden behind the temple. A TN 8 Notice + Cunning Challenge reveals a bit of dirt in the shape of a sandal-print on the window sill and matching footprints in the soil outside the window.

If the Fated beat this TN by 5 points or more, they find the Imprison Spirit scroll tucked behind Master Lo's shrine (see other column).

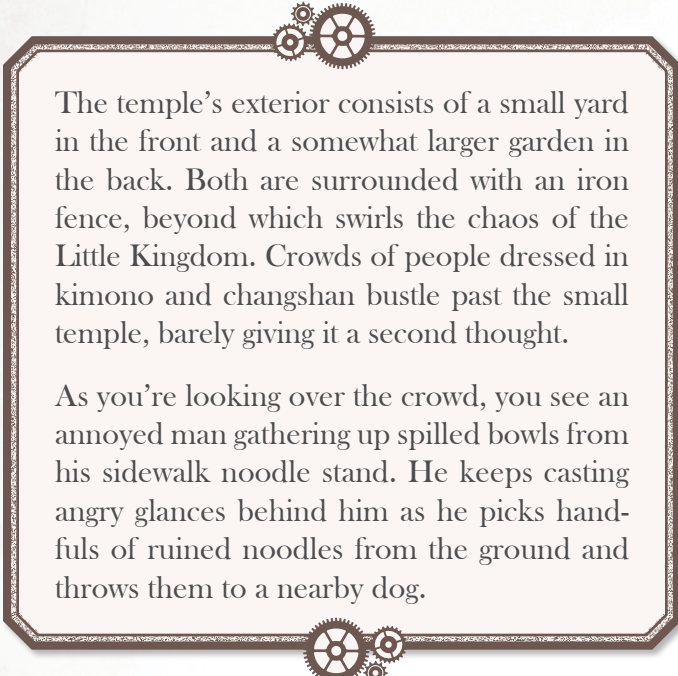
If the Fated discover the footprints outside the window, this will no doubt encourage them to follow the tracks to Cao Fen. Even if they miss the footprints, however, they should realize Cao Fen has left the temple.

When the Fated decide to leave the temple, proceed to Scene 2: The Little Kingdom (pg. 10).



SCENE 2: THE LITTLE KINGDOM

When the Fated leave Sango Temple, read the following text:



The temple's exterior consists of a small yard in the front and a somewhat larger garden in the back. Both are surrounded with an iron fence, beyond which swirls the chaos of the Little Kingdom. Crowds of people dressed in kimono and changshan bustle past the small temple, barely giving it a second thought.

As you're looking over the crowd, you see an annoyed man gathering up spilled bowls from his sidewalk noodle stand. He keeps casting angry glances behind him as he picks handfuls of ruined noodles from the ground and throws them to a nearby dog.

The man at the noodle stand saw a young man fleeing from the temple a few minutes earlier. The noodle man describes the fleeing Cao Fen as shabby-looking man clutching a golden statue to his chest, and he complains to the Fated about how the terrified man plowed right into his noodle stand and knocked the bowls of noodles to the ground.

This description gives the Fated enough information to begin searching for Cao Fen in earnest. Doing so is handled with an Ongoing Challenge, which is detailed in the next column.

ONGOING CHALLENGE: TRACKING CAO FEN

- **Skills Allowed:** Bewitch + Charm, Intimidate + Tenacity, Notice + Cunning, Track + Cunning
- **Target Number:** 10
- **Duration:** 5 minutes
- **Success Requirement:** 5
- **Failure Requirement:** 3

Ongoing Challenges are a way to break time-consuming or complicated tasks into a series of simple duels. Multiple characters can participate in an Ongoing Challenge, and these challenges can often be completed using a variety of Skills.

In this Ongoing Challenge, for instance, the Fated can use Notice or Track to pick up Cao Fen's trail, or they can use Bewitch or Intimidate to persuade or threaten bystanders into pointing out where he went.

At least one Fated must participate in the Ongoing Challenge, but the other characters can assist or not assist as they wish (though you should mention that they have a better chance of succeeding with more characters). Each Fated participating in the Ongoing Challenge must make a duel involving one of the allowed Skills against a TN of 10.


On a success, the character achieves one success toward the Ongoing Challenge's Success Requirement, plus an additional success for every 5 points by which they exceeded the TN of the duel.

On a failure, the Fated does not affect the total, unless they failed by a full five points or more, in which case they add a failure to the Ongoing Challenge for each full 5 points by which they failed.

If, after every participating character has made one Challenge attempt, the Fated have not reached the Success Requirement or Failure Requirement, then a new Duration begins and the Fated may make another round of duels, and then another, until the Ongoing Challenge is completed (one way or another).

If the Fated reach the Success Requirement, they succeed in tracking Cao Fen to the opium den (as described in Scene 3).


If the Fated reach the Failure Requirement, they lose Cao Fen's trail and the adventure ends. Read the following text:



You wander the Little Kingdom for the better part of an hour, but no matter how hard you search, you cannot seem to find Cao Fen. Defeated, you finally give up and return to your temple, only to find that it was attacked in your absence! A crowd has gathered around the ruins, and they murmur in hushed tones as they discuss the attack: a terrible demon appeared, tore the temple apart, and attacked the old monk who lived there.


As you push to the front of the crowd, you finally lay your eyes on the ruins of your former home: the iron fence has been torn apart, there's a hole in the wall, and Master Low's corpse has been hung from the roof. His shirt is torn open, and the kanji for "T'an Mo Lives" has been carved into his chest.

Despite your attempts to stop Cao Fen, the demon seems to have succeeded in possessing him; now it's free in the world, and your master is dead. Perhaps one day, you'll find the demon and imprison it once more. For now, however, you can only sink to your knees and acknowledge that you have failed Master Lo.




SCENE 3: THE OPIUM DEN

When the Fated succeed at the Ongoing Challenge and arrive at the tea house, read the following text:



With skill and a bit of luck, you manage to track Cao Fen to a seedy tea house a few blocks to the north of the temple. The building is wedged between an abandoned lot and a small restaurant, and you've no sooner reached the stairs than the distinct, sickly-sweet, floral scent of opium assaults your senses. It hangs around the tea house like a thick cloud, and even the smallest scent of the stuff makes your head spin.


A small woman is sitting on the steps of the tea house. She looks up at you, no emotion in her face, and then slumps back down against the steps. "Inside, down the stairs," she mumbles. "That is where you will find the dragon."



The interior of the tea house is rundown and shabby, and the lone employee - a bored-looking young woman in an unkempt kimono - doesn't even look up from her penny dreadful novel as the Fated enter. If they bother her, she motions towards the stairs in the kitchen, which lead down to the opium den, and she seems genuinely surprised if the Fated are actually interested in tea.

The tea house is heavy with opium smoke, and as the characters enter, they will have to succeed at a TN 9 Carouse + Resilience Challenge. On a failure, the character gains the **Dazed** Condition (+2 to the character's TNs) for the rest of the scene.


When the Fated enter the tea house's basement, they walk right into the middle of an argument. Cao Fen and the tattooed woman he is arguing with should speak either Japanese or Mandarin, whichever is most common among the Fated. Read the following text:



The stairs in the kitchen lead down into the tea house's basement, and as you make your way down the narrow steps, the sickly-sweet scent of opium only seems to grow stronger. In the smoky gloom, you can make out rows of low benches, each of which holds a reclining man or woman with a long pipe.


In the light of the basement's only lantern, you can make out a shabby-looking man, Cao Fen, from his description, trying to force a golden dragon statue into the hands of a tattooed woman. "Just take the statue, please! I need to chase the dragon."

The woman pushes back, harder, forcing him away from her. "I do not deal in stolen trinkets. Take it to a fence, return with money, and I will give you your opium. Until then, you get nothing."



Cao Fen climbs to his feet and starts heading for the stairs, but he freezes as soon as he catches sight of the Fated. He recognizes them from the temple, and he backs away in horror, afraid that they are there to seek revenge for their master.

Read the following text as Cao Fen backs away from the Fated:




Fear of you is etched into every line on Cao Fen's face. "Please, I didn't want to hurt anyone. It was this statue, it has something..."

A deep, booming laughter fills the room, causing the tattooed woman to step back from Cao Fen in surprise.

"SO FRIGHTENED, YET SO FULL OF DESIRE..." The voice reverberates in your head as purple mist seeps out of the statue and swirls around Cao Fen. A purple flame fills his eyes, and his frightened face slowly contorts into a victorious grin.

"My power is far greater here than it ever was on Earth," the possessed Cao Fen muses, his hand raising as he flexes his fingers experimentally. "And where there is unmitigated desire, T'an Mo cannot be defeated. Wretched slaves to desire, come to your master!"

Purple light flares out from Cao Fen's hand, and slowly, the opium addicts that had been stretched out on the low couches pull themselves to their feet, their sunken eyes glowing with an eerie purple light.



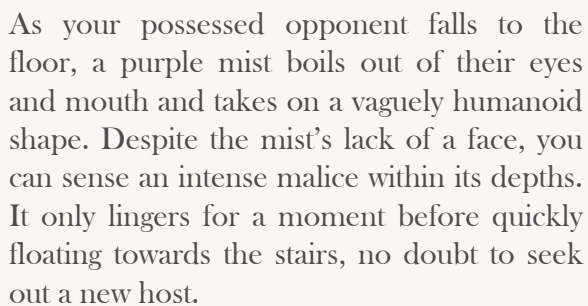
At this point, have the Fated flip for Initiative and begin combat! Their battle here is against Possessed Cao Fen and one Wretched per Fated character. Stats for Possessed Cao Fen and the Wretched can be found on pages 16 and 17, respectively.

The tattooed woman flees from the battle at the end of the first round, leaving the Fated to deal with the possessed opium addicts on their own.

THE ONI'S SPIRIT

If the Fated defeat the Possessed Cao Fen, it leaps into the body of a Wretched within 6 yards of it. Play up the purple spirit of the demon crossing the distance between its former host and the Wretched in the blink of an eye, and the way that the possessed Wretched instantly falls into a trained fighting style similar to the one used by the Possessed Cao Fen. If you want, the T'an Mo might even decide to taunt the Fated, making a big deal of its "immortality."

If the possessed Cao Fen or possessed Wretched is defeated and there is no Wretched within range to possess, read the following text:



As your possessed opponent falls to the floor, a purple mist boils out of their eyes and mouth and takes on a vaguely humanoid shape. Despite the mist's lack of a face, you can sense an intense malice within its depths. It only lingers for a moment before quickly floating towards the stairs, no doubt to seek out a new host.

If the Fated found the Imprison Spirit scroll behind Master Lo's shrine, they have two attempts to bind the spirit into a material vessel, either the golden dragon statue or any other object of their choosing.

If they do not have the scroll or fail to cast the spell, then T'an Mo escapes into the world, weakened but not destroyed.

CONCLUSION

If the Fated succeeded in defeating T'an Mo, the tattooed woman that fled from the basement is waiting for them in the tea house kitchen. She asks if they defeated "whatever that was" and is pleased if they claim to have ended its threat. If they tell her that the spirit escaped, she's noticeably concerned.

Either way, she tells the Fated that her employers, the Ten Thunders, will want to speak with them, if only to learn what happened down in the opium den. If T'an Mo was captured, they will want to place the spirit under greater protection, possibly so that they can turn it to their advantage. If the spirit escaped, then they will want to know about it.

Such a meeting could spell the beginning of a lucrative career in the Ten Thunders, essentially allowing the Fated to join the crime syndicate earlier than their master hand intended.

If the Fated succeeded and Master Lo survived the adventure, he insists on taking custody of the trapped T'an Mo and will be upset if the Fated hand it over to the Ten Thunders. The demon is his family's burden, he explains, and while he works for the Ten Thunders, T'an Mo feeds on vice and desire, both of which are common among their ranks. If Master Lo perished, then the Fated might have to contend with the oni eventually finding a new host among their employers.

If Master Lo perished, the Fated might find themselves tasked with repairing and caring for Sango Temple in his stead. This could put them into conflict with the Ten Thunders, who see Master Lo's death as a chance to tighten their grip on the temple, or perhaps they approach the Fated with missions which they are excepted to undertake, now that Master Lo is no longer among them. The sins of the master pass down to his students, the Ten Thunders claim, and as such, the Fated have an obligation to serve without question or complaint.





BESTIARY

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 should be wary about increasing the Rank Values of the characters in this adventure by more than a few points. It can quickly go from a tough fight to a one-sided slaughter if their Rank Values are increased too much. Be wary of creating an encounter that the Fated can't overcome!

This adventure is primarily intended for the Fated Characters at the back, which have progressed twice along their Pursuits. If the players are using their own characters, keep this in mind when potentially adjusting Rank Values -- a party that has more steps along a Pursuit may need an increase in a way that starting characters do not.

POSSESSED KOMAINU

Komainu are large statues, usually made of iron, that often flank the entrances to buildings in the Three Kingdoms (or Little Kingdom in Malifaux). The statues look like a mix between a lion and a dog, and were placed as award against evil spirits.

Over time, Komainu began to be used as anchors for a clan or temple's guardian spirits, using magic to fuse the spirit with the statue. The spirit could then possess the Komainu and bring it to life, having a physical form to help protect those that called it.

It is possible, however, for a Komainu to become inhabited by a spirit that was not intended by the owner of the statue, leading to an entity made to be a protector to instead became an assailant.

In this adventure, the Komainu intended to be a guard for Master Lo's temple has become possessed by a hostile spirit and set upon the unsuspecting Master Lo.



POSSESSED KOMAINU

Minion (6), Construct

<i>Might</i> 3	<i>Grace</i> -1	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> -2	<i>Intellect</i> -2	<i>Cunning</i> -2	<i>Tenacity</i> 3
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 5 (11)	<i>Charge</i> 5	<i>Wounds</i> 8	

Skills: Athletics 2, Evade 3, Intimidate 1, Notice 2, Pneumatic 2, Toughness 3.

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

Hard to Kill: This character may choose to ignore one Critical Effect per Combat.

(1) Metal Jaws and Claws (Pneumatic)

AV: 5 (11) ===== Rg: ∞ 1 ===== Resist: Df
Target suffers 2/3/4 damage. This attack flip receives \blacktriangle .

☞ *Spirit Latch:* After damaging, the target becomes **Slow**.

☞ *Fires of the Aether:* After damaging, the target gains **Burning +1.**"

POSSESSED CAO FEN

Cao Fen was a student of Master Lo's until very recently. A good pupil at first, Cao eventually became addicted to opium. This addiction led to a marked degradation in his abilities, and, more importantly, created a need within him that he was only able to fill with more opium.

This need was the catalyst to him stealing a golden statue from the temple, completely unaware that it was trapping the evil oni T'an Mo. Instead of being able to sell the figure, Cao Fen became possessed by the ancient oni.

T'an Mo is now in control of Cao Fen, and the oni is not about to give up without a fight. He has returned to the opium den, using the intense desires of the addicts against them to make them his puppets.

T'an Mo does not fear death, for the oni itself is immortal. Being once again trapped in a statue guarded by the Ten Thunders does concern him greatly, and he will stop at nothing to be permanently free of his former imprisonment.

T'an Mo benefits greatly from the ability to jump from body to body. Even if the body that is Cao Fen is killed, T'an Mo will continue on by possessing one of the many Wretched that he keeps close at hand.

The only way to trap T'an Mo again is to use the Imprison Spirit scroll that Master Lo kept hidden away. Without it, T'an Mo can only be temporarily cast out of a physical form.

POSSESSED CAO FEN

Enforcer (7), Living, Darkened, Spirit

<i>Might</i> 1	<i>Grace</i> 1	<i>Speed</i> 2	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<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> 7	

Skills: Athletics 1, Enchanting 3^P, History 2, Intimidate 2, Martial Arts 3, Notice 2, Toughness 2.

Regeneration +1: This character heals 1 damage at the start of his Turn.

Immortal Spirit: If this character is knocked unconscious or killed, the spirit of T'an Mo leaps into the body of a conscious Wretched within 6 yards, if possible. If this happens, the Wretched becomes infused with T'an Mo's spirit and becomes a copy of this character (any damage the Wretched had suffered transfers over to this character).

(1) Immortal Kung Fu (Martial Arts)

AV: 5 (12) ----- Rg: /// 1 ----- Resist: **Df**
Target suffers 2/3/4 damage.

^P *Throat Punch:* After damaging, target becomes **Slow**.

(1) Lightning Kick (Martial Arts)

AV: 5 (12) ----- Rg: /// 1 ----- Resist: **Df**
Target suffers 1/3[⚡]/4^{⚡⚡} damage. This character is immune to [⚡] damage caused by this attack.

WRETCHED

Minion (5), Living, Darkened

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

Skills: Athletics 1, Grappling 2.

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

Opium Fumes: Non-Darkened characters that begin their turn within \odot 1 of one or more characters with this Ability must succeed on a TN 8 Carouse Challenge or become **Dazed** until the start of their next turn.

(1) Grab Onto (Grappling)

AV: 2 (7) ===== Rg: /// 1 ===== Resist: Df
Target suffers 1/1/2 damage. If this attack deals Severe damage, the target is **Paralyzed** until this character takes an Action other than Pass.

WRETCHED

Having succumbed to the need for opium, it did not take much for the ancient oni T'an Mo to wrap the Wretched to his will. Now, the Wretched serve their oni master in the hopes of sating their endless desire for more opium.

Not only are the Wretched happy to fight for T'an Mo, but they also serve as willing conduits to the oni's immortal spirit.





FATED CHARACTERS

The following five characters have been specially designed to work well with the events that unfold in this adventure. Each of them has some tie or aspect that connects them to the game, but this doesn't mean you can't use your own characters if you'd prefer.

If you wish to continue playing these characters past this first adventure, it shouldn't be too difficult to convert them into full Fated, and we've provided each character with their Destiny to make this process a bit easier. Just transfer them to full character sheets and you should be good to go!

All of these characters have progressed two steps along their chosen Pursuits, which makes them partially experienced but still appropriate for beginning characters. Remember, these are your characters, so don't be afraid to swap out a Skill or Talent if you'd like to portray them in a slightly different light.

THE CAST AT A GLANCE

Katsurou Nakamuro: Katsurou is a social character who enjoys being the center of attention.

Clarence Wickham: Clarence is a trick shooter and gambler, currently hiding out with the Ten Thunders.

Mai Pham: A powerful martial artist, Mai is conflicted about her ties to the Thunders.

Hinata Yamuchi: Hinata grew up in a gang and is a rough and tumble fighter.

Lin Jiang: Lin is a mage specializing in poison magic who feels remorse over mistakes she made earlier in her life.

KATSUROU NAKAMURO

At first glance, some might consider Katsuroou Nakamuro to be a buffoon. He is loud, extravagant, and prone to upstaging others in order to make himself the center of attention. Part of this is due to his upbringing; he was raised on a small farm in rural Japan and rarely saw anyone other than his family and the occasional traveling merchant. When his parents sent him to the Ten Thunders for training (in exchange for the money they needed to buy seed for their failing farm), Katsuroou had his first taste of the big city... and he immediately fell in love with it.

Even though he's moved to Malifaux City to train with Master Lo, Katsuroou still retains the memories of the kabuki plays he saw in Tokyo and the extravagant gestures of the heroes and villains within them. So far, Master Lo has tolerated and even encouraged his behavior. After all, if the enemies of the Ten Thunders are watching Katsuroou, they are not watching the other members of his squad.

Gear: Laughing Mask (+ to Bewitch duels), 2 scrip.

Destiny: "When the seven gifts are opened, he will trust your falsehoods, and you will read the horror in the clouds below. He tightens the strings and tugs at the rivets, and the noose will snap like thunder."

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

KATSUROU NAKAMURO

Fated, Living, Performer

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

Skills: Acrobatics 3, Art 1, Barter 1, Bewitch 3, Carouse 1, Centering 1, Deceive 3, Evade 1, Heavy Melee 1, Literacy 1, Thrown Weapons 1, Toughness 1, Wilderness 1.

Oversight (Performer): When Katsuroou fails a Social duel (such as Barter, Bewitch, or Deceive), he may draw a card.

Center of Attention: After another character fails a Social Skill Challenge, Katsuroou may discard a card to make a Skill Challenge with the same Skill against the same TN. If there were any modifiers to the original character's flip (such as + or - modifiers), they apply to Katsuroou's flip as well. If he succeeds, he is considered to have succeeded on the initial Social duel, and the original character's failure is ignored.

Seize the Day: Katsuroou gains + to his Initiative flips.

Languages: English, Japanese, Mandarin.

(1) Gate Spear (Heavy Melee/Might)

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

(1) Throw Spear (Thrown Weapons/Grace)

AV: +0 ===== Rg: ♣ 6 ===== Resist: Df
Target suffers 2/3/4 damage.

CLARENCE WICKHAM

Clarence was raised in Boston, the son of a somewhat well-known artist. He mostly drifted through life, eventually joining a traveling circus as a trick shooter. Their performance in Malifaux City was supposed to be their greatest yet, but Clarence had a bit too much to drink before he took to the stage, and his “shoot the apple off a young woman’s head” trick went terribly, horribly wrong.

Now on the run from the Guild authorities, Clarence has worked out a deal with Master Lo for shelter in his temple. He has to train with the others, which is more work than he’s ever done before, and there’s no booze to be found anywhere in sight, but it’s at least a good place to hide out.

Gear: Stylish Hat (☛ to Bewitch Challenges), Collier Navy Pistol, 30 bullets, 1 scrip.

Destiny: “If you know the dimming of the lanterns, she will sit alone amongst your misery, and you will leave your mark in many woes. She will search for the lion of the valley, and you will let your blood run cold.”

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

CLARENCE WICKHAM

Fated, Living, Wastrel

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

Skills: Art 1, Athletics 1, Bewitch 2, Carouse 2, Centering 1, Evade 2, Gambling 2, Martial Arts 2, Pick Pocket 2, Pistol 2, Stealth 2.

Aces and Eights (Wastrel): When Clarence fails an Expertise duel (such as Athletics, Carouse, Centering, Evade, Pick Pocket, or Stealth), he may draw a card.

Luck of the Draw: When the Fate Deck is reshuffled, Clarence can draw two Twist cards instead of one.

Tricky Shot (Pistol): When Clarence makes a Pistol attack, he may choose to ignore one ☐ modifier on his attack flip.

Languages: English.

(1) “Am I Doing This Right?” (Martial Arts/Speed)

AV: +3 ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/2/4 damage.

(1) Collier Navy (Pistol/Grace)

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

MAI PHAM

Though she didn't realize it at the time, Mai Pham's parents stole money from the Ten Thunders when she was only a little girl. They spent much of her childhood moving between small villages in Vietnam and China, always trying to avoid drawing too much attention to themselves. When they were eventually captured, the Ten Thunders executed Mai's parents and took her under their wing in order to make up for her parent's debts.

She's grown up into a very angry woman who is confused about how she should feel about her parents and the Ten Thunders. Fortunately, Master Lo has been training her to channel that anger in a more constructive direction.

Gear: Gauntlets (Protected ✕), Greaves (Protected ♣), 10 scrip.

Destiny: "As you walk backwards through the knife, the last man will speak the lies of your glory, but his smile shall never fade. Lunatics fear where you will stalk, and the penny paid is thrice earned."

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

MAI PHAM

Fated, Living, Scrapper

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

Skills: Acrobatics 1, Athletics 2, Carouse 1, Intimidate 2, Martial Arts 3, Music 3, Notice 2, Pick Pocket 2, Toughness 1, Track 2, Wilderness 1.

Bloody Minded (Scrapper): When Mai fails a Close Combat duel (such as Martial Arts) during Dramatic Time, she may draw a card.

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

Back to the Wall: When Mai is within 1 yard of a wall or other solid object at least as tall as she is, she gains +1 Defense.

Into the Fray: Mai's Charge Aspect has been increased by +2.

Languages: English, Vietnamese.

(1) Vengeful Crane Kick (Martial Arts/Speed)

AV: +6 ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/3/4 damage.

☞ *Jump Kick:* After succeeding, if this attack was taken as part of a Charge Action, take an additional Martial Arts attack against the target. You may only declare this Trigger once per turn.

HINATA YAMUCHI

Hinata was raised by simple alchemists who made their living selling tinctures and healing remedies to the people of Niseko, Japan. He had little talent for creating medicines and even less interest such things. Instead, he fell in with a street gang and rose to a position of prominence due to his brutality. The gang was eventually broken up by the authorities, but the Ten Thunders saw promise in Hinata and brought him to Malifaux for further training.

Gear: Breastplate (Protected ♀), 10 scrip.

Destiny: “When you’ve traded away your beloved, your every breath will be as your last, and upon wings of fear you will approach the tower. The games you play are more deadly than she wishes, and she bears the fruit of your absolution.”

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

THE IMPOSE ACTION

(1) Impose: The character draws attention to herself, forcing an opponent that can hear or see her to favor her over other targets. The character makes an Intimidate Challenge that is resisted by the target’s Centering Skill.

If the Imposing character succeeds, the target suffers a \square , plus an additional \square per Margin of Success, to any attack that doesn’t include an Imposing character as a target. This penalty lasts until the start of the Imposing character’s next turn.

HINATA YAMUCHI

Fated, Living, Guard

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

Skills: Alchemy 1, Athletics 2, Evade 3, Intimidate 3, Notice 1, Pugilism 3, Stealth 2, Toughness 3.

Iron Tank (Guard): When Haruka fails a Close Combat duel (such as Pugilism) during Dramatic Time, he may draw a card.

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

Lasting Challenge: When Hinata succeeds on the Impose Action, the effects last until the end of Dramatic Time or until he takes the Impose Action again (in which case the previous Impose Action lasts until the start of his next turn).

Gruff: Hinata gains \blacktriangle to Deceive and Intimidate duels.

Languages: English, Japanese.

(1) Feral Tiger Punch (Pugilism/Might)

AV: +5 ----- Rg: /// 1 ----- Resist: Df
Target suffers 2/3/4 damage.

♀ *Bloody Mess:* After killing the target, draw a Twist Card and then discard a Twist Card.

LIN JIANG

The daughter of simple cooks, Lin Jiāng was recruited by the Ten Thunders after she touched a potato and accidentally infused it with poison, killing her lord and a number of his retainers. Her control over her powers has improved in the years since then, but she still feels remorse for the lives she has taken.

Gear: Fighting Claw, (Enchant Weapon, Elemental Nova, Poison, Alter Range, Increase AP), 2 scrip.

Destiny: “When the gears turn upon the story best forgotten, he will trust your falsehoods, but there are dragons here. Poison will be the cure, and you will forget yourself.”

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

IMMUTO

Lin Jiāng has access to the following Immuto when casting her Poison the Lotus and Poison Mist Spells:

Alter Range: +2 TN to increase Range one step or -2 TN to reduce Range one step: 1 yard, 2 yards, 3 yards, 5 yards, 10 yards, 15 yards, 30 yards, 50 yards.

Increase AP: -3 TN, Spell becomes 2 AP.

Poison: +1 TN, target gains an additional **Poison +1**.

THE POISON CONDITION

When a character gains the **Poison** Condition, it is applied with a certain value. At the end of her turn, a character with the **Poison** Condition suffers 1 damage, then the value of her **Poison** Condition is lowered by exactly 1.

LIN JIANG

Fated, Living, Dabbler

<i>Might</i> -1	<i>Grace</i> -1	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -3	<i>Intellect</i> 0	<i>Cunning</i> 3	<i>Tenacity</i> 0
<i>Defense</i> 3	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> +3
<i>Willpower</i> 3	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Athletics 1, Alchemy 1, Centering 1, Culinary 1, Deceive 1, Enchanting 3, Martial Arts 3, Notice 2, Sorcery 3, Toughness 2.

Epiphany (Dabbler): When Lin fails a Magic duel (such as Enchanting) during Dramatic Time, she may draw a card.

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

Languages: English, Mandarin.

(1) Fighting Claw (Martial Arts/Speed)

AV: +4 ===== Rg: ♣ 1 ===== Resist: Df
Target suffers 1/3/4 damage. This weapon may ignore one ☐ on the Damage flip.

(1) Poison the Lotus (Enchanting/Cunning)

AV: +6 ==== TN: 9♣ ===== Rg: 1 yard ==== Resist:
Wp

For 1 minute, target weapon or unarmed attack inflicts the **Poison +1** Condition on anyone it damages.

(1) Poison Mist (Sorcery/Tenacity)

AV: +3 ==== TN: 8♣ ===== Rg: 1 yard ==== Resist:
Wp

Every character within (X)2 must pass a TN 10 Evade Challenge or suffer 2 damage and gain **Poison +1**.

(0) Imbue Protection

Target a friendly character within 1 yard and discard a card. The next time that character suffers damage, reduce the damage by 1 (to a minimum of 0). Increase this reduction to 2 damage if the discarded card was a 6-10, or to 3 damage if the discarded card was a 11+.

A STATUE HAS BEEN STOLEN



The Ten Thunders are a crime syndicate that recruits the poor and desperate and turns them into weapons to wield against their enemies. You are one of these desperate souls, and your training is nearly complete.

When a petty thief attacks your master and steals a dangerous object from your temple, it falls to you to seek revenge for his transgressions.



Earthly Desires is a fun One Shot adventure for the *Through the Breach* roleplaying game. It comes with 5 pregenerated characters, allowing you to jump right into the action.



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