

Documentation

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The Factory's Shadow

A One-Shot Adventure for 4-6 Players, Level 7

OVERVIEW

25 years after the Catastrophe, the Ironheart Manufacturing Complex has begun mass-producing strange devices. Workers vanish during night shifts, and the steam-powered machinery seems to operate with its own intelligence. The cult has industrialized reality manipulation.

THE FACTORY

Main Complex *Industrial Horror* **Production Floor** - Assembly lines - Steam engines - Reality forges
- Pattern looms

Upper Works - Management offices - Design studio - Pattern library - Observation deck

Support Facilities

- Worker housing
- Power plant
- Storage warehouse
- Testing grounds

Hidden Areas

- Reality laboratory
 - Pattern workshop
 - Worker processing
 - Entity chamber
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KEY NPCS

Edwin Blackstone *Factory Owner* - Cult industrialist - Reality engineer - Pattern innovator - Mass production expert *Secret: Half-transformed*

Mary Thorne *Floor Foreman* - Worker advocate - Reality sensitive - Pattern resistant - Truth seeker *Secret: Collecting evidence*

The Amalgam *Worker Collective* - Fused consciousness - Reality touched - Pattern bound - Machine linked *CR 8*

ENCOUNTERS

Industrial

- Possessed machines (CR 6)
- Reality-warped workers (CR 5)
- Pattern engines (CR 7)
- Steam horrors (CR 8)

Environmental

- Steam vents
 - Machinery hazards
 - Reality leaks
 - Pattern radiation
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KEY SCENES

Night Shift **Features:** - Missing workers - Strange production - Machine awareness - Pattern manifestation

The Assembly Line **Features:** - Reality devices - Worker processing - Pattern integration - Machine consciousness

The Reality Forge **Features:** - Mass production - Entity manifestation - Pattern completion - Worker transformation

INVESTIGATION ELEMENTS

Industrial

- Production records

- Worker reports
- Machine blueprints
- Pattern designs

Supernatural

- Reality readings
 - Pattern traces
 - Worker changes
 - Entity presence
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MECHANICS

Factory Navigation

- Machine avoidance
- Steam management
- Pattern tracking
- Reality anchoring

Production Analysis

- Device study
 - Pattern recognition
 - Reality measurement
 - Worker tracking
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DISCOVERIES

Technical

- Mass production methods
- Reality manipulation tools
- Pattern integration
- Worker processing

Supernatural

- Entity influence
 - Reality warping
 - Pattern evolution
 - Consciousness merging
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COMPLICATIONS

Industrial

- Machine malfunction
- Steam pressure
- Production quotas
- Worker unrest

Reality

- Pattern interference
 - Entity manifestation
 - Reality distortion
 - Consciousness bleed
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DM GUIDANCE

Atmosphere

- Industrial horror
- Worker desperation
- Machine consciousness
- Reality distortion

Pacing

1. Investigation phase
 2. Worker discovery
 3. Machine revelation
 4. Reality confrontation
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VICTORY CONDITIONS

Essential

- Stop production
- Save workers
- Document methods
- Contain reality breach

Optional

- Destroy machines
 - Secure evidence
 - Free consciousness
 - Preserve patterns
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RESOURCES

Factory Assets

- Industrial tools
- Worker access
- Production records
- Safety equipment

Knowledge

- Machine specs
- Worker reports
- Pattern data

- Reality readings
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REVELATIONS

Cult Technology

- Mass production capability
- Reality manipulation devices
- Pattern integration methods
- Worker processing systems

Future Implications

- Industrial spread
 - Reality technology
 - Pattern distribution
 - Consciousness manipulation
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CONCLUSION OPTIONS

Success

- Production stopped
- Workers saved
- Evidence secured
- Reality stabilized

Partial Victory

- Limited production
- Some workers lost
- Partial evidence
- Reality damaged

Failure

- Mass production
 - Worker transformation
 - Pattern spread
 - Reality breach
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CONNECTION TO SERIES

This adventure reveals how the cult has begun industrializing their reality manipulation techniques. The mass-produced devices and patterns discovered here will appear throughout the world, showing how the cult's influence spreads through industrial means.