



# A STITCH IN TIME

## PROLOGUE: BLEEDING OUT

At the end of the last Act, one of the Hughes sisters was grievously injured by Jean-Philip Archambault, and Dr. Duer was frantically working to save her life.

It's possible that some or all of the Fated may have been left behind in the frantic scramble to escape the Star Opera House. In this case, some of the text below may have to be adjusted slightly to mention the Fated either hiring a carriage to take them to Villa Mondragone (if they have two Spanish dollars or are with Mondragone, who can pay for it) or hurrying there on foot (which takes about two hours).

In any case, read the following text to the Fated, swapping Gwyneth for Adwyn as appropriate:

As you hurry toward the open front doors of Professor Mondragone's sprawling manor home, the clock tower rising from the mansion's center strikes the hour. The forlorn tone of the bell feels ominous to your ears, but there's something else beneath the clanging, gong-like sound, like a distant scream that is more imagined than heard.

All that is pushed aside as you hurry into the mansion. Through the entryway, you can see Dr. Duer in the next room, his white suit stained with Adwyn's blood. The Hughes woman is laid out on Mondragone's rosewood dining table, a mass of bloody cloth, matted hair, and pale skin.

The Fated have a moment or two to react to the sight of the unconscious woman. Once they've done so, read the following text:

Dr. Duer barely looks in your direction. "Mondragone's workshop!" he barks, his scalpel already cutting away Adwyn's dress in preparation for an operation. "Her heart is failing! We're going to need some... machine thing... some device to keep her alive. Get that Shepard woman to help!"

If Mondragone returned from the Star Opera House with Duer or the Fated, he immediately darts off toward his workshop. If the Fated left him at the Star Opera House, however, Mondragone arrives a short time after them, talks briefly with Duer, and then hurries to his workshop.

If any of the Fated have claimed to have medical training during past conversations with Dr. Duer, he shouts for that character to come assist him with Adwyn. Everyone else is directed toward Mondragone's workshop.

## SCENE I:

# MEDICAL BREAKTHROUGH

When the Fated reach Mondragone's workshop, read the following text:

Mondragone's workshop is wide and expansive, taking up multiple rooms filled with scrap-strewn tables and free-standing chalkboards. A few half-built constructs stand amid islands of cleared space, little more than metallic skeletons threaded with pneumatic tubes and actuator wires.

As you enter, Kizzy Shepard looks up from a half-built device and pushes her goggles up onto her forehead. "You won't believe what I have to work with here. It took me four hours just to cobble together an electric arc welder so that..." Her voice fades as she notices your expression. "Oh no, what happened?"

Kizzy listens intently to the Fated as they describe their battle at the Star Opera House. If they succeeded in claiming the Staff of Za'gnacta from Archambault, she becomes quite excited, as a Soulstone of that size will make for an excellent power source, once she's rebuilt her breach machine.



When Kizzy learns about the injured Hughes girl, she abandons her current project and immediately starts searching for parts to help out. Read the following text, choosing the most technologically adept Fated as the object of her attention:

Kizzy swears as she starts frantically rummaging through Mondragone's workshop. "Duer may be a good doctor, even an amazing doctor, but he's a century behind the times. If that Spaniard has a recurrent agitator..."

Mondragone appears at the door, his shirt soaked with sweat and his face ashen. "There's a metronomic pump on the table to your left. Will that work?"

Kizzy snatches up the spherical device and lifts it up to inspect it. "Good enough," she says, tossing it to [FATED]. "If Duer can keep the girl alive long enough, we might just have enough time to build her a new heart."

At this point, the Fated can choose to assist either Dr. Duer in attempting to keep Adwyn alive, or they can assist Kizzy and Professor Mondragone with building the mechanical heart. Alternatively, they could attempt to act as liaisons between the two groups, keeping one informed of the other's progress.

Regardless of which path the Fated choose, it is handled with the Ongoing Challenge on the following page.

## GWYNETH OR ADWYN

As a reminder, this adventure assumes that the Fated rescued Gwyneth from Archambault, which resulted in Adwyn being kidnapped and subsequently wounded. If Gwyneth was kidnapped, simply swap the roles of Gwyneth and her sister Adwyn in this Act and continue with the adventure as written.

## HEART OF STEEL

**Skills Allowed:** Artefacting, Doctor, Enchanting + Cunning, Engineering, Leadership, Toughness (Living characters only)

**Target Number:** 10

**Duration:** 30 minutes

**Success Requirement:** 8

**Failure Requirement:** 3

During this Ongoing Challenge, Fated that are trying to assist Dr. Duer can use the Doctor or Enchanting Skills to help extend Adwyn's life using their medical or magical knowledge.

Fated who are assisting Mondragone and Kizzy can use the Engineering or Artefacting Skills to help plan out the construction of the device on a chalkboard or to assist the two engineers in building it. The Leadership Skill can be used to liaison between the two groups and keep everyone motivated and hopeful in an otherwise stressful situation, and Living characters can use the Toughness Skill to donate an unreasonable amount of blood to the injured woman.

If Adwyn did not receive a blood transfusion in the carriage at the end of Act 2, the TN for this Ongoing Challenge increases by +1.

Similarly, if the Fated needed to drive the carriage and failed the Husbandry Challenge to reach Villa Mondragone on time, the TN increases by an additional +1.

After every Duration, any Living character that made a Toughness Challenge to donate blood suffers 1 damage, plus one damage for every Margin of Success or Margin of Failure they achieved. If this damage causes a Critical Effect, the Fated character treats it as the following instant Critical Effect: "Increase the TN of every Unconsciousness Challenge this character makes during this Ongoing Challenge by +1." This instant Critical Effect lasts until the end of this Ongoing Challenge.

If the Fated brought the other Hughes sister with them, she gives as much blood as Dr. Duer allows, effectively contributing one Success to the Ongoing Challenge per Duration. She's desperate, panicking, and refuses to leave her sister's side.

On a success, the Fated succeed in keeping Adwyn alive long enough for Duer to attach the pneumatic heart. Proceed to The Pneumatic Heart on page 19.

On a catastrophic failure, however, Adwyn dies before the pneumatic heart is finished. Proceed to The Fallen Sister on page 19.



### A NECESSARY SURGERY

If Abeba Ketema is in the party, it is recommended that the Fatemaster allow her to participate in this Ongoing Challenge, despite her self-sufficient nature; Duer and Mondragone will all but drag her into assisting them despite her protests.

## THE PNEUMATIC HEART

If the Fated succeed on the Ongoing Challenge, read the following text, swapping Gwyneth for Adwyn as appropriate:



Mondragone carries the finished pneumatic heart into the next room, where Dr. Duer is hovering over the unconscious Adwyn. Her chest has been opened, and his bloody hands are wrapped around her heart, pumping it manually.

"It's ready," Mondragone says, his gaze drifting to the Adwyn's face.

"About damn time," Duer mumbles. "Let me know when you're ready and I'll remove her heart. We only have one chance to get this right."

A few minutes of tense surgery later, Dr. Duer steps away from Adwyn and wipes at his brow with a bloody hand, leaving a smear of blood across his forehead. "That should do it. It's been a long night... you folks should get some sleep while I close her up."



Dr. Duer spends the next hour closing Adwyn's chest, which involves pulling her ribs back together and wrapping wire around the sternum bone that he cut through to access her heart. Then he stitches her up; his sutures are tight and neat, but it's clear to anyone watching or helping him that Adwyn will bear the scar for the procedure for the rest of her life.

Professor Mondragone collapses onto a sitting couch in the next room and promptly falls asleep. If the other Hughes sister is there, she sits down beside him and promptly dozes off as well, her head leaning against his chest. When Dr. Duer finally finishes stitching up the wounded woman and notices the sleeping couple, he either smirks with amusement (if the dozing girl is Adwyn) or glares at them in quiet anger (if the dozing girl is Gwyneth).

In any case, the rest of the night passes quietly. Proceed to Scene 2: Missing Parts (pg. 20).

## THE FALLEN SISTER

If the Fated suffered a catastrophic failure on the Ongoing Challenge, read the following text, swapping Gwyneth for Adwyn as appropriate:



Mondragone hovers over a workbench with Kizzy and [ANY ASSISTING FATED], frantically assembling his own portion of the pneumatic heart. "I think we almost have it," he murmurs as he raises his own portion up to the light. "The right valve is finished."

"Don't bother." The voice comes from Dr. Duer, who stands in the doorway to the workshop, his arms covered in blood up to his elbows. There's a weariness to his entire body, but his eyes seem the most tired. "She's dead."

Kizzy curses, leans back, and runs her good hand through her hair. Mondragone just stares at the heart valve in his hand for a long moment before throwing it angrily across the room.



If the other Hughes sister is present, she was the first to receive the news and is crying at her sister's side. Duer comforts her with all the grace and dignity of a caring doctor, and she throws herself into his arms as she sobs and cries.

If Gwyneth died, Mondragone is visibly upset and blames Duer for her death, claiming that they should have sent for a better doctor. If Adwyn died, he just glares at Duer as he holds Gwyneth before quietly excusing himself from the room.

In any case, the dead Hughes sister is left undisturbed for the moment. Duer had to open her chest for the surgery, but he wants to close her up and make her presentable before they tell her father (and her sister, if the other Hughes woman is not present).

In any case, the rest of the night passes in somber silence. In the morning, proceed to Scene 2: Missing Parts (pg. 20).

## SCENE 2: THE LONG MORNING

The tone of the following morning depends largely upon the events of the previous night.

If either of the Hughes sisters was killed, then the tone is somber and depressing.

If Gwyneth died, Mondragone is still angry with Duer, and Duer has left for the Hughes mansion to inform Gwyneth's father of her death and, if necessary, to bring Adwyn back home.

If Adwyn died, Mondragone and Duer are still upset, but neither is actually angry with the other. Mondragone is tired, and Duer has left to the Hughes mansion to break the bad news to her father (and to bring Gwyneth home, if she was present).

Either way, the dead Hughes sister is left on the table in Mondragone's dining room, as neither man knows quite what to do with the corpse just yet. Presumably, Bernard Hughes will wish to bury his daughter, but for now, she simply lies where she is until the appropriate arrangements are made, her body covered by a bloodstained white sheet.

If the Hughes sister was saved, then the tone is one of relief tempered with ongoing concern. The wounded woman has been moved into a servant's room (to avoid having to carry her up the steps), where she's been made comfortable. If the Fated check in on her, she's unconscious, the result of a morphine injection given to her by Dr. Duer.

The good doctor, meanwhile, has left to inform Mr. Hughes of the situation and, if necessary, to bring his other daughter home to him.

## MISSING PARTS

Kizzy Shepard approaches the Fated in the morning to speak with them about returning home. Read the following text:



In the morning, Kizzy Shepard gathers you all together in Mondragone's study. She's seated behind a wide, rosewood desk that matches the beautifully finished bookshelves lining the walls.

"We've got a big problem. Mondragone's workshop just doesn't have the tools I need to rebuild the breach device. They don't even have welding torches yet!"

Shaking her head, Kizzy leans forward, rests her pneumatic arm on the desk, and starts running her fleshy fingers over its hard steel.

"Fortunately, I don't think I have to rebuild the device. When the temporal breach first appeared, it pulled a lot of my machinery into it, but other than a few bolts and pieces of scrap, none of those parts appeared in the alley with us. I think those pieces might have been dropped elsewhere in the city... maybe even *elsewhen*."

Kizzy grins with excitement. "If we can find those parts, then all I have to do is repair them, rather than build the entire machine from scratch, with no schematics. It's our best chance to get back to our own time."



If the Fated ask how she intends to find the parts to her machine (or after they just sit there and stare at her in confusion for a few moments), Kizzy opens Mondragone's desk drawer and shows them today's newspaper. It's titled *The Public Ledger* and is dated June 16th, 1794.

The front page headline reads: "Strange Lights Seen Near Star Opera House!"

The Fated are free to read the newspaper article, but Kizzy summarizes its contents for them regardless: Two nights ago, the night she and the Fated arrived in the past, a number of people reported seeing strange lights in the sky above the Opera House. The article goes on to talk about how similar lights have been seen over the city in the past, though nobody has been able to figure out just what they mean.

The other articles on the front page discuss an attack by “The Crazed Quebecian” on an “innocent opera patron,” as well as commentary on some other issues of the day (most notably the ongoing Northwest Indian War in the Americas and the staggering number of guillotine executions by the Revolutionary Tribunal in France).

Once the Fated have looked the newspaper over, read the following text:

Kizzy leans forward, excited. “If these strange lights appeared overhead when *we* came through the temporal breach, then there’s a chance that these other lights are from similar breaches... or rather, the same temporal breach opening out into different places in the past.”

“If you can visit the newspaper office, look through their back issues, and track down where the portals appeared, then you might be able to find the remains of my machine. I’ll start building the tools I need to repair it once you’ve brought it back. The sooner we get out of here, the better.”

She casts a glance back toward the door, and beyond it, the dining room that had been an operating room the night before. “I’m really starting to worry that our presence here is too disruptive.”

Kizzy plans to remain at Villa Mondragone while the Fated search for the parts to her machine. She suggests speaking with Mondragone, who can point them toward one of the local newspaper offices.

When the Fated speak with Mondragone, he suggests that they visit the *Malifaux Tribune*; in his estimation, they’re a reliable source of information on the various strange things that happen in the city, and it has a small enough print run that it’s likely the owner still has back issues stashed away somewhere.

Mondragone fetches an old issue of the newspaper from his sitting room (the headline reads: ”City Saved By Jack ‘o the Axe!” and goes on to describe a battle between the eponymous Jack and “the dark mistress,” Astarte, in the sewers beneath the southern part of the city) and shows the Fated the last page, where the newspaper has printed its address.

Once the Fated are ready to visit the newspaper office, proceed to Scene 3: Old News on page 22.



## SCENE 3: OLD NEWS

The office of the *Malifaux Tribune* is only about a mile east of Villa Mondragone, near what will one day be the border between Downtown and the Easterly slums. The editor, Kurt Greenberg, arrives at the office at 4 am to begin pouring the molds for his printing press. Lithography has yet to be invented in 1794, so the *Malifaux Tribune* (and every other newspaper in the city) relies upon stereotyping to create their printing plates.

This process involves pouring plaster into a tray of completed type letters to make a mold. Hot metal is then poured into the mold and allowed to set, creating the printing plate that is then slotted into the printing press and used to print newspapers. The metal plates are melted down to be reused once the print run is finished. Because of the amount of time that goes into this process, the newspapers are always a day or two behind on current events.

Kurt Greenberg arrives at 4 am to melt down yesterday's printing plates and begin setting out the type letters of the day's stories. At 9 am, a Norwegian laborer, Konrad Haraldsson, arrives to begin pouring the molds and printing the papers. Greenberg leaves at this time and returns at 5 pm. He spends an hour bundling the newspapers up in twine, and then leaves to deliver them to various newsstands throughout the northwestern portion of town. Haraldsson also leaves at 6 pm.

### THE PUBLIC LEDGER...?

If the Fated decide to investigate a newspaper other than the *Malifaux Tribune* (such as *The Public Ledger*, the newspaper Kizzy showed the Fated), this scene can play out more or less as described here.

If this happens, the Fatemaster should replace Kurt Greenberg and Konrad Haraldsson with different characters to show that, while many of the city's newspapers operate in the same way, they're all owned by different people.

If the Fated arrive at any time between 6 pm and 4 am, the newspaper office is closed. Read the following text:

The *Malifaux Tribune* is situated in a wide, single-story building at the intersection of two small streets. The windows bear the name of the paper, and through them, you can see the distinct shape of a bulky, antique printing press. Judging from the old-fashioned padlock on the door and the darkened windows, the newspaper office is closed.

If the Fated attempt to break into the newspaper office, they can open the padlock with a TN 9 Lockpicking Challenge. Alternatively, they could just break the window; if it's after 10 pm, there are no militia patrols in the area, and nobody will investigate the sound. Until then, however, such vandalism will attract attention (and with it, four Militia Guardsmen, pg. 37).

Should the Fated arrive during business hours, however, they will most likely find Haraldsson working within, though there's a slim chance they might bump into Greenburg if they leave especially early or late. Greenburg is a thin German man in his late 30s, while Haraldsson is a stocky Norwegian in his late teens. If the Fated arrive while the newspaper office is open, read the following text, swapping out Haraldsson for Greenburg if appropriate:

The *Malifaux Tribune* is situated in a wide, single-story building at the intersection of two small streets. The windows bear the name of the paper, and through them, you can see a stocky man hunched over a bulky, antique printing press. When the man straightens up and runs a hand through his sandy-blond hair, you realize that he's actually more of a teenager than an adult.

## ACCESSING PAST EDITIONS

Both Greenburg and Haraldsson are polite and friendly if the Fated encounter them, shaking hands and smiling freely. Greenburg is more than happy to talk about his newspaper (53 editions so far, print run just passed two hundred papers, planning to offer door-to-door delivery later this year), but Haraldsson doesn't seem all that interested in the Tribune; for him, it's just a reliable job.

A TN 8 Bewitch Challenge is enough to convince either man to allow the Fated to search through the unsold back issues, which are stored in a side closet until there are enough of them to warrant a trip to the paper mill to sell them for pulp.

If the Fated mention an interest in strange lights, both men remember the story about the lights above the Star Opera House two nights ago. Greenburg remembers writing a few similar stories about such lights, one as far back as two years ago, but the papers containing those stories have long since been sold for pulp. There were some lights a few weeks ago, however, and he's pretty sure that those issues are still in the closet.

Haraldsson, for his part, remembers Greenburg talking about seeing such lights before, but he doesn't remember when and doesn't actually read the Tribune (or anything else for that matter; he's illiterate). He does mention that there are some back issues in the closet, however, if they want to look for themselves.

Once the Fated have permission (or after they've broken into the newspaper office), they can search through the unsold previous editions for other mentions of the mysterious green lights. Finding the correct newspaper requires a TN 8 Literacy Challenge. If the Fated fail this Challenge, they can attempt it again, but each such attempt takes one hour.

If the Fated broke into the office and are still there when Greenburg shows up for work at 4 am, he sends for Militia Guardsmen (pg. 37). Similarly, if the Fated are still there when the office closes, Greenburg asks them to leave (though they can come back the next morning).

## THE ARTICLE

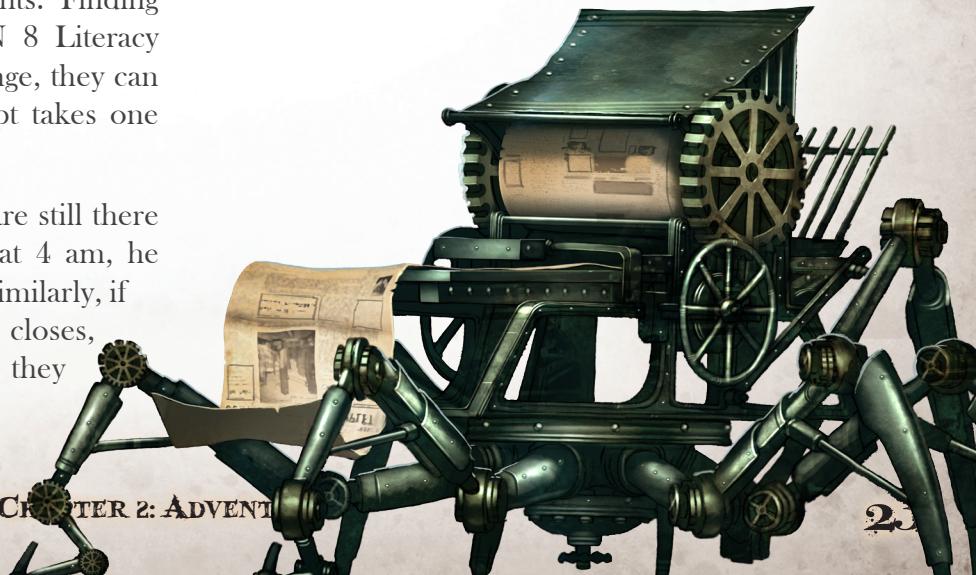
The only newspaper containing a story about green lights in the sky is dated June 6th, 1794. It describes them as "vivid and sparkling" and mentions that they were located "south of the river, across from the Council Citadel." The article goes on to speculate that the lights might have been caused by the strange magics of the Council's mages, but also notes that none of those mages were available for comment.

An article on the same page describes a similarly strange event: as the lights were shining, a "comet" fell from the sky and slammed into the Eternal Chapel of the Redchapel district, damaging the roof. Most likely, the falling object was part of Kizzy's machine.

It doesn't take much effort for the Fated to learn the location of the Eternal Chapel; it's something of a city landmark, and just about anyone located across the river from the Council Citadel.

If the Fated achieved a Margin of Success on their Literacy Challenge, they also find a newspaper article from June 9th, 1794, which discusses the supposed "haunting" of the Eternal Chapel by some sort of "evil spirit." The article takes a skeptical view of the eyewitnesses who claim to have seen a "masked ghost," but acknowledges that in the wake of the "villainous necromancer," anything could be possible.

Once the Fated have found the newspaper, they can proceed to Scene 4: The Eternal Chapel (pg. 24).



## SCENE 4: THE ETERNAL CHAPEL

The Eternal Chapel is located in (and lends its name to) the Redchapel neighborhood, which is located on the southern side of the Fortune River, in what will one day become the Riverfront Slums. It's about twelve miles from the *Malifaux Tribune* office, so walking takes about four hours. If the Fated hire a carriage (costing two Spanish dollars), the trip only takes forty five minutes.

As they travel, the clouds overhead grow darker and begin to rumble with the first hints of thunder. While this might come across as ominous, there's nothing particularly sinister to the approaching thunderstorm.

When the Fated arrive at the Eternal Chapel, read the following text:

From your first glimpse of the Eternal Chapel, it's clear how the surrounding Redchapel neighborhood took its name: the chapel's walls have been painted a deep crimson color. The building looms ominously over wide yard like a massive tick growing fat off the city's blood.

Even from the street, you can tell that the chapel has suffered some recent damage. The stained glass windows are shattered in places, but there are still enough colored panes remaining for you to confirm that the story being hinted at in their visages isn't from any holy book you've ever read. The wind howls softly as it blows through the shattered windows, almost making it seem like the chapel is wheezing for breath.

More noticeably, there's a large hole in the slanted roof, and a "Closed for Renovations" sign hangs haphazardly from handles of the padlocked double doors. It doesn't look like anyone's visited the chapel in weeks.

If the Fated examine the stained glass windows, a TN 10 Art Challenge allows them to realize that the images represented in the windows tell their own story: One depicts them standing alongside Kizzy Shepard in her workshop, another shows them being pulled into a swirling green portal, and yet another depicts their battle with Archambault on the stage of the Star Opera House. If they continue to investigate the windows, they even find a window depicting them staring at that very window.

The other windows are mostly broken, but they do give some glimpses of the future: one depicts the Fated facing off against a snake-haired woman atop a clock tower in the middle of a thunderstorm, another shows a battle with an old woman wielding mechanical gauntlets, and the last depicts them battling evil versions of themselves ringed in sinister halos of green light.

The images in the windows are a minor side effect of the time distortion the Fated are causing by their presence in the past; reality is slowly starting to warp around their presence in 1794, and the Eternal Chapel is a particularly sensitive location to such anomalies.

The doors of the Eternal Chapel are padlocked, but they can be opened with a TN 9 Lockpicking Challenge. Alternatively, the Fated could just do a bit more damage to an already-broken stained glass window and climb inside that way.



Once the Fated have entered the Eternal Chapel, read the following text:



Despite the cool winds of the gathering storm outside, the interior of the Eternal Chapel is oppressively warm and stuffy. Light streams in from the ragged hole in the ceiling, illuminating a broken mess of warped steel machine parts and splintered wooden pews. Though they've clearly been damaged, it's obvious that the twisted scrap was once part of Kizzy's time-spanning machine.

As you take in the scene, the twin scents of rotting meat and rancid urine become noticeable, undercut by an unpleasant, chlorine-like stench. Something about the odor makes your eyes water and your head hurt, and for a moment, you can almost hear the distant sounds of a man's tortured screams.



The falling machinery and subsequent rains have weakened the floor of the chapel, and when the characters approach the machinery, it finally gives way and dumps them into the basement. If the Fated are suspicious of the floors, a TN 10 Engineering Challenge reveals that something (most likely the falling machine parts) has damaged the floorboards.

Nevertheless, the Fated still need the machine parts. Unless they can teleport the half dozen parts out of the church and to safety (in which case, they get to avoid a dangerous fight), they're going to have to either enter the chapel or attempt to drag the parts closer... both of which end up collapsing the floor.

### PRONE

Prone characters gain  $\oplus$  to Defense flips against Projectile ( $\curvearrowleft$ ) attacks but suffer  $\ominus$  to their Defense flips against Melee ( $\wedge\wedge$ ) Attacks.

When the floor collapses, read the following text:



As you approach the shattered pews and damaged machinery, you feel the floor shift beneath you and hear it groan in protest. You instinctually freeze in place, but the groaning only continues to grow louder and louder.

You've only just started to step back when the weakened floor boards give way with a series of loud snaps. In an instant, the floor falls away and sends you tumbling down into the chapel's basement amidst a cascade of sharp wooden splinters and jagged metal.



Every character in the Chapel must attempt TN 10 Acrobatics or Evade Challenges. On a success, the character manages to land more or less safely, bruised and scratched but otherwise intact. Characters who were near the door when the floor caved in gain a  $\oplus$  to this Challenge and can choose to leap outside instead of falling into the basement.

On a failure, the character falls into the basement and suffers 1 damage. Any character that achieved a Margin of Failure on this Challenge lands badly on a limb determined by the suit of their final duel total ( $\spadesuit$  = Left Leg,  $\clubsuit$  = Right Leg,  $\heartsuit$  = Left Arm,  $\diamondsuit$  = Right Arm) and gains the **Useless Limb** Condition for that limb until the end of the scene.

Regardless of their success or failure, every character that falls into the basement also becomes **Prone**.

The basement is fifteen feet down, and characters can climb out with 2 AP and a TN 8 Athletics Challenge. On a failure, the character makes no progress, but if she generates a Margin of Failure, she suffers 1 damage as she lands on a jagged piece of metal or wood.

A character can safely hop down with a TN 6 Acrobatics Challenge; on a failure, she lands poorly and suffers 1 damage.

## DELIRIUM

When the time portal appeared and Kizzy's machine fell from the sky, the chapel's pastor, Father Foster, caught a glimpse of the future and the horrors it held. The fleeting vision shattered his mind, and his insanity attracted an Insidious Madness. In the days that followed, the spectral entity grew strong on the pastor's insanity and the residual temporal energy of the time portal, growing stronger and eventually becoming something entirely different from what it once was: Delirium.

As the dust clears, the entity makes its presence known. Read the following text:



In the wake of the floor's collapse, you begin to hear voices calling out to you. At first, you think that they might belong to passers-by who heard the commotion and rushed to check on you, but then you actually start to listen to what they're saying and realize that it's all gibberish. More alarmingly, the voices are coming from *inside* the chapel, rather than outside it.

Gradually, you start to realize that there's something else in the basement. You catch a glimpse of gnashing teeth out of the corner of your eye and notice a chemical, chlorine-like scent that reminds you of leering white masks. Paranoia and dread well up within you, and in your imagination, you can see a purple-blue cloud-thing filled with gnashing teeth watching you from above.

Then, suddenly, as if conjured into existence by the fragments of your own psyche, it's there in front of you: a twisted nightmare mass of bruised colors and gaping maws, like a malignant tumor upon reality itself. White masks float in a cluster near the top of the gaseous beast, and they leer down at you in silent judgment as spectral tendrils curl through the air toward you like sentient smoke.



### MY FACE!

Characters who lose their faces are considered to have the following Lingering Critical Effect: "**Hideous:** This character suffers a  $\square$  to all Social Skill Challenges other than Intimidate."

Delirium's stats can be found on page 38. It attacks the Fated, stealing their faces whenever it seems appropriate. This aspect of the creature is primarily meant to horrify the Fated, so don't feel obligated to use it every round if they're already panicking over such a gruesome attack.

Note that if a character's initiative drops as a result of the Repressed Memories Condition, she will not gain an "extra" turn on her new initiative value.

The basement is roughly eight yards wide and twelve yards long. Because of the broken floorboards and pews scattered across the ground, it counts as Severe Terrain, so characters move through across it at half speed. Otherwise, it's relatively open, without much in the way of cover.

The stairs at the back of the basement are more or less useless now that the main floor has collapsed into the basement; they lead upwards to broken wood and empty space.

Once the battle is over, the Fated can gather up Kizzy's machine parts without further incident. There are three large pieces, each about the size of a person, and lifting them up out of the basement requires a TN 10 Athletics Challenge.

If the Fated use rope or some other means of making the task easier, they gain a  $\oplus$  to this Challenge. There is no penalty for failing this Challenge unless the character achieves a Margin of Failure, in which case they stagger backwards and fall over as the machine piece partially crushes them, dealing 1 damage.

The smaller machine pieces can be removed from the basement without problem.

## THE CRAZY CONDITION

Delirium hands out the Crazy Condition, which can quickly turn characters into insane, cackling madmen. Fortunately, it's possible for characters to come back from the brink of insanity, though it's a slow and difficult journey.

At the start of each day, a character may attempt a TN 15 Centering Challenge to lower the value of her Crazy Condition by exactly 1.

While the Fated are looking through the basement, they will uncover the corpses of a priest (Father Foster) and a few members of his clergy. All of them have had their faces removed, and many have been partially devoured (primarily to terrorize them; Delirium doesn't actually feed on flesh and blood).

A search of the bodies turns up 12 Spanish dollars as well as Father Foster's bible, which bears a great deal of crazed scribblings in the margins. The book now serves as a Grimoire and contains the Elemental Engulf and Terrifying Aura Magia, as well as the Increased Damage, Pulse, and Terror Immuto.

These Magia and Immuto are described in more detail on page 28.

Once the Fated have recovered Kizzy's machinery (and, presumably, either tied them to the top of a carriage or resigned themselves to carrying the large and highly noticeable future machines through the city), they can return to Villa Mondragone and proceed to Scene 5: The Gorgon's Tear (pg. 29).

If the Fated are wounded from their fight with Delirium, it might not be a bad idea for them to tend to their wounds on the way back to Villa Mondragone; once they arrive, things will go downhill very quickly.

Feel free to mention the pain of their unintended wounds as they crawl into the carriage or trudge through the city streets, which should at least make the Fated aware of their injuries. If they continue forward while already injured, the trials awaiting them will be particularly dangerous...



## FATHER FOSTER'S BIBLE

Father Foster's Bible serve as a Grimoire that gives the following Magia to any attuned character (any character can attune themselves to the Grimoire with a few hours of study; a character can only be attuned to one Grimoire at a time).

### ELEMENTAL ENGULF

AV	AP	TN	RESIST	RANGE
Sorcery + Tenacity	1	7	Wp	5 yards

*The caster surrounds the target with dangerous elemental energy.*

**Effect:** The target suffers 1/2/3 damage.

**Requirements:** This Magia must include at least one Elemental Immuto.

### TERRIFYING AURA

AV	AP	TN	RESIST	RANGE
Necromancy + Tenacity	1	7	Wp	5 yards

*The target emanates a powerful aura that causes terror in the living.*

**Effect:** The target gains a terrifying aura of supernatural dread for 1 minute. If a Living character ends a Walk Action within the target's engagement range or targets the target of this spell with an Action, it must attempt a TN 10 Horror Duel.

### INCREASED DAMAGE (ALTERATION IMMUTO)

The caster may increase the damage of a Magia from 1/2/3 to 1/3/4, from 1/3/4 to 2/3/4, or from 2/3/4 to 2/4/5. Each time the damage increases, the TN of the Magia increases by +2.

### TERROR (ELEMENTAL IMMUTO)

The caster may increase the TN of a damaging Magia by +1. If she does so, any character that suffers damage from the spell must also make a TN 6 Horror Duel. For every additional point by which the caster increases the TN of the Magia, increase the TN of the Horror Duel by +1.

### PULSE (ALTERATION IMMUTO)

The caster may increase the TN of a Magia by +4 to make it affect every character within (Y)1 of the initial target. If the spell deals damage, then every character affected by the Pulse suffers Weak damage. If the spell listed any TNs in its effects, characters affected by the Pulse lower those TNs by -3. If the spell is resisted by Defense or Willpower, characters affected by the Pulse may attempt TN 10 Defense or Willpower duels (as appropriate) to avoid being affected.

## SCENE 5: THE GORGON'S TEAR

When the Fated return to Villa Mondragone, they find themselves walking right into the middle of a tense argument between Gwyneth and her suitors. She's stolen the Gorgon's Tear from her father's vault and intends to use it to either heal her sister (if she survived the operation) or return her to life (if she perished).

Read the following text, choosing either the dining room (if Adwyn died) or the servant's room (if Adwyn lived) as the location of the altercation. As always, swap Gwyneth for Adwyn as appropriate:

As you leave the chapel, the darkening storm clouds overhead finally begin venting their frustration down upon the city below. The rain falls like a curtain, drumming upon the roofs of the buildings and flooding the gutters as the water tries to escape into the sewers. Every so often, the heavens flash with electric light, heralding the deep rumbles that follow a few moments later.

By the time you arrive at the front gate of Villa Mondragone, the storm's fury has already started to lessen. The rain is still steady, but it no longer hammers the ground as if trying to beat it into submission, and the thunder and lightning have both drifted further westward.

Unfortunately, the scene you find waiting for you inside the mansion is anything but pleasant. Dr. Duer is in the hallway, banging on the closed door of the [DINING ROOM/SERVANT'S ROOM]. He glances over his shoulders and steps aside as he notices you, his face flushed with color. "It's Gwyneth! She locked herself in the [DINING ROOM/SERVANT'S ROOM] with her sister!"

He grabs [FATED]'s arm and meets [HIS/HER] gaze. "She has the Gorgon's Tear!"

The Fated can batter the door open with a TN 9 Athletics Challenge or pick the lock with a TN 9 Lockpicking Challenge. On a failure, they can try again on the next turn. After three rounds pass, Mondragone hurries down the hallway with the key and unlocks the door on the fourth round.

When the Fated get the doors open and enter the room, read one of the following text boxes on the following page, depending upon whether or not Adwyn (or Gwyneth) survived the operation:

### ADWYN (OR GWYNETH) SURVIVED

If Adwyn survived her surgery, read the following text, swapping Gwyneth for Adwyn as appropriate:

You burst into the room to find Gwyneth standing over the side of her sister's bed. Her left hand is pressed against Adwyn's chest, while her right holds a faceted emerald Soulstone the size of a man's fist. The eerie green radiance emanating from the gem bathes the entire room in shades of venomous light that makes you feel slightly sick to your stomach.

Dark green mist rolls down Gwyneth's arms and into her sister's wheezing chest. You can already see the unwholesome color spreading across the Adwyn's skin like a sentient bruise.

"It's healing her!" Gwyneth exclaims, her eyes wide with desperate panic. "She said it could heal her!"

In the window behind her, you can see Gwyneth's reflection... and also the image of a spectral woman in a blood-red Victorian dress. Her hair is a nest of tangled vipers, and she's leaning forward, as if whispering softly in Gwyneth's ear.

After reading this text, proceed to The Gorgon's Release (pg. 30).

## ADWYN (OR GWYNETH) PERISHED

If Adwyn perished, read the following text, swapping Gwyneth for Adwyn as appropriate:



You burst into the room to find Gwyneth standing beside the table bearing her sister's corpse. Her left hand is pressed against Adwyn's chest, while her right holds a faceted emerald Soulstone the size of a man's fist. The eerie green radiance emanating from the gem bathes the entire room in shades of venomous light, making you feel slightly sick to your stomach.

Dark green mist rolls down Gwyneth's arms and into her sister's chest. You can already see the unwholesome color spreading across the younger sister's skin like a sentient bruise.

"She said it could bring her back!" Gwyneth exclaims, her eyes wide with manic desperation. "Adwyn doesn't have to die!"

In the window behind her, you can see Gwyneth's reflection... and also the image of a spectral woman in a blood-red Victorian dress. Her hair is a nest of tangled vipers, and she's leaning forward, as if whispering softly in Gwyneth's ear.



After reading this text, proceed to The Gorgon's Release in the next column.

### THE GORGON'S TEAR

The Gorgon's Tear is a fist-sized Soulstone with a unique emerald hue. In game terms, it is a Lade 8 (Size 3, Quality 5) Soulstone.

Each morning, a character in the possession of the Gorgon's Tear gains the **Haunted +1** Condition (see Under Quarantine, pg. 155) as the Gorgon's influence becomes more pronounced.

## THE GORGON'S RELEASE

Regardless of which option occurred, the Fated have just enough time to perform a single 1 AP action. Any attempt to snatch the Gorgon's Tear out of Gwyneth's hands is successful. If the Fated already have their weapons drawn and attempt to attack Adwyn, Gwyneth shouts "NO!" and throws herself in front of the attack; assume Gwyneth has defense 3 and 4 Wounds.

No matter what happens, however, the Gorgon has already tethered a portion of her spectral essence to Adwyn's body and soul. The best thing the Fated can likely do in this situation is to simply get the Gorgon's Tear away from her.

After the Fated have taken their actions, read the following text, swapping Gwyneth for Adwyn as appropriate:



Adwyn snaps upright, her hands clutching at her chest as she sucks in a quick breath. Her eyes snap open, hollow and black, and she looks around the room in confusion. "Gwyneth...?"

Suddenly, Adwyn grabs her head, nearly doubling over in pain. Her hair starts floating upwards, as if freed from gravity, and the discolored bruise spreads further across her skin. "NO!" she screams. "GET OUT OF MY HEAD!"

She looks up at Gwyneth, her eyes wide with terror as her hair starts weaving itself into long, complicated braids. "Gwyneth, what did you do?!"

"I... I saved you!" Gwyneth cries, doubt making her voice tremble.

Adwyn screams again, burying her face in her hands as she doubles over. "I'M LOSING ME! I'M LOSING ME!" The bruises across her body shift, taking on the shape of sickly serpent scales, and her braids begin writhing about as if they possessed minds of their own.



The Fated can attempt TN 10 Enchanting + Cunning Challenges at this point. On a success, the character realizes that Adwyn's body seems to be undergoing

a physical transformation, most likely as a result of being possessed by an entity that had been trapped within the Gorgon's Tear.

### SOULSTONES AT A GLANCE

If a living character dies within a number of yards equal to a Soulstone's Lade, that Soulstone becomes charged. No matter its Lade, a Soulstone can only ever hold a single charge. Charged Soulstones can be used in the following ways:

**Augment Magic:** A character may spend a charge when casting a Spell or Manifested Power to gain either + to her casting duel or to add a suit of her choice to her final duel total.

**Animate Construct:** If placed in a Construct, a Soulstone will consume a charge to animate the construct for a number of weeks equal to its Lade, or until the Soulstone is removed.

**Absorb Soul:** As a (0) Action, a character may absorb the charge within a held Soulstone to heal 1/2/3 damage or to remove a lasting Critical Effect. She may use this Action to heal either herself or another character within 1 yard.

### THE GORGON

The Gorgon is a Tyrant, an incredibly powerful entity from the ancient days of Malifaux's past.

Before becoming a Tyrant, the Gorgon had been a diplomat and politician. She had always been charming, but as the years passed and she delved deeper into magical lore, she wove stronger and stronger enchantments into her body. By the time that she had become a Tyrant and left her mortal name behind, the Gorgon was capable of entralling anyone who so much as met her gaze.

While some Tyrants rushed to gather even more power in the hopes of ascending to godhood, the Gorgon took a different path. She understood the value of stealth and guile, and she grew her power slowly in the shadows, using proxies to manipulate her fellow Tyrants into unnecessary conflicts, which kept her peers weak and distracted.

When the Gorgon's physical body was destroyed at the end of the Tyrant War, the magic that had enthralled entire armies unraveled in her spectral hands. Her former thralls hunted her disembodied spirit down and imprisoned her in a specially cut Soulstone. Like a hall of mirrors, the facets of the gem turned the Gorgon's gaze back upon her no matter which way she turned. With no way to escape the mind-weakening enchantments she had woven into her gaze, the Gorgon's thoughts unraveled, reducing her to little more than a slumbering mote of consciousness.

When Bernard Hughes found the Gorgon's prison, he had it recut to enhance its unique luster. The process disrupted the careful balance of the facets keeping the Gorgon docile, and gradually, her consciousness and memories began to return. She had intended to make Jean-Philip Archambault into her proxy in the mortal realm, but with his defeat, the Gorgon's careful plans once more unraveled in front of her.

When Gwyneth calls upon her power, the Gorgon takes a desperate risk and pours a fragment of her essence into Adwyn in the hopes of facilitating her return to the mortal realm.

Realizing what is happening to her, Adwyn attempts to put as much distance between herself and her sister as possible. Read the following text, swapping Gwyneth for Adwyn as appropriate:



Adwyn's head bobs sinuously, darting this way and that, until she meets her locks eyes with her sister.

A look of sorrow flickers across her features, then she twists around and throws herself through the window in a shower of shattered glass. She lands in the rain-soaked garden beyond and scrambles to her feet, stumbling forward into the darkness and rain of the thunderstorm.

"STOP HER!" Gwyneth shouts, grabbing [NEAREST FATED] by the arm. "She's hurt!"



The Fated can vault over the window with a TN 8 Athletics Challenge. On a success, the character makes it out into the rain without incident, but on a failure, the character cuts herself on the broken glass shards and suffers 1 damage.

If the Fated don't immediately vault over the window, Mondragone and Duer take the initiative and leap through the window as Gwyneth collapses to the ground in tears. If the Fated do go through the window, Duer and Mondragone follow after them.

### THE SHOVE ACTION

**(1) Shove:** The character targets a character within 1 yard and makes an Athletics + Might Challenge that is resisted by the target's Athletics + Might + Rank Value. If one character involved in the shove has a larger Height than the other, the larger character gains a + to their Challenge.

If the Shoving character succeeds, the target is pushed 1 yard directly away from her, plus one additional yard per Margin of Success.

### SPIRITUAL SPEEDBUMP

Adwyn scrambles through the darkness and rain as the Gorgon strengthens its hold on her. As she flees, the Gorgon draws upon her powers to summon a few spirits to slow the Fated down. Read the following text, swapping Gwyneth for Adwyn as appropriate:



As you hurry through the rain after Adwyn, she passes the garden's large central fountain and makes a frantic gesture with her hand. The fountain flares with bright green light, and a moment later, a pack of bloated, drowned spirits rise up from its depths and begin floating toward you.

Mondragone draws his pistol and fires a quick shot through the head of the nearest spirit, drawing its attention but doing little harm to its grotesque body. "After Adwyn!" he shouts. "Arthur and I will hold these spirits at bay! You must save her!"



If the Fated ignore Mondragone's orders and decide to fight the spirits, there is one Drowned per Fated. Their stats can be found on page 39. Stats for Dr. Duer and Mondragone can be found on pages 41 and 42, respectively.

Because of the wind, rain, and darkness, any  $\checkmark$  attacks made outside during the storm suffer a  $\square$  to the attack flip.

If the Fated continue after Adwyn, the distractions provided by Mondragone and Duer ensure that they are not followed by the drowned spirits.

If the Fated split apart at this point, with half of them remaining behind to fight the spirits while the others continue to chase Adwyn, carry out this battle first before moving on to the second battle with the second group. Feel free to give the stat blocks for Duer and Mondragone to any missing Fated so that they can participate in this fight. If this happens, both characters can flip cards as if they were Fated. Characters who fight the Drowned cannot continue to chase Adwyn.

## TAKEDOWN

Once the Fated have either defeated or bypassed the Drowned, they can continue to chase Adwyn. Read the following text, swapping Gwyneth for Adwyn as appropriate:

Adwyn slips in the mud and stumbles forward, almost losing her footing. As she recovers, a flash of lightning illuminates the garden for one brief moment, revealing that her wet braids have transformed into a tangled mess of writhing snakes and vipers.

In the flash, Adwyn catches sight of the clock tower rising up from the mansion and starts running toward it. "I can't stop her!" she shouts back as she scrambles through rain and mud. "Nobody can! She will kill everyone!"

The Fated can attempt to tackle Adwyn to the ground with a TN 12 Athletics + Speed Challenge.

If the Fated fail in their attempt to tackle Adwyn (or if they don't attempt it), she reaches the stairs to the clock tower and all but throws herself up the steps. Proceed to The Clock Tower (pg. 34).

On a success, the Fated tackle Adwyn to the ground and knock her **Prone**. Unfortunately, this also allows the snakes that make up her hair to make a single Serpentine Hair attack against the tackling character (see Possessed Hughes, pg. 40).

Adwyn screams at the Fated to kill her "before the Gorgon takes me." Each character gets a single turn to act. Adwyn doesn't try to defend herself, so all it takes is a single attack with a weapon to finish her off. If they do so, Adwyn dies, her body gradually transforming back to its normal form as the Gorgon's essence returns to the Gorgon's Tear.

If the Fated hesitate or attempt some other means of saving Adwyn, the Gorgon sacrifices a great deal of its potential power in order to prematurely assume control of the woman. Read the following text:

Adwyn shudders and then opens her eyes, which are now glowing with a bright, venomous light the same shade as the Gorgon's Tear.

"**IAWAKEN**," she gasps, her voice moving through your mind like the shameful caress of an illicit lover. She raises her hand, watching as her bruised skin slowly transforms into discolored, purple-green scales. "**SUCH A FRAGILE VESSEL...**"

Adwyn shifts her gaze toward you, and instantly, you feel your mind melting away before her awesome presence.

The Fated will have to square off against Possessed Hughes (pg. 40). Without the option of shoving her off the clock tower, this will likely be a very difficult fight. If there's any silver lining to the scenario, it's that the Gorgon's grasp on Adwyn is still tenuous, and thus her power (and Rank Value) is far less than what it will become over the next few hours.

If the Fated defeat the Tyrant, see The Gorgon Defeated on page 35. If the Fated are themselves defeated, the last thing any of them remembers before falling unconscious is the Gorgon leaning down to whisper unremembered words in their ears.

Some time later, any unconscious Fated are revived by Duer and Mondragone. The Gorgon has escaped, and her presence in the world will have catastrophic implications for the future.

If the Fated took Adwyn's life, Duer and Mondragone are upset by the turn of events and have little to say, even if the Fated explain about the Gorgon. If Gwyneth is the one who died, Duer and Mondragone blame each other and get into a shouting match about which one "caused her death." Both are noticeably upset with the Fated.

## THE CLOCK TOWER

If the Fated allow Adwyn to escape them in the garden, she flees up the steps to the top of Villa Mondragone's clock tower. If they choose not to follow her, the Gorgon takes control of Adwyn just as the woman is about to throw herself off the ledge. The Tyrant then slips away into the stormy night and will have a significant (and very negative) impact upon the next century.

If the Fated chase Adwyn up the clock tower, however, they have a chance to defeat the Gorgon before she can escape. Read the following text:



The slick stone steps wind their way up the exterior of the square clock tower. Rain pelts you as you climb, leaving you thoroughly soaked by the time you reach the uppermost landing. The tower's large dome has ensured that the enormous brass bell which hangs suspended above you is protected from the worst of the elements, but the smooth stone floor is still wet in places, particularly around the edges, where a thin, three-foot-tall railing is all that stands between safety and empty space.

Adwyn is standing in front of this railing, her hands upon it as she stares up into the heart of the thunderstorm. As you watch, she slowly steps back, allowing her scaled hands to slide from the railing as she turns to face you. Her serpentine tresses hiss and snap at you, but you find it difficult to focus on anything other than the glowing emerald light of her eyes.

"**FEW ARE BRAVE ENOUGH TO CHASE THE STORM**," she murmurs, her voice moving through your mind like the shameful caress of an illicit lover. "**SERVE ME. KNEEL BEFORE YOUR TYRANT.**"



If the Fated surrender to the Gorgon, see the Conclusion on page 35. The Gorgon's grasp on Adwyn is still tenuous, so her power (and Rank Value) is far less than what it will become over the next few hours. Despite this, she's still a dangerous adversary, and the Fated are likely in for a difficult fight. The Gorgon uses the stats of Possessed Hughes (pg. 40). If there are four or more Fated characters, add a Drowned (pg. 39) to this battle.

The landing of the clock tower is ten yard to a side, and the Possessed Hughes begins a mere two yards from the edge on the western side. The Fated begin the battle on the eastern side, near the stairs leading down to the garden below.

A character can attempt to shoot the rope holding the enormous brass bell suspended above the landing. In order to do so, the character must be within 1 yard of any edge of the landing (in order to have the proper angle), and she must use a weapon with a range of at least 8 yards. The character must spend 1 AP to make a TN 15 Challenge with the appropriate Ranged Combat Skill.

On a success, the character damages the rope, and the weight of the bell does the rest; at the end of the round, the bell crashes down, dealing 10/14/18 damage to anyone in the two-yard by two-yard square at the center of the landing. Everyone on the landing is knocked **Prone**, and characters hit by the bell cannot take actions until another character spends 2 AP and makes a successful TN 12 Athletics Challenge to free them. The fallen bell counts as hard cover. If the bell lands on the Gorgon, see Ding Dong, the Gorgon is Dead on page 35.

Alternatively, the Fated might attempt to push the Gorgon off the clock tower using the Shove Action (see pg. 32) or any other pushes they might possess. Any character that falls off the western edge of the landing plummets forty meters to the ground below and suffers 20/22/26 damage. Falling off any of the other three sides will cause the character to strike the mansion's roof, twelve yards below, which reduces the falling damage to 6/8/10 damage. If the Gorgon is pushed off the landing, see Over the Edge! (pg. 35).

If the Fated are defeated, the Gorgon escapes into the night. Some time later, any unconscious Fated are revived by Duer and Mondragone.

## OVER THE EDGE!

If the Fated are clever they can attempt to bring the fight to a sudden close by pushing the Gorgon off the edge of the clock tower. If this happens, read the following text, swapping Gwyneth for Adwyn as appropriate:



Adwyn shrieks as she goes over the edge, her snake-like hair and scaled skin evaporating into venomous green smoke as she falls. Lightning flashes overhead, illuminating the image of the terrified woman and her pin-wheeling arms for a single, frozen moment, and then she's gone.

If she makes any sound as she strikes the hard ground far below, it's drowned out by the rumbling thunder of the storm.



## DING DONG, THE GORGON IS DEAD

If the Fated drop the clock tower bell on the Gorgon, read the following text, swapping Gwyneth for Adwyn as appropriate:



The weakened rope holding the clock tower's enormous bell above the landing strains and groans before finally snapping with a loud crack. Adwyn's head snaps upwards toward the falling belle, and in the moment before it smashes down upon her, crushing her body into paste, you can see her snake-like hair and scaled skin evaporate into venomous green smoke.

Then the bell slams into the landing in crashing explosion of stone and masonry, knocking you off your feet. A cloud of dust rolls over you as thunder rumbles overhead.



## THE GORGON DEFEATED

If the Fated defeat the Gorgon (either by pushing her off the landing, dropping a bell on her, or through more traditional means), as they deal the last blow to her, she withdraws her essence from Adwyn, leaving the confused and frightened woman the sole victim of the attack that kills her.

This weakens the Tyrant considerably... but not nearly as much as would the death of her chosen host. It will take well over a century for the Gorgon's power to return to what it was when she possessed Adwyn. In the meantime, she can do little more than whisper into the minds of those who hold the Gorgon's Tear, enticing them to commit murders that will charge the Soulstone and, in turn, bolster her disembodied spirit.

## CONCLUSION

Once the Fated have dealt with the Gorgon, Duer and Mondragone will catch up with them. If they had been distracting the Drowned, the two men explain how the spirits simply disappeared at one point (after the Gorgon was defeated or escaped).

If the Gorgon was defeated, Dr. Duer carries Adwyn's body back to the estate and lays her out. If she had previously been killed, they decide that they cannot run the risk of her reanimating, and Dr. Duer decapitates her with a bone saw to prevent such an event from occurring.

If the Gorgon escaped, the surviving sister remains awake all through the night, hoping that her sibling will return, but she never does.

Regardless, the long night has taken a heavy toll upon everyone, and the surviving Hughes sister is wracked with guilt over what she did and how things turned out. Kizzy thanks the Fated for recovering the parts to her machine and tries to make it sound like a victory, but the dark turn of events leaves her words hollow and empty.

If the Fated foolishly surrendered to the Gorgon, then she enslaves them as the last of their willpower fails them. They will go on to perform multiple atrocities in her name, but this adventure, at least for them, has come to an end.