

# TIMEWATCH

## THE VALKYRIE GAMBIT




KEVIN KULP



Pelgrane Press

# TIMEWATCH



# THE VALKYRIE GAMBIT

BY KEVIN KULP

---

**Publishers:** Simon Rogers and Cathriona Tobin

**Author:** Kevin Kulp

**TimeWatch Rules:** Kevin Kulp

**GUMSHOE System:** Robin D. Laws

**Copyediting:** James Vacca

**Art Direction:** Kevin Kulp

**Cover Art:** Rich Longmore

**Interior Art:** Rich Longmore

**Graphic Design:** Michael Chaney, Charles A. Wright

**Layout:** Jen McCleary

*These adventures are dedicated to our playtesters. If you ever playtested TimeWatch at home or at a gaming convention, we owe these to you. Thank you.*

©2017 Kevin Kulp and Pelgrane Press Ltd. Ltd. TimeWatch is trademark of Kevin Kulp and Pelgrane Press Ltd. Pelgrane Press is co-owned by Simon Rogers and Cathriona Tobin. All Rights Reserved.

# TABLE OF CONTENTS

INTRODUCTION .....	5
PLAYING WITH TIME—An Author’s note .....	6
THE VALKYRIE GAMBIT .....	9
OVERVIEW .....	9
BACKGROUND .....	9
THE PLOT .....	9
THE ICONIC CHARACTERS .....	9
USING YOUR OWN AGENTS .....	9
THE MISSION .....	9
BRIEFING .....	9
LIKELY ADVENTURE PATH .....	9
A REMINDER ON PARADOX TESTS .....	10
SCENE 1: INTRODUCTION .....	10
OPENING TEXT .....	10
CLUES AND BENEFITS .....	11
FOLLOW UP .....	11
SCENE 2: BRIEFING .....	12
WRAPPING UP .....	12
SCENE 3: WHERE’S WAGNER? .....	12
CLUES AND BENEFITS .....	13
WRAPPING UP .....	13
SCENE 4: DEATH AT THE THEATER .....	13
AGENTS SET A STAKEOUT .....	15
AGENTS THWART THE ASSASSINATION .....	15
CLUES AND BENEFITS .....	16
QUESTIONING SPARROW .....	16
WRAPPING UP .....	17
SCENE 5: TOP SECRET TIME-REX .....	17
THE BERLIN SAFE HOUSE .....	17
THE GOTTOW FACILITY .....	17
THE TIME LAB .....	17
WRAPPING UP .....	18
THE SPHINX AND THE MADMAN .....	19
OVERVIEW .....	19
BACKGROUND .....	19
THE PLOT .....	19
PLAYER CHARACTERS .....	19
WHAT IF NO ONE WANTS TO PLAY KELFALA? .....	21
ADAPTING THE GAME FOR UNIQUE CHARACTERS .....	21
DETAILED PLOT .....	21
PACING .....	22
SCENE 1: A RAPTOR ON MOVING DAY .....	22
THE CHAOS OF MOVING DAY .....	22
HRREK FLEES .....	22
TIMEWATCH FOLLOWS .....	22
CHASE MECHANICS .....	22
SCENE 2: OLD FAMILIAR FACES .....	23
TURBULENCE .....	23
A SANDY ARRIVAL IN 2250 BCE EGYPT .....	23
LOCKED IN THE SAND .....	24

CLUES AND BENEFITS .....	24
APPROACHING NEW GIZA .....	24
THE WORLD OF NEW GIZA .....	25
ESCAPING FROM THE TIME BUBBLE.....	25
WRAPPING UP .....	25
<b>SCENE 3: TALK WITH A GOD.....</b>	<b>25</b>
THE APPROACH.....	26
THE INVITATION .....	26
THE AUDIENCE.....	27
WRAPPING UP .....	28
<b>SCENE 4: SPACESHIPS AND PYRAMIDS.....</b>	<b>28</b>
LOOK UPON MY WORKS, YE MIGHTY, AND DESPAIR .....	28
REACHING THE SPIRIT OF WONDER .....	28
ESCAPING NEW GIZA.....	29
<b>SCENE 5: MIAMI BEACH INVASION .....</b>	<b>29</b>
SPRING BREAK RAMPAGE .....	29
SOPHOSAUR ATTACK .....	29
TIMEWATCH RESPONSE .....	31
KELFALA IS SUBSUMED.....	32
POSSIBLE SOLUTIONS.....	32
WRAPPING UP .....	32
<b>SCENE 6: PLAYING GOD.....</b>	<b>32</b>
MAKING IT WORSE .....	32
POSSIBLE SOLUTIONS.....	33
AVOIDING THE OBVIOUS.....	33
WRAPPING UP .....	33
<b>THE MISERY TRUMPETS .....</b>	<b>34</b>
OVERVIEW .....	34
BACKGROUND.....	34
THE HOOK.....	34
WHAT'S REALLY OCCURRING?.....	34
PLAYER CHARACTERS .....	34
DETAILED PLOT .....	36
EXPLAINING THE RULES .....	36
ALTERNATE REALITY ANALOGUES OF THE PLAYER CHARACTERS .....	36
ALTERNATE PETAL McCALL .....	36
ALTERNATE LEWIS McCALL .....	37
ALTERNATE ERNIE MONTGOMERY.....	37
ALTERNATE JACK KETTLE.....	37
ALTERNATE ADRIANNA SOUZA.....	38
ALTERNATE XIULAN CHENG.....	38
<b>SCENE 1: A WALK IN THE WOODS.....</b>	<b>38</b>
THE FENCE .....	39
WRAPPING UP .....	40
<b>SCENE 2: THE MISERY TRUMPETS .....</b>	<b>40</b>
ENTERING THE BUNKER .....	40
THE BUNKER INTERIOR .....	40
LEAVING THE BUNKER.....	41
WRAPPING UP .....	41
<b>SCENE 3: A WHOLE NEW WORLD.....</b>	<b>42</b>
POSSIBLE ACTIVITIES.....	42

ARRIVAL FROM ANOTHER DIMENSION .....	42
THE DREAM PLANT.....	43
MANAGING ACTIONS.....	44
TOSSED INTO DETENTION.....	45
ARRIVING AT IMPRINTING.....	45
WRAPPING UP .....	45
SCENE 4: IMPRINTING IN EARNEST.....	45
THE HEART OF THE PLANT .....	45
INSIDE IMPRINTING.....	47
ENDING THE PAIN.....	47
ADRIANNA'S OFFER .....	47
WRAPPING UP .....	47
SCENE 5: ESCAPING FROM IMPRINTING .....	47
WRAPPING UP .....	48
ALTERNATE-REALITY CHARACTER ACTIONS BY SCENE .....	48
SCENE 1 .....	48
SCENE 2 .....	48
SCENE 3 .....	49
SCENE 4 .....	49
SCENE 5 .....	49
PREGENERATED CHARACTER SUMMARIES FOR THE MISERY TRUMPETS.....	50
PETAL McCALL .....	50
LEWIS WOLFSONG McCALL .....	50
JACK KETTLE.....	51
ADRIANNA DeSOUZA .....	51
ERNIE MONTGOMERY.....	51
XIULAN CHENG.....	52
PETAL McCALL CHARACTER SHEET .....	53
LEWIS WOLFSONG McCALL CHARACTER SHEET .....	54
JACK KETTLE CHARACTER SHEET .....	55
ADRIANNA DeSOUZA CHARACTER SHEET.....	56
ERNIE MONTGOMERY CHARACTER SHEET .....	57
XIULAN CHENG CHARACTER SHEET .....	58
ICONIC AGENT SUMMARIES FOR THE VALKYRIE GAMBIT AND SPHINX AND THE MADMAN .....	59
ALTANI .....	59
DR. LEAH BREEN .....	59
KELFALA.....	60
MACE HUNTER .....	60
SKEGG .....	61
UURRK .....	61
VIDHVANSAKA-5.....	62
ALTANI CHARACTER SHEET.....	63
DR. LEAH BREEN CHARACTER SHEET .....	64
KELFALA CHARACTER SHEET.....	65
MACE HUNTER CHARACTER SHEET .....	66
SKEGG CHARACTER SHEET.....	67
UURRK CHARACTER SHEET .....	68
VIDHVANSAKA-5 CHARACTER SHEET.....	69
BLANK ICONIC AGENT CHARACTER SHEET.....	71

# INTRODUCTION

The missions in this compendium were the proving grounds for making sure *TimeWatch* was fun. During a nine-month period of playtesting before the Kickstarter, and for the extensive development period before the game reached the printer, we had as many people run *TimeWatch* as possible in as many places as we could. That meant producing adventures that showcased the best of what the game could offer. One of these adventures (*Recruiting Call*) is in the core *TimeWatch* rulebook on p. 359. The rest are collected here.

In *The Valkyrie Gambit* we showcase the game's pulp sci-fi roots alongside the classical historical investigation that GUMSHOE does best. This mission demonstrates choral foreshadowing, methods for tying Agent backstories and secrets into active adventures, and reveals the ever-worrisome potential for time-traveling Nazis.

*The Sphinx and the Madman* offers the players tough roleplaying and difficult decisions. What happens when your future self turns out to be reprehensible? It's not often that

you can literally save the world by escaping from yourself, but this adventure gives you the opportunity. Time travel is central to the mission's premise, and it's only by unraveling and embracing time travel that you can save your future self and restore history to what it should have been.

Finally, *The Misery Trumpets* demonstrate how to introduce *TimeWatch* as a Parallel Realities game with no time travel at all. You'll need to use the pre-generated characters for this, and it's specifically designed as a one-shot adventure with a rigid beginning and an extremely free-form means of resolution. If you want to have the characters dimension hop (TW p. 282), this is a great way to introduce them to the GUMSHOE rules.

These three adventures aren't linked, and in fact have different design goals. Take inspiration from them, change them in ways that seem like fun, and go break time.

Kevin Kulp  
September, 2016

# PLAYING WITH TIME

## AN AUTHOR'S NOTE

The three *TimeWatch* missions in this book were written as one-shots for gaming conventions, and so had the advantage of being put through their paces by hundreds of players across North America. It may be of use to talk about where they came from, how they developed, and what makes them fun.

### VALKYRIE GAMBIT

*The Valkyrie Gambit* was the second mission created for *TimeWatch* (the first involved the Mongols), but it was the first that stretched boundaries and put the game through its paces. I ran this adventure about fifteen times for about 100 players, mostly at gaming conventions in four-hour time slots. I wanted an adventure plot that combined solid historical investigation with the opportunity to punch a Nazi dinosaur, and that turns out to be slightly easier said than done. Where do you even find a Nazi dinosaur? I wasn't sure I knew how to write a mystery where the investigators could time travel, and how the heck was I going to tie in a 1944 Nazi time portal with Wagner's influence on Hitler? These are the things that keep me up at night.

The answer turned out to be a solution I always love: hang the plot hooks on player character backgrounds. That means that a cyborg player character got to fight her younger self as a primary adversary (solve that one, clever players!) and the problem that the Agents are trying to solve was actually created by one of the Agents long before she was ever recruited to *TimeWatch*. In my experience the more you can integrate the mission and the characters, the more fun the game is for players.

Building the adventure around the characters meant that one of the original playtest characters was an alternative universe version of Hitler who was appalled and horrified by what had happened in "true" history. It was a choice that led to some very emotional roleplaying, but I'd only recommend this for close-knit gaming groups. There's a real risk in humanizing our actual monsters, even when you're trying to do so to emphasize how small differences can cause huge changes in

history. Another unique playtest character was the hijacker D B Cooper, who turned out to be a hijacker *and* a reality TV host from the far future who was accidentally recruited by *TimeWatch*. He wasn't necessarily effective – he spent most fights surreptitiously interviewing other Agents, while filming and narrating the actions for his viewers at home – but he was definitely funny.

Another challenge was how to make Sparrow a sympathetic bad guy who needed to be talked to, not killed or captured, in order to learn the true problem that needed solving. The answer was a prequel scene. I always love opening action scenes anyways, a holdover from watching James Bond movies with my dad when I was a kid, and this seemed like a great opportunity. Having Sparrow help the Agents in a fight and show genuine affection and friendship for them, even though they hadn't yet met her, meant that they would be far more predisposed to do the same for her when they encounter her in the role of an adversary. This was about the point when I realized that time travel meant vast flexibility in foreshadowing, and you could literally foreshadow events in a *TimeWatch* campaign by whole sessions, and just pull those plot threads together whenever it turned out to be convenient.

Run *The Valkyrie Gambit* if you want a good old fashioned pulp time travel adventure that's focused on fun, with some solid tactical investigation in the middle and some satisfying roleplaying.

### THE SPHINX AND THE MADMAN

This was an original adventure written for Anonycon, hands-down one of my favorite regional gaming conventions. Anonycon takes place every December in Stamford CT. The con has been incredibly supportive of Pelgrane Press RPGs and of *TimeWatch* since the game first started playtesting, and I wanted to return the kindness.

I think the natural inclination in a time travel adventure is to have a MacGuffin, a fun and enticing historical plot hook that exists independently of the player characters (any maybe

independently of the game system.) The Mongol Horde overrunning western Europe, for instance, or someone showing the young Alexander Hamilton a video of his eponymous musical. What happens, however, when you make the adventure inextricably tied to the player characters themselves? That became my goal.

I love writing character sheets, and I'd had a lot of fun with *TimeWatch*'s iconic characters. Kelfala is a tribute to a Sierra Leonian friend's late father, for instance; Dr. Leah Breen is a tip of the hat to my editor and collaborator Matt Breen. The personalities of the iconic characters are quite different, of course. I like building player characters with strong personalities who may be tied together by emotions and motivations other than just friendship. In *The Sphinx and the Madman*, I wondered what would happen if player characters learned that their very powerful future selves had made horrible, horrible choices. What would they say when they had a chance to talk to themselves? Would they fix events? Where would their loyalties lie?

First, however, you have to explain where those horrible decisions come from. I tied this into the *TimeWatch* rule for *chimeras*, where you start picking up multiple personalities and inexplicable choral powers after being subsumed multiple times by low choral stability. Mess with time, and time messes with you; this gave me the perfect excuse for turning Kelfala into a murderous God-King, and the narcissistic Dr. Breen into the amoral and happily corrupt power behind the throne.

I had no idea how this adventure would go when it was first run. Quite a bit of it depends on the GM roleplaying the God-King effectively, and on the players for making difficult ethical decisions. There were a lot of places where the adventure could have gone off the rails. Instead, it turned out to be one of the most entertaining and satisfying games I'd run all year, and I knew the adventure was a keeper. If nothing else, the look on the players' faces when they saw the first statue of Kelfala, and saw Dr. Breen's face on the Great Sphinx, was worth the price of admission.

Adapting this adventure to your own player characters requires a bit of planning, especially if every one of your Agents is wholesome, kind and generous. It's worth the customization. Adventures like this – when Agents have to deal with consequences of their past or future actions – is one of the things that make time travel games unique.

## THE MISERY TRUMPETS

*TimeWatch* contains quite a few alternate campaign frames, variant ways of playing the game that allow you to create the sort of world and experience you wish. We knew from the beginning that we'd want to include parallel universes. I grew up with *Sliders* and loved *Fringe*, and a game with no time travel but plenty of world jumping seemed like it would be a delight. Mostly, any excuse to have parallel universe doppelgangers is a huge plus in my book. To write the *TimeWatch* section on parallel universes, we asked Dave Chalker to step in.

Dave is one of my favorite game designers in his own right, and his father – science fiction author Jack L. Chalker – wrote the G.O.D. series about parallel universes. Talk about an obvious choice! Dave adapted that concept for *TimeWatch* to provide a framework where player characters could world-jump as agents of, or enemies to, a multi-world organization that may or may not have their best interests in mind.

I wrote *The Misery Trumpets* as a convention adventure that introduced parallel universe play. Unlike standard *TimeWatch* where everyone starts as a recruited Agent, this adventure sets normal every-day folk in a situation where their home is being threatened. Of course, it's several of their alternate selves who are responsible for that threat, and the players need to make tough choices and take difficult paths in order to set things right. There may be sacrifice here, and it's worth pausing and taking the time to honor that choice when (or if) it comes up.

You could easily run this with your own player characters instead of the pre-generated ones; just adapt the nature of the rogue pharmaceutical corporation accordingly, and change the identity and roles of the alternate universe duplicates, and you're ready to go.

*The Misery Trumpets* requires the players to be sneaky while they infiltrate the alternate universe, and so makes for a nice counterpoint to adventures where the player characters are primarily combat-focused. If you use this as an introduction to a world-hopping campaign, make sure the heroes get their hands on technology like a Daedalus Key that will make shifting worlds simple. You can then complicate and customize future adventures as much as you want, keeping an eye on fun. And hey, success in this mission may turn the heroes into interplanar fugitives, tracked by bounty hunters wherever they go. Who doesn't like that sort of recognition that they've *really* angered their enemies?





# THE VALKYRIE GAMBIT

## OVERVIEW

How do you stop the Nazis when Adolf Hitler is closely guarded by time cops? Attack his cultural influences, of course. In this mission, a charismatic and sympathetic freedom fighter from a future timeline tries to change history by assassinating the brilliant composer Richard Wagner whose views on the Aryan race informed Hitler's own opinions on racism. The Agents are assigned to solve the problem but there's more going on than meets the eye; they'll need negotiation and clever problem solving to sort out the truth.

## BACKGROUND THE PLOT

A sympathetic freedom fighter named Sparrow hailing from an alternate timeline tries to stop Hitler by assassinating a 14-year-old Wagner. Born in 1813, the music of Richard Wagner (born Wilhelm Richard Geyer) had a significant influence on Adolf Hitler's beliefs about race and Aryan superiority. When the Agents identify and unravel the assassination they learn two things: that the freedom fighter is a younger version of a sympathetic ally they've met before, and that the shapeshifting cyborg she's using as an assassination tool is the younger version of one of the Agents.

From Sparrow, the Agents learn that the whole reason for her assassination attempt is that her timeline was ruined when Hitler acquired nuclear weaponry and time travel technology. Traveling to Nazi Germany, the Agents discover that they themselves are accidentally responsible for the historical sabotage. The Agents must destroy the Nazi time tunnel and the Aryan T-Rex in order to restore time to its proper path.

This mission takes place briefly in 1983 Moscow, followed by initial investigation in 1865 Munich. Teenaged Wagner's life is saved in 1827 Leipzig, and the Nazi time tunnel is destroyed in 1940 Gottow, Germany.

This is a Patrol-style mission with elements of Pulp (such as fighting a dinosaur in a Nazi weapons facility.) Assume a fun, fast-paced tone requiring solid investigation and some difficult negotiations and decisions.

## THE ICONIC CHARACTERS

This adventure runs smoothly with 4 to 7 Agents from the iconic characters (p. 53). Please make sure that Vidhvansaka-5 and Dr. Leah Breen are two of the Agents; so long as they're both in play, any other iconic character can be used if you have fewer than maximum players.

## USING YOUR OWN AGENTS

You'll need to do some minor alteration if your group uses their own unique Agents instead of *TimeWatch's* iconic Agents. You'll miss the payoff of having Vidhvansaka-5 recruit herself to TimeWatch, and the chronal scientist helping the Nazis will have been stranded there for a different reason than Dr. Breen's previous perfidiousness. Try to tie the scientist's presence into one of the Agents' secrets or backstories, or make him into a shapechanged ezeru.

## THE MISSION

After the fast introductory encounter, the Agents' mission is to discover why nuclear war breaks out in the 1960s. Usually, this happens because someone has managed to assassinate or stop Hitler. In this case, TimeWatch analysts have managed to trace the ripples of change as far back as Munich 1865, so that's where the Agents are instructed to begin their investigation.

## Briefing

The mission starts in media res, with the Agents' goal specified during the first Scene. The briefing proper begins with Scene 2.

## Likely Adventure Path

**Scene 1: Introduction.** The Agents begin in 1983, discovering the body of a cocooned Soviet officer just before being attacked by a disguised ezeru and several Russian security guards. They are assisted in the fight by Agent Sparrow, a British operative who is not TimeWatch but who clearly knows and likes them. She explains that, from their perspective, they haven't yet met but thanks them for reasons she can't yet reveal due to paradox, and says she's looking forward to seeing them again.

**Scene 2: Briefing.** The Agents return to the Citadel, rest and recover, and are given a new mission: find out how someone managed to kill or neutralize Hitler, causing nuclear war to erupt in the 1960s (as it almost always does when Hitler is removed from time.) According to TimeWatch research, they should start investigating in 1865 Munich, surprisingly early and long before Hitler is born.

**Scene 3: Where's Wagner?** After a quick briefing, investigation in 1865 Munich reveals that the local music and operatic scene is woefully sparse. Specifically, no theaters or opera houses are showing any performances of Richard Wagner's operatic work which is historically incorrect. Further research reveals that no one has ever heard of Wagner. That's because he died young; records from the Jewish quarter of Leipzig, Wagner's home town, reveal that in 1827 a 14-year-old boy named Wilhelm Richard Geyer was killed violently by an unknown assassin on the opening night of his father's play.

**Scene 4: Death at the Theater.** Investigating the theater where young Geyer is to be shot and killed, the Agents encounter Agent Sparrow (albeit a Sparrow who has never met them before) and a deadly cyborg shapeshifter who turns out to be a younger version of Vidhvansaka, one of the iconic Agents. To prevent paradox, the Agents should prevent Geyer's assassination without killing either Sparrow or the younger Vidhvansaka.

**Scene 5: Top Secret Time-Rex.** Learning that Sparrow was trying to prevent a future where Nazis gain nuclear weapons and time travel technology, the Agents head for a top secret research lab in 1940 Gottow, Germany. Once they infiltrate the lab, they realize that the Nazi mastermind is a chronal scientist whom iconic Agent Dr. Breen had exiled to this time in her personal past. The encounter likely ends with a fight against a massive T-Rex as the lab burns down around them. Should they succeed in wiping out evidence of time travel and removing the nuclear secrets from 1940, the course of time returns to its proper channel.

## A REMINDER ON PARADOX TESTS

In *TimeWatch*, Agents make a Paradox test when they contradict something they already know to have happened. They do this by rolling a d6 and trying to reach 4 (usually) or higher; if they want, before they roll they can spend Chronal Stability to add to their roll. If they fail, they lose a specified amount of additional Chronal Stability, usually 4 points. This sort of test is designated Difficulty 4 / Loss 4, or D4/L4 for short. More momentous Paradox tests might have a higher Difficulty, a higher Loss, or even a minimum Loss.

For instance, the Agents meet a friendly Agent Sparrow in Scene 1. They meet a younger version of her in Scene 4. If they kill her in Scene 3 or leave her angry with them, everyone must make a D4/L4 Paradox test, because they've changed an event that they know has taken place.

Agents will also make Travel tests every time they time travel. To make a Travel test, each Agent rolls a d6. On a roll of 4 or higher, they travel without strain. On a roll of 3 or less, the Agent loses 2 Chronal Stability due to the rigors of time travel. Agents may spend a Stitch to avoid making a Travel test.

Combined, these tests slowly erode Chronal Stability. Agents

can regain this by spending Reality Anchor on themselves or another Agent.

As a GM, don't stress too much about always requiring Paradox tests whenever something historical changes. They add tension and danger, but you won't break the game if you accidentally forget one.

## SCENE 1: INTRODUCTION

**Scene Type:** Intro

**Lead-Outs:** Briefing

**Important Instructions:**

1. Before starting, go around the table and have each player quickly describe what their Agent looks like. Give each player a Stitch once they do, so that each Agent starts the game with a Stitch.
2. Tell the players specifically that any General ability points they spend in this scene are ones that they'll get back afterwards. Spent Investigative points will stay spent. The goal in telling them this is to encourage new players to get used to spending pool points.

**Summary:** The introduction introduces the notion of changed history, the mechanics of combat and spending pool points, the role of the Agents as time cops, and the character of Sparrow as (a) someone the group will meet in the future, (b) a grateful but mysterious friend due to something the group will later do, and (c) someone who kicks ass all on her own. Think of it as the opening scene to a James Bond movie; the fake Petrov and guards show up almost immediately after the real Petrov's body is discovered and Sparrow shows up to help halfway through the first round, attacking the fake Petrov from behind with a crowbar.

**True History:** On 9/26/83, Stanislav Petrov of the Soviet Air Defense Forces was the duty officer at the command center for the Oko nuclear early-warning system near Moscow when the system reported a missile being launched from the United States. Petrov judged that the report was a false alarm. This decision is credited with having prevented an erroneous retaliatory nuclear attack on the United States and its NATO allies, which could have resulted in large-scale nuclear war. Investigation later confirmed that the satellite warning system had indeed malfunctioned.

**Revised History:** On 9/25/83, Petrov has been rendered unconscious and cocooned in a psi-active bile by an ezeru, a time-traveling shape-shifting beetle alien from the future whose race is trying to increase the level of background radiation in the world (TW p. 173). If the agents don't get involved, the fake Petrov (a shapeshifted ezeru) gives the order to fire and begins World War III.

The ezeru has stashed the real Petrov in a large empty closet in an unused store room in the offices of the missile base. So long as the hardened gel cocoon coats Petrov, the ezeru's disguise will stay in place. When the gel is broken off, the fake flesh will slough off of the ezeru's disguise. Fully removing the gel and a 1-point **Medic** spend will revive Petrov.

**Set-up:** The scene opens with the closet doors open and the Agents using flashlights in the dark room. Explain why they're there and tell them that they're looking at the cocooned Petrov.

In true history, a Soviet Duty Officer named Stanislav Petrov prevented World War III by refusing to launch nuclear missiles when his system reported a single missile launched from the United States. You've been sent to 1983 Moscow because someone has changed history, and in this timeline Petrov authorized a counterstrike that killed billions. Now you're standing in a darkened storage room in a Soviet Air Defense Force facility, looking into a closet at Petrov's unconscious body covered by an alien, amber-like cocoon. What do you do?

Give them a few seconds to talk, and maybe one round of actions, before the fluorescent lights flicker on overhead and the fake Petrov (armed with a pistol) is at the door with two unwitting guards (also armed with pistols.) "Petrov" will order the intruders arrested. If the guards either are dropped or throw their loyalty to the agents instead, "Petrov" will drop the pretense.

**Important:** In the middle of the first or second combat rounds, hopefully at a dramatic time, Sparrow will smash the back of the fake Petrov's head with a crowbar and join the fight. Her job isn't to save the day or show off; her job is to demonstrate friendliness and competence in equal measure, and set up a mystery (how does she know the Agents?) that is resolved in Scene 3.

## CLUES AND BENEFITS

- ▶ **Authority:** The two officers accompanying the fake Petrov seem uneasy. They probably guess that something's wrong, but don't know what.
- ▶ **Military Tactics:** The fake Petrov hasn't yet given the order to fire, but the group should maintain secrecy in any fight; they're still in the middle of a Soviet facility.
- ▶ **Timecraft:** The crystalline mucous must have been left by an ezeru, a monstrous and extremely dangerous race of insects from the far future that attempt to bring about nuclear war. Destroying the cocoon will destroy the alien's disguise and restore Petrov.
- ▶ (core) 2-point **Timecraft** spend: Her chronal radiation indicates that Sparrow is from an alternate and parallel timeline, one that may not have TimeWatch in it. She clearly understands how paradox and time travel work, and she's met (and has been friendly with) the Agents before.

## FOLLOW UP

Once the ezeru is defeated, Sparrow helps with clean-up. She'll greet the group as if they're old friends, especially Vidhvansaka-5, but won't say much once she realizes that for the Agents they haven't met yet. "As long as I'm stuck in your time, it's a delight to help old friends." She thanks them, but can't say for what, and tells them she'll be seeing them.

Although Sparrow has obviously had military training, she isn't TimeWatch (she's from a parallel timeline and is happily trapped in ours, a former freedom fighter from a radioactive wasteland that followed a nuclear Nazi victory.) The Agents learn more about Sparrow in Scene 4.

Once Sparrow has said goodbye and the Agents have revived the real Petrov and cleaned up the scene (something you should feel free to hand wave), they can return to The Citadel.

## "Petrov," Ezeru Drone Stats

**Defense:** Hit Threshold 4, Armor 3, Health 15

**Offense:** Scuffling +3 (+2 when impersonating a human), Shooting +1; Damage Modifier +2 (hideous clacking pincers), +3 (jagged mandibles), +1 (pistol), +4 (acidic bile), Stun 6 (psi-active bile)

**Abilities:** Tempus 12

**Special Abilities:** Clock Out (cost 2), Extra Action (cost 2), Impersonation (cost 2 —psychically links the ezeru drone to a single human or animal encased in the ezeru's paralytic bile), Lightning Speed (cost 2), Resist Stun; drones can attack by spitting acidic or paralytic bile within Close range

**Misc:** Alertness Modifier +1, Stealth Modifier +1

**Description:** When not shapechanged, an ezeru drone is a 2.5 meter tall nightmare of brown chitin and clacking pincers.

## Guard Stats (2)

**Defense:** Hit Threshold 4, Health 1 (Mooks)

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +1 (combat knife), +1 (pistol)

**Abilities:** Athletics 8

## Agent Sparrow's Stats

**Defense:** Hit Threshold 4, Armor 1, Health 14

**Offense:** Scuffling +2, Shooting +2; Damage Modifier +0 (crowbar), +1 (pistol), Stun 5 (amplified Taser)

**Abilities:** Tempus 20; Authority 1, Charm 1, Spying 2

**Special Abilities:** Clock Out (cost 2), Flashback (cost 5), Oracle (cost 1), Technology (cost 2)

**Misc:** Stealth Modifier +1

**Description:** Agent Sparrow is a dark-skinned, cheerful British woman in her early 30s. She has a superb smile, biting wit, useful gadgets, and extreme competence.

## SCENE 2: BRIEFING

**Scene Type:** Briefing

**Lead-In:** Introduction

**Lead-Outs:** Where's Wagner?

**Summary:** The Agents get some downtime in the Citadel before getting their new assignment.

**Important Instructions:**

1. Don't forget to have players make a Travel Test (d6, 4-6 = fine, 1-3 = lose 2 points of Chronal Stability) or throw in a Stitch before every instance of time travel.
2. Before the first time they time travel, consider asking players what time travel looks and sounds like. This helps them visualize it every time they time travel for the rest of the game.

The Citadel is a huge, secure facility located in the quantum anomaly that precedes the Big Bang.

They're met by their Briefing Officer, Dr. James I. Lighthall, otherwise known as The Diamond King. Lighthall was a patent medicine salesman (i.e. snake oil salesman) from 1880s Texas. He has long blond hair, slight Native American features, and a remarkable wardrobe. Lighthall prefers to dress in a sparkling coat made from diamonds (or as close as his chromomorphic uniform can get). He's a cheerful and convincing former con man who has the best interests of the Agents at heart. He'll tell the agents to go get some R&R before they're assigned their next mission.

Agents may refresh Health, Chronal Stability, and all General abilities back to full (something that doesn't normally happen between scenes, but we're being liberal since the first scene was to acquaint the players with the rules.) Any spent Investigative abilities stay spent.

Once the players are ready, Lighthall gathers them in a briefing room.

"Time's changed once again, and this time we've got nuclear war in the 1960s. That almost always means that someone found a way to eliminate Hitler or remove him from power. I swear we've got 1940s Germany pretty well locked down, but someone always finds a way to kill Hitler anyways. Your job is to stop that nuclear war, and that means setting time back to what it should have been.

"It's not simple, though. Those eggheads in Analysis have detected choral ripples of change as far back as 1865. That means whatever changed, it changed early. I'm sending you back to 1865 Munich, because we know there's some sort of indication there. Once you figure out what's changed, go and make things right. Questions?"

Lighthall literally doesn't know any more about the situation than this. Agents commonly pepper their briefing officers with questions, even though Briefing Officers usually only know vague details about a problem. The traditional response to these very understandable questions is *"I don't know yet. I've just assigned a team of extremely competent, highly trained choral agents to find out for me and let me know."*

That's because the investigation is much more fun and interesting than being given a desk load of information – but in-game, it's because TimeWatch finds it more efficient to have Agents do all the legwork instead of wasting effort with minor researchers who find out the same facts.

## WRAPPING UP

No gearing up is needed when leaving the Citadel, as such activities are covered by Preparedness and Disguise abilities, but feel free to ask players if they have any special needs before leaving. When ready, have them make a Travel Test and they're off to Scene 3.

## SCENE 3: WHERE'S WAGNER?

**Scene Type:** Core

**Lead-In:** Briefing

**Lead-Out:** Death at the Theater

**Summary:** Wagner's music doesn't exist because Wagner was assassinated as a teenager.

**Tone and Timing:** This scene is almost entirely investigation. Agents will need to spread out through 1865 Munich to try and notice what has changed. Don't let it drag, but move quickly from player to player. You can encourage players by pointing out the many things they can check (newspapers, graveyards, local gossips, historical books, and more) to try and uncover a clue, then let them choose.

**True History:** Richard Wagner was raised as Wilhelm Richard Geyer, born in 1813 in Leipzig's Jewish quarter. The family (including Carl Geyer, a step-father that Wilhelm thought was his real father) moved to Dresden, then back to Leipzig when Wilhelm was 14. Wilhelm changed his last name back to Wagner after discovering the truth about his parentage.

As an adult, Wagner was a composer, theater director and conductor; he was primarily known for his operas. His anti-Semitic sentiments and his works proclaiming the superiority of German nationalism are believed to have inspired Hitler. In particular, the 1899 book "The Foundations of the Nineteenth Century", a racist work about the Aryan ideal, was penned by Wagner's son-in-law and it strongly influenced Hitler's views on race. In true history, Wagner died in 1883.

In 1865, when this scene occurs, Wagner had regained popularity after King Ludwig II became King of Bavaria at age 18. Ludwig loved Wagner's operas and had a romantic crush on the composer himself; he had Wagner brought to Munich in 1864 to stage *Tristan Und Isolde* and other operas, including the Ring cycle. If history had not changed, the Agents would arrive in Munich to find a flurry of advertisements and discussion about Wagner and the operas.

It's common for Agents to inquire about Adolf Hitler's parents and grandparents in 1865. Don't promote red herrings here; it's fastest to inform the Agents that after diligent investigation nothing seems out of the ordinary with any of Hitler's ancestors.

**Revised History:** In this version of 1865, Wagner never existed; he was killed in Leipzig at age 14. King Ludwig II is still newly ascended to the throne of Bavaria, but he has no specific interest in opera. In particular, although other plays and operas are being performed in Munich, the National Theater is showing something other than *Tristan Und Isolde*, and there is no mention of Wagner or any of his operas in the newspapers, local gossip, or books on musical history.

You arrive in an abandoned tenement in Munich. The Franco-Prussian war is a few years away, 18-year old King Ludwig II is newly on the throne, and everything appears normal at first glance. How do you proceed?

## CLUES AND BENEFITS

- ▶ (core) **High Society:** In 1865, Richard Wagner and his operas *should* be the talk of the town in Munich; King Ludwig II was obsessed with the man and was paying to have his operas produced in Munich's National Theatre. In this timeline, there's no mention of him at all, and no one the Agents speak with recognize his name. None of his operas or music has ever been composed or produced.
- ▶ **History (Contemporary):** Composer Richard Wagner should be the equivalent of a controversial, gossip-worthy rock star during this era. Instead, he does not seem to exist. (Give the Agents the information under "True History," above.)
- ▶ **History (Contemporary):** Should Agents inquire about why Wagner doesn't seem to exist, perhaps by checking birth and death records, give them the appropriate information under "Revised History" above.
  - ▷ Agents traveling to Leipzig (requiring a Travel test if they use their autochrons) can check birth and death records in the city. There they learn that in spring of 1827, a 14-year-old boy named Wilhelm Richard Geyer was assassinated by unknown murderers during the opening performance of his father's play. The assassins were not caught. No other details are available, as it turns out that witness accounts varied tremendously, and could not agree on the appearance of the assassin or assassins.
  - ▷ If anyone decides to pop into the future and check a history book, whether using History (Contemporary) or Research, they'll learn that Adolf Hitler was born and lived out a full life but never developed notably anti-Semitic views. Many varied and complex historical interactions led to global nuclear war in the 1960s, something that typically occurs when someone mucks with official history and removes Hitler's influence.

- ▶ **Trivia:** The theater and opera scene in Munich is anemic compared to what it was like historically. Scanning the paper or talking to a local will give similar complaints, that there's been nothing good at all in years.

## WRAPPING UP

Richard Wagner was assassinated in the city of Leipzig, Saxony, at the age of 14. He was attending his father's new theatrical performance at a local theater the night he died. No witnesses agreed on the appearance of the assassin or assassins. This seems to have prevented Hitler from developing his beliefs, and so prevented WWII, thus leading to nuclear war in the 1960s.

The solution? Save Wagner!

## SCENE 4: DEATH AT THE THEATER

**Scene Type:** Core

**Lead-In:** Where's Wagner?

**Lead-Outs:** Top Secret Time-Rex

**Summary:** Prevent Wagner's death, and discover Sparrow's origin

**Tone and Timing:** This scene involves investigation, negotiation and combat and is notably longer than the previous one. Agents will typically time travel prior to the assassination and stake out both Geyer and the theater. This will reveal at least one of the assassins. What follows after that depends on the Agents; they may try to force the issue early, or wait to thwart the assassination while it happens. Play this by ear, but the players usually make their preferred approach clear early on.

Discourage the players if they settle in to make lengthy plans instead of acting. GUMSHOE is a system where you get clues by talking to people and examining the environment, so if the group lacks enough clues to make a clear conclusion, they're always better off staying active. Improvisational abilities like Preparedness allow plans to be made on the fly, making action more attractive.

Remember that this is not the final scene of the adventure, even though the players probably think it is. Another sizeable scene follows this, so plan your pacing accordingly. If you feel like the investigation begins to drag, force the issue by having the assassination cyborg detect Vidhvansaka's electromagnetic emissions and confront the group via radio or in person. This scene should wrap up with about an hour of gameplay time remaining in the slot.

**True History:** In real history, at age 14 Geyer moved back to Leipzig from Dresden, learned that the man he always thought was his father (Carl Geyer) actually wasn't, and began taking more music lessons to develop his remarkable talent. Saving Geyer from assassination restores the real timeline up to 1940 or so, when a second alternate timeline that Sparrow will reveal (see below) kicks in. The Agents must solve both problems to truly restore the timeline.

**Revised History:** Young 14-year old Wilhelm Geyer is excited about his father's upcoming play in Leipzig, is enthusiastic



about his talent for music, and is lonely due to having just moved back to Leipzig from Dresden. He's also being stalked by a killer cyborg and a desperate British agent. Poor kid.

Agent Sparrow (who has not yet met the Agents in this timeline, does not yet consider them friends, and will do everything in her power to stop them from interfering with her plan) spends most of her time in the rooming house across from the Geyer residence, biding her time and managing her video feeds observing the boy. Meanwhile her mercenary assistant (hereafter called V-5 for clarity) is a younger version of the player character Vidhvansaka-5, a shapeshifting cyborg assassin who is tailor-made for stalking and murder. While Sparrow schemes, V-5 shapeshifts to watch the child nearly constantly without being detected.

Sparrow plans this assassination because in her reality, Hitler and the Nazis had both time travel and nuclear technology brought to them by an errant time traveler who was exiled to Germany in the late 1930s. Sparrow has tried everything she can think of to thwart the time traveler or kill Hitler, but she's an inexperienced time traveler and Nazi Germany is simply too well protected by TimeWatch. Sparrow has hit upon this stealthy plan to save her future, not knowing that eliminating Hitler inevitably triggers nuclear war two decades later.

Sparrow has brought an assassination cyborg with her, one that happens to be an earlier incarnation of an Agent (one of the iconic *TimeWatch* Agents) that has memory loss. It's

possible that Vidhvansaka may actually recruit herself to TimeWatch, memory-wiping her younger incarnation and dropping her off in time to get recruited right on schedule. That's up to the player, and is hilarious but not mandatory.

If the Agents do not intercede, Geyer will be killed during his father's play, shot silently from the balcony by Sparrow herself (who hates this task but believes in doing her own dirty work.) V-5 will be disguised, sitting behind Geyer in order to serve as backup. The two will then flee to Sparrow's time machine, hidden in the theater attic, and travel to the future to confirm that they were successful.

### GM NOTE: WHAT HAPPENS IF V-5 DIES?

If V-5 (the younger version of Agent Vidhvansaka) dies, Vidhvansaka must make a Difficulty 6/Loss 8 Paradox test. This has the possibility of erasing her from existence; if she succeeds, she'll still be tenuously hanging onto reality, with some confusion and memory loss. Killing your past self is a notoriously bad tactic.

When the Agents do intercede, run events according to the following guidelines.

## AGENTS SET A STAKEOUT

Sparrow and V-5 are focused on Geyer and won't notice TimeWatch agents unless one of them acts suspiciously or draws attention to . Once they do, Sparrow and V-5 respond defensively, withdrawing with stealth and observing the observers until they understand the situation. V-5's ability to seamlessly shapeshift comes in useful here, although the Agents (including Vidhvansaka) may be able to spend Investigative points or **Tinkering** to locate or spy on the two.

Sparrow's end goal is to prevent her future from being ruined by time-traveling Nazis, so she won't be foolish, but she's willing to listen to reason if the Agents reach out and negotiate. It will take **Reassurance** or **Charm** spends for her to have even a modicum of trust in the Agents. Sparrow is scared and emotionally exhausted; from her perspective her entire future is riding on her ability to successfully kill Geyer and stop Hitler from gaining power. It's not a perfect plan, but it's all she has left so she'll take some convincing to see otherwise.

V-5, as an emotionless shapeshifting killing machine, has a different perspective. She is will do anything to complete her mission, and that means attacking and killing (or neutralizing) TimeWatch agents if she has not been ordered otherwise by Sparrow. V-5 recognizes immediately that Vidhvansaka is the same entity, but older, and will strive to deactivate her.

If the Agents set a stakeout and identify, fight, or successfully negotiate with Sparrow and V-5, whether interrogating them or allying with them, they will learn about the immediate danger of time-traveling Nazis who win WWII. They'll gain this information from Sparrow in person, or from V-5.

## AGENTS THWART THE ASSASSINATION

The Agents may decide on the direct approach and head right to the theater on the night of the assassination. It's a local theater a block away from the Geyer home. This is the first production that Carl Geyer (Wilhelm's stepfather) has created since the family moved back from Dresden; everyone is excited and nervous, praying that it does well. The opening performance is sold out; to gain entry, the Agents will need a strategy that obtains them employment at the theater (possibly by traveling to the past) or which gains them tickets. Or, of course, they can sneak in.

Wilhelm has been watching and learning from the musicians, and will have a front row seat on opening night.

Initial buzz has been good, so the small theater will be full on opening night. Wilhelm will be sitting three rows back from the front row, center, next to his mother.

### If the Agents Take No Actions

Sparrow is beautifully dressed in period clothing and is sitting in a box seat on the balcony level of the theater. She has

## GM NOTE

TimeWatch is all about communal world creation whenever possible. The actual name of the play and its subject matter is irrelevant for this adventure, so feel free to have your players tell you what the play (or opera) is named, and what it's about. They'll have more fun that way.

Stunned the gentleman sitting beside her, who now appears to be asleep. In the rousing climax preceding the end of the first act, about 50 minutes into the production, Sparrow takes out a small chromomorphic firearm (so that it looks like a fan, opera glasses, or something similar) and takes deadly aim on Wilhelm. She badly incapacitates him with her first shot, the noise of which is lost in the music and singing on stage.

She would completely kill him with her second shot, but V-5 is sitting directly behind Wilhelm, disguised as an elderly man with large whiskers. V-5 leans forward and draws a sharpened knife blade across Wilhelm's throat, finishing the job. She then excuses herself and rises to leave; when Wilhelm's mother notices the blood fountaining from her son, and screams, V-5 starts a panicked riot by screaming "someone's murdered that boy!" and then pushing, shoving and throwing other patrons out of the way in an apparent attempt to get away from the blood. In the tumult, she'll change appearance two or three times, losing herself in the crowd.

Sparrow will not willingly kill anyone else but Wilhelm (who she kills reluctantly.) V-5 has no such compunctions, and kills or incapacitates as necessary.

The two escape into the theater attic, uncover their time machine, and flee to 1940 to learn whether this stopped Hitler.

### If the Agents Intervene

Agent Sparrow is unobtrusive, at Difficulty 4, but any Agent with **Notice** will automatically spot her. Recognizing and identifying V-5, a shapeshifting cyborg, is considerably more challenging and requires a Difficulty 6 **Disguise** or **Unobtrusiveness** test to succeed (to spot something hidden in TimeWatch, you roll a test with the same ability used to hide it). It's possible that the Agents will only notice Sparrow and prevent her part in the assassination. If so, V-5 will kill Wilhelm, possibly requiring the Agents to later use time travel or spend Investigative points (and make Paradox tests) to save his life. This is also a point where an Agent with high ranks in Preparedness uses the Flashback booster to describe what *really* happened.

The larger the melee, and the more the Agents change history, the more difficult it will be to cover up their involvement afterwards. V-5 will not operate Sparrow's time machine by herself, and so prefers to recover a captured Sparrow once Wilhelm has been assassinated.

V-5 will recognize Agent Vidhvansaka as being the exact



same unit, but older. This does not make V-5 respectful or obedient. By V-5's logic, if there's an older unit in front of her, that means that V-5 survives this encounter, and so will take more fool hardy risks than usual in order to succeed; she'll also explain this logic to her counterpart.

V-5 is a challenging and creative combatant, relying on stealth and misdirection but spending Tempus to give herself cybernetic enhancements for a technical advantage. However, she can be deactivated by someone clever enough. There are numerous creative ways that the Agents might attempt this; spending 2 points of **Hacking** along with a successful Scuffling attack would be sufficient to temporarily shut V-5 down and turn her into a puddle of liquid metal, for example.

### Wilhelm Geyer's Stats

**Defense:** Hit Threshold 3, Health 1 (Mook)

**Offense:** Scuffling +0; Damage Modifier -1 (ineffective fist)

**Abilities:** Athletics 4

**Misc:** Unlike most Mooks, a single hit will take Geyer into unconsciousness. A second hit will kill him.

### Agent Sparrow's Stats

**Defense:** Hit Threshold 4, Armor 1, Health 14

**Offense:** Scuffling +2, Shooting +2; Damage Modifier +0 (combat knife), +1 (chromomorphic pistol), Stun 5 (amplified Taser)

**Abilities:** Tempus 20; Authority 1, Charm 1, Spying 2

**Special Abilities:** Clock Out (cost 2 – not in combat), Flashback (cost 5), Technology (cost 2)

**Misc:** Stealth Modifier +1

**Description:** Agent Sparrow is a dark-skinned, cheerful British woman in her early 30s. She has a superb smile, biting wit, useful gadgets, and extreme competence.

### V-5 (younger, implacable Vidhvansaka-5) Stats

**Defense:** Hit Threshold 4, Armor 2, Health 18

**Offense:** Scuffling +2, Shooting +2; Damage Modifier +1 or +2 (liquid metal knife or sword), +2 (beam weapon)

**Abilities:** Tempus 20; Hacking 1

**Special Abilities:** Cybernetics (cost 2), Impersonation (cost 2), Regenerate (cost 0 —regenerates 2 Health at the beginning of each round), Resist Stun, Shape-Shift (cost 2), Strength (cost 0), Unfeeling

**Misc:** Alertness Modifier +1, Stealth Modifier +2. Vulnerable to Hacking; if an Agent with **Hacking** makes a Tinkering test to deactivate V-5, V-5 must make a Difficulty 5 Stun test. Her Resist Stun does not aid in this test. Spending 2 Hacking points and making a Scuffling test can fully deactivate her by reaching into her liquid metal body and shorting out her internal circuitry.

**Description:** Note that the Agent Vidhvansaka and the adversary V-5 have different stats, even though they're the same being separated in age; the older Vidhvansaka has changed

and grown more capable due to TimeWatch training, even if the younger V-5 is slightly deadlier. V-5 can create cybernetic advantages for herself by spending Tempus. If you've ever seen Terminator 2, you probably have a good feel for how to run her.

## CLUES AND BENEFITS

- ▶ **Architecture:** Gives Agents a clear understanding of assassination sight lines, along with a knowledge of back stage and areas that are normally off limits to the public.
- ▶ **Hacking:** Tethers appear to be experiencing an error, as they are picking up duplicate life signs of Vidhvansaka in two locations at once. This may mean that Vidhvansaka has come back from the future and is currently laying low while she waits to help. (That's not what it means at all, of course, but it's a reasonable assumption.)
- ▶ **High Society:** During the performance, the man sitting behind Wilhelm is dressed oddly unfashionably, as if he didn't quite understand correct fashions.
- ▶ **Medical Expertise:** The person who V-5 is currently pretending to be occasionally seems to forget to breathe. They don't seem troubled by this.
- ▶ **Military Tactics:** A proper assassination plan has a backup plan or two in place as well.
- ▶ **Notice:** Helps identify Sparrow, V-5, and their surveillance patterns.
- ▶ (core) **Paradox Prevention:** Radiation analysis indicates that Sparrow and V-5 are from a parallel future timestream.
- ▶ **Reassurance or Charm:** Useful for getting Sparrow to negotiate and talk about the future, instead of simply attacking. This will reveal that in her future, the future the Agents have probably just restored, Hitler has access to a chronal scientist who is building a time machine.
- ▶ **Spying:** Identifies the hidden cameras that Sparrow is using to watch Geyer and indicates the locations where a spy would likely be if they were trying to observe Geyer surreptitiously.
- ▶ **Timecraft:** There are low amounts of chronal radiation leaking from the theater, indicating that a time machine may be somewhere inside.

## QUESTIONING SPARROW

Whether from asking her questions in person, or from querying her personal logs (and the memory banks of V-5), Sparrow reveals to the group what the *real* problem is. The primary reason that she's trying to destroy Hitler's racism is because in her future, Nazis somehow got access to time travel technology (specifically, a time tunnel) and both nuclear power and weaponry. Sparrow knows that a time traveler appeared suddenly in Berlin, but doesn't know whom or how they got there. The time traveler works for the Nazis at a top secret research facility in Gottow, Germany. 1939 and 1940 are crucial years; if Sparrow (or the Agents!) can stop the rogue time traveler at any point in that period, they can revert time to its true path.

There is no way for the Agents to know it yet, but this rogue time traveler is an old enemy of Agent Dr. Leah Breen. Udo Branck is an inventor whom she exiled through time after inventing a time machine herself, as part of her quest to be the official first inventor of time travel.

If the Agents have established friendly relations with Sparrow and offer to help, she'll gladly trust and ally with them. If they haven't, she'll be more hostile, but her true mission is not one she'll keep secret. From her perspective, any assistance to save her future is good assistance.

## WRAPPING UP

At the end of Scene 4, Agents should have captured or killed both Agent Sparrow and V-5 (surviving the Paradox tests if they killed either of them) and learned that their next stop is 1940 Gottow (or 1940 Berlin) in order to prevent time traveling nuclear-equipped Nazis from winning World War II.

## SCENE 5: TOP SECRET TIME-REX

**Scene Type:** Core

**Lead-In:** Death at the Theater

**Lead-Outs:** None (game end)

**Tone and Timing:** This scene should take approximately an hour. No real investigation is needed; Agents know the location (a high-security laboratory and research facility in 1940 Gottow, Germany) and goal (kill or arrest a rogue time traveler, and reclaim or destroy anachronistic research and equipment.) Their challenge will be roleplaying or Stealth to infiltrate the facility.

In tone, this scene veers more towards glorious, unabashed pulp than historical recreation; fighting a Nazi dinosaur can do that.

**True History:** Kurt Diebner, 35 years old in 1940, was a German nuclear physicist who became the head of *Kernforschungsrat* (the Nuclear Research Council). The Gottow facility experimented on nuclear fission in an attempt to create nuclear weapons.

**Revised History:** 22<sup>nd</sup> century scientist Udo Branck firmly believes he was the first to invent time travel. In particular, he developed a prototype time tunnel that could allow large amounts of matter to pass between two different times and locations at once. He was on the verge of testing it when a young blonde woman appeared from nowhere, stunned him with a futuristic weapon, told him "I'm afraid I'm going to be the first," and somehow flung him through space and time. He ended up in 1939 Germany, dazed and disoriented, without resources or allies. Knowing history, he sought out Kurt Diebner and offered to perfect Germany's nuclear weapon program as long as he could give the Nazis time travel as well. Diebner was no fool and accepted, giving Branck every resource he asked for.

Oh, and that blonde woman? That was Dr. Leah Breen, one of the iconic Agents.

Now Breen must fix a problem that she herself created, and which has come home to roost.

## THE BERLIN SAFE HOUSE

While Agents will need to arrive here first before being dispatched to Gottow, feel free to skip this if you're short on time.

The only location in 1930s-1940s Germany that's easy for TimeWatch Agents to time travel to is a Berlin safe house. In this large facility, agents take a number and wait to be dispatched to stop one of the thousands of attempts to end Hitler's life. "Number 392? Roof sniper. Here's your coordinates and chronal time travel access code. NEXT! Number 393? Briefcase bomb at a restaurant. Here's your..."

In this facility, the Agents may bump into past or future versions of themselves, and may see dozens of other agents. Protocol is that you be polite but not say or do anything that could trigger a Paradox test.

## THE GOTTOW FACILITY

This research building is surrounded by barbed wire, armed guards, and trained guard dogs 24-7. It's extremely difficult but not impossible to sneak into the facility (requiring three Difficulty 8 **Unobtrusiveness** tests), and TimeWatch's prohibition about time traveling in 1940s Germany likely prevents the Agents from simply teleporting in. A **Bureaucracy** spend from one or more Agents might overrule this prohibition (especially if you're running short on time).

Their best solution might be to infiltrate the facility using **Disguise, Military Tactics, Forgery, and Authority**, convincing local personnel to allow them in and even give them a guided tour. If the Agents pull rank on the gate guards, they will summon Kurt Diebner himself (a bespectacled and brilliant introvert) to personally escort them.

The building houses an advanced nuclear reactor, facilities for creating nuclear weapons, and a top-secret time lab. The latter is where Udo Branck is currently working. If the Agents have impressed Diebner with their rank and security clearance, he will guide them there immediately to show it off. If they have not, he won't even mention it.

## The Time Lab

This room is linked to the nuclear reactor and is covered with banks of complex controls. A half dozen assistants in lab coats move around the room, taking readings and making adjustments. Dominating the room – even more than the nuclear power control systems! – is a massive hoop hanging on the wall opposite from where the Agents enter. The hoop reaches to the top of the 4 story ceiling; in front of it hangs a massive Nazi flag, complete with swastika. Inside the hoop, moving in a way that confuses the eye, purple haze swirls and churns.

Unless Dr. Breen is significantly Disguised, Dr. Udo Branck immediately recognizes her as soon as the Agents enter. He will scream "Pull the lever! And you! Guards, arrest her!" He will then jam down a lever that's immediately in front of him, starting a pre-programmed time tunnel summoning.

The electricity arcs across the time tunnel and the purple haze becomes a violent gyre. One round later, a massive T-Rex arrives, its head silhouetted by (and perhaps entangling with) the Nazi flag dangling above the time tunnel. It roars, shaking the lab, and lunges for the nearest target (whether Agent or lab assistant).

The six lab assistants are non-combatants who can start up or shut down lab equipment; six security guards, possibly along with Kurt Diebner himself, will try to shoot and kill the Agents. Once he has triggered the time tunnel, Dr. Udo Branck will grab a beam weapon he has made and start firing, using the lab equipment for cover.

Dr. Branck's goal is primarily to punish Dr. Breen, and secondarily to escape with his life. He'll leap into the time tunnel to try and escape if he can, or even surrender if Breen has been injured or eaten by a T-Rex. As he fights, he'll scream epithets at Breen, explaining how she tried to murder him and ruined his life.

## Troubleshooting the Time Lab

- ▶ Once the lever is flipped, the time portal is irreversibly started and cannot be turned off until its current cycle is complete.
- ▶ If Dr. Udo Branck is stunned or killed before he flips the lever, a lab technician will flip a different lever that triggers the time portal.
- ▶ Once the lever has been flipped, destroying the control panel will start the room on fire and create sparking explosions, but will not stop the time transfer in progress.
- ▶ Once the lever has been flipped, destroying the massive time tunnel hoop will start the room on fire, and will cause the T-Rex to suffer 10 points of Health as soon as it arrives.
- ▶ Agents may offer to spend Investigative points to shut down either the nuclear systems or the time tunnel systems. Offer genuine value for the Agents' spends; for instance, a **Science!** 2 spend to deactivate the time tunnel might *reduce* the T-Rex's armor to 0 as a result of unnaturally aging it during its journey in.

In other words, unless you're completely out of time in the game slot and want to avoid the fight against the T-Rex, it's easy to stop additional reinforcements from arriving, but extremely difficult to stop the T-Rex from arriving in the first place.

## Kurt Diebner's Stats

**Defense:** Hit Threshold 3, Health 6

**Offense:** Scuffling +0, Shooting +2; Damage Modifier -1 (flailing fists), +1 (pistol)

**Abilities:** Tempus 3, Tinkering 10; Science! 2

**Special Abilities:** Summoning (1d6 Nazi Guards) (cost 3)

**Description:** Diebner is a scientist and administrator, not a trained combatant; he's smart enough to get out of the way and call for backup.

## Nazi Guard Stats

**Defense:** Hit Threshold 4, Health 7

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +0 (club or baton), +1 (pistol)

**Abilities:** Athletics 8, Vehicles 3

**Misc:** Alertness Modifier +1

## Dr. Udo Branck Stats

**Defense:** Hit Threshold 3, Health 6

**Offense:** Scuffling +0, Shooting +2; Damage Modifier +2 + Destabilize (beam weapon that erodes Chronal Stability)

**Abilities:** Tempus 10, Tinkering 15; Science! 2, Timecraft 1

**Special Abilities:** Destabilize (cost 2); Seize Initiative (cost 2)

**Misc:** Branck's cobbled-together ray gun causes targets to make a D4/L4 Paradox test when struck, in addition to normal damage. Branck uses Seize Initiative to turn on the time tunnel before Agents can knock him unconscious.

## Lab Assistant Stats

**Defense:** Hit Threshold 3, Health 1

**Offense:** Scuffling +1; Damage Modifier +1 (convenient tools)

**Abilities:** Tinkering 5; Science! 1

## Aryan Time-Rex's Stats

**Defense:** Hit Threshold 2, Armor 2, Health 50

**Offense:** Scuffling +3; Damage Modifier +8 (bite — 1 Point-Blank target), +6 (claw stomp — 2 Point-Blank targets with one attack), +4 (tail — 3 Close targets with one attack)

**Abilities:** Athletics 24

**Special Abilities:** Strength (cost 0); several of its attacks can target more than one creature at once — roll a separate test for each target

**Misc:** Alertness Modifier +1, Stealth Modifier -4

**Description:** A cinematic dinosaur, a roaring juggernaut of toothy destruction wrapped in a Swastika flag. It's easy to hit a T. rex; the hard part is hurting it enough to stop it. It will attack those nearest to it unless Taunted, and cannot distinguish between Nazis, lab assistants or Agents.

## WRAPPING UP

Once the T-Rex is captured, returned or killed, and the scientists and guards are dealt with, the Agents need to arrange matters so that no anachronistic records or equipment remain. Once they do, time snaps back into its correct configuration and the adventure is over — possibly with Dr. Breen still making excuses.

If she is still alive and with the group, Sparrow expresses her appreciation and friendship, as this success is why she was so friendly to them in Scene 1. (If they've alienated her, they may require Paradox tests.) The Agents have made a valuable ally, and they've prevented time traveling Nazis. All in all, a good day's work

# THE SPHINX AND THE MADMAN

## OVERVIEW

What happens when you find out you're destined to destroy the world?

TimeWatch Agents are highly trained, extremely competent time cops who repair history and apprehend chronal saboteurs. In *The Sphinx and the Madman*, a group of TimeWatch Agents discover that one of them is destined to literally destroy humanity. They can fight for a chance to prevent this before it ever happens – but only if they're first able to fool their older, suspicious future selves and escape from a nearly unescapable trap.

## BACKGROUND

### THE PLOT

The TimeWatch team (including the Agents Kelfala and Dr. Leah Breen) are caught in an ancient Egyptian time loop, a closed and parallel universe where older, insane and corrupted future versions of themselves rule over what's left of an exterminated world. In this timeline the rest of humanity has been murdered by the billions. It's up to the Agents to determine what went wrong, escape from the time-trap, and stop the incidents of chronal instability that drove future-Kelfala to erase civilization.

Of the iconic Agents, two in particular feature heavily in this mission: Kelfala and Dr. Leah Breen. Kelfala is a highly educated starship pilot with a penchant for speed and a deep and abiding interest in the philosophy of power. He's balanced, smart and a natural leader. In comparison, Dr. Leah Breen is an advisor and power behind the throne: she's brilliant, a world-class inventor and as close to megalomaniacal as TimeWatch's thorough psyche scans will allow. Kelfala and Breen help keep one another in check, and they act as counterbalances to each other when completing TimeWatch missions.

In the future, Kelfala has an incident where his Chronal Stability drops so low that he is subsumed (TW p. 95)– not only does he begin to fade from existence, time literally rewrites him into a different person. His team is able to find and restore him, but being subsumed scars him in hidden ways, and Dr. Breen's attempt to fix the problem only makes it worse. Kelfala becomes a chimera (TW p. 97), a time traveler haunted by multiple personalities and sets of memories that were never his own. This exposure to raw time unlocks incredibly powerful and poorly understood chronal powers.

Advised by a sane (well, as sane as she usually is) but power-hungry Dr. Breen, the chimera Kelfala takes steps to make himself a literal Egyptian god, exterminating the rest of mankind and ruling Earth from “New Giza” for thousands of years. He enslaves or destroys his former friends, glories in his own self-importance, and builds monuments to his and Dr. Breen's wisdom and light.

It is into this alternate reality that the player characters stumble, unable to escape as true history crumbles away. They must determine what is happening, investigate how and why it happened, escape the time loop and fix at least one of Kelfala's chronal stability losses in order to restore true history.

## PLAYER CHARACTERS

This adventure uses the seven iconic Agents for *TimeWatch*, although with some adaptation you can use your own Agents instead. The adventure runs smoothly with as few as four players; Kelfala and Dr. Breen *must* be played if using the icons. If you have fewer than seven players make sure someone plays these two Agents, then give the players their choice of the other Agents and remove any left unclaimed.

The iconic Agents, summarized at the end of this book and available in full at [pelgranepress.com](http://pelgranepress.com), include:

**Altani:** Genghis Khan's daughter, a 12<sup>th</sup> century warrior princess.

**Dr. Leah Breen:** Definitely not a mad scientist, Dr. Breen claims to be one of the inventors of time travel. She lacks



empathy, even if she theoretically has TimeWatch's best interests in mind.

**Kelfala:** a 23<sup>rd</sup> century West African starship captain focused on philosophy and speed.

**Mace Hunter:** A mustachioed 19<sup>th</sup> century explorer and big game hunter.

**Skegg:** A psychic velociraptor from an alternate timeline where the meteor never struck Earth, Skegg is a traitor to her own race trying to survive and thrive in a world full of humans.

**Uurrk:** A Neanderthal with an extremely limited vocabulary, but capable of surges of brilliant eloquence. He hits things very, very hard.

**Vidhvansaka:** A cyborg assassin disguised as a human, she is trying to reconcile her past as a killing machine.

## WHAT IF NO ONE WANTS TO PLAY KELFALA?

This adventure is far more fun if both Kelfala and Dr. Breen are active player characters. You can still make the game work without this, however. Start the adventure by describing how Kelfala is hit by a choral destabilizing beam shot by Hrrck, and then begins to shimmer and fade as he is subsumed by time. This event occurs prior to the events described later (such as Scene 5), as this sets the stage for the God-King of New Giza while still remaining internally consistent.

Really, though, it's easiest if someone plays Kelfala.

## ADAPTING THE GAME FOR UNIQUE CHARACTERS

Although this game was originally designed for *TimeWatch's* iconic pre-generated Agents, you can easily run it with your own group's unique characters. *The Sphinx and the Madman's* game's hook is that the future actions of a time traveler may come back to haunt their present. If using the iconic Agents, Kelfala's naturally philosophical nature takes a turn for the deranged after he loses too much Chronal Stability, becomes a chimera, and is led astray by the unethical Dr. Leah Breen. To run this with your own group's Agents, make sure that the group includes the following:

- ▶ A character who has high Preparedness, who is a natural leader or who is somewhat philosophical (taking the role of God-King Kelfala)
- ▶ A character with a low Chronal Stability (taking the role of the God-King as the character who will lose Chronal Stability and become subsumed multiple times in the future)
- ▶ A character who is relatively amoral (taking the role of Dr. Breen as the God-King's advisor)
- ▶ A character who is focused on Science! and Tinkering (again, taking the role of Dr. Breen as the source of scientific advances)

Overall, the most satisfying plot twist involves taking the calmest, best leader and showing them twisted by hubris and choral madness. You should have fun with this concept while adapting the adventure. You can put the God-King's kingdom

on Easter Island instead of ancient Egypt, having the Agent's face appear on every moai. You can put the kingdom in ancient Rome instead, ruling over a twisted empire of implacable rules and regulations. Or you can simply adapt the Egyptian kingdom from this adventure and seamlessly insert your own Agents.

In scenes where other members of the iconic Agents are dead, cyborged, or otherwise disposed of, invent equally devious deaths for the remaining Agents in your group. If you don't have a "helper" Agent such as Dr. Breen to serve as a source of technology and bad advice for the God-King, create one whom the group has not yet met. This way, when they meet the younger version of that insane assistant a few missions down the road, they can respond accordingly.

## DETAILED PLOT

The mission begins in 1825 with a madcap chase after a rogue dinosaur through New York City on May 1<sup>st</sup>, the one day of the year when nearly every New Yorker moved to a new home. Google "New York Moving Day" for illustrations and great examples. A sophosaur saboteur is trying to escape, both physically and through time, and the Agents are instructed to stop it.

They run down the sapient raptor in ancient Egypt and find out the hard way that they're unable to depart. Investigation shows that an impossibly strong interdiction field has allowed them to enter this time period but won't let them out. With or without the raptor, the group realizes that all the massive stone statues near Giza have the face of Kelfala, the Great Sphinx has the face of Dr. Leah Breen, and there's a futuristic starship hovering over the Great Pyramid of Giza beaming power down into the pyramid.

Clearly, something is wrong.

Investigation reveals that an older future Kelfala rules here, that time travel currently seems impossible, and that there is no human life anywhere on Earth other than in a hundred mile radius of New Giza. The group is eventually recognized and summoned to speak to the God-King Kelfala himself. There he (along with his other personalities) greets them jovially and with superior friendliness, the attitude of an old friend as well as that of a stubborn and headstrong immortal who holds all the cards. He confides what he has done and why, keeping no secrets from his younger self. He informs the Agents that they will dwell there with him forevermore as his guests before dismissing them with gratitude. God-King Kelfala is a man sure of his own certainty and moral rectitude, and clearly insane. His friendliness, insanity and raw power probably comes across as terrifying.

The Agents investigate to learn how God-King became chronally unstable; they may talk to Dr. Breen in the spaceship, hack into the ship's computer, try to reason with a cyborg war-machine Uurrk, or find other methods for acquiring the information. Eventually, they figure out how to escape. Once they're out of the time loop, they must pick one (or perhaps two, if you have enough time) incidents of Kelfala's subsumation and secretly stop them before they happen. If they are successful, they save Kelfala's sanity and the fate of all mankind.

## PACING

There are two possible times and places to intervene with future-Kelfala's dissolution and chronal instability, but there's a good chance you'll only have time for one. In one playtest, the agents had so much fun roleplaying with the God-King that we practically handwaved intervening and saving Kelfala's future. Judge for yourself based on how much time you have left when the Agents escape from the God-King's kingdom. If it's an hour or less, altering one event changes his future enough that the world reverts to true history. You can also have the group describe an intervention in a fast narrative montage, where you go around the table and have each player describe one or two scenes that occur when rescuing Kelfala.

Here's a rough guideline for pacing in a 4-hour game slot.

1. 30 minutes – reading characters, explaining rules
2. 1 hour – Scene 1
3. 20 minutes – Scene 2
4. 1 hour – Scenes Three and Four
5. 1 hour – Scene 5 *or* Six
6. 10 minutes – Scene 7

Cut short sections that seem less fun for you, and expand sections that are more fun. The core question of the mission is “how do we fix someone who is horribly broken, but too powerful to simply defeat?” As long as they answer that question and everyone has a great time doing so, you're running this adventure correctly.

## SCENE 1: A RAPTOR ON MOVING DAY

**Scene Type:** Intro

**Lead-Out:** Old Familiar Faces

**Summary:** A fleeing sophosaur accidentally leads the Agents into a closed parallel universe.

### THE CHAOS OF MOVING DAY

Moving Day was a New York City tradition that lasted from 18<sup>th</sup> century Colonial times all the way up to World War II. On the 1<sup>st</sup> of May, all leases in the city expired simultaneously at 9 am, requiring many thousands of tenants to change residences all at the same time. It was pure chaos, or as Frances Trollope wrote in an 1832 book, Moving Day “has the appearance of sending off a population flying from the plague, or of a town which had surrendered on condition of carrying away all their goods and chattels. Rich furniture and ragged furniture, carts, wagons, and drays, ropes, canvas, and straw, packers, porters, and draymen, white, yellow, and black, occupy the streets from east to west, from north to south, on this day.” The gridlocked streets were described as pure Pandemonium.

So of course, if you're a psychic velociraptor on the run, this is where you try to hide.

## HRREK FLEES

Sophosaurs are from an alternate history where the meteor never struck the Earth. Hrrek is a courier from a clan that wishes to discredit and poison human culture, and TimeWatch believes that Hrrek's clan is preparing something big. TimeWatch wants to know what.

The Agents were sent to the Amazon jungle to apprehend and question him. Just before the start of the adventure, Hrrek detected them moving through the jungle and fled through both time and space. The Agents followed. Hrrek jumped first to a tropical archipelago near an erupting volcano, and then to New York City in the middle of Moving Day, 1825. He is now ahead of the Agents, and they'll have to move quickly to catch up.

Hrrek is a clever and sarcastic rogue, a cynical and dryly humorous saboteur who will gladly make snide remarks to the face of his most dire enemy. If the Agents keep him alive throughout the adventure, he will assist them until he can betray them, spending most of his time trying to turn or kill Skegg. Hrrek is fiercely loyal to the anti-human cause, but he'll gladly learn anything he can about his enemy, even if that means playing nice. Think of Hrrek as the charismatic antihero who's lucky to stay alive.

## Troubleshooting

While this scene is designed to provide a few rounds of exciting and cinematic chase, it's essential that the Agents see Hrrek time travel away and that they still be close enough to follow. That launches them into Scene 2. If this somehow doesn't happen – if they take Hrrek down quickly and without any room for him to escape, or if they don't follow him after he departs — **Timecraft** indicates that Hrrek was about to time travel to a sophosaur information drop point near the Nile river in ancient Egypt. That drop point gets wiped out by the God-King's existence (see Scene 2), but Hrrek doesn't know this. If the Agents travel there to investigate, the adventure is back on track. Proceed to Scene 2.

## TIMEWATCH FOLLOWS

Start the game session, with the Agents chasing Hrrek across the choked and blocked streets. Hrrek has the advantage of high Tempus (which doubles as Athletics), psychic powers and a head start. The TimeWatch Agents have the advantage of technology, six or seven people who can flank the quarry, and the knowledge that they at least look like humans (mostly.) Locals will see Hrrek but none will believe that they truly saw a bipedal giant lizard. Such stories will be written off to heat exhaustion, drunkenness, or an escaped exotic animal.

## CHASE MECHANICS

When fleeing, Hrrek will leap over carts, spook horses, tip over wagons, and throw children into danger. He will duck into alleys and try to lose the Agents, but he's unlikely to survive

the chase for long. The chase starts at Long range; Agents need to close the chase four categories (from Long to Near to Close to Point-Blank) to be next to him, but they are likely able to injure him with weapons before then. Note that Pacifists only work at Close or Point-Blank range, and that gunfire will spook anyone nearby. Investigative spends, especially spends like **Authority** (to order people to block his path or clear out of the agents' path) or **Bureaucracy** (to go back in time and order a particular alley blocked off with a fence several days prior) can be particularly effective. **Preparedness** can be used to get the same result.

Handle the chase using the Simple Chase Rules (TW p. 73); each round the quarry and pursuers each make an **Athletics** or **Vehicles** test with a Difficulty of 4. When someone fails, they're out of the chase. This is fast and simple, although it doesn't take into account distance—how close the pursuers come is more of a narrative decision determined by how the players are describing their actions. Describe the scene vibrantly, and reward clever descriptions with bonuses on tests. If a player wants to attack and chase in the same round, the Difficulty of both of the two tests goes up by 2.

Any Agents forced to drop out of the chase catches up immediately once Hrrek clocks out or if he is captured.

#### **For example:**

*GM: Hrrek rolled a 5 on his chase test. The sophosaur leaps over a wooden cart full of furniture, tipping it over with his tail as he does so. People scream. The raptor darts left and disappears down the alley.*

*Player 1: I'm spending 2 points of Athletics and rolled a... 6. I run forward and kick in a tenement door. I run through the building, shouting apologies as I go, and crash through a window in the rear. Can I also shoot him?*

*GM: Nice! Get +1 for free on your next chase roll. He's still in sight. If you want to try and shoot him, the Difficulty on both tests is 2 greater than normal, so at least 6. You made that already for your Athletics roll. Want to risk it for your shot?*

*Player 1: Nah, I'm good.*

*Player 2: My turn. I'm just going to spend 1 Athletics. I roll a... 2.*

*GM: You run headlong into a wagon full of chickens, and your impact causes the horse to rear back, spilling the chickens everywhere. The world is full of feathers and squawking. You lose sight of the sophosaur. You'll catch up once he gets away or someone catches him.*

Hrrek visibly time travels once he is caught, injured or feels trapped. His escape won't stop the Agents from following him in their autochrons. It's up to the Agents if they want to disguise their departure somehow from the teeming throngs who are staring at their chase. If they fail to do so, they'll need to make a D4/L4 Paradox test.

Agents must all make a Travel test (roll a d6; on a 1-3, lose 2 points of Chronal Stability) when they teleport or time travel. They can automatically follow Hrrek's trail if they begin within two rounds after his departure. Next stop: 2250 BCE, ancient Egypt!

## Hrrek's Stats

**Defense:** Hit Threshold 4, Armor 1, Health 20

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +2 (claws), +2 plus Stun 5 (psychic mindwhip)

**Abilities:** Tempus 20

**Special Abilities:** Clock Out (cost 2), Disguise (cost 1), Mental Attack (Mental Damage – Cost 0)

**Misc:** Alertness Modifier +2

**Description:** Hrrek spends Tempus for Athletics tests, Vehicle tests, and to pay for any psychic powers. He always keeps 2 points saved in order to instantly time travel on his turn. This time travel can be tracked and automatically followed by anyone who reaches the spot within 2 rounds, or longer if the GM allows.

## SCENE 2: OLD FAMILIAR FACES

**Scene Type:** Core

**Lead-In:** A Raptor on Moving Day

**Lead-Outs:** Talk With a God, Spaceships and Pyramids

**Summary:** Trapped in an interdicted Egyptian time-loop, the Agents encounter signs of their older selves.

## TURBULENCE

Following Hrrek's trail through time, the group runs into what should be major turbulence—a wave of expanding change that barely rocks them in their autochrons.

Based on their knowledge of Timecraft, the choral wave they just ran across seemed to welcome them and allow them through. This is the God-King Kelfala's interdiction field and the result of his changes to the world; it is keyed to allow in members of his mission team past, present or future, so the agents find the trip relatively smooth sailing.

The same cannot be said for Hrrek, who is staggering dazedly up a sand dune when the group arrives. Hrrek is moving at half speed and has a -2 penalty on actions for two rounds due to the massive turbulence he just encountered. He likely won't be difficult to capture or kill.

## A SANDY ARRIVAL IN 2250 BCE EGYPT

### What Hrrek Knows

**Intimidation** quickly gets Hrrek to talk. He would rather confess than die, and he doesn't know as much as TimeWatch thought he did. He knows that his clan elders use the top of the Great Pyramid of Giza as a message dead-drop between sophosaur clans. He also knows that his clan is planning a major assault against humanity, striking en masse at a place and time that is not yet determined. It is his job to coordinate between allied sophosaur clans in the 15<sup>th</sup> century Amazon rainforest, the 19<sup>th</sup> century Congo, 20<sup>th</sup> century "Bollywood," and the Cretaceous period. Hrrek doesn't yet know where



or when the assault will occur, only that it is designed to undermine public confidence in human government and reveal the existence of sophosaurs to the world.

This is, of course, the assault described in Scene 5 but these are the early days of planning, and Hrrek can't know what he hasn't yet been told.

## LOCKED IN THE SAND

Once the group is in ancient Egypt and Hrrek is either captured or slain, they find that clocking out is impossible. Other clues that something is wrong will begin to appear once they top a sand dune and can see down into the valley before them:

## CLUES AND BENEFITS

- ▶ **Anthropology:** The slaves seem to be from a variety of time periods in Egypt's history. If asked, they say that the God-King chose them specifically to toil for him in the afterlife; a sandstorm blew up, and when it receded their own world was gone and they were here.
- ▶ **Anthropology:** Each statue tells a different (and fictionalized) portion of the God-King's history. It would take months to read all of them, although the agents may eventually have the time to do so. For example, the hieroglyph on the closest statue read as follows:

*The metal coffin hung in space, for demons had stolen the memories of the lesser Pharaoh who chose its path. The God-King touched him, and the lesser Pharaoh wept.*

This is a reference to a past mission that every character will remember, when the agents found a starship captain suffering from memory loss. While it is not directly relevant to this mission, it is an indication that their own history is engraved in these statues. Feel free to change this description to reference a mission that your players will remember.

- ▶ **Architecture:** The building style is a fascinating mix of ancient Egyptian, West African and 32rd century modern, primarily using stone blocks.
- ▶ **History (Ancient):** The many, many 10-40-foot-tall statues rising from the sands are of pharaohs and gods, and so presumably should not have Kelfala's face. These statues vary from reasonably new to more than a thousand years old. All resemble Kelfala.
- ▶ **History (Ancient) or Notice:** The Great Sphinx should definitely not look like Dr. Leah Breen.
- ▶ **Medical Expertise:** A hyper-deadly bio-engineered virus is currently attempting to infect the agents. They are protected from it by their TimeWatch inoculations. Hrrek will be unaffected, as he is non-human. Any other human would die within hours due to its virulence.
- ▶ **Outdoor Survival:** The air has a different pollution level than it should for the apparent date of 2250 BC. This

indicates fewer people—possibly far fewer people—than there should be in the world. If **Science!** is used to send up a low-orbit drone, the group will find that humanity has been wiped out virtually everywhere else on Earth.

- ▶ **Simple common sense:** There probably shouldn't be a massive 31<sup>st</sup> century spaceship beaming a power beam into the top of the Great Pyramid.
- ▶ **Timecraft:** Instruments on the tether and autochron register an impossibly strong interdiction field, making teleportation or time travel out impossible. This field is stronger than any interdiction field they have seen before.

The image you want to get across to the players is of a bizarre amalgam of ancient and ultra-modern, with every piece of stonework a lasting monument to Kelfala or, to a lesser extent, Breen. There is stunning beauty and wealth here: great works of sculpture and art, amazing music and dance, storytelling, philosophy, and the wealth of the world. There is also great horror here, although it isn't immediately obvious: thousands of slaves simultaneously burned alive in charnel pits because the God-King thought they were ugly, moral codes horribly skewed due to the God-King's insanity, and hideously malformed cyborgs left over from future-Dr. Breen's many experimentation.

## APPROACHING NEW GIZA

Here in New Giza thousands of slaves and overseers are everywhere, building great and mighty monuments to Kelfala, the God-King. If the group approaches any of these workers, the locals' response depends on how the agents are disguised.

- ▶ **Disguised as commoners:** Overseers will whip the apparent runaway slaves, and then shackle them into a work unit that is pushing a massive stone block across the desert sands.
- ▶ **Disguised as overseers:** Overseers will approach to find out who they are, and will likely become suspicious.
- ▶ **Not disguised:** Upon seeing Kelfala's or Dr. Breen's face, anyone—slave or overseer—will throw themselves at the ground and begin kowtowing. If they looked fully upon their faces, they may gouge out their own eyes in reverence. The God-King prefers this response since it ensuring that the last worldly sight his subjects view is his own divine countenance.
- ▶ **As soon as anyone local suspects the Agents as outsiders,** or mistakes them for the God-King and the Queen of Air and Steel (future-Dr. Breen), the God-King Kelfala will know it and can read enough thoughts to understand that his younger self has paid him a visit. Proceed to Scene 3.

If your group is not using the iconic Agents, the monuments are instead of the Agent you've chosen to stand in for the role of Kelfala. The monuments will memorialize moments from past missions, if any, and illustrate moments from future missions that you'd like to foreshadow. At least one monument will illustrate the future Miami Beach Invasion of Scene 5 which breaks the Agent's sanity and causes them to become subsumed.

## THE WORLD OF NEW GIZA

See details in Scene 6 for how Kelfala will eventually become the God-King unless the Agents intervene.

New Giza is a community roughly a hundred miles long stretching up the Nile, containing approximately 50,000 citizens and slaves. It is virtually unchanging; the God-King's control of time dilation means that he can make years feel like months or minutes like years, speeding up and slowing down the pace of change amongst his people. When his population drops too low (possibly due to construction deaths, mass executions, or plague) he time travels to the past and brings additional cities and towns forward into his time bubble.

Everyone within New Giza is inoculated against the bio-engineered virus by the local water supply. In the world outside of this small bubble of human life, a Dr. Breen-engineered plague of lethal nanites has slain 99.9% of humanity while leaving animals alive. The world has been left to nature and the occasional sophosaur. The God-King loves it this way: fewer voices murmuring in his head, a sanctuary he can control, an endless lifetime of praise and achievement, statues everywhere that remind him who he is. The monuments remind him of these achievements, even if he can't always remember them himself. He is generally content, if perhaps a bit lonely.

The God-King seldom leaves his magnificent palace, full of technology so advanced it generally appears as magic. He dwells there in sybaritic luxury, while his consort Dr. Breen (known across the kingdom as the Queen of Air and Steel) spends most of her time in the 31<sup>st</sup> century starship hovering over the Great Pyramid. There she has her scientific laboratories and experimental vats.

## ESCAPING FROM THE TIME BUBBLE

The God-King Kelfala has created an alternate history where escape is difficult but not impossible.

The interdiction field emanating from the Great Pyramid of Giza covers several thousand miles in each direction, reaching to western and southern Africa, central Europe, and Ukbekistan. It can be broken through by an Agent spending 3 **Timecraft** points at once, something none of the iconic Agents can do. The field prevents both time travel and teleportation. If the agents choose to travel overland out of the interdiction field, a hike of 100 days or so, they will be able to depart without difficulty—although the God-King may be offended by their rudeness and send a force to bring them back.

For the Agents, an easier (and more fun) tactic might be disabling the energy beam that powers the interdiction generator inside the pyramid. To do this they must board the spaceship *Spirit of Wonder* (likely via shuttle), gain access to the computers or control room, hack into the local systems (requiring a **Hacking** spend at the least), and then hold off angry security troops long enough to time travel away. If the interdiction field is turned off, only the God-King's interference remains, so Agents can activate an autochron by spending one **Timecraft** point. Any Agents who are out of **Timecraft** will need to squeeze into autochrons with Agents whose devices still work. See Scene 4 for more details.

## WRAPPING UP

Once the Agents realize they're trapped and that the statues look like some of their own team, move to Scene 3.

## SCENE 3: TALK WITH A GOD

**Scene Type:** Antagonist Reaction

**Lead-In:** A Sandy Arrival

**Lead-Outs:** Spaceships and Pyramids

**Summary:** The group meets the God-King, and discovers an insane, chimera Kelfala

In Scene 3, the God-King Kelfala (so steeped in Paradox that he uses it for power) summons the characters for a friendly and fascinating chat.

The God-King is a bewildering mix of Kelfala's current personality, utter psychopathic megalomania that exhibits no empathy for anyone outside of his own kingdom (and not much empathy for anyone inside it either, really), and a handful of multiple personalities that break in and comment in the middle of other sentences. He is a god made flesh and he was a West African starship pilot, but he's also an elderly woman from Miami Beach, a young and naïve teenager, a pedantic professor, a horrified and self-aware TimeWatch Agent begging for help, and more. It scares him that sometimes he forgets who he truly is. This is a chance for you to have fun roleplaying; Kelfala's personalities may argue with each other and use different voices as they control his body, but the strong narcissistic and self-obsessed God-King is by far the dominant personality. If you notice Kelfala's player using a particular speech pattern or catchword when roleplaying, consider echoing it when the God-King speaks. The players will notice and appreciate it.

If you are basing the God-King after an Agent who isn't Kelfala, adjust his or her personality accordingly.

The God-King delights in pomp and circumstance, but it's important to remember that he has been treated like a god every day for millennia. He's used to it, and he can't imagine treating his past self any other way. He sends golden palanquins carried by eight tongueless slaves not because he wishes to impress, but because that is clearly how gods and their friends travel. Floating slabs of magnificent stone that drift overhead on anti-gravity, cybernetic camels, hundreds of castrati singers crooning Kelfala's favorite song upon his approach, baths in fresh spring water followed by the finest gifts of clothing and jewelry – all these things are normal to the God-King, and a sign of proper respect to his past self. He feels his younger self deserves nothing less. Although such gifts and parades may intimidate the agents, Kelfala's servants will be executed if they do anything that dishonors the God-King, so the servants may insist politely that the agents allow themselves to be pampered. This might make for some interesting roleplaying if the Agents don't want to embrace the special attention when they are asked to ascend onto their palanquins.

## THE APPROACH

The God-King becomes aware of the characters when one of the following happens:

- ▶ Any locals mistake Kelfala or Dr. Breen for a disguised God-King or the Queen of Air and Steel (easy to do, because the God-King often roams his kingdom in disguise, rewarding and punishing his subjects as he sees fit)
- ▶ Any locals recognize Kelfala or Dr. Breen as resembling the God-King or the Queen of Air and Steel
- ▶ Any locals notice that there is one or more dinosaurs in the group (a strange enough occurrence to alert the God-King)
- ▶ The Agents attempt to break through the interdiction field

Once the God-King realizes that his past-self and his friends are here to visit, he will delightedly invite them to an audience. There is no hint of a threat in this invitation; God-King Kelfala is legitimately excited to see himself, and he wishes to make the experience as memorable and exciting as possible.

## THE INVITATION

Wherever the Agents are, they will hear the sound of music approaching—some of Kelfala's favorite songs from his childhood in Sierra Leone, albeit poorly remembered and played by 20 Egyptian musicians—along with a group of over fifty people. None are armed. A well-spoken vizier in beautiful garb named Ankhu will approach, call out the Agents' names, prostrate himself at their feet, and beg to speak with them.

"Our dearest friends, I am a servant of the Eternal God-King of New Giza, forever may he reign! He bids you welcome into his realm and wishes all the world to tremble at your feet, as it does at his own. He begs that you accompany me now that he may meet with you and see himself as he once was. He knows that you have questions, and you shall find no finer conversation in all the living world than He Himself. If you will?"

### Ankhu Stats

**Defense:** Hit Threshold 3, Health 1

**Offense:** Scuffling +0; Damage Modifier -1 (servile obedience)

**Abilities:** Charm 2, High Society 2

### Miscellaneous Minion Stats

**Defense:** Hit Threshold 3, Health 1

**Offense:** Scuffling +0; Damage Modifier -1 (fist)

## If They Accept the Invitation

The vizier looks delighted; anyone with **Falsehood Detection** notices that he also looks relieved (likely because the God-King would assume that he somehow insulted or dishonored the agents, and so would casually flay him alive upon his return). He claps twice and palanquins move forward, each carried by eight tongueless slaves. A ninth bends over to allow his back to be used as a stepping stool up into the litter. Additional servants provide shade, drink, food, and music on the walk into New Giza.

Briefly describe the march back to the palace—streets lined with cheering subjects paying honor, the shadow as the litters pass under triumphal arches, the ancient statues dedicated to team members (for instance, Skegg assumes the traditional role of Sobek the Egyptian Crocodile God), flowers thrown in their path, and the like. The actual statue of the God-King Kelfala stands not far from the pyramids, and is a marvel of beautiful architecture. It looks like hundreds of craftsman have toiled on it day and night for 500 years to bring it to a pinnacle of beauty, which they have.

## If They Decline the Invitation

Declining the invitation is unthinkable from the God-King's point of view, but he is not angry if they demur. He knows how curious he was in his youth, so he is sure that Kelfala will come and talk to him eventually. Should the group decline for more than a few months of local time, however, he runs the risk of feeling insulted and may plague them with bad weather, insects, time dilation, and the like as a gentle reminder.

In game terms, this is plenty of time for the players to explore the world if that's what they wish to do. Don't let them dither so long that you or the other players become bored, however; it's far better for the God-King to extend a second invitation to the Agents. They'll need to speak with him to complete their investigation, and they certainly know where to go to find him, so there's no need to railroad the Agents into an immediate audience.

## Clues and Benefits

- ▶ **Anthropology:** The inhabitants of New Giza seem to be from a range of Egyptian time periods (when the God-King kills off too many people, he travels back in time to fetch more).
- ▶ **Architecture:** The buildings are built in a mixture of West African and Egyptian styles that Kelfala finds particularly pleasing to the eye.
- ▶ (core) **Authority:** The inhabitants are conditioned to believe and follow the instructions of Kelfala and Dr. Breen, and anyone in their favor, without fail.
- ▶ **Military Tactics:** There appear to be no armed forces whatsoever patrolling New Giza; there may be military units in the spaceship, however.

## THE AUDIENCE

The entrance parade is full of pomp and circumstance, depositing the Agents on the massive marble stairs of the palace. The sun beats down and the hammering of drums thunders through the air. All the observers, more than a thousand people, drop to their knees in respect to the God-King. It's unnerving, to say the least.

As the Agents step forward, the massive block of stone they're walking on slowly detaches and raises, becoming something like a 20-foot square stone flying carpet. It slowly moves forward while the stone behind them turns to lava, rolling back in time to a point before it ever hardened; clearly, the God-King is trying to both cut off retreat and impress his visitors. The block of stone drifts past the pillars of a vast hall, past 50-foot-tall statues of Kelfala, past exquisite murals depicting adventures the group has had together and adventures they have not yet experienced. (Images of the events described in both Scene 5 and 6 are here, although stylized.)

At the end of the hall is a massive golden and jeweled throne. It is empty, but when the Agents blink and look again they see the God-King Kelfala sitting casually in it. He is huge, some ten feet tall, and appears about ten years older than Agent Kelfala. Parts of his body grow older and younger during the conversation; the God-King never notices. He is the very image of a secure ruler: no worries about assassination, no weapons, just a regal and handsome man who happens to be immensely powerful and incurably insane.

The God-King Kelfala has literally any time-related power you wish; he understands raw time on a primal level, and even if it has driven him insane he still can control it. He can loop time into a Groundhog's Day scenario, he can reverse time, he can slow time for other people and speed it up for himself, he can control the ageing process, and he can walk between seconds. For those old enough to remember the show, think of him as a friendlier version of Q from the show *Star Trek: Next Generation*. Anyone using *Timecraft* or *Military Tactics* immediately know that he is far beyond the Agents' capabilities in a physical fight. Agents are still welcome to attack him (and suffer severe consequences thereby), but it shouldn't be a surprise when they lose.

The God-King is just delighted to see himself and his old friends. Oddly, no **Chronal Stability** tests are necessary for Kelfala meeting himself; the God-King is dampening down the laws of probability and paradox. He asks them how they are, answers their questions, and treats them as trusted friends.

Kelfala's other personalities might not be as welcoming. He often changes voices in mid-sentence, says odd things and makes unusual observations. Makes sure that Kelfala says the following statements, or something close to them, at some point during the conversation:

- ▶ I became God-King after being absorbed into raw time. That happened twice, once after an invasion of Miami Beach in March of 2031 (that's where he became Annie Bernstein, one of his personalities), then a second time when Dr. Breen made me better. I've become subsumed voluntarily dozens of times since, becoming stronger every time, but those two times were the first.
  - ▶ I came here because I can hear thoughts, or maybe past and future actions, and anywhere else was too loud. I solved that problem by letting everyone else in the world die. Dr. Breen helped with that. She's very smart. (Note: At least one personality is jealous of her and doesn't like her.)
  - ▶ Dr. Breen is up in the spaceship, along with Uurrrk and Skegg and Vidh. Not Mace and Altani, however. They tried to oppose me. They no longer exist. (If using unique Agents, replace these names with those of Agents from your own group.)
  - ▶ Dr. Breen does her experiments and manages the interdiction generator. She'd surely demonstrate it if you are interested.
  - ▶ When I departed TimeWatch, it exploded into the Big Bang. That's the problem with keeping the Citadel in a pre-time quantum singularity. There are a few Agents left, but I don't allow most of them here.
  - ▶ I allowed you here because we're practically (or literally) family. I prefer that you not leave, however. I like talking with myself.
  - ▶ My goal is happiness and contentment, to rule for millennia in the ruins of an Earth that never was. I spend my endless days contemplating the cosmos. I have become the platonic ideal of a Philosopher-King and this pleases me.
  - ▶ Sometimes it entertains me to watch thousands of people go to their screaming deaths for my amusement. I find many different, varied, and innovative ways to execute them. I just go and gets more when my subjects start to run low.
- If the group tries to attack the God-King, he doesn't even pay attention: he waves his hand and the attacker must make a **Difficulty 8 Chronal Stability** test or turn into a toddler with their adult mind (or a similar tactic designed to still allow roleplaying while getting across the point that the God-King is best dealt with through diplomacy). If begged, he can reverse any such effects, including death, by reversing time.

## God-King Kelfala Stats

**Defense:** Hit Threshold 8, Armor 4, Health 40

**Offense:** Scuffling +3, Shooting +3; Damage Modifier +2 (super-speed momentum)

**Abilities:** Tempus 100; Timecraft 10

**Special Abilities:** *Stun resistance*; any time-related power you think is applicable, including those not in the rulebook (which is faster than specifying many of them out)

**Misc:** Alertness Modifier +2

The God-King disdains hand-to-hand combat and pugilistic violence in general. He prefers to use time to negate the entire conflict, or to make an assailant so old they can no longer stand. When given a choice between brutally effective and incredibly stylish, he chooses both. If truly in danger, he simply departs and summons Elite Soldiers from the depths of the palace (TW p. 161).

## WRAPPING UP

When the characters have had enough talking to the multiple personalities of the God-King, they are welcome to depart. The God-King has arranged a huge palace for them that (thanks to instant time travel) he will have started fifteen years ago, so it is done now. If the group asks for favors, the overconfident God-King is likely to grant them unless he sees a danger in them.

## SCENE 4: SPACESHIPS AND PYRAMIDS

**Scene Type:** Core

**Lead-In:** Talk With a God

**Lead-Outs:** Miami Beach Invasion, Playing God

**Summary:** The group meets the mad scientist pulling the God-King's strings and discovers a means of escape.

## LOOK UPON MY WORKS, YE MIGHTY, AND DESPAIR

Future-Dr. Breen lives primarily on the *Spirit of Wonder*, the 31<sup>st</sup> century warship that she and the God-King stole. The Agents will likely want to speak to Dr. Breen, and in order to escape they may seek access to computer systems that turn off the interdiction field. For that, they need to find a method for getting up to the spaceship hovering over the Great Pyramid.

Several of the other former team members live (or “live”) there as well:

- ▶ Uurk has been changed into a cyborg, an armor-plated engine of anger and destruction. He is chained to a wall, ready to be released on enemies when needed. He hasn't been needed in some time. He no longer feels anything but hatred and pain, but his memories may hold the truth about the God-King and Dr. Breen. If the Agents can calm him down long enough to gain access, they can use **Tinkering**, **Science!** or **Medical Expertise** to learn more about what is going on.
- ▶ Skegg is dead, shot by a mind-controlled Mace Hunter. His body is stuffed and mounted, made to look like Sobek the Crocodile God.
- ▶ Vidhvansaka-5 is being kept as liquid metal in a small magnetically sealed container deep in Dr. Breen's laboratories. She will assist the Agents if released.
- ▶ Mace Hunter and Altani are long dead, killed in an attempt to stop Kelfala.

The *Spirit of Wonder* is pumping a brilliant plasma beam of energy down from its engines into the apex of the Great Pyramid. This beam powers the interdiction device that prevents anyone the God-King doesn't approve from time-traveling or teleporting within 2000 miles or more of this location. To time-travel more easily, this must be turned off or the spaceship must be flown out of range of the pyramid.

## REACHING THE SPIRIT OF WONDER

The ship's shuttle regularly flies between the ship and the ground nearby. An Interpersonal spend (such as **Authority**), or requesting a favor from the God-King himself, is enough to get the group brought up to the spaceship hovering overhead.

### Talking to Dr. Breen

Future-Breen is sharp-tongued, sarcastic, and quite reluctant to speak directly to the Agents. Unlike the God-King, she is fully aware of all the horrors she's committed in the name of science. Her face isn't on the Sphinx out of coincidence; she sits in the background, waiting for the right moment and then acting with the full might of the God-King behind her. She has created medical and choral monstrosities, killed billions, and slain or imprisoned her best friends. She doesn't feel bad about it, but she knows enough that she thinks she *should* feel bad about it.

### Future-Dr. Breen Stats

**Defense:** Hit Threshold 4, Armor 2, Health 12

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +2 (beam weapon) plus disintegration or Stun 6

**Abilities:** Tempus 18

**Special Abilities:** Branching Point (cost 4), Summoning (cost 3 – Elite Soldiers, see below), Technology (cost 2), Teleport.

**Special:** Future-Dr. Breen prefers to fight with super-science, using her Technology ability to produce Science! devices. She is clever and conniving, but narcissistic enough that she can be fooled.

Facts that Dr. Breen knows include:

- ▶ The true story of future-Kelfala getting first becoming subsumed (Scene 5)
- ▶ How she deliberately made the problem worse as an experiment (Scene 6)
- ▶ Everything that future-Kelfala has done since
- ▶ How the interdiction device works (emanating from the God-King, but greatly amplified from the *Spirit of Wonder*)
- ▶ Where future-Uurk, future-Vidh and Skegg's taxidermied corpse are

She will speak freely once she thinks the Agents are allies and not enemies. Defeat and **Intimidation** will also get her to speak, but she's fairly cocky; she knows the God-King will reverse her death and call down vengeance upon anyone who dares injure her.

If the Agents manage to mask their revulsion or anger (a **Reassurance** or **Falsehood Detection** spend from one person), Breen will also give them a tour of the spaceship and her labs.

## Accessing the Computers

At least 1 **Hacking** spend is required in order to log into the computers as future-Dr. Breen. Once in, characters can use **Tinkering** tests to activate or deactivate key shipboard features, including gravity, navigation, weapons and propulsion. The ship is equipped with a time-drive that can be activated by a **Paradox Prevention** spend. Perhaps most importantly, accessing the computers allows the agents to deactivate the plasma beam into the Great Pyramid, temporarily turning off the interdiction booster.

Also available are detailed history files and personal logs of Dr. Breen's, where she details with complete scientific accuracy what happened to future-Kelfala, how she made it worse, and what she's done since. With this information, Agents can learn about the events occurring in Scenes Five and Six.

Any computer hacking will be noticed and reported almost immediately. Agents should expect that from the moment they break into the computers, they have a very short time period to complete their plan before a troop of 4 or more well-trained and well-armed Egyptian guards arrive alongside a commander.

### Soldier Stats

**Defense:** Hit Threshold 4, Armor 1, Health 3

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +1 (sword), +1 (throwing knives)

**Abilities:** Athletics 8, Vehicles 3

**Misc:** Alertness Modifier +1

### Elite Soldier Stats

**Defense:** Hit Threshold 4, Armor 2 (military armor), Health 8

**Offense:** Scuffling +3, Shooting +3; Damage Modifier +1 (sword), +2 (heavy assault rifle)

**Abilities:** Medic 4, Tempus 12, Vehicles 3

**Special Abilities:** Summoning (additional soldiers — cost 3)

**Misc:** Alertness Modifier +1, Stealth Modifier +1

### Discovering Uurkk

Anyone wandering the Spirit of Wonder may happen across future-Uurkk casually chained to a bulkhead. He is a mindless killing machine, a creature of muscle and metal that answers to Breen. If questioned, it grunts rare stories of war, murder, and battlefield glory. Uurkk was instrumental in pacifying those who Breen's disease missed, but now he's more of a pet.

Deep inside, however, a shred of the original Uurkk still exists; Skegg may be able to tease it out with psychic communication, or technology might give them direct access for communication. That Uurkk is drowning in sorrow and wants only the peace of endless rest.

### Battle Cyborg Uurkk Stats

**Defense:** Hit Threshold 5, Armor 2, Health 25

**Offense:** Scuffling +3; Damage Modifier +3 (cyber chainsaw)

**Abilities:** Tempus 20

**Special Abilities:** Cybernetics (cost 2), Strength, Technology (cost 2), Unfeeling

**Misc:** Alertness Modifier +1

## ESCAPING NEW GIZA

To escape without spending **Timecraft**, Agents must be 2000 miles away from New Giza. To escape by spending only 1 **Timecraft** per person (or fewer if Agents are doubling up on time machines), the *Spirit of Wonder* must no longer be powering the interdiction amplifier in the Great Pyramid. It's even possible that the Agents steal the spaceship when they depart.

Upon departure, the only easy method for restoring history is to stop future-Kelfala from being subsumed. Hopefully the Agents have learned about this from the God-King himself, from various statues and mosaics around New Giza, or from future-Dr. Breen.

## SCENE 5: MIAMI BEACH INVASION

**Scene Type:** Time Repair

**Lead-In:** Spaceships and Pyramids

**Lead-Out:** Playing God or None

**Summary:** The Agents prevent Kelfala from being subsumed, the event that started him on his inexorable path to becoming God-King

## SPRING BREAK RAMPAGE

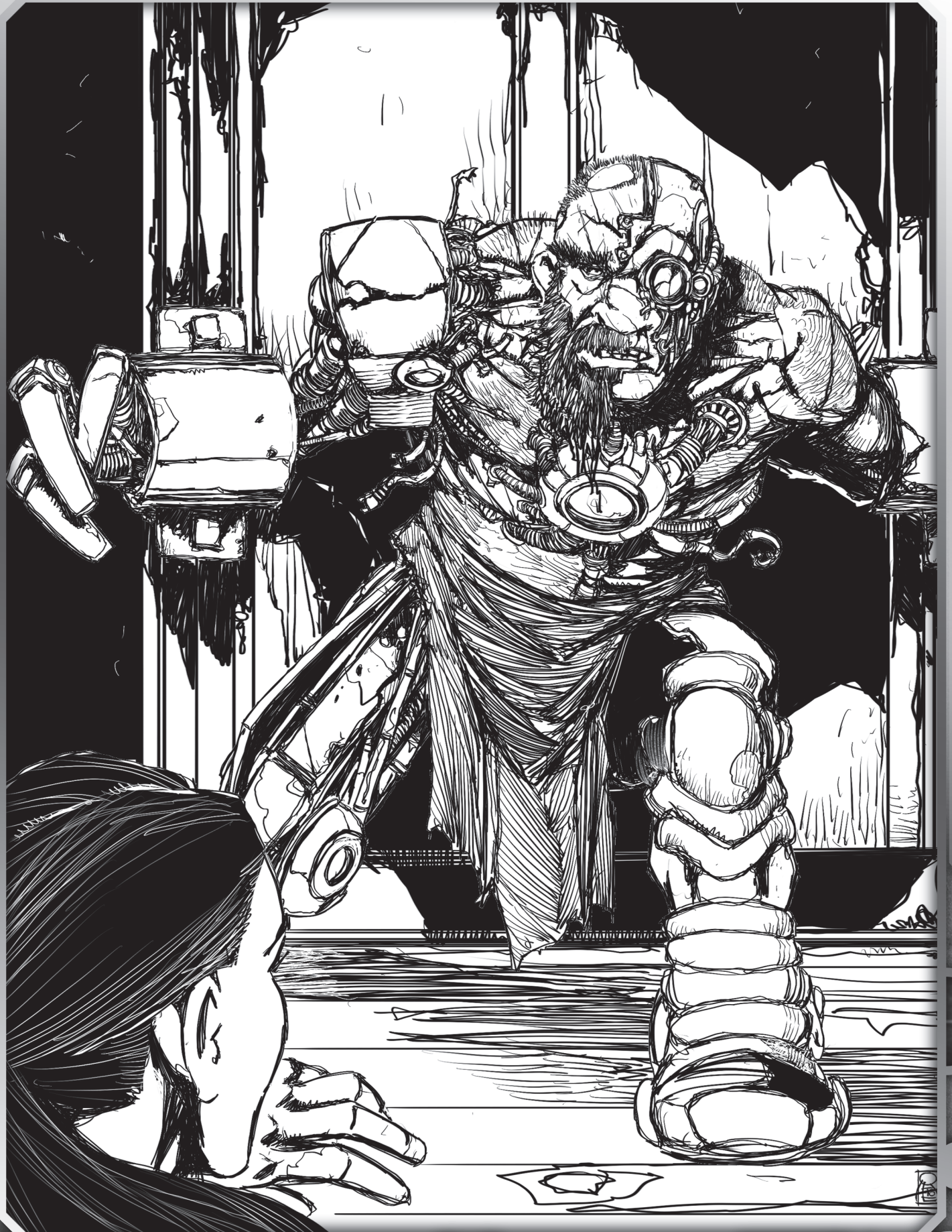
The Agents can learn about the Miami Beach Invasion by talking to the God-King (Scene 3) or Dr. Breen (Scene 4). If Hrrek is still with the group, he can confirm it sounds like the sort of assault he was helping plan.

The first time Kelfala was subsumed was after suffering a blast from a sophosaur psychic weapon during the 2031 dinosaur invasion of Miami Beach. Known afterwards as "Spring Break Rampage" and passed off by TimeWatch as an incredibly realistic viral prank from a Hollywood special effects studio, sophosaurs managed to open a time portal between the Cretaceous period and some gorgeous, jam-packed beachfront. It was all hands on deck for TimeWatch to contain and cover up the invasion, and it was during the fight that future-Kelfala was struck by a destabilizing beam weapon. By taking a hit meant for an ally, Kelfala was made so chronally unstable that he was subsumed and became an elderly local resident of Miami Beach. His colleagues tracked him down several weeks after the invasion in order to restore him and bring back his memories. He never fully recovered, and is more at risk in the future.

The Agents must stop Kelfala from being struck with the weapon, but must do so without alerting him that his friends and younger self are assisting; that alone creates paradox that worsens the situation.

## SOPHOSAUR ATTACK

At 10 am on March 15, 2031, a clan of nearly a hundred disguised sophosaurs use mental powers to rip open a hole in time. Previously time-traveling clan-members stampede through the carefully corralled dinosaurs they've had waiting, and Miami Beach turns into a free-for-all of screaming sunbathers, rampaging dinosaurs and cascading energy. The



sophosaur plan is for thousands of humans to die as humanity mistakes TimeWatch agents for the perpetrators, coming to believe that modern civilization is under attack from unknown human time travelers. The resulting martial law and era of paranoia should cripple humanity's cultural development for a few generations, a small revenge for some very angry sentient dinosaurs.

In combat, use one sophosaur alpha (the enemy who destabilizes future-Kelfala) and a mix of sophosaur hunters and mindwhips. Non-dramatically important enemies should be Health 3 Mooks instead of the Health listed below. Sophosaur philosophers are keeping open the time portal. Dinosaurs, such as a T-Rex, are rampaging loose out of it. You don't need to use all of these; every sophosaur is distracted and busy repelling an assault, so only a handful will likely need to engage with the Agents.

### Dinosaur (Large) Stats

**Defense:** Hit Threshold 3, Armor 1, Health 30

**Offense:** Scuffling +2; Damage Modifier +6 (bite — 1 Point-blank target), +4 (claw stomp — 2 Point-blank targets with one attack), +2 (tail — 3 close targets with one attack)

**Abilities:** Athletics 20 (when in their native era) or Tempus 20

**Special Abilities:** Strength (cost 0); Several of its attacks can target more than one creature at once; roll a separate test for each target.

**Misc:** Alertness Modifier +1, Stealth Modifier -4

### Tyrannosaurus Rex Stats

**Defense:** Hit Threshold 2, Armor 2, Health 50

**Offense:** Scuffling +3; Damage Modifier +8 (bite — 1 Point-blank target), +6 (claw stomp — 2 Point-blank targets with one attack), +4 (tail — 3 Close targets with one attack)

**Abilities:** Athletics 24

**Special Abilities:** Strength (cost 0)

**Misc:** Alertness Modifier +1, Stealth Modifier -4

**Description:** A cinematic dinosaur, a roaring juggernaut of toothy destruction. It's easy to hit a T-Rex; the hard part is hurting it enough to stop it. While we know that the T-Rex should technically be classified as a Dinosaur (Large), some dinos are important and unique enough to get their own category.

Several of its attacks can target more than one creature at once; roll a separate test for each target.

### Sophosaur Hunter Stats

**Defense:** Hit Threshold 4, Armor 2, Health 18

**Offense:** Scuffling +3, Shooting +2; Damage Modifier +2 (claws and teeth), +2 (crystalline beam weapon)

**Abilities:** Tempus 15

**Special Abilities:** Disguise (cost 1), Extra Action (cost 2), Lightning Speed (cost 2); if two Scuffling attacks (using Extra Action) hit the same target in the same round, the second attack does an additional +2 damage

**Misc:** Alertness Modifier +2

### Sophosaur Mindwhip Stats

**Defense:** Hit Threshold 4, Armor 1, Health 12

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +2 (claws), +2 plus Stun 5 (psychic mindwhip)

**Abilities:** Tempus 20

**Special Abilities:** Disguise (cost 1), Mental Attack (cost 0 — Mental Damage, cost 3/round — Domination)

**Misc:** Alertness Modifier +2

### Sophosaur Philosopher Stats

**Defense:** Hit Threshold 4, Armor 1, Health 14

**Offense:** Scuffling +1, Shooting +1; Damage Modifier +1 (smallish claws), Stun 5 (psychic stab)

**Abilities:** Tempus 20

**Special Abilities:** Clock Out (cost 2), Disguise (cost 1), Flashback (cost 5), Mastermind, Oracle (cost 1), Psychic (cost 2), Seize Initiative (cost 2); Stun effect from psychic stab works by triggering instinctive, profound terror

**Misc:** Alertness Modifier +2

### Sophosaur Alpha Stats

**Defense:** Hit Threshold 4, Armor 2, Health 30

**Offense:** Scuffling 20 (3-3-3), Shooting 6 (2-2-2); Damage Modifier +3 (claws and teeth), Destabilize plus Stun 6 (psi-blast)

**Abilities:** Tempus 24; Intimidate 2

**Special Abilities:** Destabilize (cost 2 — triggered along with Stun when psi-blasting), Disguise (cost 1), Extra Action (cost 2), Lightning Speed (cost 2), Psychic (cost 2), Seize Initiative (cost 2)

**Misc:** Alertness Modifier +2

## TIMEWATCH RESPONSE

With a full-fledged invasion afoot and no way to stop it, TimeWatch calls for an all-Agent response. Some go back in time and lay the PR groundwork for a dinosaur-related public relations stunt; some prepare damage control so that humanity doesn't learn about time travel and blame TimeWatch for the attack. Everyone else waits for the time breach and attack, containing the pteranodons, ankylosauruses, triceratops and tyrannosaurus rexes who stampede out of the time-tunnel. The sophosaur attempt to make their cause known far and wide turns out to be a dismal failure due to good leadership and excellent teamwork. Notably, Kelfala is leading the organizational response team.

On a wave-washed sandy tourist beach, he and dozens of his teammates attack the force-field-shielded psychic raptors who are holding the time tunnel open with the sheer power of their minds. One of the sophosaur bodyguards shoots future-Kelfala with the destabilizing weapon, causing him to vanish. Most of the invasion is stopped within several hours, and the last of the invasion is finally defeated half a week later.



## KELFALA IS SUBSUMED

The sophosaur alpha's beam does 12 points of Chronal Stability damage to future-Kelfala, knocking him low enough that time sweeps him away and rewrites him as someone else. He becomes Annie Bernstein, a widow and local 73-year-old snowbird who has gotten very involved in neighborhood politics. She dotes on her family, especially her three grandchildren, except she doesn't think much of her son-in-law. He's just not doing very well selling cars up in Brooklyn.

It takes two more weeks for his team to track subsumed future-Kelfala down. Even after he's rescued by his allies in the coming weeks, future-Kelfala never loses his memories of being Annie. He gradually becomes fiercely loyal to his own friends and family but quite suspicious of outsiders, sowing the seeds for becoming a God-King.

## POSSIBLE SOLUTIONS

You can describe the attack on future-Kelfala in whatever way you think is the most fun. The Agents' goal is to prevent future-Kelfala from being subsumed, and to do so without being detected by him—not an impossible task considering the confusion of the moment. **Timecraft** informs the Agents that secrecy and disguise is paramount; if future-Kelfala realizes that he is being assisted by his younger self in a way he doesn't remember, the resulting paradox will destabilize him sufficiently that this intervention will not succeed.

There are many options for preventing the attack or mitigating the results. Allow the group to brainstorm for a brief period before proceeding with the action, reminding them that **Preparedness** and Kelfala's Flashback booster can help them determine their plan on the fly. While far from an exhaustive list, here are a few ways they can help:

- ▶ Protect future-Kelfala with an invisible, unexpected forcefield (**Science!**)
- ▶ Destroy that group of sophosaurs before they reach future-Kelfala's position
- ▶ Use **Burglary** to swap the sophosaur weapon out with a cap gun
- ▶ Temporarily isolate future-Kelfala, removing him from the fight (although this is counter-productive and will spur him to investigate what happens, causing a future duplicate of himself to appear during the kidnapping in order to find out why he suffered memory loss.)

Successfully preventing Kelfala's subsumation requires all Agents to make a Difficulty 4 / Loss 4 Chronal Stability test, as they are preventing an action they know will otherwise occur.

## WRAPPING UP

Preventing Kelfala from being initially subsumed will prevent his slide into insanity, and will snap history back into its proper channel, erasing the timeline where the God-King existed.

## SCENE 6: PLAYING GOD

**Scene Type:** Time Repair

**Lead-In:** Spaceships and Pyramids

**Lead-Out:** Miami Beach Invasion or None

**Summary:** The Agents learn how Dr. Breen worsened Kelfala's madness.

## MAKING IT WORSE

The second time future-Kelfala is subsumed, it's no accident at all. He is clearly struggling after being subsumed once. Future-Dr. Breen uses her Bureaucratic contacts to keep Kelfala from being flagged as a chimera and forcibly retired from TimeWatch active duty, but he struggles with two distinct personalities in his head and it's only due to Breen's super-science that he's able to temporarily quiet the other personality long enough to be effective on missions. Others on the team think he's interested in cybernetics; instead, he's using advanced technology to keep a portion of his brain in check.

Dr. Breen offers to try and make things better through advanced temporal experiments. At his wits' end (and because she spends Reassurance like it was going out of style), he agrees. She puts him through a temporal accelerator designed to unravel and redefine his chronal experiences.

It doesn't work.

And when we say it doesn't work, we mean it *really* doesn't work. It subsumes him again, inextricably tying him to the foreign personality inside him and giving him even more personalities. It gives him low-level telepathy, forcing him to hear the sounds and faint thoughts of *everyone* alive. This quickly drives him insane, even after he is able to master it and screen out the background noise. Unknowable chronal powers that even he doesn't understand burgeon inside of him. He becomes convinced (reasonably so, one might argue) that he is a god. Worse, he concludes that it was the voices of everyone that didn't worship him which was driving him insane. He decides to fix that problem by exterminating the human race.

First he leaves the TimeWatch Citadel, a refuge that existed in the quantum singularity that preceded the Big Bang. His departure (no time machine needed any more) overloads the paradox levels and triggers the Big Bang, wiping out TimeWatch and starting the universe. He brings a few of his favorite teammates along with him for the ride. Picking an appropriately majestic location, he chooses the Nile River valley at the beginning of Egypt's Old Kingdom. Future-Kelfala then recreates the world in his own image. He inoculates everyone in a hundred-mile radius, then unleashes a bio-engineered plague (courtesy of the fascinated and ever-helpful Dr. Breen) that he distributes by weather systems to wipe out humanity across the globe. He and Breen steal a space-capable warship from the 31<sup>st</sup> century, park it over the Great Pyramid, and use it to power a massive interdiction device to restrict time travel. Weapons satellites are launched into orbit in order to deal with any people he missed. His subjects are trained over generations to love and worship him, and whenever he starts running low on warm bodies he pops back into the past to

bring more Egyptians forward into the time of walking gods. Living for millennia, God-King Kelfala becomes the past, the present, and the future of the Earth. The only person capable of stopping him is himself.

## POSSIBLE SOLUTIONS

There aren't many, because it's nigh-impossible to time travel to the Citadel at a time when you don't naturally belong there and the God-King's first action is to wipe out the Citadel entirely. Agents can intervene in this scene by talking to future-Kelfala *before* Dr. Breen makes him the offer. Killing future Dr. Breen might also work, as might the Agent Kelfala ending his own life—but only if the Agents also arrange (probably through **Bureaucracy**, **History (Future)** and **Spying** spends) to have someone destroy future Dr. Breen's secret clone laboratory where she grows backup units of Kelfala and the other Agents without their knowledge.

This information can be learned by speaking with future-Dr. Breen in the spaceship in Scene 4, from hieroglyphs throughout God-King Kelfala's kingdom (which takes several months of work to piece together), or from future-Battlelord-Uurk's memories.

## AVOIDING THE OBVIOUS

Note that the young Dr. Breen simply stating "I won't experiment on him" or Kelfala stating "I won't go to Miami Beach" won't actually solve the problem. They clearly will, because the Agents can see proof that they have; the flow of history will make sure that these things still come to pass unless the Agents take direct and specific action to prevent it. As a GM, you can allow any creative solutions you love, so long as they're fun and fair. Rolling with it and making the players' clever plans succeed is one of the joys of GMing.

## WRAPPING UP

Once the Agents prevent future-Kelfala from being chronally destabilized on Miami Beach, or stop future-Dr. Breen from experimenting on him, reality snaps back to normal and future-Kelfala no longer becomes subsumed. All of history is restored, mankind is no longer nearly exterminated, and the Citadel has not yet exploded into the Big Bang. Not bad for a mission's success!

# THE MISERY TRUMPETS

A Parallel Reality adventure for *TimeWatch*

## OVERVIEW

A corporation from a parallel universe is stealing psychic resources from a rural community, and it's run by noxious versions of the very people who try to stop it.

## BACKGROUND

### THE HOOK

It's autumn of the current year, and the small northern Vermont town of Montgomery Creek had a rough summer: a suicide, locals moving down south, a surprising uptick in elderly dementia and a constant stream of complaints about bad dreams. "Too much fresh air," joke old-timers, but people wonder privately if some sort of government pollution is at fault. No one really has an explanation, so no one talks about it, but walking the streets of this small town you'll see downcast eyes, shaky hands, and a constant look of sorrow.

Six members of the Northern Vermont Hiking Society try to get away from it all by hiking up Singing Mountain on a beautiful autumn Saturday. What they discover on the mountain, and how they handle it, may influence hundreds of worlds—and save the lives of everyone they know.

## WHAT'S REALLY OCCURRING?

Northern Vermont is a rural state of green mountains and forested valleys, bordering Canada to the north. The northeast corner of Vermont is particularly rural, averaging only 32 people per square mile (as compared to 68 people per square mile for Vermont as a whole, or 26,403 for New York City six hours to the south.) This is where you'll find the town of Montgomery Creek, overlooked by Singing Mountain.

Singing Mountain has been invaded by a parallel reality Earth that resembles ours in many ways, but with greater organized crime, laxer law enforcement, and numerous advanced technologies that allows them to easily plunder resources from less-advanced parallels. A sketchy drug company named Starflower Pharmaceuticals has partnered

with a multidimensional organization called The Company (TW p. 282) to illegally mine our Earth for psychic resources, gathering the raw material of dreams in order to turn those dreams into a highly potent illegal drug nicknamed "Dream." This flagship operation has turned out to be remarkably effective and profitable, and the partnership intends to roll out the illegal dream harvesting to a half dozen other worlds over the next year. The Company has great experience in exploiting non-essentials for their resources, and they're teaching Starflower Pharmaceuticals well.

This adventure starts during a peaceful mountain hike and ends with surreptitious corporate espionage while sprinting through an alternate reality dream-drug processing plant. It's up to the player characters to uncover The Company's plans and put a stop to them.

## PLAYER CHARACTERS

This adventure requires the use of pregenerated characters, included in summary form at the back of this book and in full form as downloads at [pelgranepress.com](http://pelgranepress.com). All characters are members or friends of the Northern Vermont Hiking Society.

**Petal "Starflower" McCall** – Local gossip, aging hippie, and overprotective mother. Her husband Chuck McCall left her 15 years ago. She still hasn't forgiven him.

**Lewis Wolfson McCall** – Petal's son, a juvenile delinquent who'd rather chase girls than climb mountains. He hates his hippie home life and rebels against it any way he can.

**Ernie Montgomery** – Elderly outdoorsman and trail leader, a long-time local who secretly believes he's from another world.

**Jack Kettle** – Retired and overweight engineer dating Petal. A man of reason and a lover of classic sci-fi.

**Adrianna Souza** – Purportedly a folk musician from New York, she's secretly the manipulative daughter of a big-city mob boss, sent to Vermont for her safety.

**Xiulan Cheng** – The one person who already knows about infinite realities and the corporations that exploit them. She's determined to take them down, and she's going to use her friends in the hiking club to help her do so.

Alternate-reality versions exist of almost all of these characters; see below for details.



## DETAILED PLOT

On an alternate Earth dominated by pollution, sin, vice and decadence, the McCall family controls most of a highly industrialized northern Vermont. They own and work at a supposedly legitimate pharmaceutical plant that secretly has begun synthesizing human dreams into an illegal (and incredibly popular) psychotropic drug named “Dream.” Mind you, harvesting those pleasant dreams drives the dreamers insane over time, but as far as CEO Petal McCall is concerned, that falls into the category of acceptable losses. She solved the problem by partnering with The Company. Now she only harvests dreams from humans who live in alternate, parallel realities: shadow people, inconsequential people. People like the player characters.

Financed by The Company, raw dreams are gathered from holographically-disguised collection stations set up in rural areas of nearby parallel realities; rural because currently the processing center can’t handle too many dreams at once. These collection stations are nicknamed misery trumpets, as the collection units look for all the world like huge speaker horns from old Victrola phonographs. Misery trumpets are secretly placed in high areas and have a range of hundreds of miles. Any locals stumbling onto the stations either have their memories wiped, and are then killed or recruited into the operation. The Company and Starflower Pharmaceuticals won’t tolerate any security breaches.

The members of the Northern Vermont Hiking Society are secretly led to a collection station on their own world by Xiulan Cheng, intent on dismantling Starflower Pharmaceuticals’ operation. The characters infiltrate the collection station, learn about the theft of dreams, pass over into the alternate reality it connects to, and decide what to do about the illegal drug processing plant they find there. They may try to (and are quite likely to) disable the collection process; they may try to rescue lost loved ones, sabotage the entire facility, or try to replace the actual owners with themselves. Regardless, the player characters soon become hunted by their alternate reality selves once the danger they pose to the operation becomes apparent.

Eventually, the group learns the horrible secret behind the collection process; the biological filter cleaning and straining the Dream drug is a human being whose health is directly tied to one of the player characters. After dealing with this ghastly situation, any surviving player characters narrowly escape to a different parallel world. They’ll need to find their own way home.

## EXPLAINING THE RULES

Explaining the rules shouldn’t take more than 15 minutes; you won’t need to explain anything about the setting (other than to say it doesn’t involve time travel), because the characters start on our own Earth and most of them know nothing about parallel realities. We recommend that you explain the difference between Investigative abilities and General abilities, and discuss how spending Investigative ability points gives you special advantages. Finally, and importantly, explain how Stitches power the game; given out by players to each other, they allow players to refresh General ability pools.

## ALTERNATE REALITY ANALOGUES OF THE PLAYER CHARACTERS

In the alternate world that the player characters stumble onto, almost all of the player characters have alternate reality analogues that they may run into. At the very least, the PCs meet supporting characters who recognize them as their alternate selves and who treat them with undeserved fear, respect, or hatred.

Here’s what each of these characters are doing in each scene. This information is summarized at the end of the adventure as well.

### ALTERNATE PETAL MCCALL

**Alternate Petal McCall** is a hard-bitten, micro-managing businesswoman and drug baron. She founded Starflower Pharmaceuticals, pioneered the process for extracting drugs from dreams, and partnered with the Souza crime family to distribute her illegal dream hallucinogens. Blessed with a vindictive and razor-sharp mind, Petal knows the name of nearly everyone in her production facility and they live in fear of her attention. For Petal’s employees, getting noticed is *never* a good career move.

She is married both to Charles McCall and to Chuck McCall, Charles’ analogue from a parallel reality who stumbled into Petal’s reality 15 years before. Chuck didn’t have any choice in the matter at the time, but he’s settled in quite nicely.

### Alternate Petal McCall Stats

**Defense:** Hit Threshold 3, Health 6

**Offense:** Scuffling +0, Shooting +0; Damage Modifier +0 (fingernails)

**Abilities:** Tempus 10; Authority 3, Bureaucracy 2, Streetwise 2

**Special Abilities:** Summoning (cost 3 – Guards)

### Where’s Alt-Petal?

**During Scene 1**, Alt-Petal is working in her offices in Starflower Pharmaceutical, arguing with Alt-Adrianna about a distribution problem and making plans to expand her operation. She has no idea that the characters exist on one of her collection worlds.

**During Scene 2**, Alt-Petal receives word that anti-drug activist and saboteur Alt-Jack Kettle hijacked a Dream courier the day before, and may have found out security codes for the production facility. She orders the courier to be psychology tortured to make sure they didn’t steal the shipment themselves, but sends out a memo instructing security to keep their eyes peeled for Alt-Jack. She sends in a request to change the factory’s security codes, but her son Alt-Lewis has left his office to go talk to security. There’s nothing he likes better than the possibility of someone to hunt.

**During Scene 3**, Alt-Petal learns that someone unauthorized is in the plant, and she talks to her son directly about it. She stays in her office to command the search; her two husbands Chuck and Charles head out into the plant, together, to help look.

**During Scene 4**, Alt-Petal's obsession with micro-managing causes her to head down to Imprinting to make sure all is well. When she finds out it isn't, she backs off to safety and tries to throw every guard available at the problem. She has her son lead them. If necessary, she leads negotiations for the safety of Alt-Ernest, her Imprinting processor and filter.

**During Scene 5**, Alt-Petal screams inchoately in the background while the characters bring her operation tumbling down around her ears. It is possible that Alt-Adrianna executes her for failing the Company.

## ALTERNATE LEWIS MCCALL

Alt-Petal's son Lewis is a brutal and violent enforcer who is already addicted to Dream. He's known for administering beatings with an iron bar as a gentle reminder not to mistake mistakes while working. Since he technically is VP of Human Resources and Security, his employees don't have much luck filing complaints.

### Alternate Lewis McCall Stats

**Defense:** Hit Threshold 4, Armor 1 (so high he feels less pain), Health 12

**Offense:** Scuffling +2, Shooting +2; Damage Modifier +1 (savage hunting knife) or +1 (big ugly pistol)

**Abilities:** Athletics 12, Authority 1, Intimidate 2, Military Tactics 1

**Special:** Since he's taking the drug Dream, Lewis's Alertness Modifier suffers a -2 penalty, but he automatically makes his first Consciousness test or Stun test in combat.

### Where's Alt-Lewis?

**During Scene 1**, Alt-Lewis is leaning back in his office chair, high drug-induced waking dream where he is wading through limbs of the people he's murdered, and giggling with sexual glee. Alt-Lewis is not a healthy sort of guy.

**During Scene 2**, Alt-Lewis sees a memo from his doting mother telling him that a saboteur (Alt-Jack Kettle) may have unauthorized access to the facility. He immediately leaps up, knocks over a lamp due to his hallucinations, and heads out to talk to his security force in the plant. As a result, he misses his mother's order to change the plant's security codes.

**During Scene 3**, Alt-Lewis learns that unauthorized people have been seen in the plant, and it's possible that he's one of them. It takes him a few minutes to realize that his own alt-universe double might be here. He dispatches guards to investigate, heads to the plant armory and arms himself. He and a handful of competent guards head for wherever an alert has come in.

**During Scene 4**, Alt-Lewis assaults the characters, probably while they're in Imprinting. He is ordered to back off so that alt-Ernest isn't hurt. He does so with extreme reluctance, and fades back to try and assault them from the back when they depart. He arrives after Adrianna does, however, giving her the opportunity to talk to characters for a few minutes in private.

**During Scene 5**, if still alive, Alt-Lewis leads a near-suicidal attack on the characters. They may escape before he kills them, or before he dies, but his brain is breaking and he wishes to relive his own hallucinations from Scene 1.

## ALTERNATE ERNIE MONTGOMERY

Alt-Ernie is in Hell, and has gone thoroughly insane. Every dream that Starflower Pharmaceuticals processes into a drug goes through this man's brain in order to turn it from mere psychic potential into liquid, chemical gold. Ernest is kept naked and strapped down, with more than a hundred tubes entering and exiting his body, in the center of the Starflower Pharmaceuticals Dream production facility. If he dies, the drug production process suffers a possibly terminal setback—and his fate and health is tied to that of the player character Ernie.

### Where's Alt-Ernie?

**During Scenes 1-3**, Alt-Ernie is hooked up to life support, trapped in undying horror in the Imprinting department. His brain processes and filters every foreign dream that is pumped through it. If he could think, he would wish that his unique biochemistry didn't qualify himself for this role, and he would long for death.

**During Scene 4**, the characters either free or (much more likely) kill Alt-Ernie, something he would be thoroughly on board with.

## ALTERNATE JACK KETTLE

A local saboteur and freedom fighter, Jack (with his shaved head and lean scarred body) works to bring down the Starflower Pharmaceuticals drug empire and the organized crime empire that supports it. He's lean and hard-bitten, excellent at disguise and willing to kill for his cause. He'll initially consider his real-world analogue to be a weak failure.

### Alternate Jack Kettle Stats

**Defense:** Hit Threshold 4, Health 10

**Offense:** Scuffling +2, Shooting +2; Damage Modifier -1 (fist), +0 (throwing knives), +1 (pistol), Stun 3 (blackjack)

**Abilities:** Athletics 10, Burglary 10, Military Tactics 2

**Misc:** Alertness Modifier +1, Stealth Modifier +3

### Where's Alt-Jack?

**During Scene 1**, Alt-Jack uses stolen access codes to infiltrate Starflower Pharmaceutical's Vermont headquarters. His goal

is to kill anyone in upper management, destroy the operation, and escape. He hides in the rafters and notices the significance of the Imprinting department.

**During Scene 2**, Alt-Jack is endangered by the security memo just distributed. He avoids capture, and his identity isn't yet confirmed. He ducks into a uniform supply room – coincidentally, the same room that the characters are arriving in if they're using the Everett Bridge.

**During Scene 3**, Alt-Jack considers how best to use the characters. Their interests may dovetail with his own, but the players' roleplaying determines whether Alt-Jack chooses to use the characters as a distraction for his own work or whether he volunteers to distract the guards so that the characters can succeed.

**During Scene 4**, Alt-Jack is outside of Imprinting, doing serious damage to the plant's production line both as a distraction and to help sabotage the plant. He sends a forklift into a massive shelf of Dream, creating a toxic cloud of concentrated drug in the warehouse portion of the plant.

**During Scene 5**, if still alive, Alt-Jack escapes the plant. He can assist the characters in escaping, or may go out in a blaze of glory to buy them time.

## ALTERNATE ADRIANNA SOUZA

Alt-Adrianna is assigned to observe and represent Souza interests when it comes to Dream production, and she's bored. So, so bored. Alternate Adrianna is a spoiled and conniving big city woman with big city vices, and she'd rather be anywhere than in isolated Vermont. Her ambition is unlimited.

### Alternate Adrianna Souza Stats

**Defense:** Hit Threshold 3, Health 7

**Offense:** Scuffling +0, Shooting +2; Damage Modifier +1 (pistol), Stun 5 (TASER)

**Abilities:** Authority 1, Bureaucracy 1, Charm 2, Streetwise 2, Taunt 1

**Misc:** Alertness Modifier +2, Stealth Modifier +1

### Where's Alt-Adrianna?

**During Scene 1**, Alt-Adrianna is talking via computer to her father, a bigwig for both The Company and local organized crime. Alt-Adrianna is complaining that the nature of the Imprinting problem is a massive risk for Dream production, because if Alt-Ernest dies (as he someday will) the entire operation shuts down. Her father tells her to fix the problem and stop coming to him. Her pride is offended, but she doesn't let it show.

**During Scene 2**, Alt-Adrianna instructs her agents across multiple realities to start looking for alt-reality analogues of Alt-Ernest.

**During Scene 3**, Alt-Adrianna learns via her own spies and hidden video system that the plant has been infiltrated by alt-reality analogues, including one of herself. She decides to talk to her alternate self, and either recruit or discourage her, depending on how sharp and ruthless her alternate self is.

Alt-Adrianna's effectiveness would be vastly increased if she could be in two places at once.

**During Scene 4**, Alt-Adrianna realizes that the group is headed for Imprinting and gets there ahead of security. She lies excessively, trying to talk sense into her duplicate, or she may try to drug and kidnap her. If this fails, she calls in the guards. Her goal is to capture the Alt-Ernie.

**During Scene 5**, if alive, Alt-Adrianna retreats to safety and prepares a damage assessment report for her father (obviously, her greatest interaction with the characters is the heartfelt and deceptive confrontation in Scene 4.).

## ALTERNATE XIULAN CHENG

Because Xiulan is not from our own Earth, there is no analogue of her in the alternate world of Starflower Pharmaceuticals. She's a free agent, and Xiulan's biometric data is not included in any computer systems within Starflower Pharmaceuticals.

## SCENE 1: A WALK IN THE WOODS

**Scene Type:** Intro

**Lead-Out:** The Misery Trumpets

**Summary:** The group discovers unearthly technology and is chased by a weaponized helicopter drone.

### HIKING THE MOUNTAIN

The mid-morning sun shines down on your shoulders as you hike upwards. It's perfect autumn weather, but even the red and orange color of the Vermont leaves looks muted compared to most years. That's a pretty good description how you feel. Hopefully, this hike is just what you need to wake yourself up and feel human again.

The group is climbing Singing Mountain, a rural and rarely-climbed mountain in northeastern Vermont. It sees almost no tourist traffic; the mountain is too isolated to make it attractive to skiers or summer tourists, and it isn't high enough or majestic enough to draw many outdoorsmen. It's just another hard-to-reach, mid-height ridge in the Green Mountains of Vermont. A few mosquitos and black flies are out, but most insect life has died off from the recently chill autumn nights.

All the group is here hiking the mountain for different reasons. The hike today was planned by Xiulan. Most of the hiking club is seeking fresh air and exercise, new ley lines or ancient ogham stone ruins (Petal), or romance with another hiker.

The ascent is steep but steady; four or five hours of hiking brings the group close to the summit. There are few well-established trails on the mountain, however, and so they bushwhack their way uphill on deer trails.

Allow the group to roleplay and talk to one another as they climb. Within five minutes of the adventure's start, or as the conversation begins to flag, ask who's taking the lead. Allow that character to make a Difficulty 6 **Unobtrusiveness** test (checks to notice something use the same ability used to hide it); if they have the Notice ability, give them a free +3 on their test. If they succeed, they notice something odd about the ridgeline ahead of them. Should they succeed, they notice that the trees covering it look surprisingly similar. They may wish to stop and take a closer look, or proceed regardless.

## THE FENCE

The first character to cross the tree line runs into a holographically disguised electric fence 8 feet tall. If the character succeeded in the Unobtrusiveness test, describe the faint smell of ozone and the hum of electricity seconds before they walk into the invisible fence. Anyone who walks into it suffers a Stun 5 effect (see below). This also alerts the technicians in the bunker who send out a drone and follow that up with a guard (Steve Hanna) to walk the fence line. The entire hologram briefly drops as the fence discharges, showing a treeless depression holding a concrete bunker instead of a thick forest. The concrete bunker has two huge collection trumpets rising from its roof.

Note that the characters unavoidably run straight into the fence line at some point during their hike, so there's no way to miss this encounter (if they do, it's a short game!) If a character notices something odd before walking into the hologram and fence line, they can easily investigate by throwing a stick or rock in front of themselves. This results in a large electric snap, scrambles the hologram for a few seconds, and alerts technicians in the bunker that there may be a problem. Technicians respond as noted above.

### If The Fence Is Touched

- ▶ The person or people who touch it is badly shocked. They must make a Stun 5 test (roll a d6, a 5 or higher succeeds; players can spend Health points to add to their die roll before they roll the dice.) Failure means they fall unconscious for a few minutes. Success means they remain conscious, but may be injured if they spent Health points to succeed.
- ▶ The hologram flickers in and out of existence for about 15 seconds, revealing the depression, the bunker and the misery trumpets.
- ▶ Technicians within the bunker receive a notice that an animal or human has touched the fence. They send out a futuristic armed camera drone approximately 30 seconds later to examine what caused the disruption. The drone can be heard within a minute, and arrives within a minute and a half – slowly enough for the group to lay an ambush or to hide with Difficulty 4 **Unobtrusiveness** tests if they wish.
- ▶ A technician does not come out to examine the incident in person unless (a) the camera drone disappears or reveals

a problem, or (b) the characters are dithering and you want some danger to spur them into action. A human to interrogate makes for a good prod.

### If The Fence Is Not Touched

- ▶ This only happens if someone detects something odd seconds before walking into it.
- ▶ Throwing a stick or rock into the suspect tree line hits the fence without causing damage to any character. This makes a large electric SNAP and scrambles the hologram for approximately five seconds, showing the character the treeless depression that lies beyond; it also alerts the technicians that there may be a problem with the fence.
- ▶ The technicians assume the glitch was caused by a now-dead squirrel, but dispatch an armed camera drone if the fence is contacted by any object (including rocks, thrown sticks, etc.) a second time.
- ▶ A technician does not come out to examine the incident in person unless (a) the camera drone disappears or reveals a problem, or (b) the characters are dithering and you want some danger to spur them into action.

The fence can be crossed without harm either by clambering up a tree and dropping over the fence line (Difficulty 4 **Athletics** test), or by using a dead log to knock down the barrier. This latter tactic gets the immediate attention of the technicians.

### Clues and Benefits

- ▶ **Architecture** indicates that the bunker is of a brutalist utilitarian design that they have never seen before.
- ▶ **Military Tactics** indicates that the unmanned drone is loaded with both cameras and a futuristic weapon.
- ▶ **Notice** or **Outdoor Survival** indicates that something is wrong with the tree line but it doesn't reveal that the discrepancy is a scientifically impossible holographic disguise.
- ▶ **Science!** indicates that this holographic mirage should not be possible with known technology.
- ▶ **Science!** indicates that the vast funnels on top of the bunker are collecting something, possibly sound.
- ▶ **Spying** indicates where the security cameras are and the best pattern to move in to avoid their field of view. This grants a +2 bonus to anyone making a **Burglary** or **Unobtrusiveness** test to approach the bunker without actually avoid being seen.

### Camera Drone Stats

**Defense:** Hit Threshold 3, Armor 1, Health 6  
**Offense:** Shooting +1; Damage Modifier +1 (built-in laser)  
**Abilities:** Athletics 6; Spying 1  
**Misc:** Alertness Modifier +1, Stealth Modifier -1



## Security Guard (Steve Hanna) Stats

**Defense:** Hit Threshold 4, Health 1

**Offense:** Scuffling +2, Shooting +2; Damage Modifier +0 (combat training), +1 (pistol)

**Abilities:** Athletics 8, Medic 4

**Misc:** Alertness Modifier +1, Stealth Modifier +1

Steve is a beer-drinking, slightly overweight ex-military security guard who hits hard but goes down with a single hit. He knows he's stationed on a primitive, less advanced world than his own. He also knows that he's not supposed to make contact with the natives, and if he does, he should kill or capture them. If interrogated or befriended, Steve admits that they're collecting something in the bunker, but it's not like they're stealing. He refuses to tell who he works for or what they're collecting unless his life is in danger, in which case he'll claim it's dreams. He's embarrassed to have failed at his mission; by the time he's being questioned, he'll be looking for a way to recoup his losses or escape his punishment. He has never seen a photo of the McCalls, and so only recognizes Jack Kettle, supposedly a dangerous terrorist.

### IN PLAYTEST:

Typically, at least one character blunders into the fence, giving you a good opportunity to explain Stun tests. The group usually experiments with the flickering holographic screen, scatters as the drone approaches, shoots the drone, and then captures and questions the technician sent to investigate.

### WRAPPING UP

This scene ends after the characters find out about the advanced science holographic field, and then crawl over the fence into the hollow where the misery trumpets and the bunker stand.

## SCENE 2: THE MISERY TRUMPETS

**Scene Type:** Core

**Lead-In:** A Walk in the Woods

**Lead-Out:** A Whole New World

**Summary:** The group investigates the strange bunker are pulled into an alternate universe.

*The concrete bunker looks entirely out of place, rising from a paved, flat asphalt lot halfway up a mountain with no roads at all. With no hologram of trees to hide it, even the architecture looks a little odd. You can see one door, no windows, and a few security cameras. Strangest of all, two huge trumpet-like funnels rise up from the roof and point down the mountainside towards your town in the valley below.*

## ENTERING THE BUNKER

The concrete bunker is fairly large, about 60' x 40'. It has one airlock-like locked security entrance (with a camera above it), wide-angle cameras on each of the four building walls, and are two large (20' tall) trumpet horns rising from its roof. These resemble old Victrola phonograph speaker horns and are packed with weather proofing and high-tech machinery.

Protected with Stun 5 fencing, these misery trumpets are collection funnels that gather pleasant dreams from Vermonters within a hundred miles of the mountain. A team of five technicians work inside. One (Steve Hanna) provides security, the other four are mechanics and operators, running the facility from a glassed-in control room. The machinery stretches far down into the ground, processing dreams before they are transmitted across the dimensional barrier to the main processing facility run by Starflower Pharmaceutical.

The facility's airlock-like security entrance consists of two locked doors with a secure space between them. The locks are controlled from the control room but have an electronic and biometric override. Typically when a technician goes outside, another technician monitors the cameras and entrance in anticipation for unlocking the doors to let them back in. This can be bypassed by the characters in several ways:

- ▶ A **Burglary** test can pick the lock.
- ▶ A Difficulty 6 **Disguise** test can convince the interior technician that Steve Hanna has returned
- ▶ The group may spend an Interpersonal ability point to convince a captured technician to talk them through the doors.
- ▶ Due to the biometric data, the door opens automatically for either of the McCalls.
- ▶ If the McCalls or Adrianna let their faces be seen by the technician supervisor, a successful **Disguise** test gives them a free Intimidation point to spend for the scene. They won't understand why at first, but it works regardless; the supervisor initially mistakes them for her bosses. The other technicians have never seen the McCalls and so won't make this mistake. (Watching the players figure out that they have parallel universe duplicates is part of the fun in this scenario.)
- ▶ If Jack allows his face to be seen, the technicians assumes they're under attack by a terrorist saboteur and go to high alert. This is bound to confuse Jack's player.

## THE BUNKER INTERIOR

The interior of the facility has a drone storage area near the entrance, a small armory with guns and ammo, bathrooms and shower facilities, a small dormitory, a system control room full of advanced computer systems, a kitchen area with vending machines (full of odd or eerily similar food brands), and a large multi-level pipeline and processing area. If anyone with an eye for engineering, like Jack, examines the equipment, it simply doesn't make sense; that's because power generation and most of the processing gear exists on the other side of the dimensional barrier between worlds.

The exact layout of the inside of the bunker facility doesn't particularly matter to the plot; it can be as large or as small as you want it. In playtests the facility was mostly underground, 60' tall, full of machinery and about the size of a basketball court.

The control room wall boasts a topographical map of Singing Mountain, a Starflower Pharmaceuticals wall calendar, and a "Be on the lookout for this man!" wanted poster featuring the leaner, scarred face of Alt-Jack Kettle. The poster specifies that he is wanted for crimes including murder, destruction of property, and industrial sabotage.

The four remaining technicians' hostility depends on the characters' approach. These are not trained mercenaries or guards, and they are unwilling to fight to the death no matter how strong their corporate loyalty may be. They won't discuss their own reality anywhere that monitoring equipment can record them, so that any video of them helping an enemy can't be used against them for company politics.

The technicians can explain that they're hired from a different world, one that is more advanced in terms of technology (by about 30-50 years) and which is acquiring resources from this more primitive backwater. That don't particularly see this as a problem. Talking to them reveals to anyone with **Bureaucracy** that they are terrified of their superiors in the organization.

## Technician Stats

**Defense:** Hit Threshold 3, Health 1

**Offense:** Scuffling +1; Damage Modifier +0 (improvised weapon)

**Abilities:** Athletics 3, Tinkering 4

**Misc:** Alertness Modifier -1

## LEAVING THE BUNKER

Other than exiting by the front door, there are two ways to leave the bunker – the transit pad and the Everett Bridge.

### If They Use the Transit Pad

The facility doesn't have portable Daedalus Key technology. Instead, a portion of the facility is a transit pad, designed to pass gear and people to and from a specific location in the other facility. No Travel test is needed if the characters use the transit pad, but they face a fight immediately upon their arrival.

*A bone-vibrating hum rises around you. The world outside of this transit pad shimmers and smoothly departs. You feel no sense of movement, but you appear to be sliding through a massive silver tube that writhes its way through endless twisting space. You can see other silver tubes twisting through the ether, maybe miles or hundreds of miles or thousands of miles away – it's hard to say, and perspective doesn't seem to work normally. Your transit pad flashes past some sort of way station manned by people, but no one raises any alarms, and within ten minutes you rematerialize out of the silver tube and into a factory warehouse floor. You hear someone shout in alarm.*

### If They Use the Everett Bridge

Xiulan's Everett Bridge works in the bunker so long as it is near a dimensional soft spot in an unobserved storage. The ride is nowhere near as gentle as the transit pad, requiring a Travel test from every character (each player rolls a d6; on a 1-3, they lose 2 points of Chronal Stability. On a 4-6, they're fine. They can spend a Stitch to bypass this test entirely.)

*A purplish shell of energy crackles into life around your group, and with a stomach-bending lurch you fall – not down, but out, in a direction you didn't even know existed. You're spinning, hurtling through a void. A constructed silver framework covered with glowing beads of light shares the void with you, bringing thousands of people back and forth between destinations. Not you. You plummet loose, weaving around the constructed framework in your homemade, hastily constructed craft. It feels like 30 minutes before the bubble bursts around you and you twist back into the world with a vomitous stop. You seem to be in a storeroom, and you seem to be alone.*

## WRAPPING UP

This scene ends when the characters use the facility's transit pad or Xiulan's Everett Bridge to travel to the alternate reality, hopefully with the plan of sabotaging and destroying the facility, something only possible from the other side.

Ideally the characters finish this scene understanding that several of their analogues from the other side are running this facility. They understand that the misery trumpets exist to collect and siphon dreams, which is bad for the locals, and that those dreams are somehow turned into psychotropic drugs. They learn that dreams are being drawn from a half dozen realities right now, but this number will soon increase now that the technology is proven. They'll learn that the drugs are then sold to a New York organized crime boss for distribution across worlds. They also learn that production is planned be stepped up next month, worsening the quantity and severity of bad dreams.

Characters likely wish to sabotage the misery trumpets here in this facility. They're welcome to; doing so, however, immediately alerts technicians and guards on the other side of the dimensional barrier. A team of two armed guards and two technicians are immediately be sent to investigate, with a greater response force (either guards or technicians) being sent as soon as the problem is understood. Siphoned dreams are essential to the operation and the company doesn't intend to let supply slip.

Characters may instead wish to use **Tinkering** to leave a timed explosive. That's an excellent solution, assuming they pick a reasonable countdown time that won't kill them during their return.

## SCENE 3: A WHOLE NEW WORLD

**Scene Type:** Core

**Lead-In:** The Misery Trumpets

**Lead-Out:** Imprinting in Earnest

**Summary:** The group infiltrates Starflower Pharmaceuticals and learns about their alternate selves.

This parallel reality is far more industrialized than the world the characters come from. Although they arrive in the same physical location in this world, it's a northern Vermont covered with sprawling factories and belching smokestacks, the mountains chopped away into flat plateaus. The gray, polluted sky makes breathing unfiltered air difficult. It's no wonder that in this world there's such a market for drugs that embody good dreams.

### POSSIBLE ACTIVITIES

- ▶ The group either makes their way into the corporate offices, or into the production floor itself, where hundreds of thousands of dream ampoules are manufactured from the dreams coming out of Vermont.
- ▶ The group learns about differences between themselves and their alternate versions.
- ▶ The group meets saboteur Alt-Jack Kettle, an instigator and urban terrorist who tends to kill people and blow things up when making the world a better place. Not the world's subtlest guy, but he probably means well
- ▶ Petal learns through a company web-page bio that her husband is still alive, and that he's part of a three-part relationship with Alt-Petal and Alt-Charles.
- ▶ The group learns that there's a weakness in the production process, a bottleneck in the Imprinting department that shuts down production completely if destroyed.
- ▶ The group fights, sneaks or bluffs their way through the production facility towards Imprinting.
- ▶ Their alt-universe analogues (in particular, sadistic and drug-addicted Alt-Lewis and his team of guards) take steps to start hunting them down with corporate security, perhaps coming for them themselves.

### ARRIVAL FROM ANOTHER DIMENSION

The characters had two choices for leaving the bunker (scene 2) and traveling across the dimensional barrier into the Earth where The Company and Starflower Pharmaceuticals maintain their Dream factory. They either used the bunker's transit pad, which brings them into the monitored and more dangerous entry point in the manufacturing plant, or they used Xiulan's hacked Everett Bridge to rip an opening through the dimensionally soft spaces in the bunker, which brings them into the factory in a more private location.

### Dimensional Travel and Escape

Note that throughout the adventure, Xiulan's Everett Bridge only functions near "soft spots" between dimensions. That means that it functions near the factory transit pad, and only at other locations that you designate. It is not an "escape immediately" deus ex machina unless the group gets to a weak spot between worlds. The device indicates the rough direction and distance to the nearest soft spot, but not where it may lead to.

### Transit Pad Arrival

The arrival room is painted white and loaded down with complex machinery lining the walls. The Starflower Pharmaceuticals logo covers one wall. Petal recognizes it as a doodle she used to make in her notebooks back in high school. There is one exit from the room, a locked double door. The guards hold card keys that can open the door.

So long as there has been no advance warning of problems at the bunker, the arriving characters start the round with initiative because the guards waiting in the transit pad are caught unawares. The players can decide which character begins the round. Guards react with suspicion and hostility to any hostile action on the part of the characters, but demand surrender and identification before they out-and-out shoot at someone.

The two guards do not immediately recognize Petal, Lewis or Adrianna as their alternate-reality counterparts; without fashion and grooming to match, there's not an instant resemblance. If the characters suspect that the McCalls or Adrianna have any sway in this universe, they may try to pull rank and bluff the guards regardless.

Ask the player controlling Jack Kettle if he wishes to make a Difficulty 4 **Unobtrusiveness** test. If he doesn't, or fails, the guards recognize him as a well-known saboteur and industrial terrorist, and attack. If he succeeds, he does not draw particular attention in this scene.

#### Approaches the characters can make:

- ▶ **Fight the guards.** The guards are mooks and aren't difficult to take down. On their turn, one guard ducks for cover and attempts to wound or kill attackers; the other guard takes cover and uses his radio to call for help. No roll is required for success; if conscious and unrestrained on his turn, the alarm is given. This puts the facility into lockdown, with factory workers taking cover, all doors automatically locking, and a small army of guards under the leadership of this universe's Lewis McCall being dispatched for the arrival bay. If this occurs, the characters have less than a minute to escape, find cover, hide, or assume disguises that allow them to move about the facility. Should the characters lose a fight or surrender, they are taken captive. See *Tossed Into Detention* below.
- ▶ **Lie to the guards.** A **Reassurance** spend helps any lie sound plausible, although the guards still want to see identification and wish to understand who the characters are. Any attempt to attack the guards after a Reassurance spend catches the guards completely unawares.

► **Bluff the guards.** If the characters have realized that Petal, Lewis or Adrianna have pull in this reality, any of them can temporarily impersonate their duplicated with a very difficult **Disguise** test – Difficulty 7 in this case, due to suspicious guards and no knowledge of what the local duplicate is like. Remember that characters can spend an appropriate Investigative point (such as Bureaucracy, Intimidation, Reassurance and the like) to gain +3 on this roll. If successful, the guards realize who they're (apparently) dealing with, snap to embarrassed and ashamed attention, and offer any help they can give. Their greatest wish is for the McCalls to leave and forget that they even saw the guards; if asked (or threatened) for help, the guards try to assist and leave as quickly as possible. If the characters keep any guards with them over an extended period (such as into the next scene), or talk about things that raise the guards' suspicion, a guard may try to surreptitiously report in and find out where plant security shows the McCalls and Adrianna.

Once the guards are dealt with, and assuming the lockdown alarm hasn't been given, the characters are free to explore the plant. See Scene 4.

### Everett Bridge Arrival

Although the trip is much bumpier (and required a travel test), the characters arrive in a cramped supply closet that holds freshly laundered uniforms for the plant workers. These are white and red, with the Starflower Pharmaceutical logo on them next to an individual worker's name. The supply room remains empty for at least five minutes after their arrival, giving the characters time to plan and regroup.

They face some challenges and are probably unclear about their next tactic: they likely have no security key cards to open locked doors, have no idea of how the plant is organized, none of the uniforms fit very well. Luckily, this room contains a computer that can be used to learn some generic plant information. It is password protected, but anyone with **Hacking** can unlock it; for the McCalls or Adrianna, the first password they think of (the one they normally use) is automatically successful. This computer can give a general plant map and layout, a list of plant personnel and management, and work locations and schedules. It does not have internet access or access to secure systems. Anyone using this computer can bring up photos and short biographies for Alt-Petal McCall (CEO), Alt-Lewis McCall (Head of Human Resources and Security), and Alt-Adrianna Souza ("distribution consultant.") This description also mentions Alt-Petal's two husbands, Alt-Chuck and Alt-Charles. It is immediately clear to the character Petal that Alt-Chuck is *her* husband, missing these 15 years.

## THE DREAM PLANT

This pharmaceutical plant has been retrofitted to produce only the illegal drug Dream. It consists of executive offices, the plant production floor (split into three parts noted below), and a warehouse and shipping area. Each of these areas have the kind of furnishings you'd expect to see in such an area: the executive offices have cubicles and filing

cabinets; the production floor has cinematically futuristic and incomprehensible high-tech industrial machinery, turbines and tubes, and robotically controlled pumping equipment; and the warehouse has forklifts, massive packaging machines, and stacks of pallets and crates. If you think up some equipment and someone could conceivably get thrown into it in an action movie, it's probably being used in the production plant. The transit pad is near the warehouse section of the plant.

### Technician Stats

**Defense:** Hit Threshold 3, Health 1

**Offense:** Scuffling +1; Damage Modifier +0 (improvised weapon)

**Abilities:** Athletics 3, Tinkering 4

**Misc:** Alertness Modifier -1

### Plant Security Guard Stats

**Defense:** Hit Threshold 4, Health 3

**Offense:** Scuffling +1, Shooting +1; Damage Modifier +0 (baton), +1 (pistol) or Stun 4 (TASER)

**Abilities:** Athletics 8

### Security Guard Supervisor Stats

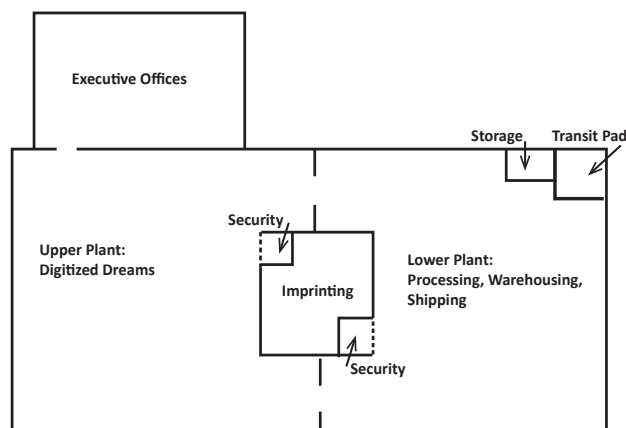
**Defense:** Hit Threshold 4, Health 6

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +0 (baton), +1 (pistol) or Stun 4 (TASER)

**Abilities:** Athletics 8

**Misc:** Alertness Modifier +1

If taking the drug Dream, Alertness Modifiers drop by -2 but a Mook muPlant twice instead of once in order to drop.



It takes approximately 20 minutes to walk from one end of the plant to the other; massive and complex industrial equipment and interior walls breaks up the line of sight within the huge building. 2<sup>nd</sup> floor catwalks give an easy overview of the plant floor and are typically patrolled by a handful of armed guards.

At any given time of the day or night, 100 male and female technicians (non-combatant unless directly threatened or you need some quick action to even out your adventure pacing)

and 20 security officers are working, along with 30 or so people in management. More than half of the technicians are taking Dream, and may be in a drug-induced haze while working.

The security officers are staged across the inside and outside of the facility, so *they never all show up in one location at once*. Don't worry too much about exact numbers; as the GM, you just need to get across the feeling of a busy, terrified workforce working for brutal, sadistic enforcers who keep them productive, scared, and in line. In general, technicians do not hamper the characters but may report them to a guard if anything suspicious is noted. Guards may attack intruders directly but are more likely to first coordinate backup. They usually try to tackle intruders instead of shoot them, unless the intruders are already using firearms.

## An Hourglass Plant

Although the physical layout is not in this shape, think of the drug process layout like an hourglass: an upper portion (Digitized Dreams), a “neck” or choke point near Imprinting, and a lower portion (Processing and Shipping).

The *upper part* of the hypothetical hourglass is where raw dreams enter the production facility from transdimensional collection bunkers. This raw psychic power is encoded into a massive data stream, digitized, and run through sorting and compression algorithms to separate and refine certain dream elements. Dreams about love, freedom, flying, and the like are all separated and digitally tagged. Any dreams involving secrets that could possibly be used for blackmail are separated out at this stage, and used to manufacture even more expensive drugs.

The *choke point* in the facility (known as Imprinting) is where fluid is imprinted with the digitized dream impressions. Any character with **Hacking** or **Science!** knows that this should be impossible; until they see it in person, it is not clear to any character how the process is accomplished. If characters think to hack into high-level computer systems at the plant, blueprints for this area seem to be a life-support chamber surrounded by a viewing station and medical support. There is no obvious explanation of how a sick bay is part of the drug processing.

The *lower part* of the facility is where imprinted fluid is pumped into processing units, heated, chemically altered, condensed, and then turned into injectable liquid, gelscaps and tablets. These illegal drugs are labeled, packaged, warehoused and shipped out.

## Sabotaging the Plant

In order easily and successfully disable the entire production facility, any character with a point in Architecture or Bureaucracy quickly realizes that they need to target Imprinting. The bottleneck is where the top and the bottom of the hypothetical hourglass meet; it's where the digitized dreams are processed, condensed, and encoded into the fluid. Without this single point of processing, The Company and Starflower Pharmaceuticals couldn't produce Dream. Sabotaging this area causes massive damage to the entire production stream. For reasons that Alt-Petal McCall hasn't

been able to avoid, the choke point is both a horrific secret and a systemic weakness that can be exploited. McCall knows it's a weakness, and has taken steps to protect it.

## MANAGING ACTIONS

This scene features the characters sneaking, fighting, and investigating their way through the plant. By hacking computers, impersonating the bosses or interrogating workers, they'll quickly learn that the factory's weak point is the Imprinting department.

You control how fast they get there and the challenges they face en route, anything from “getting lost and stumbling into the plant cafeteria” to “being hunted by five armed guards and a sadistic alt-universe duplicate.” This needs to be tense in order to be exciting. A scene that consists of “okay, you're disguised, so you make your way through the plant” isn't particularly interesting unless you're running short on time.

There are multiple ways you can ratchet up the action and tension:

- ▶ Describe the sounds, smells, and appearance of the plant around them.
- ▶ If the characters are disguised in plant technician uniforms, someone might notice a unique name. If they're disguised as civilians, and if they're openly carrying firearms, security will take notice. If they're disguised as the plant management, someone approaches them to lead during the crisis.
- ▶ The saboteur Jack Kettle can bump into them and act as an ally—or an enemy. He's an instigator, a fearless and scornful man with little left to lose and no hesitation about taking human life as he tries to take down The Company. He definitely isn't a good guy, but he may briefly be an ally. Use this saboteur as a roleplaying opportunity, a way to attract heat if things are going too smoothly, or a way to draw heat away from the group if they have been noticed and their lives are in danger.
- ▶ A character impersonating alternate Petal, Lewis or Adrianna can be incredibly effective (especially when spending Interpersonal points) but has its downsides. Characters trying to pull rank might be asked questions only their duplicates would know, might be pulled into a meeting they're not prepared for, and may run face-first into their duplicate. This is incredibly fun, so time it for when the action or challenge needs a lift.
- ▶ If anyone (such as technicians and guards who have been inside Imprinting) recognizes Ernie, their mouth drops (dramatic finger point, “You!”) and they'll try to raise the alarm. Although he doesn't know it, Ernie is the most important person in the facility, and no guard who recognizes him risks firing at him or injuring him. Should word of Ernie's presence ever reach upper management, the order is sent out that he must be taken alive. He'll find out why in Scene 4.
- ▶ It is more fun to be hunted by guards (and evade them) than it is to be in a firefight. These characters are not particularly combat oriented, so time your major fights for

scene 4 or for any time they bump into the insane, sadistic Lewis McCall. A series of short violent skirmishes may prove to be difficult for the characters to survive.

- ▶ While alternate-Petal is a sadistic and un-empathetic businesswoman (think *The Devil Wears Prada*, only far crueler and more businesslike), and Alt-Lewis is a drug-addicted sadist, alt-Adrianna is a shrewd, sexy, untrustworthy businesswoman who is perfectly willing to make deals for more power and prestige. Alt-Adrianna only has her own best interests in mind, and she may confront the group to encourage or discourage their actions. If they don't run into her before then, they'll meet Adrianna when exiting Imprinting in Scene 4.

## TOSSED INTO DETENTION

Should the characters run afoul of security and be captured, as may happen if they push their luck, they'll be escorted by guards to a detention cell until Alt-Lewis McCall can interrogate them. The detention cell is simply a locked room off of the plant floor. The walls have been soundproofed, and there are a handful of teeth and old bloodstains scattered in the corners of the dark, dingy space. Clearly, Alt-Lewis McCall has used this room for punishment or interrogations before.

There are a myriad of ways in which the characters can escape before they are locked in. Once the door is closed and locked, their options drop; the lock is extremely difficult to pick from the inside (Difficulty 10 **Burglary**), and battering down the door is slow (a continuing challenging requiring a cumulative total of **Athletics** 25) and attracts attention.

If Ernie is with the group, he is treated particularly gently and politely by any management or guards. There is at least one guard for every captured character assigned to escort the group. The characters are told that they'll wait for someone who needs to talk to them, after which they'll be released or turned over to authorities.

That's a lie, and anyone with **Falsehood Detection** can tell as much. After questioning, Ernie is integrated into the Imprinting department (see Scene 4) and the rest of the characters are quietly killed. They'll probably wish to escape before this happens.

## ARRIVING AT IMPRINTING

Scene 3 can take as much or as little time as you want it to. It probably takes the characters 15 minutes to a half hour in order to arrive, get their bearings, find disguises, and learn enough about the plant (by observation or the computer network) in order to identify the Imprinting area as the weak part in the supply chain: all pre-product goes through this area, and comes out as product, so something essential is happening behind those closed walls. The fact that it's also the most guarded section of the plant is a strong clue.

As a GM, don't be shy about making that information available to characters who look for clues. It may come from **Architecture** (the plant layout), **Military Expertise** (the guards and security measures), **Medical Expertise** (the flow

of drug manufacture), **Science!** (how the production line is designed), or other abilities if the players are clever. The players can't proceed to Scene 4 until they recognize Imprinting's importance, even if they don't yet understand why.

When letting the players describe their movement through the plant towards Imprinting, make this as nerve-wracking as you think is appropriate. The more out of place the characters seem (such as wearing hiking gear and carrying rifles), the less likely they are to avoid confrontation. **Unobtrusiveness** and **Disguise** are their friends, as are Interpersonal spends. Scene 3 isn't the adventure climax, Scene 4 is, but there's no reason that unwise players can't turn this scene into a running fight if they are truly unlucky.

## WRAPPING UP

When the characters make their way through the plant and arrive at Imprinting, move to Scene 4.

## SCENE 4: IMPRINTING IN EARNEST

**Scene Type:** Time Repair

**Lead-In:** A Whole New World

**Lead-Out:** Escaping From Imprinting

**Summary:** The group learns that they must kill Alt-Ernie to cripple the plant.

## THE HEART OF THE PLANT

The imprinting department is roughly in the center of the plant; a separate walled-off section which physically divides the plant between the upper and lower portions of the production facility. It has white bulletproof walls rising 15 feet tall, its own roof covered with industrial equipment, and two obvious security entrances (one leading from the upper plant, where dreams are digitized, and one the opposite side of the structure leading to the lower plant where Dream is bottled and packaged.) Both entrances are constantly guarded by two armed guards with a metal detector and security console. The guards check the IDs of anyone entering the Imprinting area, looking for proper clearance. Guards are behind bulletproof glass and do not hesitate to summon help if anything appears odd; they have been issued military-grade tasers (Stun 5) to capture anyone who tries to assault this area with force. Gunfire in the outer security ring outside Imprinting is audible throughout the rest of the plant, and brings guards running.

Given some time, a character with **Forgery** can make physical IDs that will initially pass muster; a character with **Forgery** and **Hacking** can fully spoof IDs on the computer system. Interpersonal abilities, and imitating people in authority, are usually the most effective method for getting someone buzzed through security.

Guards will buzz approved characters through the locked and bulletproof barriers, allowing them to enter Imprinting.



## Plant Security Guard Stats

**Defense:** Hit Threshold 4, Health 3

**Offense:** Scuffling +1, Shooting +1; Damage Modifier +0 (baton), +1 (pistol) or Stun 4 (TASER)

**Abilities:** Athletics 8

## Security Guard Supervisor Stats

**Defense:** Hit Threshold 4, Health 6

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +0 (baton), +1 (pistol) or Stun 4 (TASER)

**Abilities:** Athletics 8

**Misc:** Alertness Modifier +1

If taking Dream, Alertness Modifiers drop by -2 and a Mook must be hit twice instead of once in order to drop.

## INSIDE IMPRINTING

The interior of the area is probably not what the group expects. White walls line a corridor that leads to a fully automated control room: dozens of computers, a large glass window that is artificially shaded, and walls lined with data tubes, liquid drug transit tubes, and life support equipment. There are currently no humans in this room. Loudspeakers play the muffled gasps, chokes, and wheezes of medical pumps and equipment.

Any character can flip the switch that illuminates the darkened window. Behind it is alternate-Ernie Montgomery, naked other than a sheet, held at an angle in a near-vertical hospital bed. Hundreds of tubes enter and exit his head. In this area, digitized dreams enter his brain and are somehow translated into a form that can be imprinted in a liquid drug. Alt-Petal doesn't know why, but she knows that this old man's brain provides her with a multi-million drug operation. She spares no expense in keeping him alive and healthy so that she can make a profit.

The technician is in the lavatory and reenters this room shortly after the characters arrive. He confronts them, and responds in a manner that matches their behavior towards him. He knows that Alt-Ernest is the most important component of the plant; he'll flat-out refuse to harm him, and will run or trigger the alarm if possible. The technician will recognize Ernie if he's in room, and capturing him to provide an Imprinting backup becomes a top priority.

## Technician Stats

**Defense:** Hit Threshold 3, Health 1

**Offense:** Scuffling +1; Damage Modifier +0 (improvised weapon)

**Abilities:** Athletics 3, Tinkering 4

**Misc:** Alertness Modifier -1

If a character spends an Interpersonal point to force it out of him, the technician will let slip that there's a floor hatch in the area to access a service crawlspace. Desperate characters might be able to escape that way.

## ENDING THE PAIN

The nature of alt-Ernest's brain is such that there is a low-level mental link between he and Ernie. The instant he sees his double, Ernie knows the following things about Alt-Ernest:

- ▶ He is in terrible pain and is ready for his life to be over.
- ▶ His unnaturally boosted health is what's keeping Ernie agile and strong at an advanced age. If Ernest dies, Ernie may die as well – if he survives, his body will soon start acting its age.
- ▶ If Ernie dies, it will immediately end Ernest's suffering as well.

It is possible that Ernie's player chooses to sacrifice the character in order to end his double's pain, and the illegal dream stealing, all at once. If so, honor the sacrifice and make sure it's meaningful.

## ADRIANNA'S OFFER

Alt-Adrianna will have identified the group by now, using her own plant surveillance system if necessary. She will arrive, hold back any waiting security forces, and ask to speak privately to her duplicate. Alt-Adrianna will offer her a job with The Company, working alongside her "sister" and sharing some of the best things in life. What the character answers is up to the player; certainly, alt-Adrianna's price will be to betray the other characters, especially Ernie.

If declined, alt-Adrianna will be disappointed and will exit. Then she'll turn loose Alt-Lewis McCall and his security forces.

## WRAPPING UP

Assuming that Alt-Adrianna doesn't force the issue (she wants control of Ernie very, very badly), this scene ends once the characters have decided what to do with Alt-Ernest and have taken action to achieve it.

## SCENE 5: ESCAPING FROM IMPRINTING

Once Alt-Ernest is dead or rescued, the dream collection operation is effectively destroyed and the group can try to escape. The characters will likely have to fight their way out of Imprinting, unless they discover the crawlspace or develop a masterful plan. Security forces are determined but not suicidal, unless Lewis is present; he'd kill them himself if they show any sign of weakness or cowardice.

In order to escape the plant, the group must survive long enough to get close to the transit pad near warehouse and shipping. Here, the space between worlds is weak enough that Xiulan's Everett Bridge will function. Trying to stop them is Alt-Lewis McCall and at least three reinforced, well-equipped guard supervisors. Characters can either hunker down and fight—possibly a losing proposition, as reinforcements will gradually trickle in if you feel the group hasn't been challenged



enough—or make a run for it. Xiulan will know that she needs to be close to the transit pad in order for them to escape. Anyone with **Military Tactics** can tell that staying and fighting every guard is a suicidal tactic that will inevitably lead to their death.

If Alt-Jack is still alive, he may either aid the characters in escaping, or go out in a blaze of glory to buy them time to escape. He's not willing to simply throw his life away on a whim, but he'd be willing to sacrifice himself for people who helped end Dream production.

### Security Guard Supervisor Stats

**Defense:** Hit Threshold 4, Health 6

**Offense:** Scuffling +1, Shooting +2; Damage Modifier +0 (baton), +1 (pistol) or Stun 4 (TASER)

**Abilities:** Athletics 8

**Misc:** Alertness Modifier +1

### Alternate Lewis McCall Stats

**Defense:** Hit Threshold 4, Armor 1 (so high he feels less pain), Health 12

**Offense:** Scuffling +2, Shooting +2; Damage Modifier +1 (savage hunting knife) or +1 (big ugly pistol)

**Abilities:** Athletics 12, Authority 1, Intimidate 2, Military Tactics 1

**Special:** Since he's taking the drug Dream, Lewis's Alertness Modifier suffers a -2 penalty, but he automatically makes his first Consciousness test or Stun test in combat.

If you are running short on time, security forces back off as soon as Alt-Lewis McCall is dead. If not, make the characters work for their escape, skewing towards the dramatic as they fight or flee their way to safety. Once they're near the transit pad, Xiulan can activate her Everett Bridge and rip a hole to safety. Not their home, mind you, but safety.

### WRAPPING UP

You feel yourselves lurching forward, and once again you're hurtling through null-space surrounded by purple light. When you burst back into the world, you're lying in sunlight near the top of a beautiful mountain. The air is warm, no other humans are in sight, and you saved your friends from the theft of their dreams. You're home.

(give them a few seconds)

Or maybe not? You hear a noise, some sort of hideous screech...

...and a pterodactyl flies overhead.

## ALTERNATE-REALITY CHARACTER ACTIONS BY SCENE

This list lays out what each alternate reality version of the characters is doing during each scene. It's a duplicate of the information presented before, summarized by scene instead of by character. Note that there's no entry for Xiulan, as she has no duplicate in this world.

### SCENE 1

**Alt-Petal McCall** is working in her offices in Starflower Pharmaceutical, arguing with Alt-Adrianna about a distribution problem and making plans to expand her operation. She has no idea that the characters exist on one of her collection worlds.

**Alt-Lewis McCall** is leaning back in his office chair, in the middle of a drug-induced dream where he is wading through limbs of the people he's murdered, and giggling with sexual glee. Alt-Lewis is not a healthy sort of guy.

**Alt-Ernie Montgomery** is hooked up to hundreds of cables, trapped in undying horror in the Imprinting department. His brain processes and filters every foreign dream that is pumped through it. If he could think, he would wish that his unique biochemistry didn't qualify himself for this role, and he would long for death.

**Alt-Jack Kettle** is using stolen access codes to infiltrate Starflower Pharmaceutical's Vermont headquarters. His goal is to kill anyone in upper management, destroy the operation, and escape. He hides in the rafters and notices the security around the Imprinting department.

**Alt-Adrianna Souza** is talking via computer to her father, a bigwig for both The Company and local organized crime. Alt-Adrianna is complaining that the nature of the Imprinting problem is a massive risk for Dream production, because if Alt-Ernie dies (as he some day will) the entire operation shuts down. Her father tells her to fix the problem and stop coming to him. Her pride is offended, but she doesn't let it show.

### SCENE 2

**Alt-Petal McCall** receives word that anti-drug activist and saboteur Alt-Jack Kettle hijacked a Dream courier the day before and may have found out security codes for the production facility. She orders the courier to be psychology tortured to make sure they didn't steal the shipment themselves, but sends out a memo instructing security to keep their eyes peeled for Alt-Jack. She sends in a request to change the factory's security codes, but her son Alt-Lewis has left his office to talk to security. There's nothing he likes better than the possibility of someone to hunt.

**Alt-Lewis McCall** sees a memo from his doting mother telling him that a saboteur (Alt-Jack Kettle) may have unauthorized access to the facility. He immediately leaps up, knocks over a lamp due to his hallucinations, and heads out to talk to his security force. As a result, he misses his mother's order to change the plant's security codes.

**Alt-Ernie Montgomery** is still processing Dream through his body and longing for death.

**Alt-Jack Kettle** is endangered by the security memo just distributed. He avoids capture, and his identity isn't yet confirmed. He ducks into a uniform supply room – coincidentally, the same room that the characters are arriving in if they're using the Everett Bridge.

**Alt-Adrianna Souza** informs her agents across multiple realities that they are looking for someone with a very specific set of mental characteristics. She has them start looking for alt-reality analogues of Alt-Ernest.

### SCENE 3

**Alt-Petal McCall** learns that someone unauthorized is in the plant, and she talks to her son directly about it. She stays in her office to command the search; her two husbands Chuck and Charles head out into the plant, together, to go and help look.

**Alt-Lewis McCall** learns that unauthorized people have been seen in the plant, and it's possible that he's one of them. It takes him a few minutes to realize that his own alt-universe double might be here. He dispatches guards to investigate, heads to the plant armory, and arms himself. He and a handful of competent guards head for wherever an alert has come in.

**Alt-Ernie Montgomery** is still processing Dream and longing for death.

**Alt-Jack Kettle** considers how best to use the characters. Their interests may dovetail with his own, but the players' roleplaying determines whether Alt-Jack chooses to use the characters as a distraction for his own work, or whether he volunteers to distract the guards so that the characters can succeed.

**Alt-Adrianna Souza** learns via her own spies and hidden video system that the plant has been infiltrated by alt-reality analogues, including one of herself. She decides to talk to her alternate self, and recruit or discourage her depending on how sharp and ruthless she is. Alt-Adrianna's effectiveness would be vastly increased if she could be in two places at once.

### SCENE 4

**Alt-Petal McCall** obsession with micro-managing causes her to head down to Imprinting to make sure all is well. When she finds out it isn't, she retreats to safety and tries to throw every guard available at the problem, with her son in the lead. If necessary, she negotiates for the safety of Alt-Ernest, her Imprinting processor and filter.

**Alt-Lewis McCall** leads an assault on the characters, probably while they're in Imprinting. He is ordered to back off so that Alt-Ernest isn't hurt. He does so with extreme reluctance, and fades back to try and assault them from the back when they depart. He arrives after Alt-Adrianna does, however, giving her the opportunity to talk to the characters for a few minutes in private.

**Alt-Ernie Montgomery** is either freed or (much more likely) killed during this scene.

**Alt-Jack Kettle** is outside of Imprinting, doing serious damage to the production line both as a distraction and to help sabotage the plant. He sends a forklift into a massive shelf of Dream, creating a near-toxic cloud of concentrated drug in the warehouse.

**Alt-Adrianna Souza:** realizes that the group of characters is headed for Imprinting, and gets there ahead of security. She lies excessively, trying to talk sense into her duplicate, or she may try to drug and kidnap her alternate self. If this fails, she calls in the guards.

### SCENE 5

**Alt-Petal McCall** screams inchoately in the background while the characters bring her operation tumbling down around her ears. It is possible that Alt-Adrianna executes her for failing the Company.

**Alt-Lewis McCall**, if still alive, leads a near-suicidal attack on the characters. They may escape before he kills them, or before he dies, but his brain is breaking and he wishes to relive his own hallucinations from Scene 1.

**Alt-Ernie Montgomery** is likely deceased.

**Alt-Jack Kettle** if still alive, attempts to escape the plant.

**Alt-Adrianna Souza**, if still alive retreats to safety and prepares a damage assessment report for her father.

# PREGENERATED CHARACTER SUMMARIES FOR THE MISERY TRUMPETS

The following are summaries of full character sheets, only showing abilities with 1 or more points. The full character sheets are on pages 53-58.

## PETAL MCCALL

**54-year-old Administrator and local gossip from Vermont**  
Hit Threshold 3, Health 8, Chronal Stability 8

**General Abilities:** Athletics 6, Burglary 2, Disguise 3, Medic 3, Preparedness 8, Reality Anchor 8, Scuffling 1, Shooting 6, Tinkering 2, Unobtrusiveness 2, Vehicles 5

**Investigative - Academic:** History (Contemporary) 1, Labyrinthcraft 1, Trivia 1

**Investigative - Interpersonal:** Authority 1, Bureaucracy 2, Charm 1, Falsehood Detection 1, High Society 1, Intimidation 1, Reassurance 2, Taunt 1

**Investigative - Technical:** Forgery 1, Notice 1, Outdoor Survival 1, Spying 1

*Gear:* Bright orange hunting vest, GPS and trail map, Camera

*Personality/Adjectives:* enthusiastic, outgoing, friendly, romantic, nosy, spiritual, outdoorsy, former hippie, single mom. Maybe depressed? Lately it's felt like something has been sucking all the fun and verve out of your life. Perhaps you just need more fresh air.

*Secrets:*

- Your first husband Chuck disappeared while hunting fifteen years ago. You hold séances every year, and the intuitions you've gotten from ley lines and local crystal speakers tell you that he isn't *truly* dead. If so, he left you, and that just makes him a cheating jackass.

- You're quite taken by Mr. Jack Kettle, whom you've been dating for some time, but he's out of shape and is definitely a flatlander. This hike is a test to see if he can keep up with you – on the trail and in real life. You haven't told your son about the two of you yet.

- You're trying to keep your son Wolfson (his soul name, not Lewis like your ex-husband wanted) and that New York girl Adrianna from becoming too friendly. He's no good for her, and she seems so nice and innocent.

- Your friend Ernie's never led you up this mountain before, and you wonder if it has anything to do with Xiulan, that new

hiking buddy of his. Something is odd about her. You tried to look her up on the Google and couldn't find a trace. She may be using her married name, which implies she's hiding some dirt – try to find it out.

- It's been a rough summer, and you've been fighting a bit of depression. You're hoping it will pass.

## LEWIS WOLFSONG MCCALL

**19-year-old student and ex-juvenile delinquent; Vermonter**  
Hit Threshold 4, Health 8, Chronal Stability 6

**General Abilities:** Athletics 8, Burglary 8, Disguise 3, Preparedness 6, Reality Anchor 3, Scuffling 8, Shooting 3, Unobtrusiveness 6, Vehicles 3

**Investigative - Academic:** Architecture 1, History (Contemporary) 1, Labyrinthcraft 1, Military Tactics 1, Research 1, Trivia 1

**Investigative - Interpersonal:** Authority 1, Bureaucracy 1, Charm 1, Intimidation 1, Streetwise 1, Taunt 1

**Investigative - Technical:** Forgery 1, Hacking 1, Notice 1, Outdoor Survival 1, Spying 1

*Gear:* cell phone, crappy old hunting rifle, knife, bright orange hunting vest, flask with whiskey

*Personality/Adjectives:* rebellious, sarcastic, funny, in love, show-off, sneaky, clever. Sort of depressed lately.

*Secrets:*

- You hate your hippie middle name that your mom gave you, and it still pisses you off every time she calls you that.

- You've totally fallen for Adrianna, this New York woman in your mom's hiking club. Right now you'd do anything to impress her, including – apparently – hiking up a goddamned mountain when you're hung over. Worth it, though. This hike is the time to distinguish yourself!

- When you were younger you were arrested a lot for breaking into places. You still break in to places, you're just much better at it now and usually don't get caught.

- You're probably going to flunk out of college this year. You're not sure how to tell your mom. She'll be pissed.

- You think your mom and Jack Kettle are boning, but she's kept it secret. You're passive-aggressively doing everything you can to keep them apart or make her admit it.

- You're trying to figure out why Xiulan is carrying a deer rifle. She's the hiking friend of Ernie, the ancient-and-probably-about-to-die-of-old-age codger leading the hike, and she's lying about having a deer license. It's weird, and you don't particularly trust her, even if she IS gorgeous.

- This summer sucked. Some days you couldn't even get out of bed. You self-medicate with alcohol, girls and excitement. There are times that even helps.

## JACK KETTLE

**65-year-old retired African-American mechanical engineer from New Jersey**

Hit Threshold 3, Health 8, Chronal Stability 8

**General Abilities:** Athletics 5, Disguise 3, Preparedness 4, Reality Anchor 8, Scuffling 4, Shooting 4, Tinkering 10, Unobtrusiveness 5, Vehicles 3

**Investigative - Academic:** Architecture 1, History (Ancient) 1, History (Contemporary) 1, History (Future) 1, Labyrinthcraft 1, Research 1, Trivia 1

**Investigative - Interpersonal:** Authority 1, Bureaucracy 2, Charm 1, Falsehood Detection 1, Reassurance 1

**Investigative - Technical:** Hacking 1, Notice 1, Science! 2

*Gear:* sci-fi novel, smart phone, mosquito repellent, sun screen, extra water and food, hunting vest (bright orange), camera, pocket tools, engagement ring (in case you propose)

*Personality/ Adjectives:* solid, dependable, ingenious, problem-solver, advisor, religious, out of shape, in love, a secret love of miracles

*Secrets:*

- This "propose on top of the mountain" business might be sheer folly, hard to say. But it has been a gray, depressing year for you. You're determined to fix your life like you'd fix a machine, and that means you should marry again. A widow like Petal seems like the right choice. She may be a little flighty for you, and you aren't quite sure about her son – why, he doesn't even know you're dating – but if it makes sense to you, it's time to ask Petal to become your wife.

- You have a secret love of science fiction, fantasy, and religious miracles that belies your solid and dependable nature.

- No one has probably noticed, but you're a bit out of shape for climbing mountains. A lot out of shape, really.

- That Adrianna girl is the right age, and Petal's son seems to take a fancy to her. Perhaps you can help that budding romance along in order to ingratiate yourself to the boy.

- Xiulan, one of the women in this hiking group, seems to treat you quite kindly. You hope it's nothing untoward. She is young enough to be your daughter!

## ADRIANNA DESOUZA

**23-year-old musician from New York City**

Hit Threshold 4, Health 8, Chronal Stability 6

**General Abilities:** Athletics 8, Burglary 5, Disguise 8, Medic 2, Preparedness 3, Scuffling 3, Shooting 3, Tinkering 8, Unobtrusiveness 6, Vehicles 2

**Investigative - Academic:** Architecture 1, History (Contemporary) 1, Labyrinthcraft 1, Military Tactics 1, Research 1

**Investigative - Interpersonal:** Authority 1, Charm 1, Falsehood Detection 2, Reassurance 1, Streetwise 2, Taunt 1

**Investigative - Technical:** Forgery 1, Hacking 1, Notice 1, Spying 1

*Gear:* purse (tucked in backpack), cell phone, bright orange windbreaker (so you don't get shot), small .22 pistol (concealed), small, very sharp knife, makeup case, tiny tube of cocaine, with matching spoon

*Personality/ Adjectives:* secretive, amoral, charming, fashionable, clever, blisteringly smart, decisive.

*Secrets:*

- You come across as a transplant from New York, a folk musician who had to get out of the city. That's bullshit. Your dad is a mob boss in the city, and you've been his assistant since you were 14 and saw your first hit. He's sent you up here to poke around. He won't say why or how he knows, other than he was warned something weird with drug smuggling may be happening. You think he's just getting you safely out of the city for a while, but what the hell. You've joined a hiking group to know the area better, and it's been surprising amounts of fun.

- Everyone thinks you're young, naive, and innocent. It's an act you can carry off well.

- Your best entry into the local crime scene is a punk named Lewis (and nicknamed "Wolfsong," for God's sake) who's as crooked as they come. He's also panting after you like a horny moose. Use it to your advantage; the more you know, the better off you'll be.

- You're always looking for an advantage – in love, in life, when making deals. The fun is making other people think they're getting the better deal. Always look for an angle, and be ready to exploit it.

- You're much smarter than others think. You're great with computers, good with your hands, and know how to make yourself blend into the background when you don't want to be the center of attention.

- The old guy – Ernie – totally has your number, and you don't know how he saw through you. Be careful around him. The other old guy, Jack, he's got no idea. You can't get a read on Xiulan. She comes off as a liar – you've seen enough fake identities to recognize one when you see it – but she doesn't seem mob-connected. She's not an undercover cop, is she? Tread carefully.

- You secretly can't stand it here: it was a gray, drab and depressing summer. You aren't sleeping well, but you never remember your dreams. You're hoping the fall and winter pick up.

## ERNIE MONTGOMERY

**86-year-old retired WWII veteran; Vermonter**

Hit Threshold 3, Health 8, Chronal Stability 8

**General Abilities:** Athletics 6, Disguise 3, Medic 8, Preparedness 6, Reality Anchor 1, Scuffling 3, Shooting 8, Unobtrusiveness 8, Vehicles 3

**Investigative - Academic:** Anthropology 1, Architecture 1, History (Ancient) 1, History (Contemporary) 1, Labyrinthcraft 1, Military Tactics 1, Trivia 1

**Investigative - Interpersonal:** Authority 1, Charm 1, Falsehood Detection 1, Reassurance 1, Streetwise 1

**Investigative - Technical:** Divergence Detection 1, Medical Expertise 1, Notice 1, Outdoor Survival 2

*Gear:* walking stick, flashlight, trail map, glasses, orange hunting vest, Red Sox baseball cap

*Personality/ Adjectives:* wiry, stubborn, codger, well-preserved, kind

*Secrets:*

- You may be 86, but you remember *everything*. You're a skinny old coot, but you move about as well as most people in their 60s. All your hiking probably helps.

- People would call you senile if you said anything, but you don't think this is your world. When you were in 20s, just back from the war, you went up into these mountains and came back to someplace different. The buildings were shorter, the sky a little less blue, the air a little warmer. You came back to a girlfriend you didn't remember, a job that wasn't yours, and the story that you'd been missing for a week. You've never figured it out. But you've hiked these mountains for sixty years trying to figure it out.

- Xiulan is a new member of your hiking group, and you have a strange feeling about her. You like her, and you trust her, and you aren't entirely sure why.

- A lot of your friends have died this year, several in their sleep. It's been a rough, disappointing and gray summer. But you're still here. For now.

- That New York girl, Adrianna, is a fraud and a liar. You aren't sure how you know it, but you do. She has everyone else wrapped around her finger, especially that McCall boy. You've decided not to make a fuss unless it looks like she's going to hurt someone. She's an interesting hiking companion, at least.

- Petal McCall firmly believes in mystic mumbo-jumbo: crystals, ancient Celtic settlers, ley lines and magic. You treat her opinions with respect, but you don't buy them yourself, even if she thinks you do. That chubby fella coming on this hike looks like he's holding a torch for her. That'd be nice for her if it works out.

## XIULAN CHENG

**Secret Freedom Fighter (Unraveller) from an alternate Arizona (alt-11432)**

Hit Threshold 4, Armor 1, Health 8, Chronal Stability 8

**General Abilities:** Athletics 8, Burglary 4, Disguise 8, Medic 2, Preparedness 4, Reality Anchor 2, Scuffling 1, Shooting 8, Tinkering 3, Unobtrusiveness 3, Vehicles 3

**Investigative - Academic:** Architecture 1, History (Future) 1, Labyrinthcraft 2

**Investigative - Interpersonal:** Authority 1, Bureaucracy 1, Falsehood Detection 1, Reassurance 1

**Investigative - Technical:** Divergence Detection 2, Forgery 1, Hacking 2, Notice 1, Outdoor Survival 1, Science! 1, Spying 1

*Gear:* deer rifle, trail map, rations, hacked Everett Bridge (a transdimensional passage device), PaciFist disruptor (Close range, Stun 5, subtle), Tether (holographic PDA linked to subdermal earbud), Company Uniform (chronomorphic, armor 1)

*Personality/ Adjectives:* impassioned, secretive, lonely, brilliant, determined, homesick

*Secrets:*

- You aren't from this world. No one here knows this. There are an infinite number of worlds, many of them are controlled by The Company, and The Company drains resources from worlds it doesn't already control. You've learned that they've started doing something up here in Vermont, up here in the mountains, and it's going to end up killing people. As an Unraveller, this is a crime against nature and humanity, and you're determined to bring it down. You've gathered all the important people you think you'll need into this hiking group – for some of these people you're just acting on instinct alone – and today you're going to lead them to the weak spot between worlds and find out what is occurring. Let's hope you all survive.

- You've become good friends with Ernie, the elderly leader of this hiking group. He's a closer friend than anyone else you've met here. It's been hard lying to him, but you'll be able to show him the truth soon enough. You hope he agrees to help.

- You've given up your boyfriend, your home parallel, your family, and your friends to become an Unraveller. You've killed to save worlds, and you'll kill again. Your premonition is that this mission is going to be a bad one, but you aren't sure why. It might just be nerves.

**Name: Petal McCall**

54-year-old Administrator and local gossip from Vermont

**Personality:** Enthusiastic, outgoing, friendly, romantic, nosy, spiritual, outdoorsy, former hippie, single mom. Maybe depressed? Lately it's felt like something has been sucking all the fun and verve out of your life. Perhaps you just need more fresh air.

Hit Threshold:  Armor:

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	
Labyrinthcraft	1
Military Tactics	
Research	
Timecraft*	
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	2
Charm	1
Falsehood Detection	1
High Society	1
Intimidation	1
Reassurance	2
Streetwise	
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	1
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	
Science!	
Spying	1

**Gear**

Bright orange hunting vest, GPS and trail map, camera

**Secrets**

Your first husband Chuck disappeared while hunting fifteen years ago. You hold séances every year, and the intuitions you've gotten from ley lines and local crystal speakers tell you that he isn't *truly* dead. If so, he left you, and that just makes him a cheating jackass.

You're quite taken by Mr. Jack Kettle, whom you've been dating for some time, but he's out of shape and is definitely a flatlander. This hike is a test to see if he can keep up with you – on the trail and in real life. You haven't told your son about the two of you yet.

You're trying to keep your son Wolfsong (his soul name, not Lewis like your ex-husband wanted) and that New York girl Adrianna from becoming too friendly. He's no good for her, and she seems so nice and innocent.

Your friend Ernie's never led you up this mountain before, and you wonder if it has anything to do with Xiulan, that new hiking buddy of his. Something is odd about her. You tried to look her up on the Google and couldn't find a trace. She may be using her married name, which implies she's hiding some dirt – try to find it out.

It's been a rough summer, and you've been fighting a bit of depression. You're hoping it will pass.

**General Abilities**

Athletics	6
Burglary	2
Dimensional Stability**	8
Disguise	3
Health**	8
Medic	3
Preparedness	8
Reality Anchor	8
Scuffling	1
Shooting	6
Tinkering	2
Unobtrusiveness	2
Vehicles	5

Special Boosters:

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Lewis Wolfsong McCall**

19-year-old student and ex-juvenile delinquent; Vermonter

**Personality:** Rebellious, sarcastic, funny, in love, show-off, sneaky, clever. Sort of depressed lately.

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	
Labyrinthcraft	1
Military Tactics	1
Research	1
Timecraft*	
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	1
Charm	1
Falsehood Detection	
High Society	
Intimidation	1
Reassurance	
Streetwise	1
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	1
Hacking	1
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	
Science!	
Spying	1

**Gear**

Cell phone, crappy old hunting rifle, knife, bright orange hunting vest, flask with whiskey

**Secrets**

You hate your hippie middle name that your mom gave you, and it still pisses you off every time she calls you that.

You've totally fallen for Adrianna, this New York woman in your mom's hiking club. Right now you'd do anything to impress her, including – apparently – hiking up a goddamned mountain when you're hung over. Worth it, though. This hike is the time to distinguish yourself!

When you were younger you were arrested a lot for breaking into places. You still break in to places, you're just much better at it now and usually don't get caught.

You're probably going to flunk out of college this year. You're not sure how to tell your mom. She'll be pissed.

You think your mom and Jack Kettle are boning, but she's kept it secret. You're passive-aggressively doing everything you can to keep them apart or make her admit it.

You're trying to figure out why Xiulan is carrying a deer rifle. She's the hiking friend of Ernie, the ancient-and-probably-about-to-die-of-old-age codger leading the hike, and she's lying about having a deer license. It's weird, and you don't particularly trust her, even if she IS gorgeous.

This summer sucked. Some days you couldn't even get out of bed. You self-medicate with alcohol, girls and excitement. There are times that even helps.

**General Abilities**

Athletics	8
Burglary	8
Dimensional Stability**	6
Disguise	3
Health**	8
Medic	
Preparedness	6
Reality Anchor	3
Scuffling	8
Shooting	3
Tinkering	
Unobtrusiveness	6
Vehicles	3

Special Boosters:

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Jack Kettle**

65-year-old retired African-American mechanical engineer from New Jersey

**Personality:** Solid, dependable, ingenious, problem-solver, advisor, religious, out of shape, in love, a secret love of miracles

Hit Threshold:  Armor:

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	
Labyrinthcraft	1
Military Tactics	
Research	
Timecraft*	
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	2
Charm	1
Falsehood Detection	1
High Society	1
Intimidation	1
Reassurance	2
Streetwise	
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	1
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	
Science!	
Spying	1

**Gear**

Sci-fi novel, smart phone, mosquito repellent, sunscreen, extra water and food, hunting vest (bright orange), camera, pocket tools, engagement ring (in case you propose)

**Secrets**

This “propose on top of the mountain” business might be sheer folly, hard to say. But it has been a gray, depressing year for you. You’re determined to fix your life like you’d fix a machine, and that means you should marry again. A widow like Petal seems like the right choice. She may be a little flighty for you, and you aren’t quite sure about her son – why, he doesn’t even know you’re dating – but if it makes sense to you, it’s time to ask Petal to become your wife.

You have a secret love of science fiction, fantasy, and religious miracles that belies your solid and dependable nature.

No one has probably noticed, but you’re a bit out of shape for climbing mountains. A lot out of shape, really.

That Adrianna girl is the right age, and Petal’s son seems to take a fancy to her. Perhaps you can help that budding romance along in order to ingratiate yourself to the boy.

You think your mom and Jack Kettle are boning, but she’s kept it secret. You’re passive-aggressively doing everything you can to keep them apart or make her admit it.

Xiulan, one of the women in this hiking group, seems to treat you quite kindly. You hope it’s nothing untoward. She is young enough to be your daughter!

**General Abilities**

Athletics	5
Burglary	
Dimensional Stability**	8
Disguise	3
Health**	8
Medic	
Preparedness	4
Reality Anchor	8
Scuffling	4
Shooting	4
Tinkering	10
Unobtrusiveness	5
Vehicles	3

Special Boosters:

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?





**Name: Adrianna DeSouza**

23-year-old musician from New York City

**Personality:** Secretive, amoral, charming, fashionable, clever, blisteringly smart, decisive.

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	
Labyrinthcraft	1
Military Tactics	1
Research	1
Timecraft*	
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	1
Falsehood Detection	2
High Society	
Intimidation	
Reassurance	1
Streetwise	2
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	1
Hacking	1
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	
Science!	
Spying	1

**Gear**

Purse (tucked in backpack), cell phone, bright orange windbreaker (so you don't get shot), small .22 pistol (concealed), small, very sharp knife, makeup case, tiny tube of cocaine, with matching spoon

**Secrets**

You come across as a transplant from New York, a folk musician who had to get out of the city. That's bullshit. Your dad is a mob boss in the city, and you've been his assistant since you were 14 and saw your first hit. He's sent you up here to poke around. He won't say why or how he knows, other than he was warned something weird with drug smuggling may be happening. You've joined a hiking group to know the area better, and it's been surprising amounts of fun.

Everyone thinks you're young, naive, and innocent. It's an act you can carry off well.

Your best entry into the local crime scene is a punk named Lewis (and nicknamed "Wolfsong," for God's sake) who's as crooked as they come. He's also panting after you like a horny moose. Use it to your advantage.

You're always looking for an advantage – in love, in life, when making deals. The fun is making other people think they're getting the better deal. Always look for an angle, and be ready to exploit it.

You're much smarter than others think. You're great with computers, good with your hands, and know how to make yourself blend into the background when you don't want to be the center of attention.

The old guy – Ernie – totally has your number, and you don't know how he saw through you. Be careful around him. The other old guy, Jack, he's got no idea. You can't get a read on Xiulan. She comes off as a liar – but she doesn't seem mob-connected. She's not an undercover cop, is she? Tread carefully.

You secretly can't stand it here: it was a gray, drab and depressing summer. You aren't sleeping well, but you never remember your dreams.

**General Abilities**

Athletics	8
Burglary	5
Dimensional Stability**	6
Disguise	8
Health**	8
Medic	2
Preparedness	3
Reality Anchor	
Scuffling	3
Shooting	3
Tinkering	8
Unobtrusiveness	6
Vehicles	2

Special Boosters:

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Ernie Montgomery**

86-year-old retired WWII veteran; Vermonter

**Personality:** Wiry, stubborn, codger, well-preserved, kind

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	1
Architecture	1
History (Ancient)	1
History (Contemporary)	1
History (Future)	
Labyrinthcraft	1
Military Tactics	1
Research	
Timecraft*	
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	1
Falsehood Detection	1
High Society	
Intimidation	
Reassurance	1
Streetwise	1
Taunt	

Technical Abilities

Divergence Detection	1
Forgery	
Hacking	
Medical Expertise	1
Notice	1
Outdoor Survival	2
Paradox Prevention	
Science!	
Spying	

**Gear**

Walking stick, flashlight, trail map, glasses, orange hunting vest, Red Sox baseball cap

**Secrets**

You may be 86, but you remember *everything*. You're a skinny old coot, but you move about as well as most people in their 60s. All your hiking probably helps.

People would call you senile if you said anything, but you don't think this is your world. When you were in 20s, just back from the war, you went up into these mountains and came back to someplace different. You came back to a girlfriend you didn't remember, a job that wasn't yours, and the story that you'd been missing for a week. But you've hiked these mountains for sixty years trying to figure it out.

Xiulan is a new member of your hiking group, and you have a strange feeling about her. You like her, and you trust her, and you aren't entirely sure why.

A lot of your friends have died this year, several in their sleep. It's been a rough, disappointing and gray summer. But you're still here. For now.

That New York girl, Adrianna, is a fraud and a liar. You aren't sure how you know it, but you do. She has everyone else wrapped around her finger, especially that McCall boy. You've decided not to make a fuss unless it looks like she's going to hurt someone. She's an interesting hiking companion, at least.

Petal McCall firmly believes in mystic mumbo-jumbo: crystals, ancient Celtic settlers, ley lines and magic. You treat her opinions with respect, but you don't buy them yourself, even if she thinks you do. That chubby fella coming on this hike looks like he's holding a torch for her. That'd be nice for her if it works out.

**General Abilities**

Athletics	6
Burglary	
Dimensional Stability**	8
Disguise	3
Health**	8
Medic	8
Preparedness	6
Reality Anchor	1
Scuffling	3
Shooting	8
Tinkering	
Unobtrusiveness	8
Vehicles	3

Special Boosters:

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Xiulan Cheng**

Secret Freedom Fighter (Unraveller) from an alternate Arizona (alt-11432)

**Personality:** Impassioned, secretive, lonely, brilliant, determined, homesick

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	
History (Future)	1
Labyrinthcraft	2
Military Tactics	
Research	
Timecraft*	
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	1
Charm	
Falsehood Detection	1
High Society	
Intimidation	
Reassurance	1
Streetwise	
Taunt	

Technical Abilities

Divergence Detection	2
Forgery	1
Hacking	2
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	
Science!	1
Spying	1

**Gear**

Deer rifle, trail map, rations, hacked Everett Bridge (a transdimensional passage device), PaciFist disruptor (Close range, Stun 5, subtle), Tether (holographic PDA linked to subdermal earbud), Company Uniform (chromomorphic, armor 1)

**Secrets**

You aren't from this world. No one here knows this. There are an infinite number of worlds, many of them are controlled by The Company, and The Company drains resources from worlds it doesn't already control. You've learned that they've started doing something up here in Vermont, up here in the mountains, and it's going to end up killing people. As an Unraveller, this is a crime against nature and humanity, and you're determined to bring it down. You've gathered all the important people you think you'll need into this hiking group – for some of these people you're just acting on instinct alone – and today you're going to lead them to the weak spot between worlds and find out what is occurring. Let's hope you all survive.

You've become good friends with Ernie, the elderly leader of this hiking group. He's a closer friend than anyone else you've met here. It's been hard lying to him, but you'll be able to show him the truth soon enough. You hope he agrees to help.

You've given up your boyfriend, your home parallel, your family, and your friends to become an Unraveller. You've killed to save worlds, and you'll kill again. Your premonition is that this mission is going to be a bad one, but you aren't sure why. It might just be nerves.

**General Abilities**

Athletics	8
Burglary	4
Dimensional Stability**	8
Disguise	8
Health**	8
Medic	2
Preparedness	4
Reality Anchor	2
Scuffling	1
Shooting	8
Tinkering	3
Unobtrusiveness	3
Vehicles	3

Special Boosters:

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



# ICONIC AGENT SUMMARIES FOR THE VALKYRIE GAMBIT AND THE SPHINX AND THE MADMAN

The following are summaries of full character sheets, only showing abilities with 1 or more points. The full character sheets follow on pages 63-70.

## ALTANI

### 13<sup>th</sup> century Mongolian Warrior/Princess

Hit Threshold 4, Armor 1, Health 10, Chronal Stability 7

**General Abilities:** Athletics 8, Disguise 3, Medic 3, Preparedness 4, Reality Anchor 3, Scuffling 8, Shooting 8, Unobtrusiveness 3, Vehicles 5

**Investigative - Academic:** Anthropology 1, History (Ancient) 1, History (Contemporary) 1, Military Tactics 2, Timecraft 1

**Investigative - Interpersonal:** Authority 1, Charm 1, Falsehood Detection 1, High Society 1, Intimidation 1, Streetwise 1, Taunt 1

**Investigative - Technical:** Notice 1, Outdoor Survival 1, Paradox Prevention 1, Spying 1

**Background:** You are a daughter of Genghis Khan, celebrated for identifying and stopping an assassin while you were still a girl. You always knew that you were destined to be more than a herdsman's wife. Now you ride an autochron instead of a horse, and wield beam weapons instead of bows and arrows—but really, you love a good horseback archery contest now and then. No one else ever wins. You grew up trained as a tactician and a warrior but you can play the part of a lady when the occasion demands it. Your current life is so strange compared to the simplicity and harshness of the steppe. And seriously, why does no one else in TimeWatch

understand that you kill your foes, not knock them out? A surviving foe returns to fight again. A beheaded foe, whose allies are crushed with overwhelming and unstoppable force, becomes a lesson to your enemies that you are not to be trifled with. TimeWatch agents could learn from this.

**Personality:** leader, independent, competitive, bloodthirsty, creative, monastic, homesick.

**Secrets:** It is shameful, but sometimes? Sometimes you enjoy sybaritic comfort, warm baths and fluffy towels and a lack of hardship. You fear that admitting this weakness will make you look vulnerable to your foes and friends alike.

## DR. LEAH BREEN

### 23<sup>rd</sup> century New Zealand Chrono-Scientist

Hit Threshold 3, Armor 1, Health 7, Chronal Stability 9

**General Abilities:** Athletics 3, Burglary 3, Disguise 3, Medic 6, Preparedness 1, Reality Anchor 6, Scuffling 2, Shooting 5, Tinkering 8, Unobtrusiveness 4, Vehicles 5

**Investigative - Academic:** History (Contemporary) 1, History (Future) 1, Research 1, Timecraft 2

**Investigative - Interpersonal:** Authority 1, Bureaucracy 1, Intimidation 1, Reassurance 1, Taunt 1

**Investigative - Technical:** Hacking 1, Medical Expertise 1, Notice 1, Paradox Prevention 1, Science! 3

**Background:** Some ignorant cretins used to call you mad. You, mad? Ha ha ha ha ha! Hardly. They just said that because you don't often brush your hair or pay attention to ethics or talk in terms that the uneducated can understand. Or perhaps it's that you're a great inventor who happens to produce

extraordinary inventions on a whim. Mad? Hardly. You are not mad. You are a genius, and you're helping save the world.

There's a very good chance you invented time travel. You were one of the inventors, at least, and you were in the process of sabotaging other peoples' experiments to make sure you were the only inventor when you were stopped by TimeWatch.

Since there was clearly a great deal you didn't know, you jumped at the opportunity to become a TimeWatch Agent and fix tears in the continuity of the space-time continuum. It's been tremendously satisfying. You love your job as an Agent, and the experiences you gather help satisfy your boundless curiosity. You like to interview other Agents from varying times, finding out how they're fitting in and offering to experiment on them. History fascinates you, and you miss the days when you could change it on a whim to see what happened.

It's a lonely life, though. Some day you hope to settle down. You'll have to find the right person first. Someone who can stand up to you. Someone bright, and strong of will.

**Personality:** self-involved, brilliant, amoral, creative, lonely, vindictive

**Secrets:** Back when you were busy sabotaging other inventors' time machines, you may have slightly flung a few scientists randomly through the time stream. You worry that this might have made things more difficult for TimeWatch, and always wonder if that's going to come back to bite you.

## KELFALA

### 24<sup>th</sup> century West African Starship Pilot

Hit Threshold 4, Armor 1, Health 8, Chronal Stability 7

**General Abilities:** Athletics 8, Disguise 3, Preparedness 8, Reality Anchor 3, Scuffling 3, Shooting 8, Tinkering 3, Unobtrusiveness 3, Vehicles 8

**Investigative - Academic:** Architecture 1, History (Contemporary) 1, History (Future) 1, Military Tactics 1, Research 1, Timecraft 1, Trivia 1

**Investigative - Interpersonal:** Authority 1, Bureaucracy 1, Charm 1, Falsehood Detection 1, High Society 1, Reassurance 1

**Investigative - Technical:** Hacking 1, Notice 1, Paradox Prevention 1, Science! 1

**Background:** Originally from 24th century Sierra Leone in West Africa, you're trained as a science officer and starship pilot. Rescued by TimeWatch from your escape pod after an alien ambush crippled your ship, you jumped at the chance to explore Earth back when it was fresh and young. You're something of a philosopher and enlightened thinker, tending to consider first and act second. The one exception to that is in a race, where you are willing to try almost any dirty trick to win. You feel bad afterwards, but nothing's more fun than speed.

You try to fight smart; using pure brute force seems like taking the easy route to you. When you aren't adequately prepared, you like to use time travel to solve your lack of foresight; when things go wrong, you're willing to trust your future self to help fix the problem. This probably annoys some

of your team, but you're handsome and charming enough that they've let you get away with it so far.

You've done some work studying the concept of Platonic rulership, an unachievably ideal government set up to be as productive, efficient and kind to its people as possible. You haven't found an example yet, either in space travel or time travel, but hey - there's lots left to see! Discussing this sort of philosophy isn't to everyone's taste; you think your friends are trying to ground you a little. You aren't quite sure if that's a fantastic idea or a horrible one.

**Personality:** heroic, precise, agile, philosophical, thoughtful, explorer, speed demon

**Secrets:** It's difficult not to apply your knowledge and philosophical ideals to the messed-up governments you often venture into on TimeWatch missions. Yes, yes, you know that's not your job, and interfering would be both unprofessional and suicidal - but it's tempting to test your theories all the same.

## MACE HUNTER

### 19<sup>th</sup> century British Big Game Hunter

Hit Threshold 4, Armor 1, Health 8, Chronal Stability 6

**General Abilities:** Athletics 8, Burglary 1, Disguise 3, Preparedness 5, Reality Anchor 2, Scuffling 8, Shooting 8, Tinkering 3, Unobtrusiveness 8, Vehicles 2

**Investigative - Academic:** Anthropology 1, History (Ancient) 1, History (Contemporary) 1, Military Tactics 1, Research 1, Timecraft 1

**Investigative - Interpersonal:** Authority 1, Charm 1, Falsehood Detection 1, High Society 1, Intimidation 1, Reassurance 1, Taunt 1

**Investigative - Technical:** Notice 1, Outdoor Survival 1, Paradox Prevention 1, Spying 1

**Background:** You're a man of passion and action, a risk-taker and a gambler. A failed army career (thanks to drunken carousing with your Captain's wife, especially after you won the resulting duel) drove you to a life of exile and exploration on the unexplored African continent. More interesting than your occasional bouts with inebriation were your treks up-river into the wild unknown. You survived disease, depredation, dehydration, starvation, native attack, wild animal attack, and near drowning only to foolishly drink yourself unconscious near a man who hated you. When Cardoso quite literally stabbed you in the back and left you for dead (again, last time there was a girl involved), it was only the intervention of TimeWatch that saved you.

You've put your past behind you and are careening into the future. You're a good fit for TimeWatch, a stealthy hunter, knowledgeable and deadly. Your one main weakness is your emotions. You tend to fall in love with smart competent women, but you aren't so good with commitment. Will you ever find the right one - and will she be from a time period you can actually stay in?

Your other possible weakness - Ha! More like a strength! - is that you believe that anything worth doing is worth doing with style. You've been known to ignore simple plans in favor of more challenging, more flashy solutions.

**UURR**

**Personality:** bold, risk-taker, hunter, brutally honest, gambler, womanizer, lovelorn

**Secrets:** You currently have an all-consuming crush on one of the members of your TimeWatch team (you choose), but you worry that revealing it explicitly would complicate the team's dynamics. How, and when, will you reveal the truth?

**SKEGG**

**Psychic Velociraptor**

Hit Threshold 4, Armor 1, Health 10, Chronal Stability 8

**General Abilities:** Athletics 8, Burglary 1, Disguise 6, Medic 1, Preparedness 4, Reality Anchor 3, Scuffling 8, Shooting 6, Tinkering 1, Unobtrusiveness 5, Vehicles 1

**Investigative - Academic:** Anthropology 1, History (Ancient) 1, Military Tactics 1, Research 1, Timecraft 1

**Investigative - Interpersonal:** Authority 1, Falsehood Detection 1, High Society 1, Intimidation 1, Taunt 1

**Investigative - Technical:** Notice 2, Outdoor Survival 1, Paradox Prevention 2, Science! 1, Spying 1

**Special Rules:** You can describe any of your abilities, from detecting lies to stunning your foes with a weapon, as being part of your psychic arsenal. No game mechanics change, but the way the results are described might be.

**Background:** You are what TimeWatch calls a sophosaur, a psychic velociraptor from an alternate reality where no meteor hit the Earth and your ancestors never perished. In this reality, your people evolved and learned, developing vast psychic powers in lieu of mechanical tinkering. They developed time travel before your universe was wiped out by TimeWatch, and many of your fellows have fled into time and sworn to bring back the world that was destroyed.

You, however, joined TimeWatch.

This has made your mate your mortal enemy, as he informed you in a near-deadly attack before you parted, but you understand that your very existence is a fluke of some saboteur's action. You refuse to disappear into the void, and that means fighting to keep it safe. By your actions, perhaps your people will be judged more fairly.

It is tricky being a dinosaur in a world made for humans. You have had to rely on a holograph generator for your disguise, and you can not easily handle all human weapons. You are educated and spry, however, and you hope that you prove to be an asset to your fellow agents.

**Personality:** brilliant, deadly, receptive, cautious, regretful, inquisitive, funny

**Secrets:** Mace Hunter (as do other TimeWatch hunters) fancies himself a big game hunter, a professional killer of deadly animals. You sometimes wonder how he would fare if the two of you faced off against one another. Dare you suggest it?

**33,000 BCE Neanderthal**

Hit Threshold 4, Armor 1, Health 10, Chronal Stability 8

**General Abilities:** Athletics 10, Disguise 8, Preparedness 5, Reality Anchor 4, Scuffling 10, Shooting 1, Unobtrusiveness 3, Vehicles 3

**Investigative - Academic:** Anthropology 1, History (Ancient) 1, Timecraft 1

**Investigative - Interpersonal:** Intimidation 1, Reassurance 1, Streetwise 1, Taunt 1

**Investigative - Technical:** Notice 1, Outdoor Survival 2, Paradox Prevention 1, Spying 1

**Background:** You join "TimeWatch" because you clever. You spend days on metal machines, they give you big smarts and new memories and big knowledge. You always understand other peoples' talk-talk, but only know twelve words yourself: (Pick 12 words, one of which has to be exceptionally and unaccountably multi-syllabic. Use only these while speaking. Grunt a lot.)

TimeWatch give you new good tribe, has you find and stop bad people who dry up river of time. You like this job. This second mission; first mission involve thunder-lizards, big meteor, bird-flying in blackness. Fun.

**Special rules:** The mnemonic TimeWatch learning transfers are still kicking in, so you currently have 5 extra investigative points that remain unspent. That gives you huge flexibility. At any time, you can decide your new neurological programming has unlocked, letting you assign 1 or more points to any Investigative ability you choose. When you do, add one word to your vocabulary list and briefly (for a sentence or two) become exceptionally erudite.

*Example:* "Go find big fire pain!" (assigns a point into Science.) "I said, old boys, if we don't find that nuclear warhead quickly this entire peninsula is going to be destroyed!" (enjoy dumbfounded looks from other players)

*(Note:* You're an incredibly clever and gifted individual, canny and intuitive even if all the book learning memories haven't settled in yet, so the flexibility of assigning your points throughout play should help balance out the social stigma of being a caveman. This is supposed to be fun, but if it's a pain in the ass please feel free to minimize or ignore the speech restriction.)

*(Other note:* if you like the idea of playing a caveman with a (very) limited vocabulary, you should also check out Firefly Games' "Ogl: Unearthed Edition, by Robin D. Laws. It's hilarious.)

**Personality:** powerful, blunt, curious, intimidating, intelligent, naïve

**Secrets:** The problem with being the only one of your kind is that you are incredibly lonely. You are prone to sudden friendships and excessive trust with people you've just met.

## VIDHVANSAKA-5

### Punjabi Cyborg Assassin

Hit Threshold 4, Armor 1, Health 12, Chronal Stability 6

**General Abilities:** Athletics 8, Burglary 3, Disguise 3, Medic 4, Preparedness 5, Scuffling 8, Shooting 4, Tinkering 3, Unobtrusiveness 3, Vehicles 3

**Investigative - Academic:** History (Contemporary) 1, History (Future) 1, Military Tactics 1, Research 1, Timecraft 1, Trivia 1

**Investigative - Interpersonal:** Authority 1, Falsehood Detection 1, Intimidation 1, Streetwise 1

**Investigative - Technical:** Forgery 1, Hacking 2, Notice 1, Paradox Prevention 1, Science! 1, Spying 1

**Background:** Your name is Hindi for “Destroyer.” You are a shape-shifting assassination cyborg created by India for use in the Pakistan Nuclear Dead Zone of 2043. The first of your kind to achieve sentience and question your programming, you were recruited by TimeWatch and reprogrammed with greater free will. You have few memories of that time. You now serve to maintain the time stream against all who would

destroy or damage it, and you revel in the sentience that allows you to accomplish this. You no longer feel allegiance or loyalty to the military consortium that created you and your skill in assassination is no longer as useful; killing people in the past or future runs contrary to your new programming.

You are constructed from intelligent liquid metal that allows you impersonate others (Disguise), bypass barriers (Burglary), hide by flattening yourself out (Unobtrusiveness), run quickly (Vehicles - your legs count as a vehicle), and heal yourself (Medic.) You can shapeshift your limbs into useful tools and simple weapons like swords (Preparedness.)

*Special rule:* Unlike other characters, you may not use your Medic skill to help others, although you can still use it you heal yourself. Each point of Medic spent on you restores 2 Health points.

**Personality:** focused, precise, literal, effective, naïve, secretive, curious

**Secrets:** You have kept your mechanical nature secret from the rest of your team, under the reasonable assumption that they will no longer trust you. This is bound to come out at some point.

**Name: Altani**

13<sup>th</sup> century Mongolian Warrior/Princess

**Personality:** Leader, independent, competitive, bloodthirsty, creative, monastic, homesick.

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	1
Architecture	
History (Ancient)	1
History (Contemporary)	1
History (Future)	
Labyrinthcraft	
Military Tactics	2
Research	
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	1
Falsehood Detection	1
High Society	1
Intimidation	1
Reassurance	
Streetwise	1
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	1
Science!	
Spying	1

**Background**

You are a daughter of Genghis Khan, celebrated for identifying and stopping an assassin while you were still a girl. You always knew that you were destined to be more than a herdsman's wife. Now you ride an autochron instead of a horse, and wield beam weapons instead of bows and arrows—but really, you love a good horseback archery contest now and then. No one else ever wins. You grew up trained as a tactician and a warrior but you can play the part of a lady when the occasion demands it. Your current life is so strange compared to the simplicity and harshness of the steppe. And seriously, why does no one else in TimeWatch understand that you kill your foes, not knock them out? A surviving foe returns to fight again. A beheaded foe, whose allies are crushed with overwhelming and unstoppable force, becomes a lesson to your enemies that you are not to be trifled with. TimeWatch agents could learn from this.

**Secrets**

It is shameful, but sometimes? Sometimes you enjoy sybaritic comfort, warm baths and fluffy towels and a lack of hardship. You fear that admitting this weakness will make you look vulnerable to your foes and friends alike.

**General Abilities**

Athletics	8
Burglary	
Chronal Stability**	7
Disguise	3
Health**	10
Medic	3
Preparedness	4
Reality Anchor	3
Scuffling	8
Shooting	8
Tinkering	
Unobtrusiveness	3
Vehicles	5

**Special Rules:**

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?





**Name: Dr. Leah Breen**

23<sup>rd</sup> century New Zealand Chrono-Scientist

**Personality:** Self-involved, brilliant, amoral, creative, lonely, vindictive

Hit Threshold:  Armor:

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	1
Labyrinthcraft	
Military Tactics	
Research	1
Timecraft*	2
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	1
Charm	
Falsehood Detection	
High Society	
Intimidation	1
Reassurance	1
Streetwise	
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	
Hacking	1
Medical Expertise	1
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	3
Spying	

**Background**

Some ignorant cretins used to call you mad. You, mad? Ha ha ha ha ha! Hardly. They just said that because you don't often brush your hair or pay attention to ethics or talk in terms that the uneducated can understand. Or perhaps it's that you're a great inventor who happens to produce extraordinary inventions on a whim. Mad? Hardly. You are not mad. You are a genius, and you're helping save the world. There's a very good chance you invented time travel. You were one of the inventors, at least, and you were in the process of sabotaging other peoples' experiments to make sure you were the only inventor when you were stopped by TimeWatch.

Since there was clearly a great deal you didn't know, you jumped at the opportunity to become a TimeWatch Agent and fix tears in the continuity of the space-time continuum. It's been tremendously satisfying. You love your job as an Agent, and the experiences you gather help satisfy your boundless curiosity. You like to interview other Agents from varying times, finding out how they're fitting in and offering to experiment on them. History fascinates you, and you miss the days when you could change it on a whim to see what happened.

It's a lonely life, though. Some day you hope to settle down. You'll have to find the right person first. Someone who can stand up to you. Someone bright, and strong of will.

**Secrets**

Back when you were busy sabotaging other inventors' time machines, you may have slightly flung a few scientists randomly through the time stream. You worry that this might have made things more difficult for TimeWatch, and always wonder if that's going to come back to bite you.

**General Abilities**

Athletics	3
Burglary	3
Chronal Stability**	9
Disguise	3
Health**	7
Medic	6
Preparedness	1
Reality Anchor	6
Scuffling	2
Shooting	5
Tinkering	8
Unobtrusiveness	4
Vehicles	5

**Special Rules:**

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Kelfala**

24<sup>th</sup> century West African Starship Pilot

**Personality:** Heroic, precise, agile, philosophical, thoughtful, explorer, speed demon

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	1
History (Ancient)	
History (Contemporary)	1
History (Future)	1
Labyrinthcraft	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	1
Charm	1
Falsehood Detection	1
High Society	1
Intimidation	
Reassurance	1
Streetwise	
Taunt	

Technical Abilities

Divergence Detection	
Forgery	
Hacking	1
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	1
Spying	

**Background**

Originally from 24th century Sierra Leone in West Africa, you're trained as a science officer and starship pilot. Rescued by TimeWatch from your escape pod after an alien ambush crippled your ship, you jumped at the chance to explore Earth back when it was fresh and young. You're something of a philosopher and enlightened thinker, tending to consider first and act second. The one exception to that is in a race, where you are willing to try almost any dirty trick to win. You feel bad afterwards, but nothing's more fun than speed.

You try to fight smart; using pure brute force seems like taking the easy route to you. When you aren't adequately prepared, you like to use time travel to solve your lack of foresight; when things go wrong, you're willing to trust your future self to help fix the problem. This probably annoys some of your team, but you're handsome and charming enough that they've let you get away with it so far.

You've done some work studying the concept of Platonic rulership, an unachievably ideal government set up to be as productive, efficient and kind to its people as possible. You haven't found an example yet, either in space travel or time travel, but hey - there's lots left to see! Discussing this sort of philosophy isn't to everyone's taste; you think your friends are trying to ground you a little. You aren't quite sure if that's a fantastic idea or a horrible one.

**Secrets**

It's difficult not to apply your knowledge and philosophical ideals to the messed-up governments you often venture into on TimeWatch missions. Yes, yes, you know that's not your job, and interfering would be both unprofessional and suicidal - but it's tempting to test your theories all the same.

**General Abilities**

Athletics	8
Burglary	
Chronal Stability**	7
Disguise	3
Health**	8
Medic	
Preparedness	8
Reality Anchor	3
Scuffling	3
Shooting	8
Tinkering	3
Unobtrusiveness	3
Vehicles	8

**Special Rules:**

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Mace Hunter**

19<sup>th</sup> century British Big Game Hunter

**Personality:** Bold, risk-taker, hunter, brutally honest, gambler, womanizer, lovelorn

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	1
Architecture	
History (Ancient)	1
History (Contemporary)	1
History (Future)	
Labyrinthcraft	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	1
Falsehood Detection	1
High Society	1
Intimidation	1
Reassurance	1
Streetwise	
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	1
Paradox Prevention	1
Science!	
Spying	1

**Background**

You're a man of passion and action, a risktaker and a gambler. A failed army career (thanks to drunken carousing with your Captain's wife, especially after you won the resulting duel) drove you to a life of exile and exploration on the unexplored African continent. More interesting than your occasional bouts with inebriation were your treks up-river into the wild unknown. You survived disease, depredation, dehydration, starvation, native attack, wild animal attack, and near drowning only to foolishly drink yourself unconscious near a man who hated you. When Cardoso quite literally stabbed you in the back and left you for dead (again, last time there was a girl involved), it was only the intervention of TimeWatch that saved you.

You've put your past behind you and are careening into the future. You're a good fit for TimeWatch, a stealthy hunter, knowledgeable and deadly. Your one main weakness is your emotions. You tend to fall in love with smart competent women, but you aren't so good with commitment. Will you ever find the right one – and will she be from a time period you can actually stay in?

Your other possible weakness – Ha! More like a strength! – is that you believe that anything worth doing is worth doing with style. You've been known to ignore simple plans in favor of more challenging, more flashy solutions.

**Secrets**

You currently have an all-consuming crush on one of the members of your TimeWatch team (you choose), but you worry that revealing it explicitly would complicate the team's dynamics. How, and when, will you reveal the truth?

**General Abilities**

Athletics	8
Burglary	1
Chronal Stability**	6
Disguise	3
Health**	8
Medic	
Preparedness	5
Reality Anchor	2
Scuffling	8
Shooting	8
Tinkering	3
Unobtrusiveness	8
Vehicles	2

**Special Rules:**

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Skegg**

Psychic Velociraptor

**Personality:** Brilliant, deadly, receptive, cautious, regretful, inquisitive, funny

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	1
Architecture	
History (Ancient)	1
History (Contemporary)	
History (Future)	
Labyrinthcraft	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	
Falsehood Detection	1
High Society	1
Intimidation	1
Reassurance	
Streetwise	
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	
Hacking	
Medical Expertise	
Notice	2
Outdoor Survival	1
Paradox Prevention	2
Science!	1
Spying	1

**Background**

You are what TimeWatch calls a sophosaur, a psychic velociraptor from an alternate reality where no meteor hit the Earth and your ancestors never perished. In this reality, your people evolved and learned, developing vast psychic powers in lieu of mechanical tinkering. They developed time travel before your universe was wiped out by TimeWatch, and many of your fellows have fled into time and sworn to bring back the world that was destroyed.

You, however, joined TimeWatch.

This has made your mate your mortal enemy, as he informed you in a near-deadly attack before you parted, but you understand that your very existence is a fluke of some saboteur's action. You refuse to disappear into the void, and that means fighting to keep it safe. By your actions, perhaps your people will be judged more fairly.

It is tricky being a dinosaur in a world made for humans. You have had to rely on a holograph generator for your disguise, and you can not easily handle all human weapons. You are educated and sly, however, and you hope that you prove to be an asset to your fellow agents.

**Secrets**

Mace Hunter (as do other TimeWatch hunters) fancies himself a big game hunter, a professional killer of deadly animals. You sometimes wonder how he would fare if the two of you faced off against one another. Dare you suggest it?

**General Abilities**

Athletics	8
Burglary	1
Chronal Stability**	8
Disguise	6
Health**	10
Medic	1
Preparedness	4
Reality Anchor	3
Scuffling	8
Shooting	6
Tinkering	1
Unobtrusiveness	5
Vehicles	1

**Special Rules:**

You can describe any of your abilities, from detecting lies to stunning your foes with a weapon, as being part of your psychic arsenal. No game mechanics change, but the way the results are described might be.

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?



**Name: Uurk**

33,000 BCE Neanderthal

**Personality:** Powerful, blunt, curious, intimidating, intelligent, naïve

Hit Threshold:  Armor:

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	t-8
-9	-10	-11	-12
Max:			

**Investigative Abilities**

Academic Abilities

Anthropology	1
Architecture	
History (Ancient)	1
History (Contemporary)	
History (Future)	
Labyrinthcraft	
Military Tactics	
Research	
Timecraft*	1
Trivia	

Interpersonal Abilities

Authority	
Bureaucracy	
Charm	
Falsehood Detection	
High Society	
Intimidation	1
Reassurance	1
Streetwise	1
Taunt	1

Technical Abilities

Divergence Detection	
Forgery	
Hacking	
Medical Expertise	
Notice	1
Outdoor Survival	2
Paradox Prevention	1
Science!	
Spying	1

**Background**

You join "TimeWatch" because you clever. You spend days on metal machines, they give you big smarts and new memories and big knowledge. You always understand other peoples' talk-talk, but only know twelve words yourself: (Pick 12 words, one of which has to be exceptionally and unaccountably multi-syllabic. Use only these while speaking. Grunt a lot.)

TimeWatch give you new good tribe, has you find and stop bad people who dry up river of time. You like this job. This second mission; first mission involve thunder-lizards, big meteor, bird-flying in blackness. Fun.

**Special Rules**

The mnemonic TimeWatch learning transfers are still kicking in, so you currently have 5 extra investigative points that remain unspent. That gives you huge flexibility. At any time, you can decide your new neurological programming has unlocked, letting you assign 1 or more points to any Investigative ability you choose. When you do, add one word to your vocabulary list and briefly (for a sentence or two) become exceptionally erudite.

*Example:* "Go find big fire pain!" (assigns a point into Science.) "I said, old boys, if we don't find that nuclear warhead quickly this entire peninsula is going to be destroyed!" (enjoy dumbfounded looks from other players)

*(Note:* You're an incredibly clever and gifted individual, canny and intuitive even if all the book learning memories haven't settled in yet, so the flexibility of assigning your points throughout play should help balance out the social stigma of being a caveman. This is supposed to be fun, but if it's a pain in the ass please feel free to minimize or ignore the speech restriction.)

*(Other note:* if you like the idea of playing a caveman with a (very) limited vocabulary, you should also check out Firefly Games' "Og!: Unearthed Edition, by Robin D. Laws. It's hilarious.)



**General Abilities**

Athletics	10
Burglary	
Chronal Stability**	8
Disguise	8
Health**	10
Medic	
Preparedness	5
Reality Anchor	4
Scuffling	10
Shooting	1
Tinkering	
Unobtrusiveness	3
Vehicles	3

**Secrets**

The problem with being the only one of your kind is that you are incredibly lonely. You are prone to sudden friendships and excessive trust with people you've just met.

Stitches

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Extra Investigative Points?

Extra General Points?

**Name: Vidhvansaka-5**

Punjabi Cyborg Assassin

**Personality:** Focused, precise, literal, effective, naïve, secretive, curious

**Chronal Stability**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

**Health**

15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0
-1	-2	-3	-4
-5	-6	-7	-8
-9	-10	-11	-12
Max:			

Hit Threshold:  Armor:

**Investigative Abilities**

Academic Abilities

Anthropology	
Architecture	
History (Ancient)	
History (Contemporary)	1
History (Future)	1
Labyrinthcraft	
Military Tactics	1
Research	1
Timecraft*	1
Trivia	1

Interpersonal Abilities

Authority	1
Bureaucracy	
Charm	
Falsehood Detection	1
High Society	
Intimidation	1
Reassurance	
Streetwise	1
Taunt	

Technical Abilities

Divergence Detection	
Forgery	1
Hacking	2
Medical Expertise	
Notice	1
Outdoor Survival	
Paradox Prevention	1
Science!	1
Spying	1

**Background**

Your name is Hindi for “Destroyer.” You are a shape-shifting assassination cyborg created by India for use in the Pakistan Nuclear Dead Zone of 2043. The first of your kind to achieve sentience and question your programming, you were recruited by TimeWatch and reprogrammed with greater free will. You have few memories of that time. You now serve to maintain the time stream against all who would destroy or damage it, and you revel in the sentience that allows you to accomplish this. You no longer feel allegiance or loyalty to the military consortium that created you and your skill in assassination is no longer as useful; killing people in the past or future runs contrary to your new programming.

You are constructed from intelligent liquid metal that allows you impersonate others (Disguise), bypass barriers (Burglary), hide by flattening yourself out (Unobtrusiveness), run quickly (Vehicles - your legs count as a vehicle), and heal yourself (Medic.) You can shapeshift your limbs into useful tools and simple weapons like swords (Preparedness.)

**Secrets**

You have kept your mechanical nature secret from the rest of your team, under the reasonable assumption that they will no longer trust you. This is bound to come out at some point.

**General Abilities**

Athletics	8
Burglary	3
Chronal Stability**	6
Disguise	3
Health**	12
Medic	4
Preparedness	5
Reality Anchor	
Scuffling	8
Shooting	4
Tinkering	3
Unobtrusiveness	3
Vehicles	3

**Special Rules:**

Unlike other characters, you may not use your Medic skill to help others, although you can still use it you heal yourself. Each point of Medic spent on you restores 2 Health points.

Stitches

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

Extra Investigative Points?

Extra General Points?





# TIMEWATCH

## The Valkyrie Gambit

Kevin Kulp

**A trio of TimeWatch Roleplaying Game adventures: face Nazis, dinosaurs, power-crazed Egyptian gods, and—worst of all—yourself!**

### **The Sphinx and the Madman**

Why does the Great Sphinx of Giza suddenly have your face? In an alternate history, you may be your own worst enemy...and your future self has a lot to answer for! Can you restore the true timeline?

### **The Misery Trumpets**

A peaceful autumn hike in northern Vermont turns into a cross-dimensional raid to save the sanity of everyone you know. When your own world is one of many, where do your allegiances lie?

### **The Valkyrie Gambit**

Someone changed the outcome of World War II, using methods that defy TimeWatch's warning system. Now it's up to your team of time cops to solve the mystery, stop an assassination, prevent nuclear war, and maybe corral a stray rampaging dinosaur or two along the way. To the time machines!

**These one-shot adventures showcase what the TimeWatch RPG can do, and show GMs how to create their own time-traveling adventures.**

**Face your past to save the future.**

PELGTW05

