

# Penny Dreadful

THROUGH THE BREACH

A  
STITCH  
IN TIME

Wyrd



# A STITCH IN TIME

## PROLOGUE: BLEEDING EDGE TECH

When *A Stitch in Time* begins, it's 10:00 am on a brisk February morning and the Fated are assisting an inventor, Kizzy Shepard, with her research. She's on the edge of a breakthrough that will change the world, and the various factions of Malifaux have each expressed an interest in her work.

For this reason, the faction that has become Ms. Shepard's patron is variable, depending upon the allegiances of the Fated. If the majority of the Fated belong to a single faction, then that faction is the one supporting Ms. Shepard's research, which determines some of her character details, as noted below.

If there is no clear majority among the Fated's allegiances, then Ms. Shepard's patron is determined by consulting the priority list below. Start at the top and work down, stopping as soon as you reach one of the factions that is tied for most representatives among the Fated:

- **Guild:** Shepard is a member of the Guild's Amalgamation Office, which is tasked with maintaining the Guild's combat constructs and stopping the illegal grafting of flesh to machinery.
- **Arcanist:** Shepard is a Steamfitter, one of the Guild-approved mages who ensures that the Union's mining constructs remain active and functioning.

- **Ten Thunders:** Shepard is an "independent" inventor whose younger brother is being held by the Ten Thunders to ensure her loyalty. She's somewhat bitter about the whole thing, as one might imagine.
- **Outcast:** Shepard is a freelance inventor with no ties to any organization.
- **Neverborn:** Shepard is a Brilliance addict. The "drug" has increased her intelligence and given her incredible insights into her work, but the signs of her addiction are already starting to show themselves.
- **Resurrectionist:** Shepard was kidnapped by the "students" of the University of Transmorts and dragged into the sewers. She managed to convince Professor Von Schtook of the importance of her work, but to ensure her compliance, he removed her heart and replaced it with a mechanical pacemaker.
- **Gremlins:** Shepard's reputation is in shambles due to her last invention exploding during a demonstration and injuring some important Guild officials. Blacklisted by every respectable scientist, she's been working with the Tucket family in order to obtain the parts she needs to complete her latest project.

Once Shepard's affiliation has been revealed to the Fated, read the following text:



You've spent the past few weeks in the service of Kizzy Shepard, a brilliant engineer whose work has attracted the attention of your superiors. When you first met her, you were convinced that she was a disorganized crackpot and that this whole assignment was a waste of your time, but since then, you've seen her lofty goals move out of the realm of science fiction and into the land of functional prototypes.

You're wrenched from your reminiscing as Kizzy's device lurches into motion with the grinding of metal on metal. The strange machine takes up much of the room, leaving only a few narrow paths that wind their way across a viper's nest of thick tubes and power cables. Everything seems to be going well at first, and you can see a small, baseball-sized hole form at the center of the device, its edges ringed with sparkling green light so vivid that it makes the rest of the room seem smudged and faded by comparison.

The sight almost distracts you from the rattling sound coming from the machine nearest you. You've only just started to wonder if you should mention it to Kizzy when something inside the machine finally gives out, producing an ear-rending screech and a thick cloud of black, oily smoke. Kizzy is at its side in a heartbeat, swearing loudly as she flicks switches to shut the machine down.

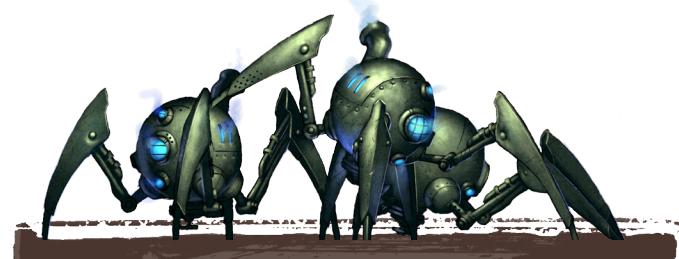
"Dammit!" she calls back to you, desperation and annoyance evident in her voice. "Get the window open!"



Any of the Fated can open the window. It's rimmed with frost, and as soon as it's open, a chilly breeze blows into the room. If the Fated just stand there and don't get the window, Kizzy looks up from her machine after a moment, scowls at them, and then crosses the room to open it herself.

Kizzy's device takes up the entirety of the room. Large boilers line the walls, creating steam power for the central apparatus, and thick cables run between them, connecting one machine to the next. The machines make a low, humming sound when active and give off a great deal of heat.

The center apparatus is about waist-high, with stabilizing prongs that jut upward to cradle an open space where the dimensional rift can form.



### TRAVEL TIMES

Kizzy Shepard's workshop is located in the Easterly Slums. She's not on a pressing schedule, but the Fatemaster may still find it convenient to know how long it takes to travel between one location and the next.

Traveling to Layton's workshop in the Howling Slums is a five hour walk, though the Fated can drop their travel time down to an hour and a half by hiring a carriage for 0.50\$ per person.

Traveling from Shepard's workshop to the Guild Enclave is a two and a half hour walk, or forty five minutes by carriage. Captivating Salvage and Logistics is a two hour walk from Shepard's workshop, or forty five minutes by carriage.

## SCENE 1: WEIRD SCIENCE

Regardless of whether or not the Fated open the window, read the following text:

The smoke gradually begins to thin as the grinding of the machine slows to a halt. With all of the machines going at full steam, the cramped room had been quite comfortable, but now, their heat is starting to fade, and the chill of late winter is once again making its presence known.

Kizzy Shepard makes her way back to the center of the device, where the small dimensional rift had floated a moment earlier. She's dressed much as she always is – corset, jacket, and men's work pants – and you can just barely make out the dark stains of grease on her coffee-brown cheeks. Her left arm is pneumatic, but rather than ending in a mechanical hand, her limb ends in a detachable tool-head.

"Did you see it?" she asks, her eyes wide. "We had a Breach going for a few moments, before the interocitor failed. If we can get our hands on another one, I can adjust the turboencabulator to compensate for the power requirements, and then..." She catches herself rambling and turns back to you with a grin. "Long story short, we'll be able to duplicate what those Burning Man cultists are doing and make our own Breaches, wherever and whenever we want."

If she can make it work, Kizzy Shepard's invention will have some serious ramifications for both Malifaux and Earth. She's on track to become one of the most famous inventors in history, and she knows it. She's more than willing to share that fame with the Fated (or at least, a lesser portion of that fame), but first she needs to repair her device.

If the Fated have any questions about the device, she's happy to answer them, now that it's been proven to work. Some possible questions (and her response to them) might be:

- **Purpose:** If asked about the purpose of the device, Kizzy is a bit noncommittal. She suggests that it might be able to be used to help move supplies to war-ravaged areas or to quickly evacuate refugees to safety. If the potential military applications of such a device are brought up, she acknowledges that her invention could be used in that way but doesn't linger on the thought.
- **How it Works:** If asked how her invention works, Kizzy says that it replicates the unstable magic demonstrated by the Cult of the Burning Man during the battles on Earth. Her patrons have provided her with enough data on such battles (primarily acquired through mercenaries using fluxometers to examine battle sites back on Earth) to give her an idea of what their magic was doing, and from there it was just a matter of building a device that could mimic that effect. If the Fated succeed on a TN 15 Engineering + Intellect Challenge, they realize that Kizzy's device is actually warping the laws of reality around itself and that it almost certainly is being powered by multiple Soulstones. A TN 13 Scrutiny + Cunning Challenge reveals that Kizzy is being vague in her explanations because she doesn't truly understand just how her invention does what it does; she's been throwing science at the wall, and finally, something stuck.
- **Why She's Building It:** If asked why she's building a device to create Breaches, Kizzy explains that it's the sort of invention that could change the world. She believes that a lot of Malifaux's problems arise from there only being one Breach (that she knows of, at least), and that being able to open a portal between one world and the other will allow humanity to quickly defeat the forces attacking it. At first, she was just toying around with the idea, but as she started to realize that it might be possible, she fully committed herself to the project.

Before she can change the world, though, Kizzy is in need of a new interocitor. Read the following text:



Shepard spends a few minutes digging around inside the machine that malfunctioned. Eventually, she manages to disconnect and remove a charred device from its interior. It's roughly the size of a loaf of bread, and the triangular attachment protruding one side of the interocitor is partially melted and deformed.

"Yup, it was the interocitor all right." Shepard scowls down at the ruined device before looking back to you. "It'll take some time to recalibrate the turboencabulator. While I'm doing that, I'm going to need you to find the parts I need to build a new one."

She sets the melted device down and crosses the room to find a scrap of paper and a piece of charcoal, which she uses to scrawl down an address. "I hate to say it, but your best bet is to pay my former partner a visit. He built this interocitor, and he might have an extra one, or at the very least, the plans and components I can use to build one."

Kizzy hands you the scrap of paper, emotion flickering briefly across her face. "His name's Rasul Layton. We parted on bad terms, so..." She pauses, then shakes her head. "Just bring back an interocitor, alright?"



If the Fated ask about her relationship with Layton, Kizzy waves it off as unimportant. A TN 13 Scrutiny + Cunning Challenge allows the character to notice that Kizzy seems to be harboring romantic feelings for the man, and a Margin of Success lets them to guess that Kizzy and Layton had likely been in a relationship that ended badly.

A TN 13 Bewitch + Charm or Convince + Intellect Challenge is enough to get Kizzy to admit that her partnership (and relationship) with Layton only ended because his family threatened to cut him off from his inheritance if he continued to see a black woman. There was a fight involved, both of them said things they regretted, and each of them took their half of the project and went their separate ways. That was five months ago; they haven't seen or spoken to each other since.

Once the Fated are ready to visit Layton's workshop, proceed to Scene 2: Industrial Espionage.

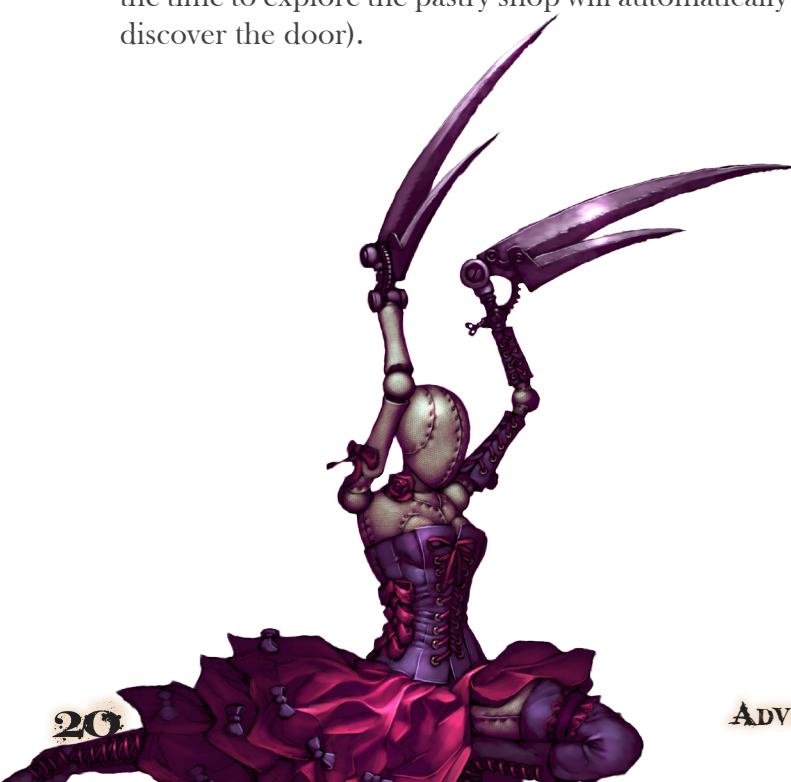


## SCENE 2: INDUSTRIAL ESPIONAGE

Rasul Layton's workshop is located in the Howling Slums, an unpatrolled and dangerous neighborhood south of the Fortune River. When the Fated arrive, read the following text:

Layton's workshop occupies the two upper floors of a three-story building. The ground floor boasts two wide, slightly grimy shop windows that display shelves stacked with delicious pastries and cakes. The sign out front announces that the bakery is named "Limpett's Crumpets." Glancing through the windows and past the pastries, you can see a middle-aged woman in a clean yellow dress and a stylish hat carefully adding frosting to a three-layer angel food cake.

The woman inside the shop is the eponymous Natalee Limpett. If the Fated inquire about Rasul Layton, a TN 8 Bewitch + Charm or Intimidate + Tenacity Challenge results in her directing them towards the back of the shop, where a closed door leads to a staircase stretching up to Layton's workshop on the second floor (though anyone taking the time to explore the pastry shop will automatically discover the door).



Once the Fated start up the steps, however, they discover how the Howling Slums earned their name. Read the following text:

You're no more than a few steps up the stairway when the ground beneath you begins to tremble. A deep, grinding sound halfway between a drawn-out scream and the screech of tearing metal rises up from below you, still quite loud despite emanating from somewhere far below you.

Glancing back at the pastry shop, you catch sight of Ms. Limpett darting for the shop window, where she manages to catch two of her multi-tiered cakes before they tumble to the floor.

The screeching sound recedes after only a few seconds, and the trembling ceases shortly afterwards. With a relieved sigh, Ms. Limpett readjusts her window cakes and walks back behind her desk, seemingly unconcerned with the strange occurrence.

If the Fated ask Ms. Limpett about the strange sound, she admits that she doesn't really know what causes it, but that it usually happens once or twice a week. "That's why we live in the Howling Slums and not the Sleeping Quietly Slums," she jokes.

She goes on to note that the Guild has assured the citizens that the periodic sounds are harmless. Without any related incidents to convince them otherwise, the residents have grown someone accustomed to the sporadic interruptions. A TN 8 Scrutiny + Cunning Challenge reveals that Ms. Limpett is speaking what she believes to be the truth.

The rumbling doesn't have anything to do with the rest of the adventure; it's just a quirk of the district and a reminder that there are greater mysterious the Fated can unravel in the future.

## LAYTON'S WORKSHOP

When the Fated reach the top of the steps, read the following text:



The building's second floor is a jumbled mess of workbenches and cardboard boxes, all of which have been stacked and filled with piles of mechanical parts and tools. The stairway continues upward for another floor, most likely leading to Layton's bedroom and washroom.

A slim figure stands over a workbench some ten feet from you, its back turned. Faint light filters through the window behind it, illuminating a bald head that is lowered in thought.



The slim figure is a Coryphee construct that Layton uses to protect his workshop. He's given it instructions to ignore Ms. Limpett, and as a result, she is unaware that it is anything other than a walking mannequin that he dresses up in women's clothing (she tries not to think too much about it).

A TN 8 Notice + Cunning Challenge reveals that the figure has mechanical joints in its shoulders and arm, and that it's wearing a woman's dress (one of the dresses that Kizzy Shepard lost in the breakup, in fact).

If the Fated call out, approach the Coryphee without making a TN 11 Stealth + Cunning Challenge, or otherwise make their presence known to the construct, it attacks them. If the Fated attempt to climb the stairs, they must succeed at a TN 11 Stealth + Cunning Challenge to avoid stepping on a squeaking board and similarly alerting the Coryphee.

If the Fated are noticed by the mechanical sentry, read the following text:



The figure turns with startling grace, revealing a blank face akin to that of a mannequin. It raises its arms threateningly, and you can now see that its hands have apparently been replaced with large, scissor-like knives. The machine leaps up into the air and lands in a crouch next to [closest Fated], its blank face tilting upwards as it slashes out with its decapitating blade-arms.



Layton's workshop is three yards wide and five yards long, and the number of machine parts and workbenches strewn about the room makes it count as Severe Terrain (characters move through the area at half speed). The stats for Layton's Coryphee can be found on page 37.

If the Fated avoid antagonizing the Coryphee for two minutes, Rasul Layton comes downstairs and greets them. If the Fated end up in combat with the Coryphee, he hears the commotion and hurries downstairs at the end of the second round of combat.

Either way, read the following text:



A series of quick footsteps rushing down the stairs alert you to the arrival of Rasul Layton. He's pulling a dark cotton vest on over top of a hastily buttoned blue shirt, both of which contrast sharply with his otherwise pale skin and straw-colored hair. "What're y'all doing in my home?" he angrily demands, his accent unmistakably southern American.



If the Fated are in combat with his Coryphee, Layton motions for it to stand down, at which point it lowers its blades and ceases to attack. If the Fated have already destroyed the construct, Layton's eyes widen with surprise and anger as he realizes that his (very expensive) machine has been destroyed.

Should the Fated succeed in sneaking up the steps to speak with Layton, they find him changing out of his work overalls and into the shirt and vest described above. He reacts in much the same way to the discovery of random people wandering through his home, and if the Fated threaten him, he calls for his Coryphee to defend him.

If the Fated were injured by his Coryphee, Layton doesn't offer to provide first aid (he doesn't know the first thing about medicine), but he can give them with bandages to bind their own wounds. If any of the wounded Fated are Constructs, however, he can use his Artefacting skills to repair their body, which heals 1 damage for every hour he works.

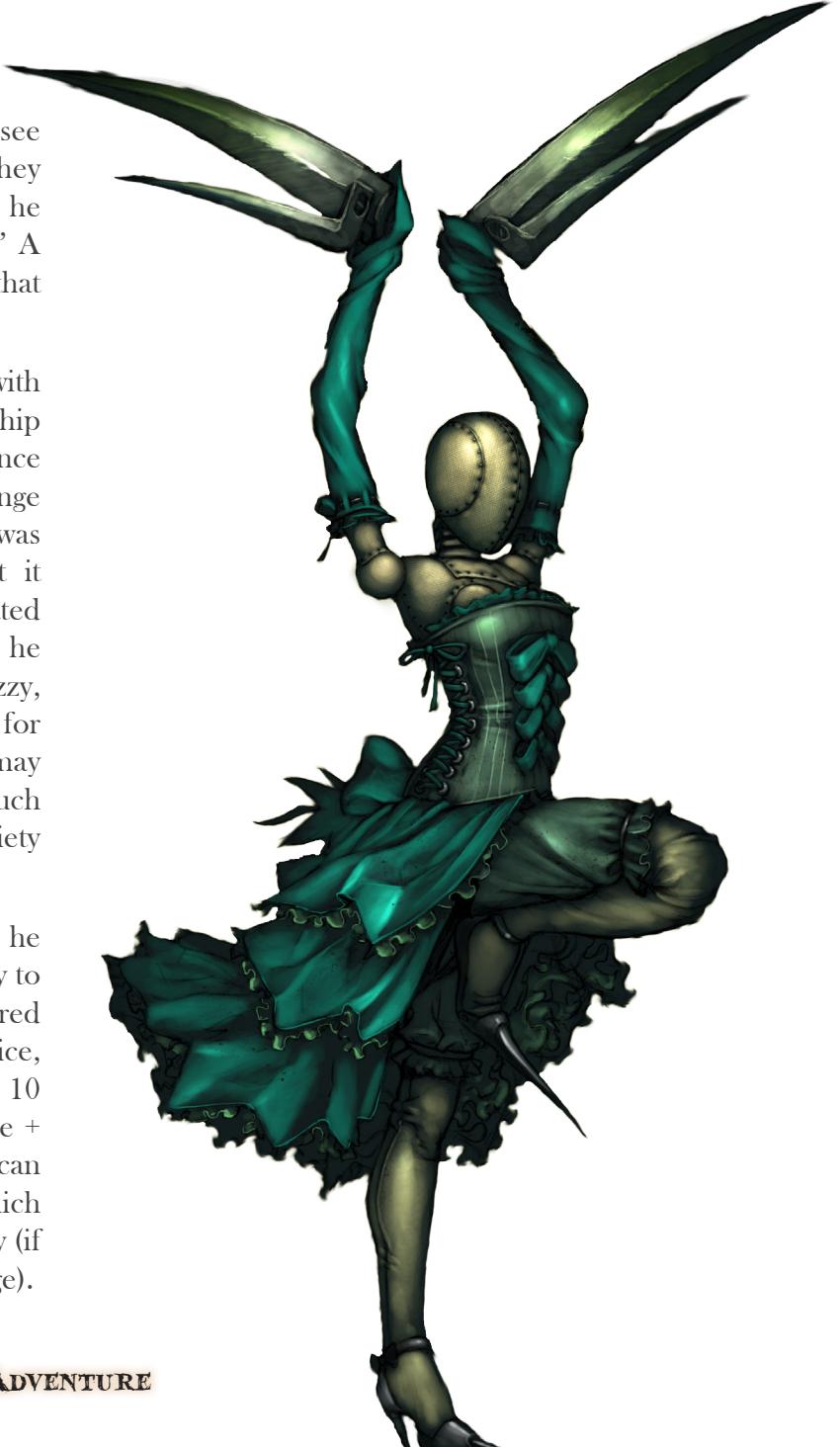
### Shepard and the Interocitor

Rasul Layton most likely isn't all that happy to see the Fated, and he becomes even more upset if they mention Kizzy Shepard. He makes it clear that he doesn't "have anything to do with that woman." A TN 10 Scrutiny + Cunning Challenge reveals that he's trying hard to put distance between them.

If the Fated ask Layton about his relationship with Shepard, he initially denies that any such relationship happened, but a TN 10 Bewitch + Charm, Convince + Intellect, or Intimidate + Tenacity Challenge is enough to get him to admit to that there was something between them "long ago" but that it ended almost as quickly as it began. If the Fated achieve a Margin of Success on this Challenge, he elaborates, admitting that he had feelings for Kizzy, but his family forced him to cut all ties with her for racial relations. Slavery in the American South may have ended a generation ago, he points out, but such a relationship would still be frowned upon by society back home.

If the Fated ask Layton about the interocitor, he readily admits to having the schematics necessary to build one, but because it's not yet been registered for a patent with the Guild's Amalgamation Office, he's not willing to let others see them. A TN 10 Bewitch + Charm, Convince + Intellect, Deceive + Cunning, or Intimidate + Tenacity Challenge can convince him to make a copy for the Fated (which takes two hours) or to hand over the original copy (if they achieve a Margin of Success of the Challenge).

Alternatively, the Fated could help Layton register his schematics with the Amalgamation Office. This requires a trip to the Guild Enclave (about ten miles) during business hours (8 am to 5 pm), a two hour wait to speak with a patent clerk (which can be avoided with a TN 10 Bureaucracy + Cunning Challenge), a two hour interview during which Layton explains the device to the slightly muddled patent clerk, two hours making a copy of the plans for the Guild's records, and finally, a five scrip patent fee (which he had been unable to afford). Once Layton has received his patent, his opinion of the Fated improves considerably and he makes them a copy of the plans as well (which takes two hours).



If the Fated help convince Layton to hand over his plans or help him to register his patent, he tells them that he can't actually build an interocitor at the moment, as he's missing two important components: a vacuum manifold and a toroidal combustion chamber. He had been planning to visit Captivating Salvage and Logistics, a pawn shop in the Riverfront Slums, to pick up a vacuum manifold, but the toroidal combustion chamber was surplus that he purchased from the Guild's Amalgamation Office. If the Fated traveled to the Amalgamation Office to register Layton's patent, then they're already in the right place to start tracking down the toroidal combustion chamber.

Details on these two devices can be found in Scene 3: The Vacuum Manifold (pg. 24) and Scene 4: The Toroidal Chamber (pg. 29).

## SEARCH THE WORKSHOP

If the Fated decide to ransack or otherwise search Layton's office while he's present, he rushes downstairs and shouts for Ms. Limpett to flee. She hurries outside, but because they live in the Howling Slums, neither she nor Layton expect to find any guardsmen who care about what happens to their home and/or business. Safety is their primary concern.

The workbenches in Layton's workshop are stuffed full of various plans and schematics (primarily for useful but unexciting devices like automatic coffee machines or toasting devices). A TN 9 Literacy + Intellect or Engineering + Intellect Challenge is needed to separate the interocitor plans from all the other schematics. The Fated can attempt this check any number of times, but each subsequent search takes a half hour.

Two components on the schematics are circled and accompanied by notes: the vacuum manifold - which is shaped like an imploding pear - has the words "Captivating Salvage and Logistics?" scrawled next to it, while the toroidal combustion chamber - which resembles a donut that's been wrapped in wires - bears the reminder "Guild surplus - Amalgamation Office."

## RETURNING TO SHEPARD

If the Fated return to Shepard with the Interocitor plans, read the following text:



Shepard is quite happy when you deliver the plans back to her lab. "This is great," she says as she unfurls them across a cluttered table. "Let's see what we've got here..."



As Kizzy looks over the plans, her face gradually scrunches up in annoyance. "Alright... I think this should be doable, but we're going to need some rare parts." She taps the plans as she points out two strange-looking components. "It looks like Layton was going to get a vacuum manifold from Captivating Salvage and Logistics. It's a pawn shop over in the Riverfront slums. The owner is seriously creepy, but he usually has all sorts of machine parts that you can't get elsewhere in the city. This other part, the... toroidal combustion chamber? It looks like he bought it surplus from the Guild. You'll just have to go talk them out of another one."

She rolls up the plans and turns to face you, her expression softening into a smile. "Those two parts are all that stand between us and a portable breach. The faster you get them back to me, the faster we can get this machine finished."

In order to help the Fated obtain the parts she needs, Shepard gives them a total of ten scrip to cover their costs. If they succeed at a TN 12 Barter + Tenacity Challenge, they can talk her up to 14 scrip.

Details on the two devices Shepard needs can be found in Scene 3: The Vacuum Manifold (pg. 24) and Scene 4: The Toroidal Chamber (pg. 29). The Fated can attempt to retrieve the devices in any order they wish.

## SCENE 3: THE VACUUM MANIFOLD

In order to retrieve a Vacuum Manifold, the Fated will have to travel to Captivating Salvage and Logistics, a pawn shop located in the Riverfront District.

Unfortunately for the Fated, the shop's owner, Leveticus, is away on an unrelated mercenary assignment. In his absence, one of his rivals, Marwin Jalarn, has sent a group of "modified" mercenaries to break into Leveticus' pawn shop and steal some supplies... including the vacuum manifold needed by the Fated. He's not building an interocitor, but the unrelated machine that he's making still needs a vacuum manifold to function.

When the Fated set out, read the following text:



Ever since entering the Riverfront Slums, you've had a bad feeling. You haven't seen any Guild guardsmen patrolling the streets, which isn't too unusual for a slums district, especially in February, but neither have you seen anyone else in the streets. You've caught some furtive movements in the shadows from time to time, and snippets of shouting voices or crying babies drifting down from the apartments you pass, but everyone seems to be avoiding any sort of overt travel.

Captivating Salvage and Logistics ends up looking far more like a junkyard than a pawn shop. The building is a hunched, single-story warehouse that has been converted into a storefront, and its corrugated metal walls are discolored and stained with water marks. In the rear is a fenced-off space that appears to be stacked high with piles of rusted junk, much of it jutting out at dangerous angles.

The front door of the shop is open, despite the "Closed" sign that hangs from the door, and you can hear muffled conversation coming from within. Multiple footprints lead through the dirty slush of the streets and directly into the shop.

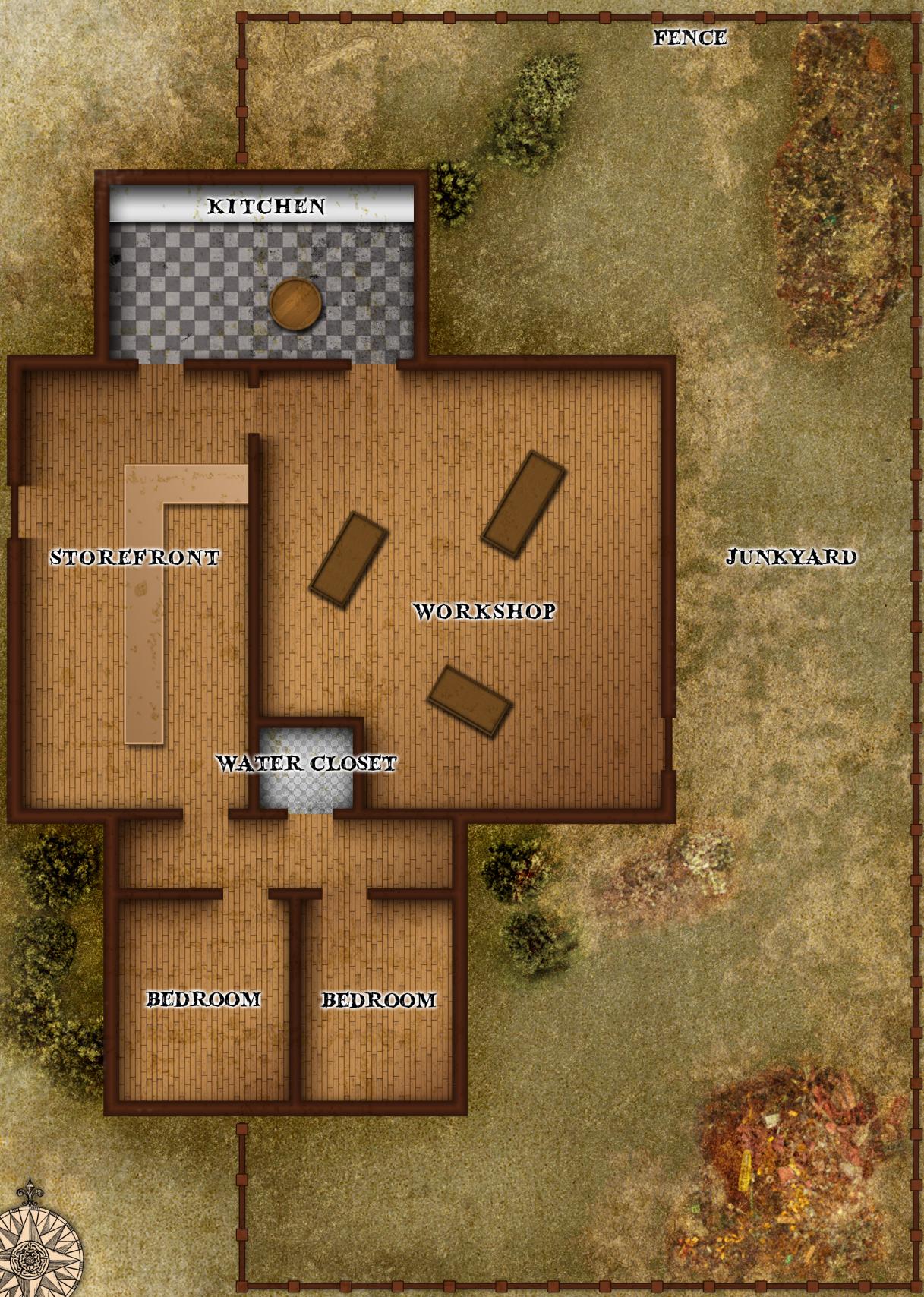
A map showing the layout of Captivating Salvage and Logistics can be found on the next page.

The Fated can hop or cut through the fence to access the junkyard without having to go through the pawn shop proper. The fence is made up of small chain links and is topped with barbed wire. Climbing it requires a TN 10 Athletics + Might Challenge, but unless the character devises some means of bypasses the barbed wire (such as throwing a carpet over it), she suffers a 1/2/4 damage flip for each Climbing attempt that was successful or that generated a Margin of Failure.

Alternatively, if the Fated have bolt cutters or a similar tool, they can just cut through the fence. See The Junkyard (pg. 27) for more details.

If the Fated attempt to eavesdrop at the door, a TN 9 Notice + Cunning Challenge allows them to pick up the voices of two people arguing about where "he" might have hidden it. The first, a gravelly man's voice, thinks that "it" must be up front, with the cash, while the second, quieter voice belongs to a female. It believes that "it" is out back with the rest of the junk and that they should be back there helping "the others" search for it.





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## THE STOREFRONT

Any character that tries to sneak into the front office without alerting the mercenaries needs to succeed on a TN 13 Stealth + Cunning Challenge; it's a small office and there's little room to hide. On a success, the thieves fail to notice the Fated and are **Slow** on the first round of any resulting combat. On a failure (or if the Fated don't bother to hide), the thieves notice the Fated and immediately attack them; they're under instructions to kill anyone that interrupts their search.

Either way, read the following text when the Fated enter the room:



The interior of the pawn shop is just as neglected as its exterior. A wide counter dominates the center of the room and wraps around to meet the far wall. Two doors to the north lead into separate rooms, as does a door on the south side of the room.

The room is ransacked. Loose nuts, bolts, and washers are scattered across the floor, and multiple crates have been pulled down from the wall shelves and emptied out onto the counter. The thieves responsible for the mess - a man and a woman, both with dark hair and a certain resemblance - are currently prying up the floorboards with crowbars. Judging from the dark bags under their eyes, they haven't slept in some time.



As noted above, these two siblings - Cliff and Winona Crocetti - attack the Fated as soon as they notice them. They ignore any attempts at diplomacy or conversation; they know that their lives are forfeit if they don't complete their mission. They both begin the battle behind the counter, which affords them Hard Cover (imposing a  $\square$  to the attack and damage flips of  $\blacksquare$  attacks against them), but they do not have their pistols drawn.

The Crocettis use the Gudgeon stats on page 38. Note that when they are killed or knocked unconscious, they transform into Abominations. Stats for these Abominations can be found on page 39.

If the Fated search the remains of the Crocettis after the fight, a TN 9 Notice + Cunning Challenge finds a (likely blood-splattered) drawing of a few different mechanical parts (including a vacuum manifold) in their possession. A TN 9 Literacy + Intellect or Engineering + Intellect Challenge is enough to confirm that, while the drawing is clearly describing the same part they're searching for, the other parts don't look like anything else in the interocitor plans; the Gudgeon are most likely attempting to build a separate device entirely. There's also a handful of scrip on their corpses (7 scrip total) and two dozen extra bullets.

There's no sign of a vacuum manifold in the storefront or the other rooms (which have been similarly ransacked and searched through).

Any sort of gunfire or particularly loud magical spells alerts the Gudgeon in the junkyard behind the shop that something is up. They draw their weapons, take cover behind junk piles, and wait to ambush the Fated.

## BEDROOMS AND KITCHEN

The bedrooms and kitchen of the pawn shop have been thoroughly ransacked and searched, but by the way that everything is scattered around, it doesn't look like the people that searched it found anything of value. If the Fated search these rooms, they can attempt a TN 10 Notice + Cunning Challenge in each room.

On a success in the larger room, the Fated find 17 scrip and sixty bullets, neither of which the searchers seemed all that interested in taking.

On a success in the smaller room (which is peppered with simple, stitched dolls of crude design), the Fated find a few letters written by a child to her parents, though none of them have actually been sent. The young author hates her life at the pawn shop and pleads with her parents to find and rescue her.

## WORKSHOP

A nonfunctional mechanical tiger is splayed out on one of the room's workbenches. Its rear left leg is partially crushed and hasn't yet been repaired, though all the tools and parts to do so are laid out nearby. If the Fated attempt to repair the construct, it takes two hours of work and a successful TN 12 Artefacting + Intellect Challenge to replace its damaged leg.

If the Fated fail this Challenge, they can attempt it again without another two hours of work, but each attempt after the first requires an expenditure of at least 2 scrip worth of scrap or a half hour of searching the junkyard behind the shop for parts.

The tiger is a Hunter construct. If the Fated have some means of animating it (such as the Animate Construct Magia or the Mechanical Animation Action of the Engineer Pursuit), then the Hunter can be turned into a valuable asset for the group. Its stats can be found on page 43.

If the Hunter is animated before its leg is repaired, its Speed Aspect is reduced to -3, which reduces its Walk and Charge Aspects to 3 and lowers its Defense to 1 (7).

## THE JUNKYARD

The Junkyard is where the bulk of the pawn shop's scrap metal, scavenged devices, and broken constructs can be found. When the Fated enter the junkyard, read the following text:



The pawn shop's fenced-in backyard is a monument to rust and tetanus. Heaps of scrap metal, some reaching as tall as ten feet, dominate much of the area, their sides bristling with jagged edges and sharp, metallic protrusions.



A light dusting of snow covers everything, and you can see fresh footprints winding through the haphazard paths that cut their way through the scrap piles.

## WAIT THEM OUT

After two hours of searching, the Gudgeon eventually discover the device and make their way to their master's lair in the Passage district of the Quarantine Zone.

Unless the Fated ambush them before they slip into the sewers, they run the risk of having the device slip from their grip.

If the Fated came through or over the fence or were able to dispatch the Crocettis without making much noise, then the Gudgeon searching through the junk pile are unaware of their presence and will be **Slow** on the first round of any resulting combat.

Like the Crocettis, none of the Gudgeon here are willing to negotiate with the Fated; their lives depend upon finding the vacuum manifold, and unless the Fated claim to possess it before the Gudgeon are aware of their presence (requiring a TN 10 Deceive + Cunning Challenge), they simply open fire at first sight. Such a deception might buy the Fated some time, but eventually, such talks are doomed to fail: the Gudgeon are unwilling to leave without the vacuum manifold and will kill the Fated to possess it.

The heaps of scrap metal provide Hard Cover to anyone behind them. They count as Dangerous Terrain and deal 1/2/4 damage to anyone starting their turn atop them, moving through them, or pushed into them; a character can only suffer this damage once per round. The paths leading through the scrap heaps are too narrow for characters to move past one another without suffering damage. The scrap heaps can be (unsafely) climbed with a TN 10 Athletics + Might Challenge, but they count as unstable platforms (and thus impose a  $\square$  to any  $\neg$  attack made by a character atop them).

When the battle begins, if they are not already in cover, the Gudgeon attempt to take cover behind the scrap heaps in order to force the Fated to come to them. There are two Gudgeon here, plus one Gudgeon per Fated, and their stats can be found on page 38.

## THE DESOLATION ENGINE

If there are four or more Gudgeon participating in the battle, they attempt to flee back into the scrap heaps when they become Abominations. If at least four Abominations escape in this manner, they combine to form a Desolation Engine that charges toward the Fated with a mighty roar. Read the following text:

A great, bellowing roar of pain blasts out from the depths of the junkyard, knocking over precariously balanced machine parts and sending rats scurrying for cover. A moment later, a terrifying behemoth comprised of raw, necrotic flesh and twisted metal bursts through the scrap heaps, knocking them over in a crash of screeching and tearing metal. The raw gash serving as its mouth opens wide, revealing a mangled mass of bleeding meat and twisted metal as the monstrosity lumbers out from the depths of the junkyard weeping blood, oil, and other, less identifiable fluids with each step.

The monster is a Desolation Engine. It doesn't immediately notice the Fated, though any sort of gunfire or other loud noises will draw its attention.

So long as they don't disturb the Desolation Engine as it stomps around the junkyard, the Fated can still attempt the Searching for Scrap Ongoing Challenge. While the Desolation Engine is in the junkyard, on every odd-numbered Duration in the Ongoing Challenge (i.e., the first Duration, third Duration, fifth Duration, etc.) has its Skills Allowed entry changed to the following:

### Skills Allowed: Stealth

If the Fated attract the Desolation Engine's attention, it attacks them with supreme aggression and fights until it is destroyed (which, in turn, spawns two more Abominations from its remains). Stats for the Desolation Engine can be found on page 40.

## SEARCHING FOR SCRAP

Once the Fated have dealt with the Gudgeon and any resulting Abominations, they can finally get around to searching for the vacuum manifold in the scrap heaps. The search is handled with an Ongoing Challenge.

## SEARCHING THE JUNK HEAPS

**Skills Allowed:** Artefacting, Engineering, Notice

**Target Number:** 10

**Duration:** 10 minutes

**Success Requirement:** 2 per Fated

**Failure Requirement:** 1 per Fated

The Artefacting and Engineering Skills can be used to quickly identify the vacuum manifold at a glance or to find similar machine parts where one might be located, while the Notice Skill represents searching through the junk the old-fashioned way.

Each time a character fails a Challenge made as part of this Ongoing Challenge, she suffers 1 damage as she cuts herself on a piece of jagged metal, reaches into a dark crevice and is bitten by a rat, or suffers a similar mishap.

If the Fated succeed on the Ongoing Challenge, they find a fist-sized device that looks like an imploding pear: the vacuum manifold.

If the Fated suffer a catastrophic failure, they discover a vacuum manifold, but when they attempt to pull it loose, it upsets the carefully stacked pile of junk and brings it all tumbling down on top of them: each character participating in the Ongoing Challenge must succeed at a TN 11 Evade + Speed Challenge or suffer 4/6/10 damage and is pinned beneath multiple pieces of heavy metal.

Another character can free a trapped character with a TN 10 Athletics + Might Challenge, but on a failure, the trapped character suffers 1 damage as the scrap metal shifts. A trapped character suffers a □ to her flip if she tries to free herself.

## SCENE 4:

# THE TOROIDAL CHAMBER

Rasul Layton purchased the toroidal combustion chamber as surplus from the Guild's Amalgamation Office. The most direct way to obtain a replacement for Shepard's interocitor is to simply visit the Amalgamation Office during business hours (8 am to 5 pm).

The Amalgamation Office has a compound near the Guild Enclave, and between the animated constructs which prowl the grounds, the bright lights that illuminate the area at night, and the frequent patrols of Guild guardsmen that pass the compound on the way to or from their other assignments, breaking in simply isn't feasible.

On the plus side, getting in during business hours is as easy as walking in and asking to speak with an official. Unless the Fated made an appointment the day before, they likely have to wait at least an hour before someone can get to them; the Amalgamation Office is somewhat understaffed. If the Fated helped him file a patent for his interocitor, they're already where they need to be.

When they finally get their meeting, read the following text:

After a bit of waiting alongside a few inventors, all of them protectively clutching strange machines to their chests, you're finally called forward to the front desk of the Amalgamation Office. The clerk motions to a side-room, where a dark-haired woman is waiting. She's wearing a short, red jacket and a tall hat, and as you approach, she steps forward and shakes your hand.

"Sorry to keep you waiting. Carlotta Fromm. What can I help you with?"

Carlotta is a Guild engineer and can readily answer most questions the Fated might have about constructs or other machines. Most likely, they'll ask her for a toroidal combustion chamber, at which point she informs them that the Guild doesn't stock those devices any longer. Read the following text:

"A toroidal combustion chamber?" She scrunches her nose in annoyance. "We had to destroy an entire crate of those wretched things. Every time we replaced the old Klein chambers with one of them, the construct would end up going rogue. Never could figure out if it was actually the toroidal combustion chamber or some other part that was getting too much power, but at the end of the day, it was easier to just go back to the Kleins than to troubleshoot the toroidals."

Realizing that she's complaining, Carlotta waves the issue away with her hand. "In any case, I doubt that there are any more of those left in the city. Sorry."

Carlotta is sympathetic to their plight, but there's nothing she can really do to help the Fated. A Klein chamber may be a feasible workaround for constructs, but it won't function properly in an interocitor.



## THE INVENTOR

Fortunately for the Fated, one of the inventors waiting for patent approval overhears their conversation and comes to their assistance. As the Fated are leaving, read the following text:

You're nearly out the door when you're stopped by a large man with a chicken-shaped machine tucked under one of his bulky arms. You recognize him as one of the inventors who had been waiting for a patent approval when you arrived.

"Excuse me," he murmurs, lowering his voice to avoid attracting attention. "My apologies for eavesdropping, but I overheard your conversation with the Guild engineer. My name is Joseph Tisdale. I believe that I might be able to help you locate a toroidal combustion chamber, if you're willing to listen to my offer."

If the Fated agree to speak with Tisdale, he leads them down the hallway, still clutching his invention – an appliance that extracts the essence of bacon and injects it directly into an egg – to his chest.



Once they've move out of earshot of any Guild personnel, Tisdale makes his offer to the Fated. Read the following text:

"The Guild's escaped constructs tend to end up in Ampersand," Tisdale says, his hushed voice betraying his excitement. "It's a small town to the northwest, populated entirely by machines. I trailed one of my own creations up there a few years ago... it was quite a surprise to find an entire town in the middle of nowhere."

Tisdale presses his thick fingers together in anticipation. "In any case, I'm willing to make a bargain with you. If you agree to bring back a spare toroidal – you're building some sort of power amplification device, I assume? – I'll tell you where to find Ampersand. That seems like a fair deal, right?"

If the Fated agree to Tisdale's bargain, he happily draws them a crude map leading to Ampersand, which is located northwest of Malifaux City, just to the south of Slate Ridge. He also gives them the address of his workshop in the Easterly Slums; he can't really force the Fated to do anything, so he's mostly just trusting them to hold up their end of the bargain.

Alternatively, the Fated can try to frighten Tisdale into turning over the town's location. A TN 10 Intimidate + Tenacity Challenge is enough to get him to draw out a map, and if the Fated succeeds with a Margin of Success, he even hands over his chicken-shaped invention as he begs for his life.

Once the Fated have learned Ampersand's location, the only thing that's left is to make travel plans. The region is fairly inhospitable, and walking there will take around ten days (or half that if the Fated are willing to pay 10\$ to charter a carriage for the trip).

## AMPERSAND

When the Fated arrive at Ampersand, read the following text and remove the last line if the Fated didn't take a carriage:



After a long journey through the snow-dusted Northern hills, you eventually circle around a frost-rimed hill to find a small settlement laid out in front of you. It's rectangular and surrounded by ten-foot-tall stone walls, with a single wooden gate at each corner. Heavy, mechanical footprints form a dirty trail in the light snow and lead right up to the gate.

A large, frosted statue stands in front of the nearest gate, but as you draw closer, it slowly turns its head to the side, cracking the thin ice covering it, and you realize that it's actually a mechanical guard. A heavy grenade launcher is clutched in the machine's armor-plated arms.

The carriage driver stops almost immediately, a fair distance away from the gates.



At this point, the Fated can attempt TN 10 Notice + Cunning Challenges. Those who succeed happen to glance upward and notice a bat-like construct circling overhead. Any character with Guild connections immediately recognizes it as a Watcher, a small construct that the Guild uses for aerial reconnaissance.

The construct at the gate (as well as the guards at the other gates) is perfectly willing to fight the Fated if they start trouble. Any sort of fight will draw the attention of Ampersand's other inhabitants, however, and an additional construct will arrive at the start of the sixth round of combat, and at the start of every fourth round thereafter. The guard and any other constructs that arrive to reinforce it use the stats for a Rogue Construct (pg. 41).

If the Fated took a carriage, the carriage driver stays with his carriage and refuses to enter the town. If the Fated get into a battle with the Rogue Construct, he turns the carriage around and flees back to Malifaux City, ignoring any cries or complaints from the Fated.

Sneaking past the Rogue Construct only requires a TN 8 Stealth + Cunning Challenge, but due to the Watcher overhead and its aethervox link to the guards, characters suffer a -1 on this Challenge.

The easiest way into Ampersand is to simply approach the construct and ask for entrance. When the Fated do so, read the following text:



The construct turns toward you, keeping its grenade launcher trained on [most heavily armed Fated]. It almost seems to scrutinize you with the twin diodes that make up its eyes.

++IDENTITY: UNKNOWN++, it clanks in a mechanical voice. ++STATUS? MISSION?++



If the Fated seem to be peaceful and state that they're looking for machine parts, the guard construct allows them to enter the city without further harassment.

## HATE THE MASTER

If any of the characters are wearing Guild uniforms, carry themselves with the bearing of a soldier, or mention that they're in Ampersand for violent reasons, the guard construct becomes paranoid. Add this additional text to the above text:



The machine regards each of you in turn, but its unblinking gaze stops on [FATED].

++ASSOCIATION: GUILD? UNION?++  
The construct takes a half-step backward, bracing itself as it slips into a firing stance.



If the guard construct suspects the Fated of being Guild or Union personnel, they will have to succeed on a TN 8 Convince + Intellect or Deceive + Cunning Challenge to protest their innocence or disguise their involvement, as appropriate. If the Fated have a mechanical device, weapon, or other sort of machine they're willing to offer the construct as a means of proving their good intent, they can attempt a TN 10 Barter + Tenacity Challenge. On a success, they gain a + to subsequent Convince and Deceive Challenges against the guard construct.

If any of the Fated have a subservient construct accompanying them, everyone in the group gains a - to their Social Skill Challenges when dealing with the guard construct (and it refers to them as "SUBJUGATIONISTS" from that point onward). On the other hand, if any of the Fated are Invested (i.e., a sentient machine), they gain a + to this Challenge.

If they fail, the guardian construct tells them to leave upon threat of "EXTERMINATION," but it won't open fire unless they fight back, refuse to leave, or achieve a Margin of Failure on their Challenge. Any characters that are not suspected of belonging to the Guild or Union are free to enter Ampersand, but under no circumstances will suspected Guild or Union characters be allowed access to the town.

### IMPROMPTU SALVAGE

It's possible that any constructs the Fated kill in Ampersand might have a toroidal combustion chamber inside them. Opening up a construct to search for the part takes one minute and requires some sort of mechanical tool, such as a wrench, hammer, pliers, etc.

Once the construct is open, the Fated can attempt a single TN 12 Artefacting Challenge. On a success, they find a toroidal combustion chamber inside the machine and remove it with another minute of work. On a failure, however, there is no such part inside the fallen construct..

### INSIDE THE TOWN

Once the Fated have managed to get past the guard construct and into Ampersand, read the following text:



The buildings stretched out in front of you bear more of a resemblance to a warehouse district than to any town you've ever seen. Most of the buildings are little more than a roof, support beams, and a few patches of sheet metal that have been welded onto both. There's nothing to stop the chill of the biting wind, and you find yourself pulling your coat tighter to ward off the cold.

Privacy is clearly not a concern in Ampersand. As you walk down the slush-covered path, you find yourself surrounded by a mechanical zoo of constructs. Some are bipedal and bear the defaced sigil of the Guild on their arms or legs, while others are fitted with heavy mining equipment. A few seem entirely inscrutable, as if they had been custom-built for one specific task. Most of the machines seem to have been heavily augmented with parts from other machines.



The machines in Ampersand are relatively unique. Most of them have modified their bodies since gaining their independence, and as a result, each machine the Fated interact with in the town should be described differently from those the Fated have encountered thus far.

These constructs use the Rogue Construct stats (pg. 41) in combat, but if the Fated are fighting their way through town, feel free to replace the Enlarged Spiked Clubs and Integrated Grenade Launchers of these machines with other weapons to add some variety to the encounters.

Alternatively, you can simply replace the Rogue Constructs with Watcher or Hunter constructs (pgs. 44 and 43, respectively) or with Minion and Enforcer constructs from other *Through the Breach* supplements.

There are no stores in Ampersand - they have discarded the concept of currency - so Fated searching for such a business that sells parts will find themselves out of luck. Asking any construct about a toroidal combustion chamber results in the Fated being directed toward AFE (the automated farming emulator) in warehouse E-14 (Ampersand is basically set up on a grid system, which makes finding the address quite easy).

When the Fated arrive, read the following text:



Unlike most of the other warehouses in Ampersand, Warehouse E-14 is completely enclosed. The door is open, at least, and once you step inside, you're greeted with a surprising amount of heat and smoke, both caused from the wood-filled barrels burning along the building's walls.

It almost looks like some sort of chemistry lab, with all of the beaker- and vial-laden tables, but your eyes are drawn to the most notable feature almost immediately: the blood-stained steel gurney at the room's center, which is illuminated from above by a half-dozen hanging lanterns.

As you enter, a headless humanoid construct with spider-like snippers protruding from its back turns away from a collection of petri dishes laid out on a nearby table. The singular green eye in the center of its chest clicks and whirs as it focuses on you.

++WELCOME FLESH-BEARERS++ it says in a whirring voice.



The spherical construct is AFE. It's taken an interest in living creatures, but Ampersand's isolation has given it few chances to continue its research.

If the Fated ask AFE about toroidal combustion chambers, the construct says that it has a few, and a TN 10 Scrutiny + Cunning Challenge reveals that the machine is being truthful in its claim. AFE is willing to trade the devices to the Fated, provided that they can give it something it wants in exchange. Read the following text:



++ I AM WILLING TO EXCHANGE THE TOROIDAL COMBUSTION CHAMBER FOR [Number of Living characters] FUNCTIONAL KIDNEYS. ++

The construct's central eye whirs and clicks as it focuses in on you. ++THE REMOVAL OF THE ORGAN WILL NOT IMPACT YOUR LONG-TERM SURVIVAL IN ANY MEANINGFUL WAY.++

++CONFIRM: THIS EXCHANGE IS ACCEPTABLE?++



If the Fated succeed on a TN 10 Doctor + Intellect Challenge, they can point out that the removal of a kidney is, contrary to AFE's assurances, quite a serious prospect that will almost definitely have consequences for the character.

The Fated might offer to bring AFE the kidneys of other people, but given Ampersand's remote location, this most likely means a trip back to Malifaux City to procure the kidneys and then a trip back to Ampersand. While AFE's research isn't particularly time-sensitive, it knows that the toroidal combustion chambers are rare and in short demand, and it's not willing to sit on its hands and wait for weeks while the Fated harvest kidneys.

## MY HMO WOULDN'T APPROVE...

The Fated can attempt to talk AFE into accepting less kidneys with a successful TN 8 Barter + Tenacity Challenge. On a success, AFE lowers the number of kidneys it is asking for (one per Living character) by one, plus one per Margin of Success, to a minimum of a single kidney. Alternatively, the Fated can use a Margin of Success on this Challenge to talk AFE into taking a less-important organ.

Fated characters who are not Living cannot give AFE any organs, so it does not include them in its initial request. If none of the characters are Living, AFE simply gives them the toroidal combustion chamber after confirming that they cannot help it.

If the Fated wish, they can force (most likely at gunpoint) one of their Living subordinate characters to offer up both of their kidneys with a successful Intimidate Challenge against their subordinate Rank Value + Centering + Tenacity. This is essentially a death sentence for the subordinate character, though the character lingers on for another week or two in increasing amounts of pain and spite.

If the Fated go through with the operation, the operation takes one hour per character. The character must make a TN 13 Centering + Tenacity Challenge, as AFE performs the operation without anesthetic. On a success, the character manages to hold still and avoid screaming, though it's still an intensely painful experience. On a failure, the character screams and squirms beneath AFE's scalpel, much to its monotone annoyance, and they earn a nasty scar in the process.

If the Fated succeeded in convincing AFE to take a less vital organ and a character passes the Centering Challenge, they suffer no permanent damage from the surgery, other than a small scar. If a character gives up a kidney or fails the Centering Challenge, however, that character's Wounds Aspect is permanently reduced by 1.

Once all of the surgeries are complete and the kidneys are in snow-filled boxes, AFE scuttles over to a footlocker beneath one of the tables, removes a round, donut-like device that's wrapped with wires, and hands it over to the Fated.

Alternatively, the Fated might choose to simply destroy AFE, in which case its stats can be found on page 42. If the fight lasts more than three rounds, or if the Fated discharge any firearms or cast any particularly noticeable spells, a Rogue Construct (pg. 41) investigates the commotion and arrives at the start of the seventh round of combat. It does not use its Integrated Grenade Launcher while the Fated are within the warehouse, as it does not want to cause collateral damage to AFE's laboratory.

Once the Fated are finished in Ampersand, they can return to Malifaux City. It takes the same amount of time heading back to the city as it did traveling to Ampersand in the first place (i.e., ten days walking or five days by carriage).



## SCENE 5: WHAT HAS SCIENCE DONE?

Once the Fated have retrieved the interocitor plans, the vacuum manifold, and the toroidal combustion chamber, they can return to Kizzy Shepard at her workshop. She thanks them for finding the parts, gives them each 10 scrip, and tells them to go have a fun night on the town while she built the interocitor. In the morning, they'll attempt another test run of her invention.

When the Fated return in the morning, read the following text, choosing whichever Fated has been friendliest to her to throw the switch:

Kizzy Shepard finally finishes her last adjustments to the machine and steps back, looking tired but proud of her work. "I've got a good feeling about this." She nods, then turns toward [FATED] and steps back from the power level. "Would you like to do the honors?"

Once the Fated throws the lever (or declines, in which case Kizzy pulls it), read the following text:

As before, the machine taking up most of the room lurches into motion with the sound of grinding metal. A bright, green light forms at the center of the device, then expands into a small, baseball-sized hole in reality, its edges ringed by vivid, sparkling green light.

Shepard grins triumphantly. "I think we've... wait, no!"

Instead of stabilizing, the breach continues to grow in size, its borders expanding to reveal a twisting vortex of chaos. Shepard swears and hurries to the machine, throwing levers and twisting power feed dials in an attempt to halt the portal's growth. "It's not responding!" she shouts, looking back at you in horror.

The Fated have just enough time to perform a single 1 AP action. After they've tried (in vain) to react to the growing portal, read the following text:

The breach shudders and then suddenly doubles in size, only to double again a heartbeat later. Air swirls around the vortex, kicking up a blizzard of Kizzy's schematics and sucking them into its depths. As the edges of the vortex come into contact with the machines around it, they are ripped apart and pulled into its center, where they disappear into the chaos.

"It's out of control," Kizzy shouts as she clutches a power generator. "We've got to—"

She's interrupted by a deafening scream that seems to come from every direction at once. You glance back at the portal, only to catch sight of a vague, transparent man floating at the center of the vortex. He's wrapped in a dark gray cloak, and a long, white beard trails out from under his hood. He's clutching his head in his thin arms, and in that moment, you realize that he's the source of the screaming.

"YOU FOOLS!" he shouts, doubling over in pain. "STOP THIS BEFORE....!"

The edges of the breach tremble one last time, and then it's upon you, a tidal wave of emerald light. The world disappears as you're drawn into the vortex, past the old, cloaked man and into the heart of the void. A stabbing pain lances into your head, more painful than anything you've ever felt before, and then the world goes black.

The hooded man is Aionus, the self-professed guardian of time. Unbeknownst to Kizzy, her device wasn't creating a portal to Earth... it was creating a portal to the past. Aionus arrived in an attempt to repair the tear, but it proved to be too strong for even his powers, and everyone was sucked into the unstable time portal... and into the past.