

**Brick Jam**



# Brick Jam

D. Moonfire

Broken Typewriter Press • Cedar Rapids

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Cover art by D. Moonfire

All characters, events, and locations are fictitious. Any  
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This flash fiction contains no scenes of sexual assault.

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## Chapter 1

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# Brick Jam

“Babe, I lost two!”

Gertrude wiped the sweat from her face and crawled around the boiler that kept their baby moving. The air shimmered and blurred her vision; her age didn’t help. Peering down the arm, she saw that one of the local bricks they had sourced had cracked and jammed a gear.

Baby shuddered and the smell of fire magic choked her.

Swearing, Gertrude grabbed a pipe and banged it around to dislodge the brick.

“Love?”

“Almost... there! Clear on two!”

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## About D. Moonfire

D. Moonfire is the remarkable intersection of a computer nerd and a scientist. He inherited a desire for learning, endless curiosity, and a talent for being a polymath from both of his parents. Instead of focusing on a single genre, he writes stories and novels in many different settings ranging from fantasy to science fiction. He also throws in the occasional romance or forensics murder mystery to mix things up.

In addition to having a borderline unhealthy obsession with the written word, he is also a developer who loves to code as much as he loves writing.

He lives near Cedar Rapids, Iowa with his wife, numerous pet computers, and a pair of highly mobile things of the male variety.

You can see more work by D. Moonfire at his website at <https://d.moonfire.us/>. His fantasy world, Fedran, can be found at <https://fedran.com/>.

D. Moonfire



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# Fedran

Fedran is a world caught on the cusp of two great ages.

For centuries, the Crystal Age shaped society through the exploration of magic. Every creature had the ability to affect the world using talents and spells. The only limitation was imagination, will, and the inescapable rules of resonance. But as society grew more civilized, magic became less reliable and weaker.

When an unexpected epiphany seemingly breaks the laws of resonance, everything changed. Artifacts no longer exploded when exposed to spells, but only if they were wrapped in cocoons of steel and brass. The humble fire rune becomes the fuel for new devices, ones powered by steam and pressure. These machines herald the birth of a new age, the Industrial Age.

Now, the powers of the old age struggle against the onslaught of new technologies and an alien way of approaching magic. Either the world will adapt or it will be washed away in the relentless march of innovation.

To explore the world of Fedran, check out <https://fedran.com/>. There you'll find stories, novels, character write-ups and more.

D. Moonfire

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