

TIMESTORM[™]



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Pacesetter

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INTRODUCTION ---

"It was the best of times, it was the worst of times."

—Charles Dickens

"I can think of nothing more potentially disastrous than a Time Storm."

—John Watkins, Commander, Time Corps Earth Specialty Division

"Trying to find when and where a Time Storm started will be like searching for an amoeba in a black hole."

—Lena Chekhov, Time Guard/7

Timestorm™ is a short campaign of six adventures, each one playable in an evening or two. To play, you'll need both the TIMEMASTER® role-playing game and the *Timetricks*™ game supplement. You'll also need four to eight Time Corps agents with a rank of Veteran/1 or higher. (The optimum number of PCs is six.)

The Player Characters

Pages 81-96 of this book contain eight pregenerated Time Corps agents, who are specially designed for this campaign. These agents are from the Last Resort Division, and each one is a "duplicate" of a hero or heroine from Earth's history. Each character has a special ability that PCs from the Earth Specialty Division do not have. For this reason, we strongly recommend that you use these PCs instead of your own Time Corps agents.

If, however, you decide to use your own PCs, be sure they at least have the following skills: Advanced Temporal Engineering and Pilot. They must also have Parallel Identification. Recommended but nonessential PTs include Mass Memory Restoration and Temporal Tracking. Check the PCs on pages 81-96 of this book for additional guidelines; your own PCs should have about the same number of skills, at roughly the same levels.

WARNING: If you wish to play a Time Corps agent in this campaign, stop reading now. The rest of the book is for the CM's eyes only.

The Campaign: A Double Mission

Driven by their insane desire to rule the Continuum, the Demoreans have done the unthinkable: they have unleashed a Time Storm. To the folks at Time Corps HQ, the storm could not have come at a worse time; they're already battling a Temporal Disaster Wave on T-0, which started in Ancient Rome and now threatens the Corps itself.

At this point, the PCs enter the picture. They receive a double mission: First, stop the TDW (and find out what happened to the first team who tried, but simply disappeared). Second, begin tracing the Time Storm to its point of origin, repairing major damage to time lines along the way.

When played in sequence, the six adventures in this book follow the natural course of the agents' actions. Each adventure leads logically to the next, provided the agents are successful.

Le Voleur: Key to the TDW

At the outset of this campaign, the PCs must tackle the Temporal Disaster Wave in Augustan Rome. This TDW has no direct connection with the Demoreans' Time Storm. Instead, the wave is the independent work of Le Voleur, the infamous renegade. Dabbling in a bit of temporal terrorism, Le Voleur has created the TDW in an effort to force the Corps into releasing renegades from the Prison Parallel. As of yet, he has not made his demands known to the Corps.

To start the wave, Le Voleur transported Al Capone from 1947 A.D. on Parallel T-10 to Augustan Rome on T-0. There, Le Voleur has established Capone as the head of an underworld empire. The renegade has no idea that the Demoreans are creating a Time Storm, nor does he know that the Storm will touch down in Augustan Rome while Al Capone is there.

The Time Storm:

A Demorean Scheme

As noted on page 41 of *Timetricks*, a Time Storm can be "manufactured." Scientists need only construct a time travel drive that's big enough to blast an enormous hole in the fabric of a single Parallel. A hole of this significance would

proceed to ricochet throughout the Continuum, creating temporal chaos. Of course, the drive creating this hole would match the planet Earth in size and require the energy of several stars. Still, it *can* be done, say Time Corps scientists. They have the technology. They hope the Demoreans do not.

It's true that the Demoreans cannot build such a drive from scratch. But with the help of a few astute renegades, the Demoreans have found an alternate method. On Parallels where magic works, some wizards can create tiny dimensional holes—gateways to the Continuum that function as time travel machines. The Demoreans have augmented such a hole with a powerful time travel drive. By combining the two, they've created the Time Storm.

The Demorean plan is threefold: they had to 1) procure a magical dimensional hole, 2) procure xantium (a rare mineral) to power the drive, and 3) bring these elements together in a place with a great energy source, where they could construct and launch their "machine."

One Parallel R-259, Phase One takes place. R-259 is a Parallel containing a magical Earth. The Demoreans coerce the good wizard Thutamon into creating a dimensional hole, one larger than any he's ever attempted. Thutamon is sucked into his own creation, but the Demoreans feel no remorse.

Phase Two of the Demorean plan occurs on Parallel R-555—a strange Earth inhabited by intelligent dinosaurs. R-555 also contains xantium. The Demoreans have sent technicians there to mine the mineral and transport it to Parallel T-6, where they are constructing their time travel drive.

Phase Three takes place on T-6. There, the Demoreans are constructing their drive, using the xantium and a magical dimensional hole. (As a precaution, they've procured *two* magical dimensional holes; one from R-259, and one from nearby R-260.) The Demoreans are constructing their drive on a space station near the planet Cassandra II, in the year 3612 A.D. When Cassandra II's sun becomes a nova that year, the Time Storm is launched.

Of course, from the Time Corps' point of view, the Storm is well underway. It continues to tear through the Continuum, leaving chaos in its wake. Its waves and ripples are affecting history both pastward and futureward of its launch. So chaotic is the storm's path that the Demoreans believe the Time Corps has little if any chance to locate its source and correct the problem.

But the Demoreans, of course, are wrong. The Storm has displaced several unusual and prominent historical figures. By finding these characters, and returning them to their rightful Parallels, the PCs can track the Time Storm. Le Voleur has provided a link by starting his TDW at a place and time which, coincidentally, is also affected by the Time Storm.

Why, you might ask, would the Demoreans risk damaging their own Parallel with the Time Storm? Simple. By their calculations, a storm launched on T-6 should have an infinitely small chance of affecting their own A-227. Their calculations are imperfect, but Demoreans find it difficult to recognize imperfection so close to home.

A Self-Eliminating Mission

The *Timestorm* campaign represents the ultimate self-eliminating mission. If the PCs are successful, they will stop the TDW at its source. Then they will prevent the Demoreans from launching the Time Storm. But if the Time Storm never happens, no Time Storm alert is given at Time Corps HQ, and the PCs are never sent on this mission at all! The entire campaign will be accessible only through Paranormal Memory. (See "The Self-Eliminating Mission" on pages 23-24 of *Timetricks*.)

Handling Ripple Effects: Because it is self-eliminating, this campaign is easier to run than many *Timetricks* adventures. If the PCs are successful, they not only wipe out their mission; they also wipe out any changes in history which they've inadvertently caused! As CM, you don't have to worry much about determining ripple effects when the PCs alter history. Just make a note indicating the chance that a ripple or wave has started. Then, if the PCs visit a place or time where a

possible ripple or wave could affect play, make the necessary dice rolls and determine the effects normally. Otherwise, just ignore them.

Sometimes, the PCs' actions may create ripples hitting 1 to 10 randomly selected Parallels. To determine the identity of the Parallels hit, roll a percent for each one. A roll of 10-25 indicates a T Parallel. A roll of 26-50 indicates an M Parallel, 51-75 an R Parallel, and 76-100 an A Parallel. You can determine the number-identity for each Parallel simply by rolling three ten-sided dice; read the result as a single digit from 001 to 1000.

Success Points

Because the *Timestorm* campaign is unique, you should use a different method for assigning Success Points. If the PCs succeed in preventing the Time Storm, award each character 1000 Success Points at the end of the campaign. PCs who participated in some, but not all, of the adventures should deduct 150 points for each adventure they missed. In addition, you may award up to 200 bonus points per player character at the end of the campaign.

If you modify the adventures for use in another campaign setting, use the normal procedures for awarding Success Points, as given in the game rules and the *Timetricks* supplement.

Mission Failure

If the PCs fail to stop the Time Storm, the Time Corps is wiped out, and the agents find themselves living out the lives they would have lived had the Time Corps never recruited them. Some "seed" of their previous experience remains, however. An agent who passes a Paranormal Memory check can "remember" his or her life in the Time Corps. An agent who then passes a second Paranormal Memory check can "remember" all the skills he or she had as an agent. Once this obstacle is overcome, an agent with the proper Engineering skill may pass a skill check allowing him or her to construct a time travel drive. From this point, the agent may manage to save the Time Corps—but that's another campaign.

CM's Preparation

Before you run this campaign as the CM, it is essential that you have a firm grasp of both the TIMEMASTER® rules and the material presented in *Timetricks*. The *Timestorm* adventures are highly challenging, and they involve quite a bit of time hopping. You must be prepared to handle time-travel paradoxes like those presented in *Timetricks*.

Some of the paradoxes in these adventures are built-in; they are the most likely outcome of good play, and the adventure provides the solutions you need. However, in a campaign as complex as this one, it's impossible to account for everything the PCs might do. You must be prepared to improvise, using your knowledge of the *Timetricks* rules.

It is also important that you become thoroughly familiar with this campaign before running it. We suggest you read through the entire book once, then read over each adventure a second time shortly before play begins. In addition, *study the characters on pages 81 to 96*. If your players use them (and we hope they will), you must be familiar with the PCs' special abilities.

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***A** DVENTURE ONE: STORMY WEATHER*

CM'S BACKGROUND

Le Voleur, the infamous, mysterious renegade, has added temporal terrorism to his list of achievements. He has struck out at the Time Corps with a vengeance. You see, the Corps has captured quite a few renegades lately—enough to injure Le Voleur's business dealings, which require an ample work force of dishonest time travellers. So, six SDS months pastward, Le Voleur implemented a scheme to free more than a hundred renegades from the Prison Parallel. The results have been devastating.

As the first step in his plan, Le Voleur sent two trusted assistants to 11:18 p.m., Dec. 8, 1947, at a large estate in Miami, Florida on Parallel T-10. The two assistants were Turuk, a slow-minded but brawny brute, and Philos, a weak but crafty counterpart. The renegades materialized inside the master bedroom of the estate, which belonged to none other than the famous Chicago gangster Al Capone. The renegades had precisely the right address.

On T-10, Le Voleur knew, Al Capone would die quietly in his bed that night at 11:20 p.m., at last surrendering to a rare disease. No one would witness the death; the next morning, a cleaning woman would discover Capone's body. At 11:19, with one minute to spare, the renegades injected the already unconscious Capone with a 58th century drug. The drug made Capone appear lifeless, while holding his body in a state of suspended animation. At 11:20, the renegades left the estate. To the world, Capone was dead.

Philos and Turuk knew what would happen to Capone's body, so they time hopped to a Chicago cemetery at 1 a.m., Dec. 13 of the same year. There they saw Capone's fresh grave. He had been buried the day before. Under the cover of night, the renegades dug for an hour until they'd exhumed the "corpse." Then they took

"We came, we saw, and we kicked their togas."

—Dirty Hare

"I liked the Romans. When you whopped 'em, they stayed whopped, and half of them thought we were gods."

—Dirty Hare, Parallel A-1023

"We was just like the Roman Empire."

—Frankie "Five-Fingers," in *The Godfather, Part II*

LE VOLEUR

Alias Senator Vollus

STR 70 DEX 80 AGL 70
PER 65 WPR 76 PCN 68
STA 72 UMS 70 WNDS 15
Penetration Bonus: +15

SKILLS

Name	Rank	Score
Martial Arts	MS	129
Dagger/Knife	EX	100
Swords	MS	125
Florentine Style	EX	104
Equestrian	MS	127
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Automatic Rifle	MS	135
Long-barreled Gun	MS	135
Pistol	MS	135
Time Corps Stunner	MS	135
Laser Pistol	EX	110
Machine Gun	SP	95
Pilot	EX	103
Acrobatics/Gymnastics	EX	102
Advanced Temporal		
Engineering	MS	130
Bargaining	MS	126
Computers	MS	114
Diplomacy	MS	128
Disguise	MS	128
Forgery	MS	129
Gambling	MS	114
Historical Specialty	MS	127
(Periods covered by Le Voleur's Historical Specialty skills are not known, but are believed to be extensive.)		
Investigation	MS	125
Security Devices	MS	121
Stealth	MS	130
Stunt Driving	EX	99
Theft	MS	130

PARANORMAL TALENTS

Talent	WPR	Score	Cost
Paranormal Memory	48	0	
Adaptation	53	10	
Ancestor Recognition	48	20	
Ignore Pain	47	50	
Parallel Identification	49	20	
Predict Change	49	30	
Ripple Tracking	49	20	
Significance Sensing	49	5	
Telepathic Probe	48	10	
Temporal Tracking	42	50	

Significance Rating: 10

DESCRIPTION: Le Voleur has long been Number One on the Time Corps' "Most Wanted" list. His exact origins are unknown, but Time Corps historians believe he was born in the 17th century on one of the T Parallels. He served as a recruit in the Time Wars, and turned renegade immediately at their end.

Le Voleur is a gifted thief, a master of disguise, and one of the most brilliant time travel research scientists known to the Corps. The goal toward which he employs these talents remains unknown. He has been sighted by more than 100 mission teams, and

Continued...

the unconscious gangster boss to another Parallel and time—to T-0, January 10, 12 B.C., in the city of Rome. There, Le Voleur awaited them in his villa.

Working quickly, Le Voleur revived Capone and cured him of his disease. After some initial explanations, the renegade persuaded Capone to start up gangster operations in the ancient city. As "Senator Gaius Vollus" (his assumed identity), Le Voleur would provide political protection in return for a share of the profits. Of course, Le Voleur guessed (correctly) that a 20th century mob boss reigning in ancient Rome could not help but start a TDW—especially if the gangster was backed by someone like himself. All Le Voleur had to do was wait.

Meanwhile, Capone revelled in the chance to relive his "glory days" in an environment with, as he put it, "no feds and a wide open city." He recruited the lowest, most violent scum from the Roman streets, making them "soldiers" or "button men" in his new organization. With the help of Le Voleur's band of renegades, he imported handguns, automatic weapons, and clothing from the American 1920s. He even received language implants from Le Voleur's lab, so his men would look and speak just like "old time" Chicago gangsters. In six months, Capone had taken over most of Rome's gambling operations. Soon, his organization would conquer the liquor and slave trades, too.

It was on June 10, 12 B.C. that Capone took the big step which started a Temporal Disaster Wave rolling toward the 72nd century. He introduced parimutuel betting on the chariot races at the Circus Maximus. As customers placed their bets, they of course received a betting slip. The slip recorded the amount of their bet, the date of the race, and other details—using *Arabic* numerals instead of Roman. This casual introduction of Arabic numerals into Augustan Rome started a TDW rolling futureward at the rate of 2500 years per SDS day.

The changes in its wake have been dramatic. Far in the future, Rome still thrives; it doesn't fall until the holocaust of 2054 A.D. The entire era of the Xenophobic wars is altered drastically. As the adventure begins, the TDW has just passed through 5012 A.D. The effect the wave will have on the Time Corps is uncertain, but it looks as though the Corps may be destroyed before it can react successfully.

Le Voleur has not yet sent his demands to the Time Corps; he doesn't know how quickly the wave is advancing, and he wants to leave the Corps with as little room to maneuver as possible. The Corps, however, is well aware of the TDW's progress, and perhaps even its source (though not Le Voleur's complicity). They discovered Arabic numerals on a betting slip from June 15, 12 B.C., and sent a mission team to investigate.

That mission team has not been heard from again. Unbeknownst even to Le Voleur, the Demoreans' Time Storm skipped past Rome just as the mission team arrived, sweeping them off the Parallel. Before leaving the area, the storm touched again somewhere north of Rome, leaving behind three 4-foot cartoon rabbits from Parallel A-1023. The creatures are armed and deadly.

ADVENTURE SYNOPSIS

As the adventure begins, the Time Corps faces two problems, and the PCs must tackle both. First, they must perform a failure recovery mission, aborting the ESD mission team sent to ancient Rome and then taking over their mission—to prevent the TDW. Once that is accomplished, the PCs must begin tracking the Time Storm to its origin, repairing damage along the way. Once they locate the source, they must prevent the storm.

HQ sends the player characters to Augustan Rome, an hour pastward of the ESD team's scheduled arrival. The PCs can easily witness this team's arrival, and see them vanish just as quickly—drawn into the Time Storm as it sweeps across the landscape in a narrow path. The PCs must stay alert to avoid being caught in the storm, too. (Meanwhile, somewhere north of Rome three cartoon "wabbits" have arrived, as yet unknown to anyone.)

As they walk the short distance into Rome proper, the agents can learn from

passersby about the new form of gambling at the Circus Maximus. They may also learn of a mysterious, prominent Roman, who's called "The Big Fella" (an English name!). When a 1932 Dusenber automobile roars past them, filled with gangsters in pinstripe suits, the PCs *should* have a good idea that something is horribly amiss in Rome, and that "The Big Fella" is the key to the mystery.

Once inside the city, the PCs soon find themselves in contact with some of The Big Fella's "boys." Clever PCs may turn this into an opportunity to infiltrate The Big Fella's gang, gaining valuable information about his political connection, Senator Vollus.

But getting into the gang is not without its price. To prove their ability and loyalty, the PCs must do a "job" for The Big Fella: assassinate Senator Quintus Furianus Alba, an outspoken foe of The Big Fella and Senator Vollus. The PCs automatically know that Senator Alba of 12 B.C. becomes Agent Alba, Timemaster/9 in 7193 A.D.—he presented the section on Rome in the *Guide to the Continuum*!

If the PCs manage to convince Capone's mob they have assassinated Alba, they receive an invitation to a party at Senator Vollus' villa, where The Big Fella is guest of honor. At the party, agents can gather a wealth of information: Senator Vollus is the renegade Le Voleur. And The Big Fella, Al Capone, is planning to double-cross him! The PCs may also discover Le Voleur's plans for gaining the release of renegade prisoners.

As the adventure reaches its climax, the PCs become involved in a three-way fight between Le Voleur and his forces, Capone and his men, and the wampaging cartoon wabbits the storm left behind (which have finally penetrated Rome).

The PCs can formulate any of several possible plans to eliminate the TDW caused by Capone's presence. The easiest, of course, is simply to go to T-10 and make sure Capone dies on schedule; this would eliminate his presence on T-0 completely.

Finally, the PCs must deal with the wabbit menace, an activity which leads to the next adventure.

ENCOUNTERS

1. MISSION START

This encounter launches both "Stormy Weather" and the *Timestorm* campaign. The date is June 1, 7194 A.D. The location is Time Corps HQ.

Players' Text

Commander Bora scowls—and the scowl of a creature standing 12'6" tall and weighing half a ton, who looks like a giant, highly intelligent polar bear, can be, well, mildly disconcerting. It's especially bothersome when you know that Bora, one of the great heroines of the Kleibor race, rarely displays such a harsh expression. She's a Timemaster/10, and commander of the Last Resort Division. Even when bleeding from a laser wound and jumping headlong into paranormal battle, Bora is usually jovial. This is one Kleibor who scowls only when she's deeply worried.

"Don't sit down," Bora growls. "There isn't much time." The urgent tone comes as no surprise. Outside Bora's office, alarm bells wail continually, accented by the sound of agents running thunderously to the launch bays.

Bora doesn't waste words. "Listen carefully. You have two missions to accomplish, and I have no time to repeat instructions. As we speak, a Temporal Disaster Wave is rolling toward us at a rate of 2500 years per SDS day. In precisely 18.5 SDS hours, the wave will hit 7154 A.D. and presumably wipe out the Time Corps' existence—if the wave is left unchecked.

"That TDW is problem number one—and stopping the wave constitutes the first part of your double mission. Problem two is even stickier. That clangor in the hallway is a Time Storm alert—and tracking that storm to its origin constitutes the

Le Voleur continued...

is known to have business dealings with the Demoreans.

Personally, Le Voleur is handsome, charming, glib, and extremely intelligent. Though he's a courageous swashbuckler, he also knows when to cut his losses and run. Time and time again, his quick wit and clever tongue have enabled him to hood-wink Time Corps agents and escape capture.

AL (ALPHONSE) CAPONE

Alias "The Big Fella"

STR	54	DEX	48	AGL	50
PER	74	WPR	76	PCN	78
STA	54	UMS	52	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	EX	82
Dagger/Knife	SP	67
Automatic Rifle	SP	63
Long-barreled Gun	SP	63
Pistol	EX	78
Bargaining	MS	130
Gambling	MS	119
Historical Specialty	SP	92
(1792-1947, Italy and U.S., T-10)		
Stunt Driving	EX	94
Theft	MS	123

Significance Rating: 50

DESCRIPTION: Capone is a fat, balding man of medium height, whose round face is distinguished by a knife scar on the left cheek. At the height of his powers in the late 1920s, he was a brilliant but sociopathic mobster. Now on the loose in Augustan Rome, Capone is reliving his days of glory.

Personally, Capone can be charming in a coarse way, using rough humor, generosity, and a hearty laugh to achieve his desires. He can also become red-faced and dangerously violent with rage, consumed by a vengeful hysteria. Those close to him remain always on guard, for his mood may change from good humor to such a rage without warning in a single moment.

Capone enjoys power, people who treat him with respect, beautiful women, cars, good clothes, money, and blood sports.

PHILOS

(assistant to Le Voleur)

STR	50	DEX	68	AGL	72
PER	64	WPR	58	PCN	66
STA	60	UMS	61	WNDS	14

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Wrestling	EX	94
Dagger/Knife	EX	91
Swords	MS	116

Continued...

Philos continued...

Equestrian	SP	83
Automatic Rifle	EX	98
Pistol	SP	83
Time Corps Stunner	MS	123
Gambling	MS	113
Historical Specialty	MS	117
(130 B.C. - 4 A.D., Greece and Rome, T-0)		
Medicine	MS	115
Theft	MS	119

PARANORMAL TALENTS

Talent	Score	WPR Cost
Paranormal Memory	42	0
Memory Restoration	44	40
Advanced Memory		
Restoration	44	10
Mass Memory		
Restoration	48	30

Significance Rating: 8

DESCRIPTION: Philos was first a slave, then a thief, and eventually a physician in Roman-ruled Greece. He was recruited for the Time Wars and became a renegade at their conclusion.

This small, thin man is called a "weasle" by Time Corps agents who've encountered him. A witty and clever opponent, Philos cherishes his own hide above all else, and prefers to escape trouble by using brains, not brawn.

TURUK (assistant to Le Voleur) Alias Flavius Marcellus

STR	80	DEX	62	AGL	76
PER	40	WPR	62	PCN	38
STA	78	UMS	78	WNDS	15

Penetration Bonus: +20

SKILLS

Name	Rank	Score
Wrestling	MS	133
Dagger/Knife	MS	133
Polearm	MS	133
Short-handled Weapons	MS	133
Swords	MS	133
Equestrian	MS	114
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Automatic Rifle	EX	92
Long-barreled Gun	EX	92
Pistol	EX	92
Distance Running	Current STA score	
Historical Specialty	SP	80
(10958-9978 B.C., the Hill Lands, Earth, R-223)		
Outdoor Survival	MS	105
Stealth	MS	124
Swimming	Current STA score	
Tracking	MS	99

PARANORMAL TALENTS

Talent	Score	WPR Cost
Paranormal Memory	34	0
Significance Sensing	38	5

Significance Rating: 4

Continued...

second half of your mission. We'll get back to that. First, let's cover the TDW.

"Apparently, the wave was born in Augustan Rome, T-0, sometime during June of 12 B.C. Take a look at *this*." Bora hands you a tattered paper, trying not to mangle it with her huge, mittlike hands. "That's a betting ticket from the chariot races at the Circus Maximus in Rome, dated June 15, 12 B.C. Notice the ticket is printed with *Arabic* numerals, not with Roman numerals as our Paranormal Research Division tells us it should be. As close as we've pegged it, this introduction of Arabic numerals into Roman culture has created temporal chaos. In 12 B.C., Roman businessmen are going wild; suddenly they can master calculations and keep detailed records with ease. It's like Christmas to the Imperial government, too. Looking futureward, history books tell us that Mathematical science explodes—and much to the Romans' advantage. In 2010 A.D., the Roman Empire still thrives.

"Two SDS days ago, the Earth Specialty Division sent out a team to prevent this wave. The agents haven't been heard from since, and obviously, they did not succeed. Your first mission is this: hop to 12 B.C. shortly pastward of the ESD team's arrival. Then intercept the team, and abort their mission. *You* must take over their task of preventing the TDW. You have 18 SDS hours to accomplish this.

"The original mission team arrived at 6:00 a.m. Monday, June 13, 12 B.C. The location was three miles south of Rome, just off the Appian Way in a thicket of small trees. We'll send *you* in at 5:00 a.m.—an hour earlier that day. Your landing site lies 200 yards from the thicket.

"Now for mission number two, the Time Storm. When you abort the mission team in Rome, tell them to check their scooters for emergency instructions; they're preprogrammed. The team will depart to handle their part of the storm, and you'll take care of their original mission. Then you'll tackle the Time Storm as well.

"You have two objectives while on Time Storm alert. Your primary objective: find the Parallel, time, and place where this Time Storm erupted, and prevent the storm from starting. Secondly: make whatever repairs you can to the Parallels you visit along the way. This second objective actually may be the key to achieving the first; repairing damage enroute should make the storm easier to track to its origin.

"While you're on the first part of your mission, standard Time Corps regulations apply. Once you're on Time Storm alert, do whatever proves necessary to stop the storm. And don't come back to HQ until you're sure the Time Storm has been averted. We may not be here.

"That's about it. I'm afraid we've no time for historical briefings—reports aren't in yet and you've only got 20 minutes for surgery and outfitting before the launch. Here's a quick rundown of equipment assigned to your team; skim it now, and ask questions if *you must*." She hands each of you a computer-generated list. It shows the following for each agent:

- A TCA-4A chronoscooter, filled to a maximum of ten fuel pods. (That's enough for 20 time hops per scooter, total.)

- A Time Corps stunner loaded with eight shots, plus one additional clip. (Obviously, the Corps has had to ration ammo.)

- A Time Corps communicator.

- One chronobelt, good for two time hops. (The maximum range on this, as you know, is 24 SDS hours pastward or futureward. It can't take you between Parallels.)

- Two renegade pods per scooter. Each pod is preset for a one-way trip to the Prison Parallel.

- Enough antistun for five SDS days (per agent).

- One of each weapon you have a skill with, including mortars, but *not* including cannons, artillery, or aircraft. (Notice, however, that your TCA-4A are capable of space flight and fighter combat. Apparently, no ammo rationing has occurred in this area, so there's no need to worry about running out in midair.)

- Complete skill kits as needed for all skills.

- Roman disguises of your choice. "Choose your get-ups fast," comments Bora. "Somebody'll dress you during implant surgery."

- A massive language implant, making you fluent in all known languages. Bora says, "That implant will give you a headache for a few SDS days; learn to live with it."

In addition, the following is issued to your team as a whole: ● one Anomaly Field Generator ● one Loop Trap Avoidance Field Generator ● a total of \$40,000 in the form of gold bars and coins.

As your eyes hit the bottom of the page, Bora says, "Okay, you've got about 30 seconds for questions. Hurry up. I've got another team to brief." She glances at the side door, and it slides open to admit four alien agents. (Kleibors have innate skills in telekinesis.) Two 12-foot bears and three 8-foot brown lizards step inside. They glance at you haughtily, and one asks, "Gees, we aren't teaming up with *them*, are we?" Bora growls in reply and says, "No, they were just about to leave." The rear door opens and she points the way.

CM's Notes

Bora may answer PCs' questions to the best of her ability, but obviously, she's in a hurry to get this mission team launched. The Commander won't be too picky about additional equipment the PCs may request; use your discretion as CM to make Bora's decisions on these points.

Bora is a member of the Kleibor race. More information about this race is listed in the "Earth History Timelines" on page 29 of the *Guide to the Continuum*, and in the final adventure of this book. (Those who wish to know even more should see Pacesetter's STAR ACE® role-playing game.)

Trouble

If your players are unfamiliar with *Timetricks*, you'll have to explain several new concepts to them, especially what a Time Storm is, how to deal with displaced persons (p. 65-66), and how the new equipment works. Plan on taking at least one full hour for the players to get to know their characters, understand the concept of a Time Storm, learn what the new equipment can do, and absorb the information in Bora's briefing.

2. ARRIVAL

In this encounter, the PCs touch down at 5:00 a.m. on June 13, 12 B.C. Their exact landing site is shown on the map to the right.

Players' Text

The TCA-4A's function perfectly, adding only a slight twinge of nausea to the throbbing headache rendered by the language implants. Instantly, the frenzy of Time Corps HQ is replaced by a pastoral setting, which glows faintly in a pre-dawn light. A thicket of small trees surrounds your high-tech flying machines, and a flock of crows takes noisily to flight, protesting your intrusion. Their black, velvety forms drift out over the green-gold meadow beyond.

Across the meadow to the east, a small hill rises. Just beyond lies the famous Via Appia, or Appian Way, the major road linking Rome with important cities to the south. Rome itself lies about three miles north along this road—provided the Time Storm hasn't changed things.

About 200 yards to the north stands another small woods. According to Bora, the missing ESD team should arrive within it in precisely one hour. The readouts on your chronoscooters confirm that the time is 5:00 a.m., June 13, 12 B.C., Parallel T-0.

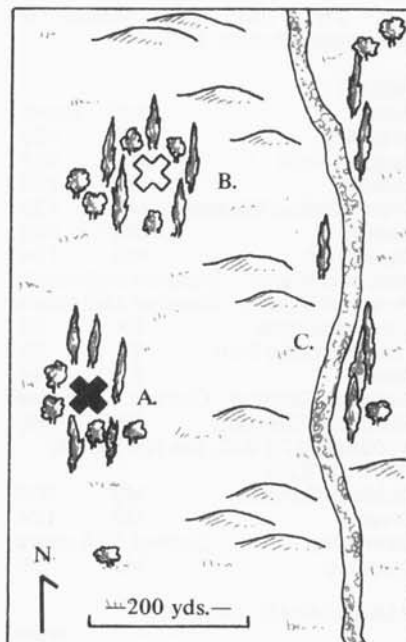
CM's Notes

Once the PCs have unloaded any equipment they wish to carry, and have set their scooters to "vanish," let them form any plan they like for spending the next hour.

Turuk continued...

DESCRIPTION: Turuk is a mound of muscle and fighting spirit uninhibited by higher cognitive functions. As a Time Warrior and now a renegade, he enjoys personal combat for the sheer joy of competition and the kill, just as he did when he was a barbarian warrior among the ancient Hill People of his Earth on Parallel R-223.

Turuk talks little and listens less. He is, however, fanatically loyal to Le Voleur, who after several years has managed to teach this brute Significance Sensing so Turuk could be somewhat selective in choosing his victims.



THE LANDING SITE

A. PCs' arrival site, 5 a.m.

B. ESD Team's arrival site, 6 a.m.

C. The Via Appia

They'll probably look for an enemy ambush set up to greet the missing ESD team. PCs who check around the meadow see nothing unusual; the field is empty except for grasses, flowers, and insects. Sunrise is about 30 minutes away.

PCs who climb the hill to check the road can see minor traffic far to the south. A faint clatter of animals and carts accompanies the small human shapes. Farmers and merchants are heading into Rome, where they'll set up booths and hawk their wares in the city's marketplaces. If the PCs wish to talk to these people, tell them the travelers are still quite a distance away; PCs who head south to meet them will miss the arrival of the ESD mission team. If PCs insist on going to speak to these common people, improvise a conversation using the information in Encounter 5 below as a guideline.

Trouble

PCs may want to time hop ahead to 6:00 a.m., or some time very close to that, rather than "waste" an hour waiting for the mission team. That's fine; let them. Remember, though, to check for personal and chronoscooter damage beginning with the third time hop, as explained on page 14 of *Timetricks*.

3. SCRATCH ONE MISSION TEAM

This encounter occurs at 6:00 a.m., one hour after the PCs' arrival in 12 B.C. Use it only if one or more PCs are on hand to greet the arriving ESD mission team.

Players' Text

The air suddenly begins to shimmer in the woods, accented by a strange series of "pops." The ESD mission team has arrived, right on schedule. The six people on the chronoscooters look for all the world like a typical upper class Roman family. The older couple—a man and a woman—are well dressed and aristocratic in bearing. One strong, robust young man, apparently a son, is accompanied by a male slave. The slave clearly acts as a bodyguard, since he wears armor and carries weapons. Completing the picture are two young women, presumably daughters. Were it not for the high-tech TCA-1A scooters beneath them, the group would seem perfectly at home in 12 B.C.

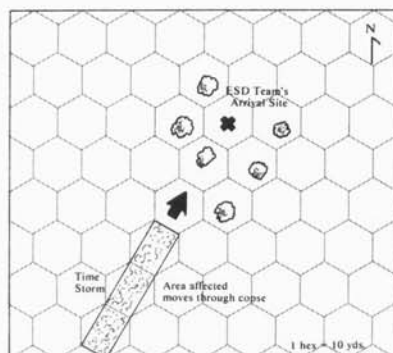
CM's Notes

The NPC agents immediately begin to unload equipment, preparing to set the scooters to "vanish." Upon seeing the PCs in Roman costume, the agents assume that actual Romans have observed their arrival. "Uh oh," says the "father" in 72nd century Universal. "Spotted already by natives. Stun them, and we'll do some memory restorations." The eldest daughter laughs. "Hope this isn't some kind of an omen," she replies. "We're off to a great start."

Give the PCs about one minute of game time to approach the NPC mission team and explain their new orders. Upon hearing they have somehow failed to stop the TDW (futureward), the son mutters, "Terrific. Wonder how we'll mess up—or *have already* messed up, I guess. Do any of us die on this mission, or don't you know?"

When the son asks this question, *tell each player to roll a general Perception check for his or her character*. Characters who pass the check notice a strange sight in the meadow. Flowers and grasses are growing, blooming, dying, and then growing again, all in a matter of seconds. This strange effect covers a rectangular area in the meadow about 30 feet wide and 90 feet long. The entire area is advancing rapidly toward the woods; in seconds, it will arrive. None of the NPC agents notices this phenomenon.

The TDW has no connection with the freakish meadow. Instead, the Time Storm has arrived, brushing only a small portion of Parallel T-0. The PCs have one round to take action. At the end of that round, the Time Storm hits the exact area first occupied by the NPC agents and their scooters (see the accompanying diagram). All characters and chronoscooters hit by the Time Storm instantly



vanish—including PCs. In a few seconds, the Time Storm effect stops; the storm has passed.

If any characters escape the storm's path (by getting out of the way), they now know why the ESD team failed to avert the TDW; the team vanished before it even got started. Remaining PCs should give any remaining NPCs their new instructions. The NPCs hasten to leave; they have no desire to stay in Rome and want to begin fighting the Time Storm. If necessary, the NPCs use their own chronobelts and loopers to leave. (If their scooters were lost, for example, they might time hop to recover them.)

A player character using Temporal Tracking to track missing PCs can obtain the following results: ● L = The PCs went to Parallel A-1023 within one turn of "the first turn of summer." ● M = The characters went to Parallel A-1023 at the start of "the first turn of summer." ● H = Same as M, plus "the characters are somewhere near the mailbox." ● C = The characters went to Parallel A-1023, arriving "on the highway near the mailbox at the start of the first turn of summer."

If a PC uses Temporal Tracking to track lost NPCs, he or she quickly learns the following: the storm swept each NPC to a different Parallel, so each must be tracked individually. Furthermore, these agents were separated from their chronoscooters, and Temporal Tracking cannot locate machines. If a PC insists on tracking the NPC agents, generate their locations randomly, adapting the method given in the Introduction for tracking ripple effects.

If any PCs were carried off by the Time Storm, tell players with agents on T-0 to put their characters "on hold" for a few minutes. Then go immediately to Encounter 4, and run it for the PCs caught in the storm. (Players with characters on T-0 need not leave the room.) At the end of Encounter 4, the PCs should be reunited, but let the players discover this on their own.

Encounter Background

Each of the NPC Time Corps agents has a significance rating of 50. This statistic comes into play only if the PCs kill one of these agents.

Trouble

It is possible the PCs may misplay the initial contact with the NPC agents and get into a fight with them. If they do, remember that both groups have antistun. If at all possible, however, avoid a bloody confrontation between these groups. As soon as a serious fight starts, make sure that at least one PC notices the Time Storm effect racing across the meadow toward the group.

The NPC agents are standard NPCs with Expert level skills in Time Corps Stunner, Dagger/Knife, and Swords, which are the only weapons they have available for use in the event of a fight.

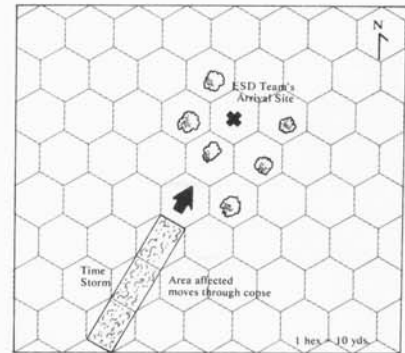
4. A BRAVE NEW WORLD

Only PCs hit by the Time Storm in Encounter 3 experience this encounter. Storm victims suddenly find themselves on Parallel A-1023, a strange and gamelike world filled with vicious cartoon "wabbits."

Players' Text

Whirling helplessly in a black, disorienting void, you tumble and careen past countless other writhing, spinning beings. Some are alien, some humanoid, but all are panic-stricken and powerless. Their screams are deafening, though it is difficult to separate the cries of other victims from the piercing howl of the tempest itself.

But suddenly, solid ground rises up and smacks the bottom of your feet, tossing you to your knees. Your hands scrape against warm gray asphalt. You've landed on a road, sans chronoscooter, but with everything you carried on your person intact. Just a few feet ahead stands a rural mailbox, mounted on a pole in the road's gravel shoulder. Beyond the mailbox lies a woods, lush and vivid green. Clearly,



BIG CHICKEN

STR 52 DEX 54 AGL 60
 PER 62 WPR 40 PCN 50
 STA 56 UMS 56 WNDS 13
 Penetration Bonus: +05

SKILLS

Name	Rank	Score
Polearm	EX	86
Short-handed Weapons	EX	86
Long-barreled Gun	SP	69
Cannon	SP	67

Significance Rating: 50

this is not a scene from T-0: everything has the vibrant, unreal quality of a television cartoon. Behind the mailbox stands a 6' 6" chicken, eyeing you with a puzzled expression. A large truck with a semitrailer is barreling down the highway at over 80 m.p.h. The truck is to your right and less than 100 yards away. What do you want to do?

CM's Notes

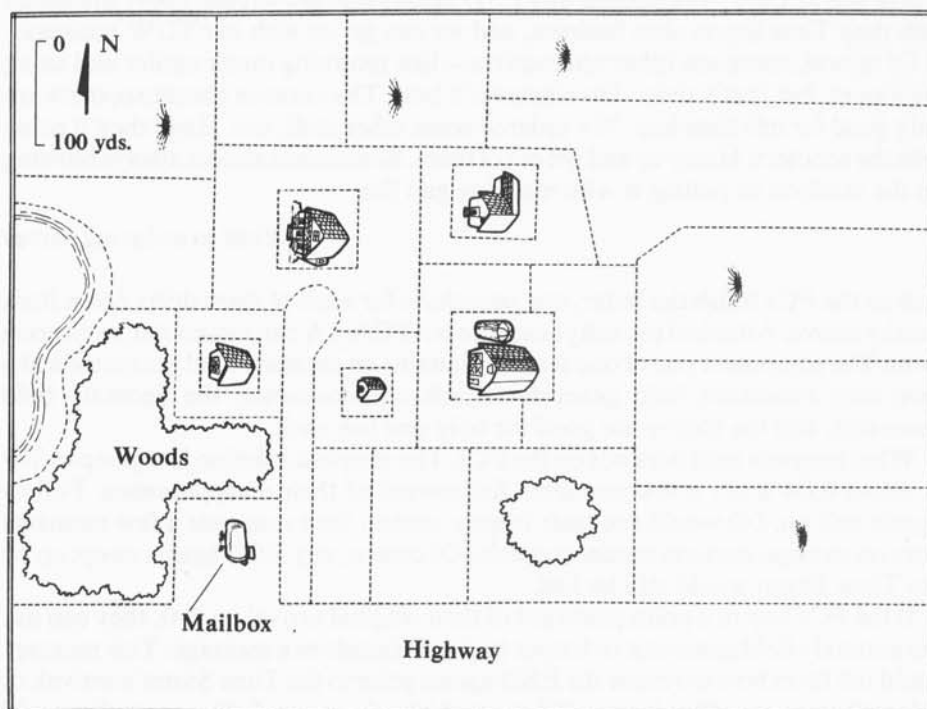
Use the accompanying map to keep the action straight in this encounter. Clearly, the PCs' best move is to dive straight forward, toward the mailbox. PCs who move in any other direction are automatically hit by the truck for 125% catastrophic damage. Those who dive or roll forward must pass a general Agility check to escape the vehicle's path.

The semi startles the chicken by the mailbox. "Bawk! That was close!" squawks the fowl after the truck has rumbled past. The chicken approaches with a comic, friendly grin, bobbing with every step. "Bawk-bawk. You all right?" it asks the PCs. "Are you friends of the Farmer, bawk-bawk? Need any help?"

Give the PCs a few moments to talk with the chicken. It's friendly but stupid. The creature introduces itself as "Big Chicken, a friend of Farmer Brown." The surrounding area—in fact, the entire world as the chicken knows it—is simply called "the Farm." Big Chicken has no notion of any reality beyond the Farm.

After a few moments of friendly interaction, Big Chicken says, "Hey! Bawk-bawk. I remember now. I'm supposed to give you funny-looking humans a message. What was it? Oh, yeah! There's a letter for you in the mailbox. Funny, you look exactly like some people I met last month. Anyway, better get that letter fast. The mailbox isn't a very safe place to hang around."

As if to prove the truth of this last statement, an enormous axe suddenly materializes out of thin air about 30 feet above Big Chicken's head. PCs who pass a Perception check see the axe appear. Roll for surprise, then for initiative normally. Big Chicken is automatically surprised, and spends the round exclaiming, "Bawk!



Bawk-bawk-bawk bawk...Aaaaak!" as he spins in one place like a wobbling top.

The axe drops directly toward Big Chicken's head. If no PC has moved Big Chicken—by pushing, shoving, or whatever—the axe simply decapitates Big Chicken as it falls. Big Chicken's head gives a final shriek, its body staggers off a few steps, and then body, head, and the axe all vanish.

PCs who go to the mailbox find a letter inside. The envelope is addressed simply, "Time Storm victims." If the PCs open the letter, read the following. (Make some small adjustments if only one PC was caught by the storm. Usually, the "we" can stand; the letter is from the PC, written futureward, and left through the use of an anomaly field generator.)



Last month of spring

Time Corps agents,

Hi. Having a wonderful time, but wish we weren't here. Left you this note to save you time, worry, and death. So don't mess up and die before you can do what this says. That would certainly be a disappointment.

Anyway, you're on Parallel A-1023. It's a dangerous, vicious place, and you should leave as soon as possible. Of course, you're wondering *how*. No problem. It took almost a week to learn this, so here's a speed course in A-1023 survival techniques: the mailbox is the key. You can mail order anything from someplace called the Acme Company. And that means *anything*, chronoscooters included. After a few hair-raising adventures—don't worry, no one's dead—we placed an order (you too, of course). Then we jumped one turn (that's one month in this Parallel) pastward of when we—that's you—landed on the highway. Confused? Well that's because you've done all this, but you haven't done most of it yet, and if all goes right and you get of there, *you never will*. Got it?

To make a long story short, the scooters are on their way. Had them shipped special delivery, too. If the chicken gave you the message to look in the mailbox, the scooters should be arriving in a parachute drop right about now. Use them to go back to 12 B.C. Rome on T-0, *pronto*. If you pop in at about 6:04 a.m., the Time Storm will already have passed, any ESD agents who are left can abort and get on with their Time Storm alert business, and we can get on with our TDW business.

Of course, there are other alternatives—like returning much earlier and using the looper, but that's risky. Do whatever's best. The cartoon chronoscooters are only good for one time hop. We ordered some other stuff, too. Hope they'll come with the scooters. Hurry up and get out of there. Someone is almost always blowing up the mailbox or pelting it with machine gun fire.

Your ever-loving selves

Just as the PCs finish the letter, one parachute for each of them drifts down from the sky above. Attached to each parachute is a TCA-1A chronoscooter, in cartoon form. The equipment pod of one scooter contains an anomaly field generator and a loop trap avoidance field generator. Each chronoscooter, the anomaly field generator, and the looper are good for only one use each.

What happens next depends on the PCs. The simplest solution is to jump to T-0 at about 6:04 a.m., a few moments futureward of their disappearance. Fellow agents still on T-0 would see their friends vanish, then reappear a few moments later on strange, cartoon chronoscooters. Of course, any ESD agents swept up by the Time Storm would still be lost.

If the PCs hop to a point pastward of their original arrival on T-0, they can use the anomaly field generator or looper to give themselves a message. This message could tell them how to rescue the ESD agents prior to the Time Storm's arrival, or at least how to avoid having any PC agents hit by the storm. In this case, play could proceed from that point forward. Any ESD agents on T-0 should still be aborted and put on Time Storm alert, and the PCs should get on with their mission in ancient Rome.

STANDARD ROMAN SOLDIERS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Dagger/Knife	EX	80
Swords	EX	80
Thrown Weapon: Spear	EX	80

Significance Rating: 5 each

DESCRIPTION: Standard Roman soldiers wear a mail corselet (AR 45) protecting the upper and lower torso, and a helmet (AR 15). Each carries a large shield, a short sword called a gladius, two short throwing spears, and a dagger.

The Roman soldiers are loyal to the Emperor and laws of Rome. They resent the intrusion into their everyday world of "Caponicus" and his men, and despise Capone's apparent influence over the Emperor. Though the soldiers are not yet on the point of revolt, and generally obey the standing order not to interfere with Capone's thugs, they secretly desire nothing more than to skewer these gun-toating scum on proper Roman swords and spears.

ENCOUNTER 5: Standard Roman soldiers wear a mail corselet (AR 45) protecting the upper and lower torso, and a helmet (AR 15). Each carries a large shield, a short sword called a gladius, two short throwing spears, and a dagger.

The Roman soldiers are loyal to the Emperor and laws of Rome. They resent the intrusion into their everyday world of "Caponicus" and his men, and despise Capone's apparent influence over the Emperor. Though the soldiers are not yet on the point of revolt, and generally obey the standing order not to interfere with Capone's thugs, they secretly desire nothing more than to skewer these gun-toating scum on proper Roman swords and spears.

Encounter Background

Big Chicken has a nominal Significance Rating of 1, but only if the PCs kill it; the chicken's life or death as a result of the chicken axe makes no difference to history on A-1023.

5. ON THE VIA APPIA

Use this encounter when the PCs travel north on the main highway to Rome. Presumably, this should happen shortly after 6 a.m. If the time is much later, modify the Players' Text accordingly.

Players' Text

Early morning traffic on the Via Appia is picking up, but it's still sparse. Passing nearby are three groups of travellers: a merchant with his pack horses and guards, a farmer with two slaves and a cart of vegetables, and three Roman soldiers, all still a bit drunk after a wild night somewhere south of the city.

In the distance to the north, Rome stands majestic in the morning light. It should take about one hour to reach the city on foot.

CM's Notes

Neither the farmer and his slaves nor the merchant and his guards have any information of interest to the PCs. The merchant, a Syrian, has been away from the city for over a year. If questioned, he tries to sell the PCs several bolts of fine blue cloth, asking an inflated price of 5 gold shekels per bolt. The farmer is a local resident, but prefers the quiet of his farm to the hustle and bustle of city life. He enters the city only when necessary on business, and then he tries to leave as soon as possible. He is a quiet type of man, who prefers to mind his own business, and hopes others will do the same.

The soldiers, however, are a gold mine of information for the PCs. Any PC who walks within 30 feet of the soldiers and passes a general Perception check can overhear one of them saying, "Remind me to find that scoundrel Flaccus today. He owes me eight sesterces, and I plan to bet them on the chariot races." PCs who approach the soldiers find themselves in a friendly conversation soon enough. The soldiers can provide the following:

1. Betting on the chariot races is a lot more fun now that the Emperor has put "The Big Fella" in charge. (The English name "The Big Fella" contrasts comically with the Latin tongue of the soldiers.)

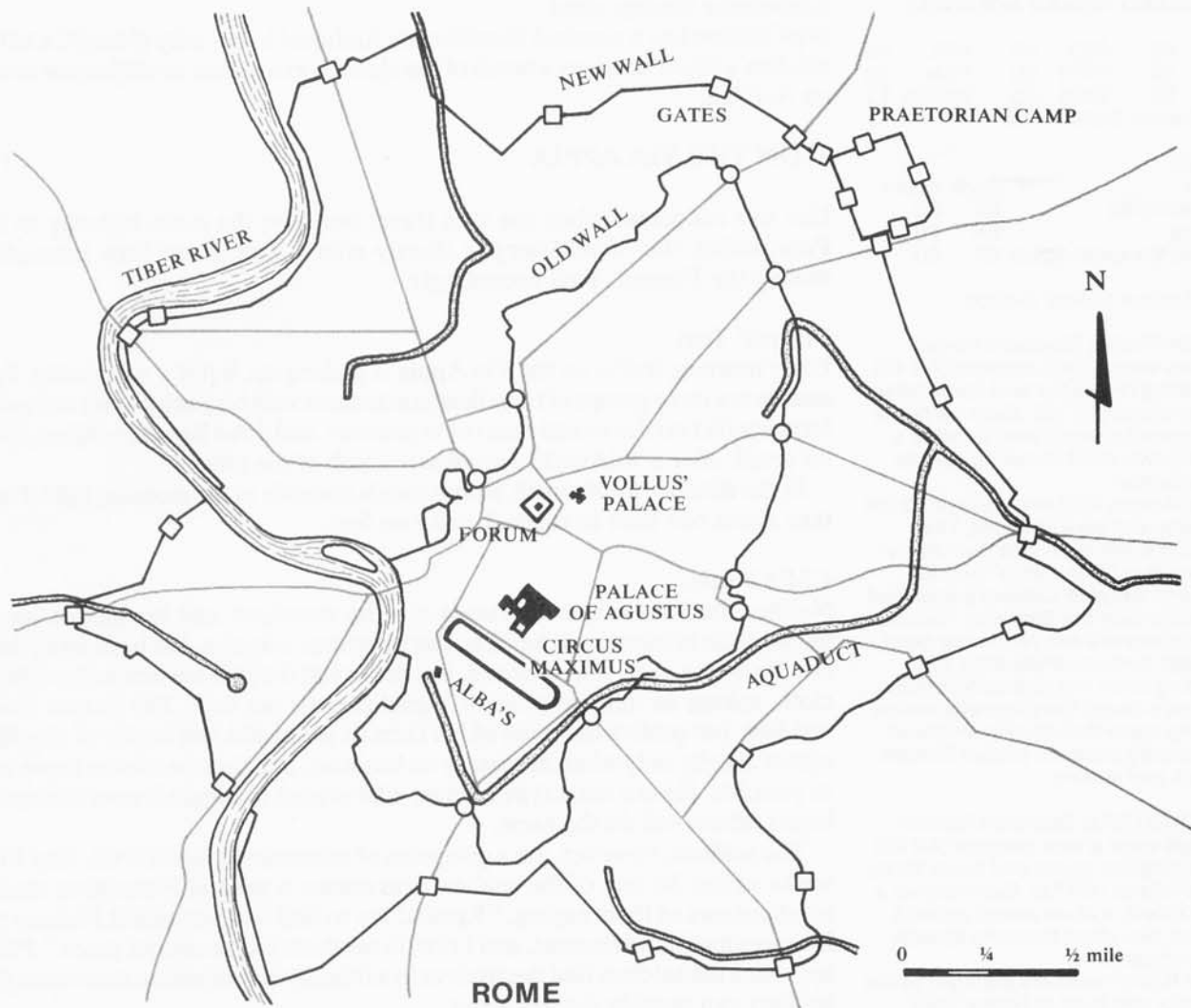
2. Still, The Big Fella is not a good Roman; he takes advantage of the Emperor's favor, and his hoodlums roam the streets at will, committing all manner of crimes. First, they terrorized the innkeepers of the city into joining some kind of "association," and now they're doing the same to the slave merchants.

3. The Praetorians would be willing to put an end to both The Big Fella and his bands of thugs, but the Emperor won't allow it (for what reason, the soldiers cannot imagine). If Augustus would only give the word, the Praetorians would show The Big Fella that magic thunder sticks cannot stop a cohort of determined Roman troops.

4. Common people seldom see The Big Fella, and only the high-ranking aristocrats of the city know his true name.

5. According to rumors, The Big Fella gets his thunder sticks and magic chariots from a sorcerer in Sicily. If questioned about the so-called "thunder sticks," the Romans do their best to describe a Thompson submachine gun, although to them, this weapon is simply a magic stick that thunders, flashes fire, and spreads death.

While this conversation continues, the PCs hear a loud "Aroooooah!" from behind them—the sound of an old car horn. Animals and men, including the three soldiers, instantly dive for the sides of the road. Give the PCs one round to get out of the way before one of The Big Fella's magic chariots—a 1932 Dusenbergs modified with four-wheel drive for use on the primitive Roman roads—roars by at



Circus Maximus:

This large stone arena is the key site for Roman gladiatorial games and chariot races.

The Forum:

Set in the heart of Rome, this small, open area serves as the focal point of intellectual, political, and economic life. It is here that goods, information, money and power often change hands.

Palace of Augustus:

This magnificent palace is the residence of Caesar Augustus (Octavian).

Praetorian Camp:

This is actually a small fort where the Praetorian Guard lives. The Praetorian Guard is the Emperor's key force and personal legion.

35 miles per hour.

PCs who pass a general Perception check notice that a chauffeur drives the motorcar. Sitting in the passenger compartment are four grim-faced men clad in dark pinstripe suits, white shirts, black ties, and black fedoras. The PCs have no time to interfere with the car or attack its occupants.

As the shining Dusenbergs rumble farther down the stony road, swerving now and then to avoid startled animals and their droppings, the soldiers help restore order among the panicked travelers. The car was simply “a magic chariot of the Emperor,” they explain. (As loyal servants of Augustus, the soldiers consider most things to be his possessions.) Actually, the Dusenbergs are carrying four of Capone’s men back to Rome from Naples, where they have been organizing gambling in that city.

As the PCs near Rome, the Via Appia becomes lined with hundreds of crosses, upon which hang criminals sentenced to death. A few soldiers guard the scene. Thirty or 40 of the sentenced have already died upon their crosses. Others moan and scream, some of them pleading for water, which no one brings. The travelers are indifferent. Now and then someone arrives to claim a body, an event which involves little ceremony.

6. BETTING AT THE CIRCUS MAXIMUS

When one or more PCs visits the Circus Maximus, the following occurs. See the maps on pages 16 and 19 for locations.

Players’ Text

A steady stream of pedestrian traffic—young and old, rich and poor alike—flows through a strange wooden extension built onto the front of the Circus Maximus near the main entrance. Those exiting this structure carry small slips of paper in their hands. Patrons still waiting to go inside chatter excitedly among themselves. A few of them pore over a tabloid newspaper with the title “Chariot Racing News.”

Near the entrance lounge, four men lean cockily against the wall, their felt fedoras tipped to shield one eye. In their pinstripe suits, the men create a portrait straight from the American 1920s—Roman surroundings notwithstanding. One man takes a long drag on a small white cigarette, which lacks a filter tip. All four carry Thompson submachine guns, displaying them openly.

CM’s Notes

This is the first week of betting under The Big Fella’s system at the Circus Maximus, and the crowd already loves it. Racing fans can bet on a driver or team to win, place, or show. The minimum bet is one sesterce; bets of more than one gold talent (3,000 gold shekels) require “management approval.”

Conversation among the people waiting to place bets centers on the upcoming races on June 15 (two days later). Everyone has a system for picking the winners, and almost anyone the PCs talk to offers them a “hot tip” on one of the races.

Copies of the “Chariot Racing News” are on sale for the equivalent of a nickel. This printed paper gives all the latest news about the drivers and horses in the upcoming races, and lists the odds given by the track on each entrant in each race. PCs with Gambling skill who study the paper realize instantly that while the system is basically honest, the operators cannot fail to make a fortune.

PCs who stand in line for about 20 minutes eventually reach a betting window. The men behind the betting windows speak Latin to the crowd, but English gangster slang to one another. They wear the common Roman garb of the period, with one exception: each also wears a visor with a green plastic eyeshade. They gladly answer any questions the PCs might have about how to place a bet, what the given odds are, and so on, but they refuse to answer questions about The Big Fella or his organization. In return for placing a bet, the PCs receive a betting slip, which is printed in Latin but uses Arabic numerals, just like the one they saw back at HQ.



The four pinstripe thugs near the entrance are guards (standard Capone organization NPCs). Each has been dosed with antistun. They make sure the money from the betting windows is delivered on schedule to The Big Fella's villa, located near the Emperor's palace (see the map of Rome). They won't answer questions about their work or The Big Fella, except to say "he's been around for quite a while." About the gambling operation, they may simply respond, "It just opened up this week." For the most part, the thugs are men of few words, answering inquiries with a sneer and a curt "Who wants to know, Bub?" or "It's none-a yer business, Mac."

Trouble

If the PCs start a fight here, four thugs from the gambling offices join the guards near the entrance. All eight will shoot to kill with their submachine guns, and they aren't shy about firing full automatic bursts into a crowd. Not even unconscious PCs are safe from additional fire. However, if the PCs put up a good fight, and any manage to escape, the Capone organization is impressed; they contact surviving PCs as detailed in Encounter 8.

7. DAYTIME IN THE FORUM

The Forum, a grand-scale meeting and market place, is the center of Rome's economic, political, and intellectual life. If PCs wish to buy supplies or gain information, this is the place to come. The following occurs if PCs arrive during daylight hours.

Players' Text

The Forum is crowded today. Dozens of shouting merchants compete with one another for the attention of the buying crowd. Visitors mill through the square like currents in a sea, wearing the bright flowing robes of foreigners or the traditional white tunics and togas of Romans. Pungent scents of spice, fruit, and incense linger heavily in the air, accenting the smell of beasts and manure. At the booths, buyers can sample hundreds of delicacies and fineries from all over the Roman Empire. Clearly, this is the heart of the city, where both wealthy and poor come to see and be seen.

Just ahead, a line of twenty chained slaves stands near an auction block. An old Egyptian slave merchant harangues onlookers about the quality of his wares. A major slave auction is about to begin. But before the first bid is made, a harsh, discordant blast from a motorcar horn drowns out the old auctioneer. The crowd parts in panic, and another of The Big Fella's magic chariots screeches to a halt.

Four goons in pinstripe suits pile out of the idling car. The driver remains at the wheel. The four men quickly surround the old slave merchant and thrust him upon the auction block for all the crowd to see.

The largest goon bellows an ineloquent speech. "This old Egyptian here has refused to become a member of the Greater Roman Slave Merchants' Protective Association. You people shouldn't do no business with him, on account of it ain't healthy... for him, or for you. Here's a little sample of whatcha might call 'the non-joiners' disease.'" The goon's three companions produce .45-caliber automatic handguns, and begin pistol-whipping the merchant. Blood oozes from the old man's parched skin.

CM's Notes

This encounter is designed to bring the PCs into conflict with some common thugs from Capone's organization. The agents have no chance to escape the scene, because the crowd, although terrified, has pressed into a tight, circular mob around the auction block, watching anxiously. The PCs cannot squeeze past.

If the PCs intervene when the beating has just begun, the goons fire upon them with the .45s. Run the combat normally, noting that the fifth thug, who sits in the

CAPONE THUGS & GOONS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handed Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

ENCOUNTER 6: Eight thugs, each carrying a Thompson submachine gun with a 50-round drum, one blackjack. All with antistun.

ENCOUNTER 7: Five goons. Driver with Thompson submachine gun, 50-round drum. Other four each carry .45 automatic pistols with 1 clip loaded, 1 extra clip. All with blackjack, antistun.

car with a Thompson submachine gun, may join in to help his friends.

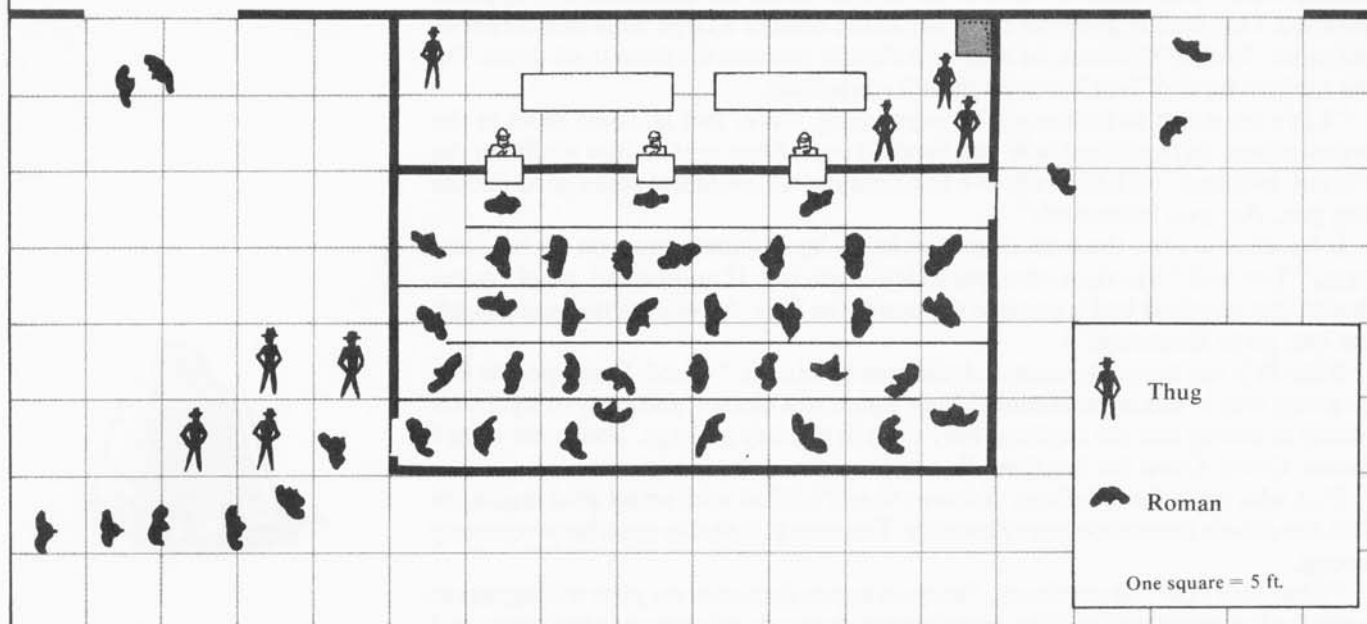
If the PCs hesitate, however, (as is likely) a group of soldiers steps out of the crowd and commands the thugs to stop. The speech-making goon retorts, "You have no authority here. The Emperor himself has given us a free hand in this city." The Roman officer is enraged, and shouts, "What great Caesar says is one thing. What he truly wants for the welfare of Rome is another. And you're about to learn that lesson!" The officer orders his men to charge, which they do, with short swords drawn. The thugs open fire. If the PCs do nothing, the five soldiers die quickly in a hail of bullets.

After the soldiers have fallen, the largest thug addresses the crowd again. "You people gotta learn to show respect for The Big Fella, *and* for us hard-working public servants who work for him. I think you still need a lesson." With that, the thugs "randomly" select a victim from the crowd. The victim is a PC. Unless the other PCs stop them, the three thugs beside the speaker surround the chosen agent and drag him (or her) onto the auction block. The fifth thug steps out of the car, brandishing his submachine gun. Clearly, he will perform the execution. The crowd is paralyzed by fear and morbid fascination.

Presumably, the other agents will try to prevent their companion's slaying. Handle the action normally. The crowd provides no assistance. If the fight begins to go against the thugs, they attempt to flee in their automobile, careening recklessly through the Forum. (But the PCs may actually gain possession of the car if they're clever.) If the player characters capture a goon alive, they can eventually force him to relinquish the following information:

1. He (and the other thugs) are afraid to talk. All of The Big Fella's employees take an oath of silence. Breaking that oath calls for a punishment of death, or worse.
2. The Big Fella is trying to take over all the slave trade in the city. He already has the gambling and inn trades pretty well sewn up.
3. Most thugs under The Big Fella's employment were simply street criminals

THE CIRCUS MAXIMUS



before the gangster's organization recruited them. The Big Fella provides clothes, weapons, magic chariots, a secret language that only his thugs know how to speak (English), and a special drug that all employees take. The drug is to "help protect us from the Time Feds." No thug really understands what "Time Feds" are, but it's believed that they are enemies of The Big Fella and his friend, Senator Vollus.

4. The villas of both The Big Fella and Senator Vollus are always heavily guarded. Both residences are off limits to all but selected employees of the organization.*

Thugs who survive this fight (but don't escape) are impressed by the PCs' prowess. They offer to contact the organization and see if the PCs could be recruited, in exchange for their lives and freedom.

* The Big Fella doesn't really have a villa of his own. He always stays with Le Voleur, though not all of his lackeys are aware of this.

8. THE HEAD OF QUINTUS ALBA

Use this encounter as quickly as possible after the fight at the Forum. It can occur anywhere the PCs happen to be.

Players' Text

"Hey, you!" cries a boyish voice. "I've got a message for ya." A small street urchin, about ten years old, stands at a distance, shouting. "Yeh, you!" he continues, acknowledging your gaze.

"There's a man at the inn down the street. He says you fight pretty good. He says if you want to make some real money, he says if you want to be on the inside, you meet him there in the tavern, in 10 minutes. He says if you *don't*, it's not so good."

The child turns and runs quickly away.

CM's Notes

The child is telling the truth. The inn is plainly visible just a short distance down the narrow street. The child has no other information, even if captured by the PCs. He was simply paid a sesterce to carry a message to the PCs from one of "The Big Fella's men."

The inn or tavern is small, dark, and dirty, consisting of only one room on the ground floor. Aside from a slave in the kitchen area, the establishment appears deserted. One man in gangster dress sits at the head of a large table in a corner of the room. As the PCs enter, he rises and silently gestures for them to sit down. On the table in front of him lies a satchel-like briefcase.

"Let's get down to business," he says curtly. "We, that is, some of us in the organization, have noticed how you handled yourselves in that little scuffle in the Forum. Not bad, not bad at all. We think maybe we could use some good people like you. Are you interested?"

If the PCs say no, the man simply picks up his briefcase, puts on his hat, and says, "Too bad." He then attempts to leave the inn. If questioned, he of course denies that anything bad is going to happen to the PCs. As soon as the man has left the inn, go to Encounter 9.

If the PCs say they *are* interested, the man continues. "Good. Smart people can go a long way in this organization. There's plenty of money, and a guy or a gal with plenty of money can get anything they want in this day and age. You know what I mean? Good. Open the briefcase."

PCs who open the briefcase discover that it's filled with small gold ingots. In fact, the case is almost too heavy to carry. The man at the table must be deceptively strong.

"That's for you," he continues, "as soon as you demonstrate your willingness to work for the organization. The organization demands two things: obedience, and



CAPONE "BUSINESSMAN" THUG

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handled Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

ENCOUNTER 8: Man carries a .45 automatic pistol with one clip loaded, one extra 8-shot clip; one blackjack in coat pocket; antistun.

silence. We'll see how good you are at obedience, first.

"There's a certain senator who has been causing political problems for Senator Vollus. Senator Vollus happens to be very friendly to the organization. He's one of our chief contacts with the Emperor, among other things. So, anyway, this certain senator is making himself a real pain in the neck, you know what I mean? We'd like him to *get* a pain in the neck, a fatal one. Bring me this guy's head, here, in a sack, by sundown tonight. If you do, the money's yours, and you're in the organization. I can make arrangements for your invitation to a party at Senator Vollus' place tonight, where you can meet The Big Fella himself. What do you say?"

If the PCs agree to take this job, the man can provide the following additional information:

1. The victim is Senator Quintus Furianus Alba. Instantly, each PC should recognize this name. Senator Quintus Furianus Alba was recruited by the Time Corps several years futureward and is a Timemaster/9! In fact, it was Alba who wrote the section on Rome in the *Guide to the Continuum*, which all rookie agents receive.

2. The organization will settle for nothing less than the actual, physical head of Quintus Alba as proof that the job has been done.

3. The hit is a rush job. The Big Fella wants to make a present of Alba's head to Senator Vollus at the party tonight.

4. Alba's personal residence is located not far from the Forum. (The man provides directions. Show the PCs this location on the Rome map, if you'd like.)

5. The PCs *must* bring the head back to the inn by sundown. If they fail, another group will have to do it, and The Big Fella will be upset and disappointed. That would be unpleasant for everyone concerned, the man says.

The man answers questions for the PCs about the job to the best of his ability. He will not reveal more about the organization or The Big Fella.

If the PCs have accepted the job, go to Encounter 10, "Killing Quintas Alba."

Trouble

If the PCs attack this man, he fights back with a .45-caliber automatic pistol. He carries one extra eight-shot clip, and (like all Capone's men) has been dosed with antistun.

If the PCs attack this thug, refuse the job, or otherwise indicate that they don't intend to cooperate with The Big Fella's mob, the organization puts them on its immediate hit list. Plans for this hit have already been made, and will be put into effect automatically if anything goes wrong in this encounter. Go to Encounter 9.

CAPONE GOONS

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handled Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

ENCOUNTER 9: One goon for each PC. Each carries a .45-caliber automatic pistol with one clip (loaded), one blackjack, and one Thompson submachine gun with a 50-round drum. Antistun.

9. A TIMELY HIT

If the PCs don't cooperate with The Big Fella's organization, a hit team tracks them down. Improvise time and place, but try to run the attack very shortly after Encounter 8. No players' text is provided.

CM's Notes

The hit team consists of one standard thug for each PC. Each thug is armed with a Thompson submachine gun with a 50-round drum, and a .45 automatic pistol. In addition, the goons are all dosed with antistun. The thugs have one car available to them for a team of up to four hit men; if the team has more than four men, they have two cars at their disposal.

The thugs seek out and attack the PCs wherever the agents happen to be. The hit team is not worried about interference from any type of law enforcement group, so the hit could take place on the street in broad daylight.

The thugs attempt to gain surprise on the PCs; after that they simply blast away until the PCs are dead. If the PCs offer any serious resistance, the thugs fight intelligently, taking cover, concentrating their fire on the most obviously dangerous PCs, and so on.

The fight continues until either all the PCs are dead or have escaped, or all the hit men are dead or held captive. Captured hit men can tell the PCs that The Big Fella is tonight's guest of honor at Senator Vollus' party. In addition, the PCs can learn that The Big Fella doesn't know of their presence personally yet; so far, all organization activity with the PCs was ordered by subordinates. The captives can give the PCs no other useful information.

Trouble

The PCs may try to escape the hit by using their personal chronobelts. Remember, these are limited to hops of a maximum of 24 hours pastward or futureward. Clever PCs may hop just a few minutes futureward: those who do find their attackers milling about, confused, and searching for them. The fight continues as soon as the PCs are spotted.

PCs who survive this fight will probably attempt to crash the party at Senator Vollus' residence. Go to Encounter 11.

10. KILLING QUINTUS ALBA

Use this encounter if and when the PCs have told The Big Fella's organization that they will kill Senator Alba.

CM's Notes

This encounter covers the most likely plans the PCs might formulate to fake the murder of Senator Alba, and the possibility that they might actually kill him.

First, the PCs may decide to obtain a human head which can be disguised to look like that of Quintus Alba. Particularly clever agents should remember the crosses on the Via Appia south of Rome. By Roman custom, a family member or almost anyone else could claim the body of a crucified criminal. If the PCs take this option, they will have an easy time of it; no one will interfere with their actions as long as they appear normal and reasonably sane.

STANDARD CAPONE HOODS, THUGS, & GOONS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13

Penetration Bonus: +05

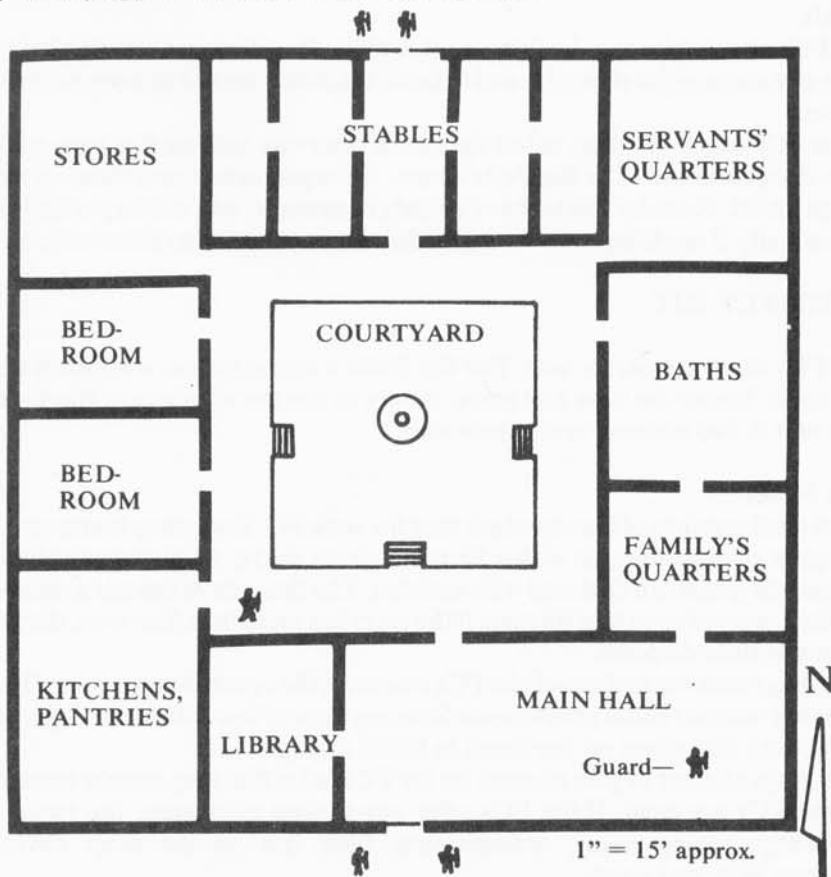
SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handled Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

DESCRIPTION: Capone has large numbers of these hoodlums in Rome. All are native Roman lowlifes who wear pinstripe suits, black fedoras, and speak English slang among themselves—compliments of Le Voleur. They are particularly proud of their positions in the Capone organization, and are fanatically loyal to Capone himself, whom they know as "Caponicus."

All thugs have been dosed with antistun. Most carry .45-caliber automatic handguns and blackjacks. When noted otherwise, they may also carry Thompson submachine guns.



Left: ALBA'S VILLA

ALBA'S ROMAN GUARDS

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13
Penetration Bonus: +05

SKILLS

Name	Rank	Score
Dagger/Knife	EX	80
Swords	EX	80
Thrown Weapon: Spear	EX	80

Significance Rating: 5 each

ENCOUNTER 10: Standard Roman soldiers wear a mail corselet (AR 45) protecting the upper and lower torso, and a helmet (AR 15). Each carries a large shield, a short sword called a gladius, two short throwing spears, and a dagger.

The PCs may visit the residence of Quintus Alba, either openly or surreptitiously. (See the accompanying map.) After all, it would do no good to have the real Alba show up, head intact, after the PCs deliver a false head to the organization. Alba is at home, under the protection of his guards. To gain open entrance as guests, the PCs must concoct a reasonable story. For example, they may claim to have a message from a relative or acquaintance in a far country. Or they may dress as rich travelers attacked by bandits, seeking shelter and care for their wounds. In either case, Alba would grant them an interview and refreshments. He remains suspicious of strangers, however, fearing an attack by The Big Fella's men. At least one guard or servant is always with him. And strange guests who happen to be concealing "magic weapons" are quickly attacked by Alba's guards. Of course, anyone attempting to break in uninvited is also dealt with promptly.

If granted an interview with Alba, the PCs find him to be an intelligent, proud, and honest Roman senator. He deplores The Big Fella's impact on Rome, and thinks the recently appointed Senator Vollus is nothing more than a degenerate scoundrel. If the PCs openly warn Alba that The Big Fella has ordered him killed, and can gain his trust as indicated by a normal direct action check, Alba even cooperates with the PCs by keeping himself more or less concealed for a short period of time. Note, however, that he dislikes this idea, for he is a proud Roman, and not the sort to hide from anyone for very long.

Whatever plan the PCs adopt, they must return to the inn with Alba's head, or a disguised head, by sundown. If they do not, the organization immediately orders them hit. Handle such a hit exactly as described in Encounter 9. If the PCs *do* return with an appropriate head, the thug they meet at the inn gives them invitations to tonight's party at Senator Vollus' residence. The PCs barely have time to get ready. If the PCs attend this gala affair, go to Encounter 11, "Let's Party."

Trouble

If the PCs actually kill Quintus Alba, treat this as an event with a significance rating of 1000, and generate a Significance Wave as per the *Timetricks*™ rules. Tell the PCs nothing about this; do the calculations secretly. Keep track of the wave's progress while the PCs continue this adventure and perhaps others. When the wave hits the year 7180 A.D., tell all PCs that they find themselves instantly back on their respective home Parallels, living the lives they would have lived had they not been recruited by the Time Corps (of course, they may suffer effects of the wave and Time Storm). The PCs have no equipment, and no skills except those common to their native time period.

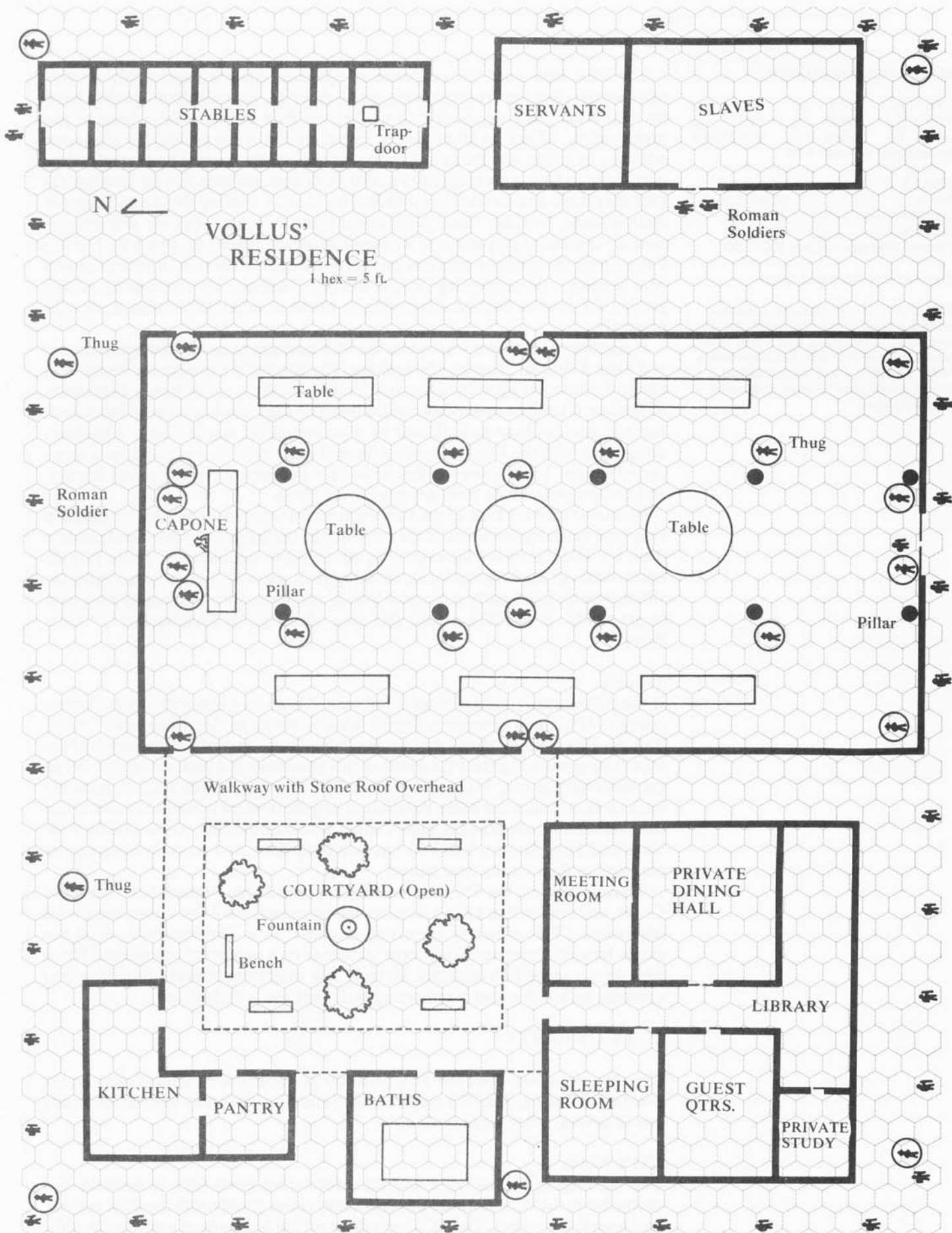
Those who pass the Paranormal Memory check can "remember" the Time Corps, and realize that killing Alba somehow caused the Time Corps itself to be eliminated. (This is hardly surprising, because, as a Timemaster/9, Alba has single-handedly preserved the Corps' existence on a number of occasions.) Those who pass a second Paranormal Memory roll might conceivably rebuild a time machine with Advanced Engineering skill (see the Introduction).

11. LET'S PARTY

Use this encounter when the PCs go to the residence of Senator Vollus on the evening of June 13. The PCs may be invited guests, or they may be entering by any one of several other means.

CM's Notes

Use the map of Vollus' villa and the information given here to describe this encounter to the PCs. Because this encounter varies greatly with the PCs' actions, no players' text exists. The PCs have three probable means of entering the villa: one, by invitation; two, by pretending they have an invitation or arriving as uninvited guests; or three, by breaking into the villa. The last two plans are almost



STANDARD SOLDIERS

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13
Penetration Bonus: +05

SKILLS

Name	Rank	Score
Dagger/Knife	EX	80
Swords	EX	80
Thrown Weapon: Spear	EX	80

Significance Rating: 5 each

ENCOUNTER 11: All soldiers at the villa wear mail corselets (AR 45) protecting the upper and lower torso, and helmets (AR 15). Each carries a large shield, a short sword called a gladius, two short throwing spears, and a dagger. All are treated with antistun.

THUGS, THUGS, THUGS

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13
Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handed Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

ENCOUNTER 11: Each thug carries a .45 automatic pistol with one clip loaded and one extra clip (eight-shot); also blackjack. All are treated with antistun.

certain to fail, since the villa is very well guarded. Furthermore, Capone and his men have heard all about the PCs' exploits by this time; the agents are expected. If the PCs come without an invitation, see "Trouble" below.

PCs who are invited guests may enter at the main gate without opposition. Slaves escort them to the main hall, where the party is in full swing. The hall contains about 100 guests: Roman senators, high ranking Roman soldiers, male and female aristocrats, and thugs belonging to The Big Fella's organization. Also in the hall are at least 50 slaves, attending to the various desires of the guests. Vast marble tables are spread with a veritable feast: silver and gold platters laden with fruits and cheeses, large game fowl stuffed with a flock of smaller birds, shellfish, oysters, clams, wines... the menu appears unending. Most guests recline on elegant cushioned lounges and day beds, catered to by slaves. Of course, a few of the guests stand in small groups, talking, laughing, and drinking. The party appears to be a great success. Politicians are enjoying themselves with grand speech-making, and those who favor carousing or flirtation are enjoying the party, too.

Lounging near the head of the center table is Al Capone, known as "Caponicus" to his aristocratic Roman friends. He wears a black pinstripe suit with a white carnation on the lapel. Player characters recognize the notorious gangster if they have a Historical Specialty covering the United States in any year between 1929 and 1960. Capone appears to be having a good time; he is eating, drinking, and laughing heartily, while being attended by three attractive female slaves.

Four of Capone's thugs mingle with the crowd, staying conspicuously close to their boss, preventing anyone from approaching him without Capone's personal permission. These four are clearly Capone's bodyguards for the evening.

Allow the PCs to mingle freely for a short while. Several slaves willingly tend to their desires. The slaves speak when spoken to, and make every effort to satisfy the PCs' requests. However, all servants decline to answer questions about the layout of the residence, or about Senator Vollus' affairs; they have been carefully instructed to keep quiet.

After the PCs have had a few minutes to mingle, one of Capone's bodyguards approaches. "The Big Fella would like to meet you," the man says. "Not here. Follow me."

If the PCs go with the man, go to Encounter 12, "Meeting The Big Fella."

Trouble

If the PCs have failed to infiltrate Capone's organization, they may attempt to break into Vollus' residence, or "crash" the party (pretending to be invited guests). If the PCs break in, Le Voleur's Roman guards sound an alarm at the first opportunity. *All are treated with antistun.* Twenty of Capone's thugs from the party hall respond too, along with half of the Roman guards from that room. In all likelihood, the PCs will be captured. If so, Capone will want to talk to them; go to Encounter 12, "Meeting The Big Fella."

If the PCs arrive at the gate without proper invitations, the guards ask the PCs to wait, and send inside for instructions. After about one minute, a slave comes to escort the guests inside. The PCs are free to mingle for a few moments. The agents' attempt to "crash" has only *appeared* to succeed; the PCs are closely observed. Shortly, a thug asks them to meet with The Big Fella. The PCs are completely surrounded by guards—if necessary, just as if they had broken into the villa. Go to Encounter 12, "Meeting The Big Fella."

If for any reason, the PCs don't get to Encounter 12 in some way, a large number of NPC thugs tracks them down, wherever they may be in Rome. Use sufficient numbers of NPCs to guarantee the PCs' capture. The captured PCs are taken to Vollus' residence, and thus to Encounter 12.

Of course, the PCs may attempt to escape by using their chronobelts. If they jump futureward, past 12 midnight the night of Vollus' party, they find things much changed: Capone's men are in complete charge of Vollus' residence. Le Voleur is gone, and so is Capone. Capone has double-crossed Le Voleur and stolen the renegade's time travel machines to expand his criminal empire throughout history.

Le Voleur barely escaped with his life. In this case, the PCs have little choice but to return to the evening of June 13, the night of the party. Futureward of that time, there aren't enough clues for them to solve the problems of this mission.

12. MEETING THE BIG FELLA

Use this encounter when the PCs finally meet with Capone at Senator Vollus' (Le Voleur's) residence. The encounter takes place in the room indicated as the "Meeting Room" on the CM's map.

Players' Text

Several pinstripe thugs escort you to a small, attractive room. No one waits inside. The walls gleam with a fine rose-colored marble, reflecting the statuary and tapestries which are tastefully displayed. A large table occupies the center of the room, circled by enough chairs for a dozen people. One hulking goon stands near each of you, keeping a watchful eye.

In a few moments, The Big Fella himself enters the room. He has an air of authority; the goons respond by straightening their posture. The Big Fella now wears a red boutonniere. He strides to the head of the table, carefully looking each of you in the eye as he walks past. "Good Evening," he says in Latin. "It's a pleasure to meet you. Please, be seated."

Suddenly, something crashes in the hallway outside the room. The Big Fella turns sharply and gasps, then dives beneath the table, shouting in English, "Get down! It's a hit!"

Quickly—what do you do?

CM's Notes

Force the players to state *immediately* what their characters are doing. Tell any "agent" who doesn't respond at once that he or she is surprised and can take no action in the upcoming round. This should encourage other players to respond without pausing.

Capone is testing the PCs; he suspects they are the time-traveling feds Le Voleur warned him about, and he wants to see if they can understand English. If the PCs do anything that indicates they might understand what Capone shouted—such as diving for cover, running for the door, or trying to cover Capone's body—Capone assumes they are "Time Feds," his term for Le Voleur's enemies. (As far as Capone knows, Time Corps agents are simply cops who travel through time.)

If the PCs fail this little test, showing they know English, Capone gets up slowly from the floor and takes his chair. He hauls out a cigar, which a thug quickly lights. "Yeah, just like I thought," he says, speaking slowly with a self-important tone. "Time Feds. Whatcha call it, Time Corps? Yeah. Okay, so you're just another bunch of feds. Feds is people, ain't they? And people want things. Everybody wants something. Whadda *you* want, feds? Money? Power? Want to pin a rap on Senator Vollus? He's one of them *renegades*, you know. Whadda you want?"

Capone hopes to win the Time Corps agents over to his side. He'll offer them power, money, even a chance to capture Le Voleur, if they simply agree to join his forces and help him expand his empire. Clever PCs will at least play along with Capone at this point; they can gain information by doing so.

If the PCs don't fail the test at the encounter's start, Capone's opening comments depend upon the PCs' actions thus far. He is aware of their exploits in the city. If the agents have convinced the organization that they killed Senator Alba, Capone takes them into his confidence without further ado. If the agents have been captured, and/or have not convinced the organization that they killed Alba, Capone questions them intensively about who they are and what they want. If the PCs fail to convince Capone they can be useful to him, using some reasonable story, The Big Fella orders his thugs to kill them on the spot. Use a direct action check to determine Capone's response to the PCs' story.

Once Capone is convinced that he can deal with the PCs, either as corrupted

AL CAPONE

Alias "The Big Fella"

STR 54 DEX 48 AGL 50
PER 74 WPR 76 PCN 78
STA 54 UMS 52 WNDS 13
Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	EX	82
Dagger/Knife	SP	67
Automatic Rifle	SP	63
Long-barreled Gun	SP	63
Pistol	EX	78
Bargaining	MS	130
Gambling	MS	119
Historical Specialty	SP	92
(1792-1947, Italy and U.S., T-10)		
Stunt Driving	EX	94
Theft	MS	123

Significance Rating: 50

ENCOUNTER 12: Capone is unarmed.

CAPONE'S THUGS

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13
Penetration Bonus: +05

SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handled Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

ENCOUNTER 12: Each thug carries a .45 automatic pistol with one clip loaded and one extra clip (eight-shot); also blackjack. All are treated with antistun.

Time Corps agents or as normal recruits, he offers them some liquor and a smoke—"something to smooth our conversation," he says, "now that I can speak with you freely as associates." Improvise a discussion with the PCs. For the most part, Capone talks in an open, expansive fashion, enjoying the sound of his own voice. As the conversation progresses, he reveals the following information:

1. Capone knows that time travel exists, and that it was the method used in getting him to Rome. He has also seen Le Velour's time machines being operated, and believes that he, too, could use them. He does *not* understand the intricacies of time travel, nor the physics involved, and certainly, he knows nothing of the hazards. If he believes the PCs are natives of the Roman time period, he explains what time travel is as best he can; to him, it's like taking a fantastic trip to the past.

2. Like Capone himself, Senator Vollus is not a native of Rome. The gangster has no idea where his host's original home lies, but he says that Vollus' real name is Le Voleur, so he suspects it's in France.

3. In a rambling way, Capone tells the PCs how he came to be in ancient Rome, revealing all he knows about how Le Voleur got him here, as explained in the CM's Background. The PCs can get the exact dates and times they need to stop the TDW by questioning Capone casually (and respectfully). Unfortunately, he cannot tell them he is from Parallel T-10, and not T-0; he has no concept of alternate universes. PCs must use Parallel Identification on Capone to discover his true home Parallel.

4. Le Voleur is a man "of limited vision," says Capone. "He doesn't want me to expand my empire. But hell," Capone adds, "this Rome deal is just small potatoes. With the time travel machines Le Voleur has right here in this house, we could expand like crazy. Ancient Egypt—there's plenty of dough there. And them old Babylonians, they had a bundle too. Not to mention all that stuff them Popes and princes had in the Middle Ages. All these territories must be exploited properly. You're gonna help me set this up—get in on the ground floor, so to speak. Shouldn't be too hard for people with your talents and background to learn our methods. We run the whole thing like a business, see? And we can clean up on investments, legit stuff, too. Bring in gold from one time period to buy stock in another, things like that. I got it all figured out."

5. Capone plans to double-cross Le Voleur tonight, while the renegade is busy with his party guests. The first step is to steal Le Voleur's time travel machines. Capone wants the PCs to join him in making this theft. If he doesn't know the PCs are time travelers themselves, he explains that he's watched Le Voleur use the machines "lots of times, to bring in clothing and weapons." If Capone knows they are time travelers, he asks for their help in operating the equipment. "A little expertise couldn't hurt," he explains.

6. In concluding the discussion, Capone says, "In fact, we're going to make this heist right now. And you're just the ones to do it." If the PCs are cooperating with Capone, go to Encounter 13.

Encounter Background

Once he has given away all the information provided in this encounter, Capone has given the PCs all they need to know to solve this mission. The PCs merely need an opportunity to slip away and prevent Capone from being taken from Parallel T-10.

Capone has a significance rating of 50.

Trouble

If the PCs foolishly attack Capone, or refuse to join with him, Capone's thugs attack. As the fight progresses, more and more goons join in, drawn by the sounds of the fight. Le Voleur's Roman soldier guards respond too. The exact number of thugs and soldiers is left to the CM's discretion; it is recommended that each PC face two opponents per round. The thugs are armed with .45 automatic pistols and blackjacks. Soldiers are equipped as shown. All NPCs are dosed with antistun.

As the fight breaks out, Le Voleur is working in his secret temporal engineering lab. Hearing the sounds of battle, he realizes something is drastically wrong and escapes the villa in one of his time travel machines. The renegade jumps to a point on Parallal T-0 six months pastward of the PCs' action. Successfully using his own looper, he warns himself that something has gone wrong with his plan, and cancels the abduction of Al Capone from Parallel T-10. This entire act take one SDS minute.

For twelve rounds (one SDS minute), the PCs can continue fighting Capone's thugs as if nothing had changed. At the end of that minute, go immediately to Encounter 14, "Here Come the Wabbits." By erasing his abduction of Capone, Le Voleur has stopped the TDW for the PCs. But the agents face a startling and abrupt consequence back at the villa on June 13.

13. A HEIST AT LE VOLEUR'S LAB

Use this encounter when the PCs go with Capone to heist Le Voleur's time travel machines. The encounter takes place near and in the lab beneath Vollus'/Le Voleur's residence.

Players' Text

Capone and his thugs lead the way through the palatial residence of Senator Vollus, the renegade Le Voleur. Eventually, the stables lie ahead, across a small, dusty courtyard. The Roman guard posted outside makes no move to prevent your entrance.

Inside the stable, one of the thugs checks the floor in an inconspicuous location, searching for a latch. Eventually, he finds it, and flips open a trapdoor. A stone stairway leads down into a narrow corridor.

At the foot of the stairs stand two Roman soldiers, obviously guards. "What do you want?" one of them calls gruffly, peering up the steps. "This area is off limits, even for Caponicus."

CM's Notes

The two soldiers are alone in the corridor below; no one else guards the trapdoor. Capone's men should outnumber the pair by far; one Capone thug accompanies each PC, and another guards Capone himself. All NPCs are outfitted as shown.

Unless the PCs take action to prevent it, Capone's lead thug simply draws his pistol and begins shooting at the two guards below. Le Voleur is in his lab at the end of the corridor, working with Philos and Turuk, his assistants. The sound of gunfire alerts all three of them immediately.

Refer to the map of Le Voleur's Temporal Engineering Lab. Just outside the lab, a pressure plate lies in the floor within 3 feet of the doorway. If anyone steps on the plate, the metal door automatically slides open. Inside, the room is constructed of stone. A highly advanced, 52nd century computer rests against the east wall. Tools, high tech parts, and blueprints lie scattered on the workbenches along the wall to the left. In the center of the room are three one-man renegade time machines of advanced design, similar to the Time Corps' TCA-1A but without the security systems. Behind these smaller machines, against the north wall, is a large cargo-hauling renegade time machine.

When the thug lifts the trapdoor at the start of this encounter, Le Voleur is seated at a computer terminal near the center of the right wall. Philos stands behind Le Voleur, discussing an equation with him. Turuk, dressed as a Roman soldier with typical armor and weapons, is staring with a stupid lack of comprehension at a set of blueprints on the workbench across from Le Voleur.

When first alerted—either by gunfire or the actual entrance of the PCs and Capone's thugs—Le Voleur and his pals spring into action. Consider this "round one" in the confrontation. Be sure to check for surprise for all NPCs in the lab. Turuk immediately moves from the workbench and tries to position himself between any intruders and Le Voleur. If the intruders have not yet entered the lab,

CAPONE'S GOONS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13
Penetration Bonus: +05					

SKILLS

Name	Rank	Score
Blackjack	SP	65
Dagger/Knife	EX	80
Short-handled Weapons	SP	65
Swords	SP	65
Automatic Rifle	SP	65
Long-barreled Gun	SP	65
Pistol	SP	65
Gambling	SP	65
Stealth	EX	80

Significance Rating: 3 each

ENCOUNTER 13: One goon accompanies each PC; another accompanies Capone. Each thug carries a .45 automatic pistol with one clip loaded and one extra clip (eight-shot); also blackjack. All are treated with antistun.

ROMAN SOLDIERS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13
Penetration Bonus: +05					

SKILLS

Name	Rank	Score
Dagger/Knife	EX	80
Swords	EX	80
Thrown Weapon: Spear	EX	80

Significance Rating: 5 each

ENCOUNTER 13: The two guards in the corridor wear mail corselets (AR 45) protecting the upper and lower torso, and helmets (AR 15). Each carries a large shield, a short sword called a gladius, two short throwing spears, and a dagger. Both are treated with antistun.

LE VOLEUR

STR	70	DEX	80	AGL	70
PER	65	WPR	76	PCN	68
STA	72	UMS	70	WNDS	15
Penetration Bonus: +15					

SKILLS

Name	Rank	Score
Martial Arts	MS	129
Dagger/Knife	EX	100
Swords	MS	125
Florentine Style	EX	104
Long-barreled Gun	MS	135
Time Corps Stunner	MS	135
Acrobatics/Gymnastics	EX	102
Bargaining	MS	126
Computers	MS	114
Diplomacy	MS	125
Theft	MS	130

Continued...

Le Voleur continued...
PARANORMAL TALENTS

Talent	Score	WPR Cost
Ignore Pain	47	50
Temporal Tracking	49	20
Time Shift	42	50

Significance Rating: 10

ENCOUNTER 13: Le Voleur has a sword and dagger, and fights Florentine Style if necessary. For a complete skills and PTs list, see page 7. Remember, he's cagey; play him as such.

PHILOS

STR 50	DEX 68	AGL 72
PER 64	WPR 58	PCN 66
STA 60	UMS 61	WNDS 14

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Wrestling	EX	94
Dagger/Knife	EX	91
Swords	MS	116
Equestrian	SP	83
Automatic Rifle	EX	98
Pistol	SP	83
Time Corps Stunner	MS	123
Gambling	MS	113
Historical Specialty (130 B.C. - 4 A.D., Greece and Rome, T-0)	MS	117
Medicine	MS	115
Theft	MS	119

PARANORMAL TALENTS

Talent	Score	WPR Cost
Paranormal Memory	42	0
Memory Restoration	44	40
Advanced Memory Restoration	44	10
Mass Memory Restoration	48	30

Significance Rating: 8

ENCOUNTER 13: Philos carries a dagger.

TURUK

Alias Flavius Marcellus

STR 80	DEX 62	AGL 76
PER 40	WPR 62	PCN 38
STA 78	UMS 78	WNDS 15

Penetration Bonus: +20

SKILLS

Name	Rank	Score
Wrestling	MS	133
Dagger/Knife	MS	133
Polearm	MS	133
Short-handled Weapons	MS	133
Swords	MS	133
Equestrian	MS	114
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Automatic Rifle	EX	92

Continued...

Turuk stands before the door as shown on the map. Philos, always thinking of his own skin, mutters, "Uh oh. Trouble," and runs for one of the one-man time machines. Le Voleur, instantly realizing that something is very much amiss, also runs for a one-man machine.

In rounds two and three, Turuk fights, while Le Voleur and Philos try to escape in the time travel machines. During round two, Le Voleur and Philos set the time machines to jump (provided, of course, they reached them in round one). If they succeed in setting the controls, Le Voleur and Philos make their jumps in round three. If necessary, Le Voleur tries to use Time Shift to ensure his escape.

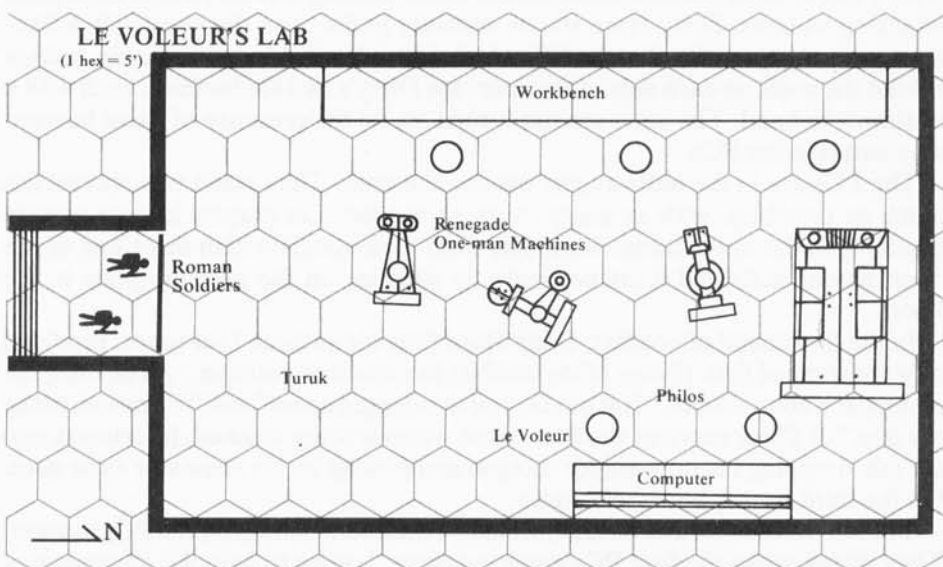
Of course, considering the number of Capone's thugs, the renegades may not escape without a fight, if they escape at all. Turuk fights to the death, protecting his boss as best he can. Le Voleur and Philos fight only until the situation appears hopeless, then they surrender rather than die.

Le Voleur specifically surrenders to the Time Corps agents, claiming their protection against Capone. In exchange for this protection, and his freedom, the famed renegade offers the PCs a deal: he will personally go back and "fix" everything that started the Temporal Disaster Wave, returning Capone to his rightful place in time. Upon hearing this, Capone is belligerent. He argues that the PCs now work for him, commanding them to kill Le Voleur and Philos. At this already tense moment, the "wabbit" creatures dropped off by the Time Storm (see CM's Background) arrive at Senator Vollus' lab. Go immediately to Encounter 15, "Wampaging Wabbits."

If Le Voleur and/or Philos do escape, they jump six months pastward. Successfully using their loopers, the two warn themselves that Le Voleur's scheme has gone awry, and cancel the abduction of Al Capone from Parallel T-10. This entire process takes only one SDS minute. One minute after either Philos or Le Voleur escapes, go immediately to Encounter 14, "Here Come the Wabbits." Things change abruptly for the PCs back on June 13.

Trouble

The PCs may turn on Capone and his hoods at some point in this encounter—in fact, they *must* do so *sometime* in order to succeed on this mission. If they do it now, Capone dives for one of the time travel machines. It takes him *two* rounds to set the machine, not just one. Due to ignorance of time travel, he chooses a setting one hour pastward, believing he can then kill the PCs in plenty of time. On the next round, he activates the machine. Of course, if he makes this jump, he loop traps himself.



14. HERE COME THE WABBITS

Use this encounter if Le Voleur and/or Philos time hop pastward and cancel the abduction of Capone from T-10, as described in Encounters 12 and 13. The results of this change create an abrupt transition for the PCs, who suddenly have a whole new memory of their adventure so far in Rome.

Players' Text

It was a trap! Those long-eared cartoon creatures are not only vicious, skilled fighters—they're smart, too. You've spent more than 12 hours just tracking them down. Oh, at first it wasn't too bad; it was easy to figure out what had gone wrong in Rome as soon as reports of the "talking rabbit gods" started circulating at the Forum. By midafternoon, you had located the first followers of the strange "Make my Day" cult who claimed to worship the new-found gods.

But after that, it got nasty. First, two of the talking little furry creeps attacked you. They didn't get very far or do any damage, but they did escape. And what's more, they didn't seem the least bit dampened by the wounds *you* inflicted; they appeared exhilarated by the injury! Finally, you tracked them to this strange hidden area beneath an abandoned villa in central Rome.

If only two seconds ago you'd have stayed away from that pressure plate outside the door. Now, here you all are, bunched up in a narrow corridor, facing an open doorway three feet away. And standing in that doorway is a mean-looking, grinning, four-foot-tall cartoon rabbit, who's about to open fire with a pump action shotgun!

CM's Notes

All PCs should make a Paranormal Memory check immediately. Those who pass can remember everything that has happened thus far in the adventure; they realize that their own pastward behavior has been suddenly been changed, and that they have a whole new past in Rome. Those who fail the check can remember only what is in the Players' Text above, and that they were sent to Rome to begin tracing the Time Storm to its origin. Their Time Storm mission remains unchanged. The mission to stop Le Voleur's TDW never occurred. (See the Encounter Background below for an explanation.)

After the Paranormal Memory checks are completed, roll initiative and begin combat. The location is still Le Voleur's underground laboratory, but it's completely empty now. Besides the four stone walls, nothing is in the room except three attacking wabbits. Dirty Hare stands squarely in the open doorway with a five-shot pump shotgun aimed at the PCs. A chainsaw lies behind him. Inside, hidden behind the walls on each side of the door, are Dirty's two kin bunnies, each with a chainsaw in hand. The saws are not turned on, so the presence of these bunnies may surprise the PCs.

The PCs are in the hallway just outside the door. They stand two abreast (as much as possible), with as many ranks as needed. Let players choose precise positions in the ranks themselves. The front rank stands within three feet of the door, having activated it unknowingly by stepping on the pressure plate in the floor.

In the first round of combat, Dirty Hare fires his shotgun four times, provided he's not stunned first. (None of the wabbits has received antistun.) As he fires, the maniacal wabbit shouts, "Eat death, you two-legged scum" and "Come on, make my day." If Dirty survives the first round without being stunned, he retreats into the lab, dropping the now-empty shotgun and picking up his chainsaw as he goes. On the third round, he attacks again.

The kin bunnies remain hidden just inside the door, waiting for the PCs to enter. They attack when the first PCs enter the room, hoping to gain the advantage of surprise.

Run the fight until the wabbits (or the PCs) are subdued. Because the wabbits

Turuk continued...

Long-barreled Gun	EX	92
Pistol	EX	92
Distance Running	Current STA score	
Historical Specialty	SP	80
(10958-9978 B.C., the Hill Lands, Earth, R-223)		
Outdoor Survival	MS	105
Stealth	MS	124
Swimming	Current STA score	
Tracking	MS	99

PARANORMAL TALENTS

Talent	Score	WPR Cost
Paranormal Memory	34	0
Significance Sensing	38	5

Significance Rating: 4

ENCOUNTER 13: Turuk is outfitted as a Roman soldier, with a mail corselet (AR 45) protecting the upper and lower torso, and a helmet (AR 15). He carries a large shield, a gladius, two short spears, and a dagger.

AL CAPONE

Alias "The Big Fella"

STR	54	DEX	48	AGL	50
PER	74	WPR	76	PCN	78
STA	54	UMS	52	WNDS	13
Penetration Bonus: +05					

SKILLS

Name	Rank	Score
Blackjack	EX	82
Dagger/Knife	SP	67
Automatic Rifle	SP	63
Long-barreled Gun	SP	63
Pistol	EX	78
Bargaining	MS	130
Gambling	MS	119
Historical Specialty	SP	92
(1792-1947, Italy and U.S., T-10)		
Stunt Driving	EX	94
Theft	MS	123

Significance Rating: 50

ENCOUNTER 13: Capone is unarmed.

DIRTY HARE

(a wabbit leader)

STR	40	DEX	78	AGL	80
PER	44	WPR	80	PCN	78
STA	80	UMS	60	WNDS	15
Penetration Bonus: +0					

SKILLS

Name	Rank	Score
Boxing	MS	121
Polearm	EX	90
Short-handled Weapons	MS	115
Automatic Rifle	EX	108
Long-barreled Gun	MS	133
Cannon	MS	133
Demolitions	MS	133
Distance Running	Current STA score	
Historical Specialty	MS	134
(Parallel A-1023)		
Mechanics	MS	133

Continued...

Dirty Hare continued...

Military Leadership	MS	110
Outdoor Survival	MS	125
Stealth	MS	134
Stunt Driving	MS	134
Theft	MS	134
<i>Special weapon skill:</i>		
Chainsaw	MS	121

Significance Rating: 250

DESCRIPTION: Dirty Hare is a wabbit, a four-foot-tall humanoid creature very much like a cartoon rabbit. Wabbits are among the native intelligent life forms on Parallel A-1023, a Parallel based on a game of senseless, cartoon mayhem called WABBIT WAMPAGE™, which was created in 1985 on T-0.

Dirty Hare's main ambitions in life are to "whomp" humans whenever possible and destroy their buildings. He is a cool and calculating strategist. He speaks very little, but when he does, his soft-spoken, sometimes nasty threats should be taken very seriously.

Dirty has a special weapon skill, Chainsaw, which allows him to attack in melee using a chainsaw. The saw does normal armed combat damage. In addition, on a "C" result, the saw can sever a limb.

ENCOUNTER 14: Dirty has a pump shotgun in hand; wears a bandolier with plenty of ammo. A chainsaw lies behind him.

ENCOUNTER 15: Dirty has the shotgun and plenty of ammo. His chainsaw is left outside in the courtyard.

KIN BUNNIES

(Dirty's relatives)

STR	34	DEX	64	AGL	66
PER	40	WPR	70	PCN	64
STA	66	UMS	50	WNDS	14
Penetration Bonus: +0					

SKILLS

Name	Rank	Score
Boxing	EX	80
Polearm	SP	65
Short-handled Weapons	EX	80
Automatic Rifle	SP	79
Long-barreled Gun	EX	94
Cannon	EX	94
Demolitions	EX	94
Distance Running	Current	STA score
Historical Specialty	EX	97
(Parallel A-1023, the one-year long Wabbit Parallel)		
Mechanics	EX	94
Outdoor Survival	MS	117
Stealth	EX	95
Stunt Driving	EX	95
Theft	EX	96
<i>Special skill:</i>		
Chainsaw	MS	110

Significance Rating: 100

Continued...

are vulnerable to stunners, these are the PCs' best weapons. The wabbits cannot be killed; after receiving two Critical wounds, they appear dead for 1d10 rounds, then "awaken" completely regenerated.

Obviously, the wabbits are displaced from another Parallel, and the PCs should (as part of their Time Storm mission) return them to their natural home. PCs who successfully use Parallel Identification on Dirty or one of the kin bunnies can learn that the wabbits were displaced from Parallel A-1023, Field Nine, on the first turn of fall. The wabbits can confirm most of this for the PCs. When the PCs decide to take the wabbits home, this adventure has ended. Go to Adventure Two in this book.

Encounter Background

When Le Voleur traveled pastward and cancelled the abduction of Al Capone from Parallel T-10, he eliminated the first part of the PCs' mission. Capone never came to Rome on T-0, no betting slips were printed, and no Temporal Disaster Wave was unleashed. The ESD never sent a team here, and thus the ESD Time Corps agents were never caught in the Time Storm. Most importantly, the PCs were never briefed on anything regarding the betting slip or a Temporal Disaster Wave; instead, they were simply sent on Time Storm alert along with everyone else.

15. WAMPAGING WABBITS

Use this encounter instead of Encounter 14 if neither Le Voleur nor Philos escapes when the PCs and Capone assault the lab. The transition to this encounter may vary, depending upon the PCs' actions in Encounter 13.

Players' Text

As if the scene in the lab weren't confused enough already, another factor suddenly comes into play. Outside in the corridor, a weapon is fired, followed by the incessant drone of a small engine or power tool.

In the blink of an eye, the door slides open, revealing a four-foot-tall cartoon rabbit wearing an eyepatch and a bandolier full of shotgun shells. "More humans," the creature mutters, glaring menacingly. "Well make my day." He swings the pump action shotgun into position and charges into the room firing. Behind him scamper two slightly smaller but equally vicious cartoon rabbits, each wielding a chainsaw.

CM's Notes

The cartoon creatures are wabbits from Parallel A-1023, who were swept up by the Time Storm and deposited north of Rome early on June 13. Upon seeing them, Le Voleur and Philos renew their attempts to escape. They won't change their abduction of Capone, however; instead they intend to escape to a prearranged place of safety on A-227, the Demorean home Parallel. Capone also tries to flee in a time machine, as described under "Trouble" in Encounter 13.

The wabbits attack ferociously. Luckily for the PCs, however, there is a 50% chance each round that each wabbit attacks a thug rather than a PC. The two smaller wabbits can make one armed melee attack per round with their chainsaws. Dirty Hare can make up to four attacks with his five-shot pump shotgun. (After his five shots are up, he must spend 2 rounds reloading or resort to melee.) Be sure to remember the special rules for shotgun blasts as given on pages 21-23 in the *Travelers' Manual*.

If Le Voleur and Philos escape, the PCs may use Temporal Tracking and learn of their destination. Remind players that A-227 is strictly off-limits, and considered hostile. If the PCs still follow Le Voleur or Philos, they jump into a certain deathtrap, with no Luck check allowed. Simply tell them they arrive in a strange

room, see a brilliant flash of light, and die. (Without special arrangements such as those the Demoreans have made for Le Voleur, humans cannot survive on A-227— just as the Time Corps warns.)

If the PCs are successful in this encounter, they should end up with at least four prisoners: three wabbits and Al Capone. Successful use of Parallel Identification can reveal each prisoner's home Parallel to the PCs. The wabbits can easily be placed in compartments on the PCs' chronoscooters for transport to their native world. Because they were displaced by the Time Storm, their return is relatively easy. However, simply returning Capone to T-10 will not eliminate the TDW that threatens the Time Corps. To complete their first mission with the greatest ease, the PCs must go Parallel T-10 and prevent Capone's abduction.

When the PCs travel to T-10 to prevent Capone's abduction, go to Encounter 16. When the PCs question the wabbits or return them to A-1023, go to Adventure Two.

16. GOOD NIGHT, SCARFACE

Use this encounter if and when the PCs travel to Parallel T-10 to prevent the displacement of Al Capone.

CM's Notes

Once the PCs have figured out what to do, actually doing it should be extremely simple. From information already provided by Capone, the PCs can easily enter his mansion on Parallel T-10 just pastward of the renegade penetration. Then, it is simply a matter of capturing the renegades Philos and Turuk when they arrive to drug Capone. Capone will die, on schedule, during the fight between the renegades and the PCs. (If the PCs simply prevent the renegades from exhuming the drugged Capone, then Capone lies in his coffin alive. It's possible that some event in the future could "bring him back to life," causing all manner of problems. Refer to the CM's Background for a description of Le Voleur's scheme on T-10.)

WRAPPING UP THE ADVENTURE

If the PCs fail this mission, and the displacement of Capone is not prevented by Le Voleur or Philos, the agents find themselves living "normal" lives in their native time periods, with no history of ever joining the Corps. In fact, there is no Time Corps for them to join; it's destroyed by the TDW.

If the PCs succeed in this mission, they should be ready to return the wabbits to Parallel A-1023. There is no possibility for partial success on this mission.

ADAPTING THE ADVENTURE

This adventure can easily be adapted for use alone or in an independent campaign; simply omit all references to the Time Storm. Keep track of significance ratings for agent mistakes normally, and apply the standard procedures given in the *Timetricks* supplement for awarding Success Points. The overall value of the mission in this case is 1,000 Success Points.

Kin Bunnies continued...

DESCRIPTION: These two cartoon wabbits are members of Dirty Hare's clan, and they follow him with fanatic loyalty. The pair, who are identical twins, aspire to be just like their fearless leader. But the kin bunnies lack Dirty's size, skills, and experience, so their attempts often appear slightly comical.

For more information on Chainsaw skill, see Dirty Hare's description.

ENCOUNTERS 14 and 15: Both kin have chainsaws.



ADVENTURE TWO: WABBIT WAMPAGE™ WEVISED

CM'S BACKGROUND

*"The only good human is a
whomped human."*

—Dirty Hare

*"This here place has the weirdest
critters I ever seen."*

—Private Leroy Elkins,
11th Ohio Regiment

Violent, senseless mayhem is the way of life on Parallel A-1023, commonly known as the Wabbit Parallel. The fighters here—mainly large, cartoonlike rabbits—are among the most vicious in the Continuum. They know nothing of fear and everything of destruction. Perhaps it's because creatures on A-1023 never die; they simply get "whomped," soon returning to action.

Small wonder that this Parallel holds special interest for the Demoreans. If the four-armed demons could dominate this cartoon kingdom, they would have a source of indestructible warriors—which they could in turn unleash upon all freedom-loving creatures of the Continuum, especially Time Corps agents.

The Demoreans correctly predicted that their Time Storm would hit Parallel A-1023 near the Time Barrier, upsetting the delicate ecological balance that keeps the wabbits engaged in an endless battle with their one natural foe: Farmer Brown. Just as the Demoreans expected, the Time Storm swept across the Wabbit Parallel during what the wabbit calendar calls the "last turn of summer." Dirty Hare, one of the most important wabbit leaders, was swept away to Augustan Rome on Parallel T-0 with his two kin bunnies.

After unleashing the Time Storm, the Demoreans sent an observer to A-1023 at the "first turn of fall." The observer quickly noted that without Dirty Hare to oppose him, Farmer Brown could easily defeat the wabbits. The observer quickly reported his findings, and one highly trained Demorean was sent to Parallel A-1023 during that same turn of fall. His mission: send the observer home, then replace Farmer Brown and use the farmer's superior force to gain complete domination of the Wabbit Parallel.

PCs who successfully completed Adventure One should have three wabbit prisoners: Dirty Hare and his two kin bunnies. They should be planning to return this bizarre trio to A-1023. When they do so, the PCs will run headlong into the Demorean scheme. Unknown to the Demoreans, the PCs will also run into a young Civil War soldier displaced from Parallel T-0.

DIRTY HARE, THUGS BUNNY, BAD NEWS BUNNY (Clan leaders)

STR	40	DEX	78	AGL	80
PER	44	WPR	80	PCN	78
STA	80	UMS	60	WNDS	15

Penetration Bonus: +0

Surprise: 2 Swipe/Surprise: 2
Extra Attack: 2

SKILLS

Name	Rank	Score
Boxing	MS	121
Polearm	EX	90
Short-handled Weapons	MS	115
Automatic Rifle	EX	108
Long-barreled Gun	MS	133
Cannon	MS	133
Demolitions	MS	133
Distance Running	Current STA score	
Historical Specialty	MS	134
(Parallel A-1023, all its history)		
Mechanics	MS	133
Military Leadership	MS	110
Outdoor Survival	MS	125
Stealth	MS	134
Stunt Driving	MS	134
Theft	MS	134
Special weapon skill:		
Chainsaw	MS	121

Significance Rating: 250 each

DESCRIPTION: Dirty Hare, Thugs Bunny, and Bad News Bunny are leaders of the three wabbit clans on the Farm (each has two kin bunnies in his or her clan). All three leaders have a special weapon skill, Chainsaw, which allows them to attack in melee using a chainsaw. The saw does normal armed combat damage. In addition, on a "C" result, the saw can sever a limb. (PCs who gain control of a chainsaw must use their DEX to attack.)

Note that the Surprise, Swipe/Surprise, and Extra Attack capabilities work only on A-1023.

MEASURING TIME Wabbit Parallel Time SDS Time*

A year	12 hours
A season	3 hours
A turn	1 hour

One month (a turn)	1 hour
One day	2 minutes
Twelve hours	1 minute
One hour	5 seconds
One round	Less than half a second

* as shown on chronometers

PECULIARITIES OF THE WABBIT PARALLEL

Parallel A-1023 differs radically from any Parallel the PCs have visited before. This section summarizes important information about A-1023 which you, as CM, *must master before running this adventure*. Don't tell the PCs anything in advance; let them discover what they can during play.

Time and Geography

1. Parallel A-1023 is directly related to T-0, though the two are vastly dissimilar. The Wabbit Parallel came into being when an obscure company on T-0 (called Pacesetter) published the *Wabbit Wampage*® adventure board game in 1985 A.D. The bizarre setting of this game—a cartoon farm with vicious cartoon creatures—became the world of the Wabbit Parallel. In keeping with the game's theme, the creatures on A-1023 engage in endless and outrageous battle, using mail-order paraphernalia from the Acme Corporation whenever possible.

2. Time on "the Farm" (the natives' name for the Wabbit Parallel) is measured by a gamelike reality. Minutes, hours, and days are meaningless to creatures on A-1023. Instead, time is measured in *turns*, *seasons*, and *years*. Three turns complete a season. Four seasons—spring, summer, fall, and winter—complete a year. Each year begins with spring and ends with winter. When the seasons change, the landscape changes accordingly (trees bud, leaves turn colors, snow falls, etc.). But otherwise, there are no visible signs of time passing; *the sun never moves from its position high overhead!*

3. Because A-1023 is based on a game, history does not flow as it does on most Parallels. That is, what happens in any given year does not affect the futureward years—not unless the Demoreans interfere, that is. The Demoreans believe that by completely dominating the Wabbit Parallel during the year in which the Time Storm strikes, the Farmer can prevent the wabbits from resetting the next year (starting fresh like pawns reset for a new chess game). Thus, the Demoreans hope to start a "flow" of history, which would enable them to breed warriors for use throughout the Continuum.

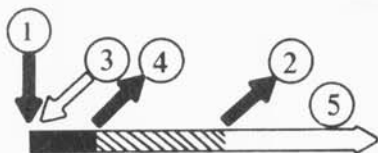
4. Parallel A-1023's most pastward year is 1985 A.D. (That is, when the Time Barrier was at 1985 A.D. on T-0, the wabbit world was born.) Parallel A-1023's most futureward year—the year hit by the Time Storm—is 7193 A.D. Of course, these dates have no real meaning on Parallel A-1023; they simply serve as a reference for Time Corps historians.

5. Like the Time Corps historians, you (as CM) must apply artificial measurements to A-1023 in order to describe it temporally to the PCs. The table below compares time on the Wabbit Parallel to time shown on chronometers (actual SDS time). Wabbit Parallel times *above* the line show everything that natives can perceive. Wabbit Parallel times *below* the line reflect time as the PCs perceive it when adventuring on A-1023. For example, when a wabbit knows a turn has passed, a PC would feel that an entire month has gone by. But if the PC checked his or her chronometer, the character would see that only 1 hour of SDS time has actually passed. Likewise, if a PC feels that a day has passed, it's only 1/30 of a turn to the wabbits, who have no concept of this amount at all! If native characters *can* perceive time in such amounts, they don't let on. They care only about turns, seasons, and years; the rest is irrelevant.

Time Storm hits.
Takes Dirty & Kin.
Leaves Private Elkins.



A-1023
Last turn of summer



A-1023
First turn of fall

1) Thrax (Demorean observer) arrives; sees wabbits' weakened condition.

2) Thrax leaves to report findings.

3) Jan (Demorean sent to replace Farmer) arrives, *explains futureward events to Thrax*.

4) Thrax leaves, erasing all futureward acts he has made on A-1023 (but not his knowledge of those acts).

5) Jan stays to replace Farmer Brown.

6. The entire three-dimensional world of the Wabbit Parallel consists solely of the Farm. There are no planets, no solar systems, and no galaxies. All that exists is a bizarre farm based on the gameboard of T-0's *Wabbit Wampage* game. The illustration on page 36 shows the Farm in detail.

7. Two special aspects of the farm deserve immediate note: the black (dotted) lines dividing it into *spaces*, and the outer boundary. The *black lines* show actual, physical black lines that are present on A-1023. (They look something like lines on a football field.) Whenever a character reaches one of these lines, and tries to cross it, he or she must spend 6 days (12 SDS minutes) doing it! During that time, the character may walk, run, or crawl forward, but gets absolutely nowhere. (Imagine standing on a treadmill in front of a large movie screen on an open road. You start to run, and a film begins. The film was shot from the hood of a moving car on the same road, showing the driver's view. The faster you run, the faster the film goes, and you appear to be making progress. But when you stop, you see that you've gotten nowhere.) Local NPCs don't waste time "running in place" to cross a line. They just whistle, chew a carrot, or go about their business while standing at the line, and after 6 days, simply step across. Smart PCs will soon do the same.

8. The second special geographical feature is the *boundary*. At the edges of the Farm, PCs encounter an invisible wall. No movement beyond the wall is possible; there is nothing beyond it, not even space.

Time-Hopping on A-1023

1. When characters time hop on A-1023, they may be stepping into the grave. Chronoscooters cannot accurately make jumps based on any measurement other than turns, seasons, and years. If a character chooses a setting "one minute futureward" or "two hours pastward," the scooter (or chronobelt) flashes a warning: "Inaccurate Setting." If PCs still make the jump, the scooter arrives at the start of the *first turn futureward* of the requested time.

For example, at the start of this adventure, PCs may be in Ancient Rome. They know the wabbits were displaced in the last turn of summer. If they program a verbal description such as "two minutes after the last turn of summer," the warning flashes, but PCs can still make the jump. Upon arriving, the chronoscooter reports a local time of "the first turn of fall."

2. Any chronoscooter setting specifying a turn and a season (but no year) takes PCs to the start of that turn in A-1023's most futureward year. For example, if the PCs specifically jump to "the last turn of summer," no warning flashes, and they arrive at the start of that turn.

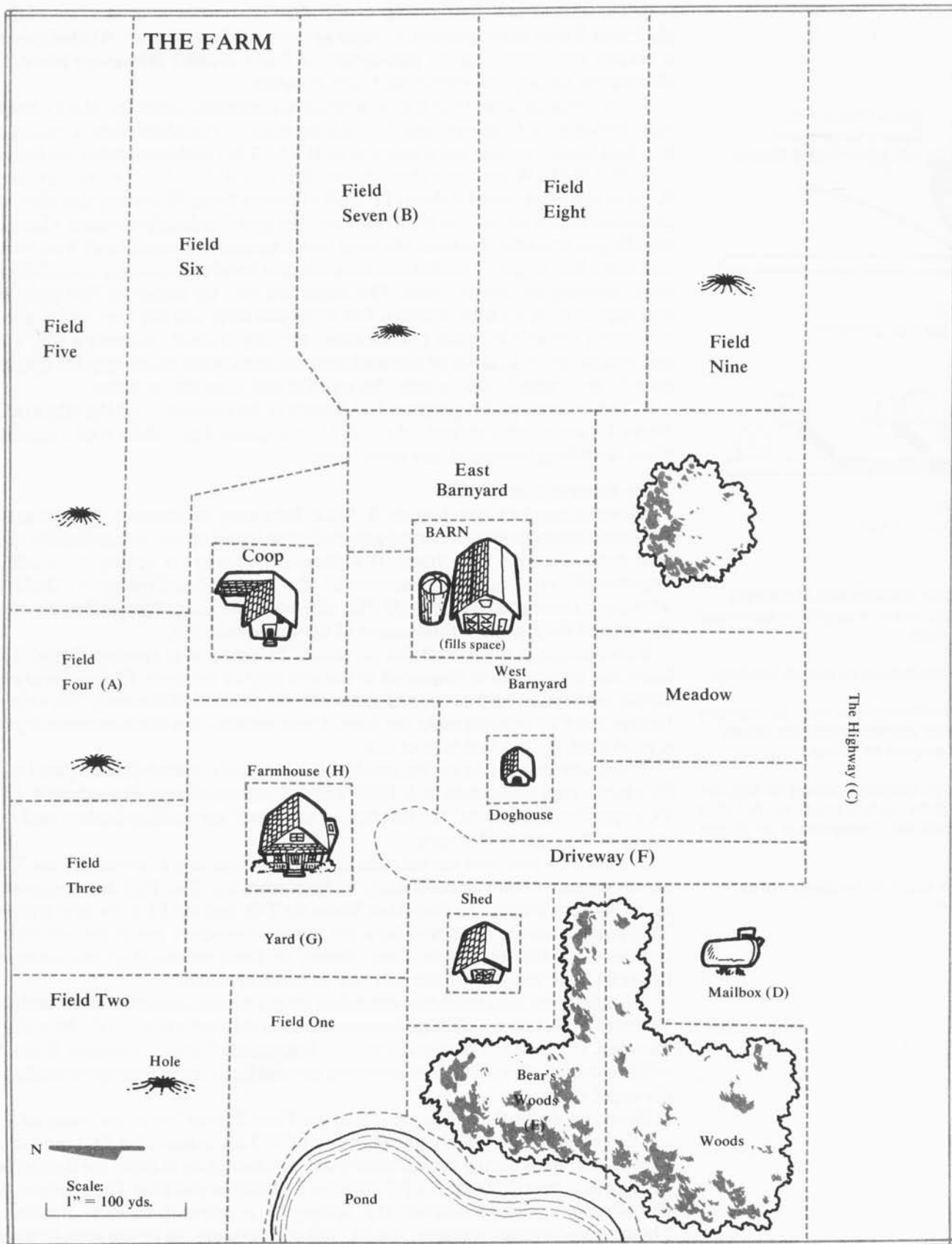
3. If the PCs ever visit the the most futureward "last turn of summer," the Time Storm captures them immediately, without warning. The PCs are transported along with the wabbits to Augustan Rome on T-0, and the PCs are loop trapped! This mishap occurs no matter how the player characters reach the last turn of summer—whether they jump there directly or jump pastward of that point and linger on the Parallel until the last turn of summer begins.

4. Sometimes, time machine computers simply cannot convert a given setting to Wabbit Parallel time—perhaps because no such moment exists on the Parallel. In this case, the machine flashes the usual "Innaccurate Setting" warning. If the PC still tries to jump, he or she goes nowhere, but still faces stress damage according to the usual checks!

For example, as the adventure starts, the Time Barrier lies on the outer edge of the first turn of fall—barely ahead of the PCs. This means that PCs who make futureward jumps during the adventure may be attempting to cross the Barrier into a future that doesn't exist. If a PC chooses a setting beyond the Time Barrier, the chronoscooter cannot convert the setting to a relevant time. It flashes an "Innaccurate Setting" warning. If a PC still tries to jump, he or she goes nowhere, but must make stress damage checks as if the jump actually occurred.

Whomping and Warfare

1. Death is an alien concept on A-1023. When characters native to the Farm suffer two Critical wounds, they've been *whomped*. Instead of dying, they simply vanish,



KIN BUNNIES

STR 34 DEX 64 AGL 66
PER 40 WPR 70 PCN 64
STA 66 UMS 50 WNDS 14
Penetration Bonus: +0

Surprise: 1 Swipe/Surprise: 1
Extra Attack: 1

SKILLS

Name	Rank	Score
Boxing	EX	80
Polearm	SP	65
Short-handled Weapons	EX	80
Automatic Rifle	SP	79
Long-barreled Gun	EX	94
Cannon	EX	94
Demolitions	EX	94
Distance Running	Current STA score	
Historical Specialty	EX	97
(Parallel A-1023, all its history)		
Mechanics	EX	94
Outdoor Survival	MS	117
Stealth	EX	95
Stunt Driving	EX	95
Theft	EX	96
Special weapon skill:		
Chainsaw	MS	110

Significance Rating: 100 each

DESCRIPTION: Kin bunnies always come in pairs; they're identical twins. Each pair forms the devoted and fanatically loyal family of one of the wabbit leaders (Dirty Hare, Thugs Bunny, or Bad News Bunny). Kin bunnies aspire in all ways to be like their given leader, but because they lack size, skills, and experience, their attempts often appear somewhat comical.

Note that the Surprise, Swipe/Surprise, and Extra Attack capabilities work only on A-1023.

ELKINS' TIMETABLE

- 1st 6 days: Stays in the woods, trying to survive.
- 2nd 6 days: Moves to Field One.
- 3rd 6 days: Moves to Field Two.
- 4th 6 days: Returns to Field One.
- 5th 6 days: Returns to the Woods.
- 6th 6 days: Enters Bear's Woods and encounters Bear.
- 7th 6 days: Goes to the mailbox and fights a massive battle, trying to stay alive. (PCs may hear activity.)
- 8th 6 days: Moves to the driveway.
- 9th 6 days: Enters the yard around the farmhouse.
- 10th 6 days: Elkins enters the farmhouse, and is killed by the Demorean impersonating Farmer Brown.

then reappear in their "home" starting spaces *completely healed!* In game terms, the characters are ready for action at the start of the next round.

The PCs and Demoreans, however, are not native to this Parallel. For them, death is a very real possibility. Native creatures can never whomp a foreigner, but intentionally or not, they *can* kill them.

2. The main desire of the Farm's natives is to whomp other creatures. Wabbits have a special interest in whomping the Farmer and his allies, but this certainly does not stop them from whomping one another, too. All alliances on the Wabbit Parallel are temporary and fragile at best. Treachery and mindless mayhem are the foundations of daily life.

3. The desire to attack, coupled with their inability to die, has made native creatures extremely sneaky and mean. Many of them can surprise their attackers. In TIMEMASTER™ game terms, this means they can "steal" initiative—acting first in a round no matter what the dice rolls indicate. To measure this, NPCs on A-1023 are given a Go First rating. *The Go First rating equals the number of rounds that an NPC can automatically steal initiative in any given combat—if he or she chooses to do so.* Don't tell players what this rating is; just roll dice and "surprise" them.

4. Some natives can steal more than just initiative; they can steal initiative, *then steal the foe's weapons and use them*, returning the weapons immediately after making all their own attacks! NPCs with this capability have a Go First/Swipe rating. *The Go First/Swipe rating equals the number of rounds a character can choose to steal initiative and a foe's weapon in any given combat (if desired).*

5. Natives of A-1023 can also make extra attacks in a round (more than TIMEMASTER rules normally allow). Such natives have an Extra Attack rating. *The Extra Attack rating equals the number of rounds in any combat that an NPC can choose to make an extra, free attack, immediately following normal, regular attacks.*

6. So far, it may seem that natives have an overwhelming advantage over the PCs in a combat. Not so. First, the natives are vulnerable to Time Corps agents' stunners (with the exception of the Bear, who's simply too big for this weapon). And secondly, lucky PCs may be able to use the special abilities under "3," "4," and "5" above.

A player who wants his agent to Go First, Go First/Swipe, or make an Extra Attack must state his intention to do so during the Declaration step of the round. (A PC may only try to use *one* of these maneuvers per round.) Then, the PC must pass a Luck check at the appropriate point in the round. A successful check means the PC succeeds in using the maneuver. When PCs and NPCs try to use the same maneuver simultaneously, successful PC Luck checks take precedence over the NPCs' natural abilities.

ADVENTURE SYNOPSIS

Although the PCs may spend some time in Rome (or Miami!) interrogating the wabbits, the real adventure begins when the team jumps to Parallel A-1023. Under most circumstances, they'll arrive at Field Nine in the first turn of fall—the first point futureward of the wabbits' displacement.

Several things happen when the PCs reach Field Nine. A bear attacks them with a cannon. The wabbits attack them with newly procured shotguns. And two chipmunks jump out of a hole to report that some strange new creatures are rumored to be lurking on the Farm. Thus begins the PCs' quest to track down characters who don't belong on this Parallel.

The exact course of this adventure depends on the PCs' route through the Farm. A few well-placed clues lead them toward two locations: the mailbox, which contains a vital message from Commander Bora linking the American Civil War to A-1023, and the farmhouse, where Farmer Brown (actually a Demorean imposter) attempts to lure PCs to their deaths.

The PCs' overriding objective in this adventure is to restore the Parallel to its

natural disorder. They must discover Leroy Elkins (a displaced civil war soldier) and return him to his native T-0. They must also destroy the Demorean impersonating Farmer Brown, and rescue the real farmer from a sleep pod in the farmhouse. But considering the violent and bizarre nature of Parallel A-1023, the PCs' most immediate objective will always remain the same: stay alive.

Format

"Wabbit Wampage Wevised" is divided into two major parts: chronological encounters and location encounters. *Chronological encounters* happen at a given time, and in a given order. To run these properly, keep careful track of time throughout the adventure. *Location encounters* take place whenever the PCs enter a specific area on the Farm—the mailbox, for instance, or Field Four. Because you must weave the two sections together during play, it's imperative you read the adventure thoroughly beforehand.

TRANSITION: INTERROGATING THE WABBITS

Use this encounter if and when the PCs question the wabbits about their home world. The encounter serves as a transition between the PCs' first and second missions. Usually, PCs will question the wabbits before they jump to Parallel A-1023. No players' text is provided.

CM's Notes

If they are convinced of the PCs' intentions to take them "home," the wabbits reveal the following information:

1. They were near their "home hole" in a place called "Field Nine" near the end of "the last turn of summer." Suddenly, they found themselves transported to a lackluster world called "Wome."

2. In their world, the time period following "the last turn of summer" is the "first turn of fall." Every season has three turns. Fall is hunting season, and the wabbits would really like to get back in time to enjoy three full turns of fighting the hunters. "Yeah," rasps a kin bunny. "One whiff of those plaid shirts, and my chainsaw starts right up—all by itself!"

3. The world of the wabbits is simply called "the Farm." Until they were transported to Rome, the wabbits had no concept of any world beyond the Farm.

4. Life on the Farm is violent. The purpose of life is "to whomp your enemies without getting whumped too much yourself," the wabbits explain. "Also," says a kin bunny, "you should destroy the Farmer's buildings—bomb 'em, hit 'em with a crane, stuff like that."

If a PC asks what whomping is, a wabbit says, "You know... You attack someone and they fall down, or their head flies off, and then they disappear and have to go home." An evil, mischievous gleam appears in the wabbit's eyes. "Want me to show you how it works?" he asks.

5. Years on the Farm are pretty much all alike. Some years, the Farmer "wins," and some years, one of the wabbit clans "wins." At the start of the next year, "everything begins all over again."

PCs who successfully use Parallel Identification can determine the wabbits were displaced from Field Nine during the last turn of summer in the most futureward year on Parallel A-1023.

CHRONOLOGICAL ENCOUNTERS

1. WELCOME TO WABBIT WORLD

Use this encounter when the PCs time hop to Parallel A-1023, Field Nine, in the first turn of fall. If the PCs land within two spaces of the farmhouse instead, go to

DIRTY HARE

STR	40	DEX	78	AGL	80
PER	44	WPR	80	PCN	78
STA	80	UMS	60	WNDS	15

Penetration Bonus: +0

Surprise: 2 Swipe/Surprise: 2
Extra Attack: 2

SKILLS

Name	Rank	Score
Boxing	MS	121
Polearm	EX	90
Short-handled Weapons	MS	115
Automatic Rifle	EX	108
Long-barreled Gun	MS	133
Cannon	MS	133
Demolitions	MS	133
Distance Running	Current STA score	
Historical Specialty	MS	134
(Parallel A-1023, all its history)		
Mechanics	MS	133
Military Leadership	MS	110
Outdoor Survival	MS	125
Stealth	MS	134
Stunt Driving	MS	134
Theft	MS	134
Special weapon skill:		
Chainsaw	MS	121

Significance Rating: 250 each

DIRTY'S KIN BUNNIES

STR	34	DEX	64	AGL	66
PER	40	WPR	70	PCN	64
STA	66	UMS	50	WNDS	14

Penetration Bonus: +0

Surprise: 1 Swipe/Surprise: 1
Extra Attack: 1

SKILLS

Name	Rank	Score
Boxing	EX	80
Polearm	SP	65
Short-handled Weapons	EX	80
Automatic Rifle	SP	79
Long-barreled Gun	EX	94
Cannon	EX	94
Demolitions	EX	94
Distance Running	Current STA score	
Historical Specialty	EX	97
(Parallel A-1023, all its history)		
Mechanics	EX	94
Outdoor Survival	MS	117
Stealth	EX	95
Stunt Driving	EX	95
Theft	EX	96
Special weapon skill:		
Chainsaw	MS	110

Significance Rating: 100 each

THE CHIPMUNKS

STR 30 DEX 80 AGL 80
PER 60 WPR 66 PCN 74
STA 40 UMS 55 WNDS 12
Penetration Bonus: +0

Surprise: 2 Swipe/Surprise: 2
Extra Attack: 6

SKILLS

Name	Rank	Score
Polearm	MS	110
Short-handled Weapons	MS	110
Long-barreled Gun	MS	135
Cannon	MS	132
Theft	MS	129

Significance Rating: 50 each

DESCRIPTION: The two chipmunks in the Wabbit Parallel are inseparable; if one is seen, the other cannot be far away. These mischievous creatures change alliances as quickly and easily as most people change their clothes. They are fond of practical jokes that lead to the whomping of almost anyone.

ENCOUNTER 2: The chipmunks have five-shot pump action shotguns in the hole, and plenty of ammo.

THE BEAR

STR 90 DEX 60 AGL 70
PER 52 WPR 60 PCN 62
STA 90 UMS 80 WNDS 16
Penetration Bonus: +25

Surprise: 1 Swipe/Surprise: 1
Extra Attack: 1

SKILLS

Name	Rank	Score
Wrestling	MS	135
Polearm	MS	135
Short-handled Weapons	MS	135
Long-barreled Gun	MS	115
Cannon	MS	116

Significance Rating: 50

DESCRIPTION: The Bear is big, mean, not overly bright, but terribly tough. He enjoys eating, whomping, and showing off his immense strength.

Treat all attacks by the bear as armed attacks; his claws and strength count as weapons. The bear is larger than man-size, and therefore immune to stunner darts (unlike other creatures on A-1023).

ENCOUNTER 2: The Bear has a cannon and plenty of ammo.

Encounter 4. If the PCs land in a third place, change "Welcome to Wabbit World" (this encounter) accordingly.

Players' Text

With a gut-wrenching "pop," the jump is over. The scooters have landed in a vast, freshly plowed field. Just a few feet away, a big, craterlike hole juts up from the rich brown soil. Nothing appears unusual—nothing, that is, except the entire landscape, which look just like a television cartoon. The wabbits should feel right at home.

CM's Notes

If the wabbits are conscious when the PCs take them out of their chronoscooters, Dirty Hare says, "Not bad. Right on target." He pats the scooter and remarks, "Gonna have to order one of these things at the mailbox." Unless the PCs have restrained them in some way, the wabbits immediately head for the large hole. Encounter 3 starts at once, before the PCs leave or the wabbits reach the hole.

2. KABBOOM! (THE BEAR ATTACKS FIELD NINE)

Use this encounter immediately after Encounter 1 above. It doesn't matter where the wabbits are.

Players' Text

A wild chattering rises from the big hole in the field, and two cartoon chipmunks thrust their heads out, peering over the crater. They're at least twice the size of normal chipmunks on Earth. "Hey, you guys!" the left one titters. His voice is high, squeaky, and comical. "You must be the ones we've heard about! Word on the Farm says strangers have come. Must be you! And the Duck says you've got mail at the mailbox!"

The chipmunk on the right nods rapidly and states, "But the Duck lies a lot, you know."

"That's right, lies a lot," echoes the first chipmunk, nodding in synchronization. Suddenly, he stops. His eyebrows rise until they're high on his head. "Wuh oh," he says. "Bear's got it loaded again. Better duck!"

With that, the chipmunks dive back into the hole.

CM's Notes

Any PC who passes a general Perception check notices a large barn to the northwest, quite far away. In front of the barn, a very large brown bear is preparing to fire a piece of heavy artillery from the Napoleonic period—a cannon, to be precise. Any wabbits who are present spot the Bear when the chipmunks do, and they dive into the hole, too, disappearing ears and all. PCs who respond *immediately* can follow the animals into the hole.

A moment later, round one begins. (Roll for initiative; PCs may have one more chance to take cover.) The Bear shoots the cannon, aiming at a randomly selected PC. A solid 12-pound ball archs through the air, whistling with a cartoon sound effect. Treat the shot as a normal missile attack, ignoring range modifiers. The strike number is 99%. If the target character is in the hole, the strike number is 69% instead.

After firing, the Bear begins to reload. This takes 12 rounds; he can't fire again until round 14. Some PCs may try to rush the Bear during this time. If so, they'll be sorely disappointed. The Bear stands two spaces away, and since it takes 6 days to cross one of the mysterious black lines on the ground, the PCs cannot reach the creature in less than 12 days!

After the Bear's first shot, the chipmunks initiate further conversation with the PCs. In the course of their chatter, they tell the agents all about "Life on the Farm":

1. Something is very wrong on the Farm now. The Farmer has become much too

powerful, probably because Dirty Hare and his clan disappeared. "When they never showed up back at their homes last summer, we knew somethin' was up," a chipmunk titters.

2. Three rumors have circulated recently, puzzling the Farm's animal residents. The first rumor says that a strange creature was seen wandering around the Farmer's house—a creature never before seen on the Farm. The second rumor claims that a special letter for unidentified strangers will be delivered at the mailbox, but nobody's sure anymore whether it's for creatures like the one seen at the farmhouse, or somebody else entirely. A third rumor says that one of the hunters is wearing blue this year, instead of his usual red flannel jacket.

3. The chipmunks quickly describe the Farm for the PCs. If you'd like, let the players see the map of the Farm in this book for no more than 30 seconds, so they can draw a map of their own from memory.

As the chipmunks talk with the PCs, the Bear calmly reloads. In round 14, he fires another cannonball at a PC. (If a PC is trying to cross the black line, the Bear aims at that character.) Then the furry monster hitches his artillery to the back of a nearby tractor, climbs into the driver's seat, and drives away, disappearing just north of the barn.

If Dirty Hare is present and conscious, he now demands that the PCs leave his hole (or his field space). "Thanks for the lift, guys," he says. "But now it's time for you to scram. The only good human is a whomped human. So you better make tracks unless you wanna stick around and ... make my day. The next time I see ya, you're whomped meat."

The wabbit means what he says. In fact, now that the Bear has gone, all the cartoon creatures can concentrate on attacking the PCs. The agents can easily stun all the creatures—and they had better. The chipmunks and the wabbits quickly produce shotguns from the hole (which the PCs could not see), and open fire. The animals prefer to shoot the PCs in the back as they leave the hole. Run the combat normally. The animals have an inexhaustible supply of ammo.

Eventually, the PCs probably will head out toward the mailbox or the farmhouse. Refer to the location encounters as PCs explore the Farm.

3. DEMOREAN ARRIVAL AT THE FARMHOUSE

Use this encounter only if the PCs make their initial jump to a space within two spaces (visual range) of the farmhouse. In particular, players familiar with the actual *Wabbit Wampage* board game may choose such a landing site in hopes of finding human life.

Players' Text

With a gut-wrenching "pop," you materialize in a world that looks like a mid-western farmstead in a television cartoon. Everything has a vivid, unrealistic quality—except you, your chronoscooters, and two Demoreans walking in natural form just ahead. Apparently, the pair hasn't sensed your gaze. Not yet, anyway.

CM's Notes

The PCs have arrived in time to see Almar Jan and Kral Thrax. Thrax is the Demorean observer who reported the wabbits' weakened position (due to Dirty's displacement). He's about to return home, using Dimensional Travel. Jan has just arrived. He plans to enter the farmhouse, knock out Farmer Brown, stow him in a sleep pod in the rear bedroom upstairs, and assume the farmer's shape. Unless the PCs actually land in the farmhouse space, the Demoreans accomplish all of this long before the PCs can reach them. Nothing can alter the Demoreans' intentions.

If, however, the PCs do land in the farmhouse, a quick battle is sure to ensue. The Demoreans have no weapons, but Jan can get a shotgun from the farmhouse porch. Farmer Brown keeps his distance; he's never seen four-armed creatures.



ALMAR JAN

(Demorean Farmer Brown)

STR	44	DEX	48	AGL	46
PER	32	WPR	76	PCN	50
STA	40	UMS	45	WNDS	12
Penetration Bonus: +0					

SKILLS

Name	Rank	Score
Long-barreled Gun	MS	103
Cannon	MS	104
Demolitions	MS	104
Distance Running	Current STA score	
Outdoor Survival	MS	111
Stealth	MS	102
Stunt Driving	MS	103

PARANORMAL TALENTS

Talent	Score	WPR Cost
Paranormal Memory	63	30
Shock	54	20
Demoralize	63	20
Shield	58	30
Metamorphose	63	50
Dimensional Travel	Automatic	
Shape Shift	Automatic	
Telepathy	Automatic	

Significance Rating: 4

DESCRIPTION: Almar Jan is the Demorean sent to impersonate Farmer Brown. He is ruthless, cunning, and trained in the skills most likely to be of value on the Wabbit Parallel. Because of the high Willpower cost of his Metamorphose PT, he will use this PT only when more standard methods of eliminating the PCs have failed.

ENCOUNTER 3: Jan fights alone after his companion leaves. He is unarmed.

If the PCs kill the Demoreans, they may assume they have “fixed” this Parallel. Not so—Elkins is still loose. The agent Marple (a pregenerated character) can use her deductive skills to determine the correct course of action: On T-0, she notes, the Time Storm picked something up *and* left something off. It is safe to assume that someone, or something, from another Parallel was left *here* when the storm hit and displaced the wabbits. The PCs should search the area thoroughly and look for clues as to who or what that might be.

If this is your opening encounter, consider Encounter 1 above as a location encounter for Field Nine.

4. PRIVATE ELKINS

This encounter occurs whenever the PCs meet Private Elkins, the civil war soldier brought here by the Time Storm. As the adventure progresses (keep careful track of time), Elkins wanders about the wabbit world according to the timetable printed on the map. Always compare his location with the PCs’. When the PCs are two or less spaces away from him (within visual range), run this encounter.

Players’ Text

Approaching slowly, gun held cautiously in hand, is a young man wearing the uniform of the Union army from the time of the American Civil War. The tow-headed lad is obviously a little worse for wear, though whether his blue uniform was ravaged by a battle here or a battle at home is difficult to say. Obviously, the boy is bewildered. When he comes within easy shouting distance, he calls out nervously, “Hey! Uh..., you people! You ain’t these funny drawn creatures; you look normal folks, too. Who are you, anyway?”

CM’s Notes

The young man, of course, is Private Leroy Elkins. He is frightened, but delighted to see some flesh-and-blood “real” people after a few trying times in this bizarre world. (Remember, Elkins has never seen a television cartoon. To him, surrealistic, senseless violence is both appalling and terrifying.)

After Elkins gets acquainted with the PCs—telling them his name, age, army unit, etc., and hearing similar tidbits in return—he explains his predicament:

1. He has no idea how he got to this cartoon world. He was simply walking in the woods just outside Frederick, Maryland when he suddenly noticed that the woods looked like drawings instead of real trees. Then he encountered a number of strange creatures and characters, all of them violent. Somewhere along the way, he lost his hat.

2. The day this happened was Sept. 11, 1862. Elkins isn’t sure about the exact time; he thinks it was “a little bit after 1:30 in the afternoon” when he noticed he was suddenly in a cartoon world.

3. Sadly, Elkins admits that he had deserted his unit. Play up his sense of regret for having done so. He’s a young boy, very tired of war and fighting. He thinks that perhaps he was sent to the Wabbit Parallel as punishment for leaving his unit. Elkins can converse with the PCs by shouting if they remain two spaces away. Remember that it takes six days to cross a black line on the map; at best, Elkins and the PCs could reach each other in six days if both cross to a space between them.

PRIVATE LEROY ELKINS

STR	58	DEX	62	AGL	56
PER	52	WPR	48	PCN	50
STA	56	UMS	57	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Bayonet	SP	72
Long-barreled Gun	SP	77
Outdoor Survival	EX	80

Significance Rating: 300

DESCRIPTION: Private Elkins is a deserter from the Union Army of the Potomac under General McClellan, 11th Ohio regiment. The Time Storm plucked him from the woods outside Frederick, Maryland and deposited him on the Wabbit Parallel.

Elkins is simply an Ohio farm boy, 18 years old, who has seen enough of war. By the time the PCs meet him, he has also seen enough of the Wabbit Parallel.

ENCOUNTER 4: Elkins carries a musket and plenty of ammo.



LOCATION ENCOUNTERS

A. FIELD FOUR

Players’ Text

Like all fields on the farm, this one has been harvested recently. It seems barren and lonely—at least until frenzied cries of “Whomp ‘em!” echo down the furrows from a craterlike hole about 60 feet ahead. A large wabbit wearing a black

eyepatch suddenly pops up out of the hole. He swings a shotgun up to his shoulder and takes aim. Two smaller kin spring out after him. Both carry roaring chainsaws.

CM's Notes

The PCs have stumbled onto the home hole of Thugs Bunny and his two kin. Thugs attacks without question, firing his five-shot pump action shotgun while the kin bunnies charge with their chainsaws. At Master level, Thugs can fire up to three shots per round. When the five shots run out, he can get more ammo from inside the hole. (He'll never run out completely.)

If Thugs and his kin are stunned, PCs can take advantage of the time gained to search Thugs' hole. Inside they find five sticks of dynamite. Any type of fire ignites a stick's fuse, which burns for half a round (three seconds) before the dynamite explodes. Explosions impart 125% catastrophic damage to characters within a 30-foot radius.

If Thugs and his kin are whopped, they fight again immediately upon recovering. If whopped a second time, they still get up and fight after reappearing in the hole. (In this way, they make a total of three assaults.) After three whumps, the wabbits lose interest; when conscious, they head off toward the chicken coop.

B. FIELD SEVEN

Players' Text

Another field, another wabbit hole. This Parallel seems a bit monotonous. It does, that is, until a full-size cartoon crane with a wrecking ball drives out of the wabbit hole, headed straight toward you! A large, squinty-eyed wabbit is perched on the operator's seat of the crane. This wabbit appears to be female; its eyelashes are incredibly long, except for those on the right eye, which look singed. A jagged scar covers her left cheek. Behind this creature, two smaller wabbits appear on roller skates, racing effortlessly across the dirt. The two skaters are wielding hoes. Guess who they're planning to cultivate.

CM's Notes

The PCs have roused Bad News Bunny and her clan. The wabbits attack relentlessly. The crane moves only 10 miles per hour (75 feet per round), but Bad News can swing the wrecking ball at one or more targets up to 60 feet away. Use the wabbit's Dexterity as the strike number to hit with the wrecking ball (Bad News has a DEX of 78).

Bad News Bunny would like very much to steal any weapons the PCs reveal; she'll attack again and again to obtain them. After suffering four whumps, however, the wabbit clan gives up and returns to their hole. They can offer no useful information to the PCs.

C. THE HIGHWAY

Players' Text

A highway runs east and west along several bordered areas, extending as far as the eye can see. No black lines divide the highway, so, by all appearances, a character should make much better time by walking or running down this road. At the moment, no traffic is visible.

CM's Notes

Demand a Luck check immediately *whenever* any PC enters the highway space (whether the PC has been on the road before or not). If the PC passes, nothing happens. If the PC fails, a huge truck with a semitrailer instantly materializes directly behind the character, running over the PC. The victim of this bizarre hit-and-run encounter suffers 125% catastrophic damage.

THUGS BUNNY, BAD NEWS BUNNY

STR	40	DEX	78	AGL	80
PER	44	WPR	80	PCN	78
STA	80	UMS	60	WNDS	15

Penetration Bonus: +0

Surprise: 2 Swipe/Surprise: 2
Extra Attack: 2

SKILLS

Name	Rank	Score
Boxing	MS	121
Polearm	EX	90
Short-handled Weapons	MS	115
Automatic Rifle	EX	108
Long-barreled Gun	MS	133
Cannon	MS	133
Demolitions	MS	133
Distance Running	Current STA score	
Historical Specialty	MS	134
(Parallel A-1023, all its history)		
Mechanics	MS	133
Military Leadership	MS	110
Outdoor Survival	MS	125
Stealth	MS	134
Stunt Driving	MS	134
Theft	MS	134
Special weapon skill:		
Chainsaw	MS	121

Significance Rating: 250 each

ENCOUNTER A: Thugs has a five-shot pump action shotgun and plenty of ammo.

ENCOUNTER B: Bad News drives a crane (see text).

KIN BUNNIES

STR	34	DEX	64	AGL	66
PER	40	WPR	70	PCN	64
STA	66	UMS	50	WNDS	14

Penetration Bonus: +0

Surprise: 1 Swipe/Surprise: 1
Extra Attack: 1

SKILLS

Name	Rank	Score
Boxing	EX	80
Polearm	SP	65
Short-handled Weapons	EX	80
Automatic Rifle	SP	79
Long-barreled Gun	EX	94
Cannon	EX	94
Demolitions	EX	94
Distance Running	Current STA score	
Historical Specialty	EX	97
(Parallel A-1023, all its history)		
Mechanics	EX	94
Outdoor Survival	MS	117
Stealth	EX	95
Stunt Driving	EX	95
Theft	EX	96
Special weapon skill:		
Chainsaw	MS	110

Significance Rating: 100 each

ENCOUNTER A: Thugs' Kin have one chainsaw each.

ENCOUNTER B: Bad News' Kin each have a hoe; treat them as axes.

THE DUCK

STR 50 DEX 54 AGL 78
PER 32 WPR 56 PCN 68
STA 50 UMS 64 WND 13
Penetration Bonus: +05

Surprise: 1 Swipe/Surprise: 1
Extra Attack: 2

SKILLS

Name	Rank	Score
Polearm	EX	94
Short-handled Weapons	EX	94
Long-barreled Gun	MS	109
Cannon	MS	116

Significance Rating: 50

DESCRIPTION: The Duck is a foul-tempered bird who enjoys making sarcastic remarks while whomping his victims. He is particularly fond of dirty tricks and raunchy jokes.

He stands about 4 feet tall, has glossy black feathers and blood-shot blue eyes, and often smokes cigarillos.

ENCOUNTER D: The Duck has a blowtorch (functions as a flamethrower) and plenty of firepower.

Date Uncertain
Agents:

Don't ask how I got this to you. It's a long story and there isn't much time. We have a new Time Storm-related disaster on T-0. Our event guards at the Battle of Gettysburg, July 1-3, 1863, report that the battle never took place! The Confederacy won the war sometime in 1862 as a result of Lee's first invasion of the North. Details are sketchy, but it must have something to do with the Battle of Antietam and the campaign leading up to that battle. Needless to say, we have another TDW coming our way. We have a team trying to intercept it from the futureward side, but their chances are slim; it's moving too fast.

When you get a chance, see if you can do anything about this while you're on A-1023. I have no way of knowing when you'll receive this letter, or even if you will, so I don't know how much SDS time we have before we're all "history"—as it were. But if you do get this, do what you can to help. Why on A-1023? Because our calculations show a connection between the Civil War incident and something on your Parallel.

Good luck,
Cmmdr. Bora

D. THE MAILBOX

Players' Text

An old-fashioned rural mailbox, mounted on a post, sits near the edge of the highway. The ground nearby is littered with crates and shredded brown paper; obviously, a lot of activity takes place here.

A man is approaching the mailbox; he wears a red flannel jacket, orange safety cap, and carries a shotgun. Behind him stands a four-foot-tall, mean-looking black duck. The duck draws a bead on the human with something that looks like a blowtorch. Apparently, it's even more deadly; a river of flame shoots out from the weapon's tip like an enormous, lapping tongue. The human catches fire and runs off screaming.

"Yeah, I'll bet that really burns him up," says the creature with malicious glee. "I'm the Duck, what they call a Local Critter round these parts. Say," he adds softly, as if he might be sharing a secret. He lights a cigar with the flamethrower, then wiggles his brow mischievously. "I think there's something in the mailbox for you."

CM's Notes

Immediately after speaking, the Duck opens fire on the PCs. Treat his weapon exactly like a flamethrower, as described on pages 32-34 of the *Travelers' Manual*. "Maybe you've got a love letter in there," the Duck says, nodding toward the mailbox. "I'll bet you're just a-hunk-a-hunk of burnin' love. *Quack!*"

If the Duck is stunned, he recuperates normally, but continues attacking using any means at hand. If the Duck is "whomped," he disappears. (His home is the pond; when he reappears, the PCs can't see him.)

PCs who examine the mailbox exterior carefully should roll a general Perception check with a -20 modifier. Those who pass this check notice a bomb wired to the bottom of the box, which will explode as soon as the mailbox is opened. A character with Demolitions skill can disarm the bomb with any successful skill check.

Characters who open the mailbox without disarming the bomb suffer 125% catastrophic damage (anyone within 30 feet of the mailbox is affected). In addition, victims of this deadly trap now have coal-black faces and black hair that stands straight on end. Clothing is tattered, scorched, and torn.

Inside the mailbox, PCs find a letter addressed simply, "Agents." If the PCs open the letter, read the text at the left out loud.

In addition to the letter, a mail-order catalog lies inside the mailbox. It's from the Acme Corporation. Items the PCs can order are: 1) The Acme H-Bomb Kit, which "destroys all buildings and whumps all creatures in any space on the Farm! Requires one hour of assembly" and 2) Dynamite, which "comes in handy-sized crates of 100 sticks each." If ordered, items arrive at the start of the next wabbit turn.

The catalog lists all manner of other items, such as robots, monsters, and jet packs. Unfortunately, they don't appear to be available. A pink flyer inserted in the catalog says that all items beyond the two above "are temporarily out of stock, due to delivery problems caused by inclement temporal weather."

E. THE BEAR'S WOODS

Players' Text

A dark, deciduous forest (cartoon style of course) covers the area within these lines. Very little scrub or shrubbery lies beneath the canopy, however, so it's easy to walk here. The woods are extremely quiet and peaceful.

CM's Notes

Let the PCs spend a few peaceful moments in this area. Then tell them a "click" echoes through the trees behind them. (It's the sound of the Bear's cannon being

locked into firing position.) Characters who turn around see the Bear standing 50 feet away, ready to fire. The Bear is 10 feet tall, with brown fur. On his head he wears a peculiar hat—a Union Army cap from the American Civil War.

If any PC advances, the Bear fires instantly. The cannon is loaded with canister shot (and not a cannonball); in effect, the critter has a giant shotgun! The canister hits all PCs in its burst pattern, as shown in the accompanying diagram. No range modifier applies to this shot, and the Bear can fire using his Cannon skill score.

But the Bear isn't really interested in "whomping" the PCs right now; he only attacks if he feels threatened. Curiosity has overcome him, and the Bear really wants to know who the PCs are, where they came from, and what they are doing in his woods. If the PCs don't advance immediately, or stop moving and don't return his fire, he opens a conversation, saying, "Who are you guys, anyway? How come you're in my woods?" He speaks with a drawling, whimsical deep voice.

Improvise a conversation with the Bear. If the PCs agree to give him information, he readily assents to a temporary truce. Although he is not stupid, the Bear has no knowledge of any type of world beyond the Farm; he believes almost anything the PCs tell him. In return, this towering, furry hulk can tell the PCs that he found the cap he is wearing in the woods to the north. "It was just lying there. Honest. Strangest thing, don't you think? I wonder if the hunters have new hats." The Bear has no idea where the cap came from. (Private Elkins dropped it.)

If the PCs end up fighting the Bear, he fights until whumped, and then disappears. (He reappears elsewhere in the woods, out of sight.) Because of his size, the Bear is unaffected by stunners.

F. THE DRIVEWAY

Players' Text

The long dirt driveway leads from the highway to the farmhouse, where it ends in a vague circle, providing turning room for vehicles. Sitting in the driveway, panting hard, is a large, cartoon bulldog. He wears a bright red collar with sharp silver spikes. "Who are you?" he asks throatily as drool escapes from his baggy chops. "Never seen you before." He bares his fangs and growls.

CM's Notes

Roll a secret Perception check for each PC; those who pass notice a subtle move taken by the dog. He has a small item tucked under his left front paw, and he quickly stashes it inside his fur, just as if he had pockets! The PCs can't see what the item is.

The dog doesn't attack immediately; he waits for an answer from the PCs. If they seem to be friendly to the farmer (his master), the dog even points the way to the farmhouse.

If hostilities do arise, the dog attacks savagely. The item hidden in his "pocket" is an eraser—a very special eraser, which can make any weapon (real or cartoon) disappear completely. To use the eraser successfully, the dog must get a "C" result while making an unskilled melee attack with the eraser in hand. Weapons lost in this manner are gone until the next wabbit year; the PCs can't retrieve them. If whumped, the dog reappears in his doghouse, leaving the eraser on the driveway.

Lucky PCs may wrestle the eraser away from this canine terror. As long as they stay on the Wabbit Parallel, the eraser works for them just as it did for the dog. However, it doesn't function on other Parallels.

G. THE YARD

Players' Text

Three cartoon men in red flannel jackets and orange safety caps stand in the yard outside the farmhouse. Gunfire booms throughout the Farm as they fire pump action shotguns at the nearby fields. The three men are laughing and guzzling

THE BEAR

STR	90	DEX	60	AGL	70
PER	52	WPR	60	PCN	62
STA	90	UMS	80	WNDS	16

Penetration Bonus: +25

Surprise: 1 Swipe/Surprise: 1
Extra Attack: 1

SKILLS

Name	Rank	Score
Wrestling	MS	135
Polearm	MS	135
Short-handled Weapons	MS	135
Long-barreled Gun	MS	115
Cannon	MS	116

Significance Rating: 50

ENCOUNTER E: Once again, the Bear has a cannon. He has plenty of ammo—both balls and canister.

THE DOG

STR	48	DEX	62	AGL	76
PER	74	WPR	76	PCN	78
STA	80	UMS	62	WNDS	15

Penetration Bonus: +0

Surprise: 1 Swipe/Surprise: 0
Extra Attack: 1

SKILLS

Name	Rank	Score
Polearm	MS	117
Short-handled Weapons	MS	117
Long-barreled Gun	MS	117
Cannon	MS	125
Demolitions	MS	125
Distance Running	Current	STA score
Stealth	MS	124
Stunt Driving	EX	107
Tracking	MS	119

Significance Rating: 150

DESCRIPTION: The Dog is a hardy cartoon bulldog, fiercely loyal to the Farmer and fanatically dedicated to whomping wabbits. He also likes to push the Hired Hand around when the Farmer isn't looking—a hobby this canine calls "bulldogging."

ENCOUNTER F: The dog has an eraser.

HUNTERS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13

Penetration Bonus: +05

Surprise: 2 Swipe/Surprise: 2
Extra Attack: 2

SKILLS

Name	Rank	Score
Long-barreled Gun	MS	133

Significance Rating: 250 each

inordinate amounts of beer. One after another, the cans are drawn from their pockets, in seemingly endless supply.

"Lookie there, Fred, I almost got one of them wabbits!" one of the men shouts heartily. "Eee hah!"

"Nope," says another. "It was my shot that sent his little fur a-flying. Say, lookie here—what's these things comin' up?" All three gaze in your direction and burp. They look stupefied.

CM's Notes

The hunters don't like to be stupefied. They don't know what the PCs are, but quickly jump to the conclusion that the agents must be large wabbits in a clever disguise. "Well, sheeeet!" exclaims a hunter. "Those darn wabbits are dressin' up in disguises now! Let's get ready to waste 'em!" The PCs have two rounds to change the hunters' minds; otherwise, the three men open fire with their shotguns.

If the PCs can make friendly contact with the hunters, the men suggest that they contact Farmer Brown inside the farmhouse, and see if he'll agree to let them join the hunt. It's wabbit season, and the farm has plenty of wabbits "ripe for a whomping."

When whomped, hunters simply disappear. (They reappear inside the farmhouse.)

H. THE FARMHOUSE

Do not use this encounter if the PCs landed within two spaces of the farmhouse at the adventure's start. The Demorean Almar Jan is inside, impersonating Farmer Brown according to plan.

Players' Text

The farmhouse is a fine, two-story frame building with a large, comfortable porch. The white cartoon clapboards contrast neatly with the black shingled roof. As you approach, a stocky, middle-aged man steps out the front door onto the porch, carrying a glass of iced tea. He clanks the ice cubes against the side of the glass and yawns.

"Well hello, strangers," he calls, looking up, smiling a cartoon smile. "What can I do for you folks?"

CM's Notes

The man on the porch is actually the Demorean impersonating Farmer Brown. He is extremely pleasant and hospitable, offering to let the PCs stay at the house and take part in the hunting during wabbit season. Of course, the Demorean quickly deduces that the PCs must be Time Corps agents, and he begins planning the best way to eliminate them.

FARMER BROWN

(the real cartoon man)

STR	60	DEX	56	AGL	58
PER	52	WPR	80	PCN	78
STA	80	UMS	59	WNDS	15

Penetration Bonus: +10

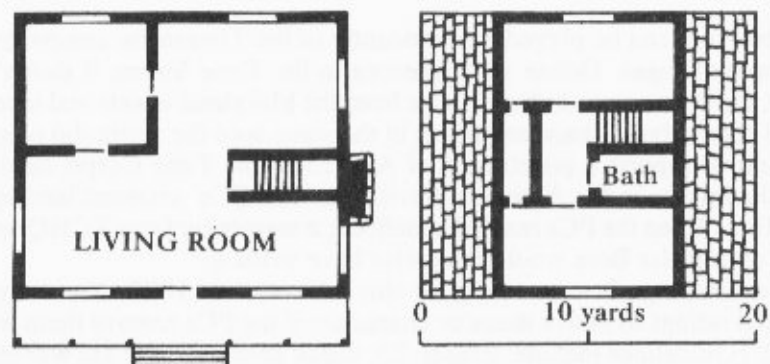
Surprise: 1 Swipe/Surprise: 1
Extra Attack: 1

SKILLS

Name	Rank	Score
Wrestling	MS	114
Polearm	MS	114
Short-handled Weapons	MS	114
Long-barreled Gun	MS	111
Cannon	MS	122
Demolitions	MS	122
Distance Running	Current STA score	
Mechanics	MS	122
Stealth	MS	112
Stunt Driving	MS	123

Significance Rating: 400

DESCRIPTION: Farmer Brown is abducted and stored in a sleep pod by Almar Jan almost immediately upon the Demorean's arrival. Once rescued, however, the Farmer can be a valuable ally for the PCs, providing additional manpower and weapons for their cause. Play the Farmer as a typical cartoon farmer in his mid-50's. Farmer Brown's biggest interests are protecting his farm and whomping wabbits.



The Demorean's first tactic is to drug the PCs. He offers them all a nice glass of iced tea, and slips a sleeping pill into each glass. Roll a secret general Perception check with a -40 modifier for each PC who accepts the tea. If a PC passes the check, tell him or her that a tiny bit of an undissolved, white pill lies in the bottom of the glass (the PC sees it before drinking). PCs who drink the tea begin losing Stamina at a rate of 10 points per round; simply tell them they begin to feel tired, until they pass out at zero Stamina, or receive treatment from a character with Medical skill.

As the PCs begin to nod off, Farmer Brown appears sincerely sympathetic. "You folks look plum tuckered out," he says. "Well, I guess that's natural, seeing as how you're not used to these surroundings. Why don't you come inside and get a bit of rest? You'll be safe from the critters and we've got plenty of spare beds—always do, in hunting season."

Once the PCs are asleep, the Demorean simply slits their throats, one at a time. Luck checks are allowed.

Should the sleeping drug ploy fail, the Demorean runs inside the house, slamming and locking the door. He at once shouts to his hunters from a window, telling them the PCs are wabbits in disguise. The three hunters gleefully open fire. (If the PCs whomped them earlier, the hunters are in the house.)

The PCs can break into the house by knocking down the door, breaking out a window, and so on. Inside, they must face the Hired Hand, who's armed with a rake, any hunters who have been whomped earlier, and the Demorean Farmer Brown. If the Demorean's situation seems desperate, he uses Metamorphose to change as many PCs as possible into cartoon baby field mice—which he, the Hired Hand, and any hunters present then gleefully stomp to death. A single "C" result from any attack is sufficient to extinguish a PC baby field mouse.

WRAPPING UP THE ADVENTURE

The adventure ends when the PCs find Private Elkins and decide to take him back where he belongs. Of course, to be completely successful, the PCs should also eliminate the Demorean on this Parallel. However, if the PCs succeed in preventing the Time Storm (in upcoming adventures), the Demorean will have no impact here; in fact, none of this ever will have happened. Clever PCs should realize this, and not worry much about Almar Jan or any minor changes they caused.

Should the PCs fail to find Elkins before he reaches the farmhouse (see the timetable), and the Demorean is still there, then the Demorean kills Elkins. The TDW mentioned in Bora's letter soon hits the Time Corps on T-0, and the PCs find themselves living out their normal lives without ever having been recruited by the Time Corps. (See the Introduction for a complete explanation of this.)

ADAPTING THE ADVENTURE

This adventure can be played independently of the *Timestorm* campaign with a few simple changes: Delete all references to the Time Storm; it doesn't exist. Instead, the Demoreans kidnap Elkins from the Maryland woods and take him to A-1023 themselves (abandoning him in the same spot the storm did originally). The Sentinel reports a penetration of A-1023 to the Time Corps; he does not report the mix-up in the American Civil War. The PCs' assigned landing site is Field Nine. When the PCs reach the mailbox, a messenger from TCHQ sends the letter Commander Bora would otherwise have written.

The overall significance rating for this adventure is 1000. You may assign individual ratings to native items or characters if the PCs remove them from this Parallel. (Guidelines include: Eraser, 25; major character, 50; kin wabbit, 400.) Since the PCs cannot really destroy anything on this Parallel, individual significance ratings are often negligible.

ALMAR JAN

(Demorean Farmer Brown)

STR	44	DEX	48	AGL	46
PER	32	WPR	76	PCN	50
STA	40	UMS	45	WNDS	12

Penetration Bonus: +0

SKILLS

Name	Rank	Score
Long-barreled Gun	MS	103
Cannon	MS	104
Demolitions	MS	104
Distance Running	Current STA score	
Outdoor Survival	MS	111
Stealth	MS	102
Stunt Driving	MS	103

PARANORMAL TALENTS

Talent	Score	Cost
Paranormal Memory	63	30
Shock	54	20
Demoralize	63	20
Shield	58	30
Metamorphose	63	50
Dimensional Travel		Automatic
Shape Shift		Automatic
Telepathy		Automatic

Significance Rating: 4

ENCOUNTER H: Has Farmer's shotgun, plenty of ammo.

THE HIRED HAND

STR	54	DEX	52	AGL	50
PER	46	WPR	54	PCN	50
STA	54	UMS	52	WNDS	13

Penetration Bonus: +05

Surprise: 1 Swipe/Surprise: 0
Extra Attack: 0

SKILLS

Name	Rank	Score
Polearms	EX	82
Short-handled Weapons	EX	82
Long-barreled Gun	EX	82
Cannon	EX	81

Significance Rating: 100

DESCRIPTION: The Hired Hand is a lazy fellow who supposedly does barnyard chores and odd jobs for Farmer Brown. The hand may appear slow-minded at times, but his skill in avoiding work shows an underlying intelligence. The Hired Hand likes apple wine and prefers to spend the day snoring beneath a shade tree.

ENCOUNTER H: He has a rake; treat it as an axe.



***A** DVENTURE THREE: MINE EYES HAVE SEEN THE GLORY*

CM'S BACKGROUND

"God has seen fit to make me the saviour of my country."

—Union General
George B. McClellan

"McClellan? Wasn't he the idiot who botched up the Battle of Antietam? No way we'd recruit that jerk."

—Commander John Watkins,
Earth Specialty Division

An outline of the situation at the beginning of the adventure follows.

From 1861 until 1865, the Civil War raged in the United States. The next adventure takes the PCs to September of 1862, when the Confederate forces of General Robert E. Lee invaded Maryland. Lee pursued a bold plan, hoping to draw Union General George B. McClellan's Army of the Potomac into a decisive battle on his terms. Unfortunately for the South, however, a careless Confederate courier lost a set of orders outlining Lee's entire plan, and the Union army promptly found these orders.

Armed with Lee's battle plans, McClellan forced Lee to engage at a disadvantage on September 17 at the Battle of Antietam. Despite his overwhelming advantage, McClellan barely defeated Lee; the result was the bloodiest single day of battle in American history. Yet, despite the fact that McClellan handled the battle (and the entire campaign) poorly, he forced Lee to end his invasion and return to the South.

How the orders that gave McClellan his badly needed advantage fell into Union hands has always been a mystery. Here is how it happened:

On the afternoon of September 11, at 12:15 to be precise, Union Private Leroy Elkins slipped into the Maryland woods. Elkins intended to desert his unit and head for home. He quickly came to the edge of a clearing and saw a lone Confederate soldier resting beside an exhausted horse. As Elkins raised his musket, the young Confederate, just a boy of 15, saw him and froze with fear.

Leroy didn't pull the trigger, however. He had no intention of becoming a child-

killer in the name of an army he was about to desert. Leroy just shouted a single word, "Get!"

The Confederate youth dashed to his horse and sped away. Leroy did not notice that, in his eagerness to cooperate, the youth had left a packet of documents lying on the ground. The next day, a group of Union soldiers searching for Leroy found the packet—which contained Lee's plans!

The Time Storm has changed all that. The Time Storm has hopped and bounced through the entire day of September 11 like a tornado skips and jumps through a sleepy country town. It plucked Leroy from Parallel T-0 at 1:35 p.m. on Sept. 11, just ten minutes before he would otherwise have stumbled upon the Confederate courier. Consequently, the Union never found Lee's plans, and McClellan does not have the crutch he so badly needs to match wits with Lee.

In addition, the Time Storm has deposited four strangers in the vicinity of the Battle of Antietam. The strangers, a wizard named Thutamon and three of his warrior bodyguards, are from Parallel R-259. The storm dropped them behind Union lines at 6 a.m., September 11, seven and a half hours before it swept Leroy Elkins away.

These four, suffering from partial amnesia and convinced that Thutamon's archival had transported them to an alien land, quickly started a small battle with a passing patrol of Union soldiers. When they defeated the soldiers, they captured a cannon. Of course, they kept one prisoner alive long enough to force the bewildered man to teach them how to use the cannon.

They then began rampaging toward Washington D.C., destroying whatever they found in their path. On one occasion, they even used the cannon to destroy a supply train bound for the front lines.

At 10:30 a.m., General McClellan received reports of a Confederate cavalry

GEN. GEORGE B. McCLELLAN

Commander, Army of the Potomac

STR	54	DEX	52	AGL	60
PER	70	WPR	46	PCN	48
STA	52	UMS	57	WNDS	13

Penetration Bonus: +05

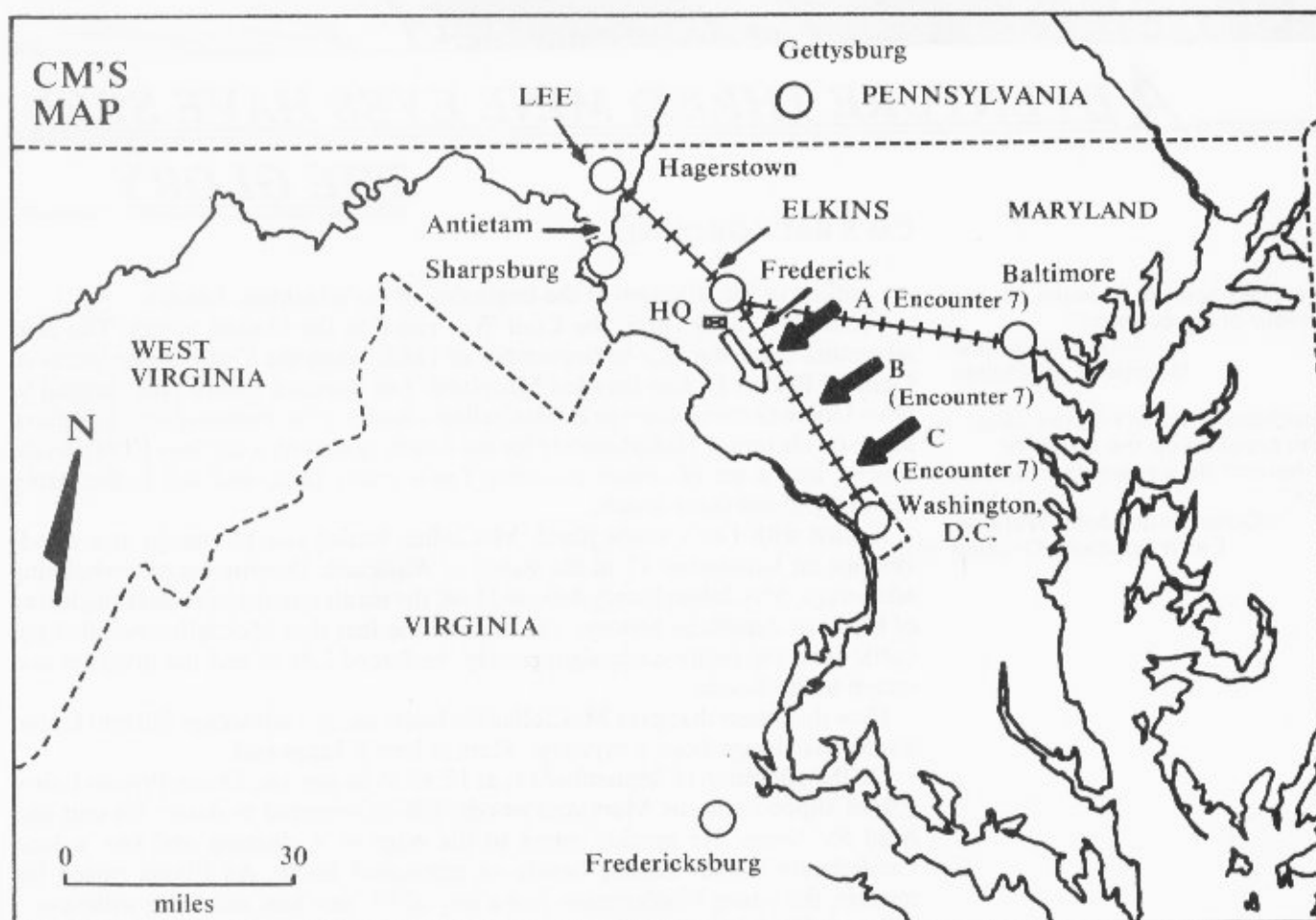
SKILLS

Name	Rank	Score
Bayonet	SP	72
Equestrian	EX	91
Long-barreled Gun	SP	67
Pistol	SP	67
Cannon	SP	65
Military Leadership	SP	72

Significance Rating: 150

DESCRIPTION: George B. McClellan is a brilliant organizer and administrator, and one of the worst generals in history when it comes to commanding an army in the field or in action. McClellan constantly overrates the strength and speed of the enemy, and believes that twice the supplies he needs cannot be nearly enough. McClellan's moods alternate wildly, swinging from elation at the "obvious fact" that God has called him to be

Continued...



the saviour of his nation, to a depressed obsession with the real and imagined plots of other politicians and generals against him.

McClellan, despite his faults, is very popular with his troops, who privately call him "Little Mac" (in reference to his short stature).

As CM, you should play him as an egotistical, self-important man who's subject to mood shifts, and one who's extremely cautious when it comes to engaging the enemy.

raid behind his lines. By noon, McClellan had convinced himself that an entire corps of Confederate cavalry had slipped between him and Washington with the intention of capturing the capital while he chased Lee's army through the Maryland countryside. At 12:30, he ordered a full retreat toward Washington. The order reached Leroy Elkins' unit at 12:45 p.m.—well after Leroy had deserted.

Unless the PCs change this course of events, Lee will take advantage of McClellan's blunder. By the time McClellan decides that Washington is in no danger (five days from now), Lee will rampage into Pennsylvania and attack several important Northern cities. McClellan will make a desperate attack to save the Union's industrial base, and Lee will handily destroy the Army of the Potomac. Without an army to defend Washington, the U.S. will reluctantly surrender. The rest is history—or rather, a Temporal Disaster Wave.

ADVENTURE SYNOPSIS

ROBERT E. LEE

Commander, Army of Northern Virginia

STR	58	DEX	52	AGL	60
PER	76	WPR	74	PCN	74
STA	56	UMS	59	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Bayonet	SP	74
Equestrian	EX	93
Long-barreled Gun	EX	82
Pistol	EX	82
Cannon	EX	93
Military Leadership	MS	125

Significance Rating: 250

DESCRIPTION: Robert E. Lee is a brilliant, daring, determined general who detests war, but fights it boldly. At the time the PCs may see him, Lee is involved in an extremely dangerous campaign against McClellan, but Lee is nonetheless confident of his own abilities and the capabilities of his men.

To civilians, such as the PCs, Lee is a perfect Southern gentleman, even if he finds it necessary to hang them as spies.

After determining that Leroy Elkins was a displaced person in Adventure Two, the PCs should return him to T-0 sometime during the afternoon of September 11, 1862. As they return Leroy to his unit, they quickly discover that something is terribly amiss here. The Union army is in a panicked retreat, apparently because the Confederates are marching on Washington.

By utilizing their Paranormal Memory and/or Historical Specialties, the PCs should quickly realize that the situation is gravely disturbed. Historically, McClellan and his army should be positioned between Lee's army and Washington. As mentioned in the CM's Background, on September 12 McClellan's troops should find a copy of Lee's plans. McClellan should then use this information to force Lee into the Battle of Antietam, near Sharpsburg, Maryland.

Shortly after the PCs arrive in Maryland, a Union patrol captures them and, suspicious of their strange appearance, takes them to headquarters for questioning. At McClellan's HQ, the PCs learn that the General has received reports of savage Confederate attacks behind the Union lines, that the railroad linking Frederick and Washington has been cut, and that McClellan has ordered a full retreat to protect the capital.

McClellan's staff leaves the PCs alone with McClellan and a single guard for just a moment. Sadly, the Time Storm touches down again at that very moment. It transports the headquarters building, the PCs, McClellan, and the guard to Parallel M-491. In this parallel, the Oz stories of L. Frank Baum are the fabric of historical reality.

As the PCs arrive, they land directly upon the Wicked Witch of the East and kill her. Stunned Munchkins soon surround the house. The PCs then learn that the Time Storm has had other effects on Oz. The Munchkins are members of the Oz Nazi Party! Although the Munchkins are glad that the Wicked Witch is dead, they show no gratitude toward the PCs—whom they intend to intern as slaves!

Although the PCs don't have their chronoscoters, the solution to their dilemma lies right at their feet. The PCs can use the ruby slippers that belonged to the Wicked Witch to transport themselves back to Maryland.

Assuming the PCs return to Maryland, they may choose to do one of several things. They might try to locate Lee's army to see if the Confederates are really behind the Union lines. They might travel toward Washington to investigate the reports of Confederate attacks. Or they might decide to make sure that Lee's plans fall into McClellan's hands. The course of the adventure depends upon the PCs' decisions at this point. To stop the TDW, the PCs must eventually ensure that Elkins meets the Confederate courier as he did historically, and they must counteract the actions of Thutamon and his guards on this Parallel. At the conclusion of the adventure, the PCs should be ready to return Thutamon and his guards to Parallel R-259.

ENCOUNTERS

I. ARRIVAL

Use this encounter when the PCs return Private Elkins to T-0.

Players' Text

In an instant, your chronoscooters transport you from the bizarre violence of the Wabbit Parallel to the quiet woods of Maryland in September of 1862.

CM's Notes

Assuming the PCs have paid careful attention to Elkins' comments and/or used the PT Parallel Identification, they have probably travelled to a wooded location near Frederick, Maryland, just futureward of 1:35 p.m. Sept. 11, 1862. PCs following standard procedure will perform a Memory Restoration on Elkins immediately.

A few minutes after the PCs arrive (and after they have had time to use Memory Restoration on Elkins), they hear a small group marching in the surrounding forest, accompanied by the sound of two men talking:

"Come on, hurry it up!" says the first man. "We had best get back to that main highway quicker than a beestung bear heads for the river!"

"I am hurrying," another responds. "What's this big fire-wagon rush anyhow? We're going the wrong way! The Rebs are way up North by Hagerstown, ain't they? How come we're all of a sudden running back to Washington with our tail stuck between our legs like chewed-up mongrels?"

"Orders, that's why. Besides, I've heard tell that the Rebs are raising a catfight fuss behind our lines—between us and Washington. If it's true, that there's cause enough for Little Mac to march us and our bloody blistered feet back to the White House itself."

A column of Union soldiers is using a nearby trail. They are marching toward the main road leading from Hagerstown to Frederick.

Immediately roll a *secret*, specific Paranormal Memory check for any PC possessing a Historical Specialty including the year 1862 in the United States. This PC learns the following, according to the results of his check (p. 54, *Traveler's Manual*). **Failure or L:** On Sept. 11, 1862, the Union army should be preparing for an advance toward the Confederate army (in the direction of Hagerstown). It definitely should not be retreating. The advance sets the stage for the Battle of Antietam on Sept. 17. **M:** On Sept. 12, Union soldiers should find a copy of Confederate General Lee's campaign plans. **H or C:** There should be no Confederate forces behind Union lines, especially between the Union army and Washington, D.C.

Note that even if the PC fails this check, he or she still remembers that the Union army should be preparing for an advance instead of retreating toward Washington. At this point in the adventure, it is essential that the PCs realize something is seriously amiss.

If Elkins is conscious at this time, he immediately falls into line with the Union column and rejoins his unit.

Go to Encounter 2.

Trouble

If the PCs did not travel to September 11, or hopped to a different geographic location, you must improvise and introduce the clues which will lead your PCs back to the track. Use the following information as a guide:

By the evening of September 11, all Union personnel and all civilians will (incorrectly) believe that a large body of Confederate cavalry has slipped behind Union lines and is about to attack Washington D.C. Anybody the PCs encounter between the 11th and 14th discusses this fact. The Union army marches toward

PRIVATE LEROY ELKINS

STR	58	DEX	62	AGL	56
PER	52	WPR	48	PCN	50
STA	56	UMS	57	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Bayonet	SP	72
Long-barreled Gun	SP	77
Outdoor Survival	EX	80

Significance Rating: 300

DESCRIPTION: Private Elkins is a deserter from the union Army of the Potomac who was swept to the Wabbit parallel by the Time Store. He is simply an Ohio farm boy, 18 years old, who has seen enough of war. By the time the PCs meet him, he has also seen enough of the Wabbit Parallel. Without ever knowing it, he became a key factor in the defeat of Lee's first invasion of the Union.

ENCOUNTER 1: Elkins carries a musket and plenty of ammo.

Washington from September 11 to September 14.

By the evening of the 14th, McClellan realizes that the Confederates are not threatening Washington. Instead, they have invaded Pennsylvania. On the 15th, McClellan marches north to attack Lee. Two days later, his army is destroyed and the Confederates have taken the first step toward winning the Civil War.

2. WHO ARE THESE FOLKS?

Use this encounter after the PCs hear the Union column in Encounter 1.

Players' Text

"Howdy, folks. Nice day for a stroll in the woods, isn't it?" The voice comes from the woods ahead. The tone is ironic, but friendly.

"Just stay put a minute, and me and the boys won't do no shooting," the voice continues. A second later, a single Union soldier, his rifled musket held ready to shoot, steps into view.

"Who are you folks?" the soldier asks.

CM's Notes

PCs passing a general Perception check notice that this soldier is not alone. Eleven more have surrounded the PCs. The soldiers all hide behind cover 40 to 50 feet away, well beyond stunner range. *These men open fire if the PCs attack.* (Of course, the sound of gunfire brings another 100 Union troops, and then another 100, and so forth. The PCs should quickly realize that they can't defeat the entire Army of the Potomac.)

This patrol was returning through the woods to rejoin its unit when the leader noticed the PCs. Although the soldiers are not hostile, they are curious and careful. The patrol leader asks the PCs who they are, where they are from, and what they are doing in the woods. If the PCs are dressed unusually for this time period and/or carry strange equipment in plain view, the leader seems suspicious.

After a few minutes of conversation, an officer joins the interrogation, introducing himself as Captain Thomas. Thomas asks several questions the PCs have already answered, then says, "You know, with Confederates on the loose everywhere, this is a dangerous area. Besides, I think there's more to you than meets the eye. I'm afraid I'll have to invite you folks to our headquarters for further questioning. If everything checks out, they'll see you safely out of this area."

Thomas orders an escort of twelve men to take the PCs to McClellan's headquarters.

If the PCs question Thomas about the situation, he confirms that there are reports of Confederate activity between the Union position and Washington. He doesn't know the details, but suggests they can learn whatever civilians are allowed to know at headquarters.

Note that the Union soldiers in this encounter are standard NPCs with Expert skill (score 80) in Long Barreled Gun.

Trouble

If the PCs start a fight, the Union troops still take them to McClellan's headquarters for questioning, but assume that the PCs are Confederate spies. It is important that the PCs stay together from this time through Encounter 3; should they try to separate, the Union army ensures that they are rejoined.

3. McCLELLAN'S HEADQUARTERS

Use this encounter when the PCs go to McClellan's headquarters.

STANDARD SOLIDERS

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Long-barreled Gun	EX	80

Significance Ratings: d10 each

ENCOUNTER 2: Each soldier carries a musket, a bayonet, and 24 rounds of ammo. Captain Thomas also carries a .44-caliber revolver.

Players' Text

McClellan's headquarters today are in a small, white frame farmhouse just south of Frederick. The headquarters is a beehive of activity as Union couriers come and go with orders and information. Nearby, the medical corps has hastily established the hospital inside a barn.

A heavy guard surrounds the headquarters building, and there are several hundred more soldiers within shouting distance.

"In there, please," says one of your escorts, indicating the front door.

CM's Notes

Several guards take the PCs to a small upstairs bedroom which now serves as an office. There, yet another Union officer, Colonel Watts, questions them. No matter what the PCs tell Watts, he remains undecided as to what he should do. He ends the conversation by saying, "I'd better discuss your story with the General." If the PCs have said anything that a Civil War officer might find unusual, he adds, "I don't know whether you people are Confederate spies or just lunatics." He then posts a guard outside the door and leaves the room. Outside their second story window, the PCs can see hundreds of troops attending to their duties.

Watts reveals the following facts if the PCs ask him about the Union situation:

1. Headquarters has received reports of several savage Confederate attacks on civilians and small towns between Frederick and Washington. The first report arrived this morning, and others have followed hourly. (These attacks are the work of the wizard Thutamon and his warriors. McClellan and his staff are interpreting the reports as Confederate attacks—the only logical explanation from their viewpoint.)

2. The railroad linking Frederick to Washington has been cut.

3. McClellan has ordered a general retreat to protect the capital.

As Watts leaves the room, another officer calls him over to the hospital to interrogate a dying prisoner. The guard, the PCs, and General McClellan are the only people in the house for a short time. Regardless of what the PCs try to do, go immediately to Encounter 4.

Trouble

If the PCs attempt to escape at any time, the Union army eventually overwhelms them and takes them to Colonel Watts' office.

4. TORNADO TIME

Use this encounter immediately after Encounter 3.

Players' Text

Suddenly, the soldiers outside the window vanish, as does everything else beyond the tiny farmhouse! A tremendous roar assaults your ears and the entire house begins to spin. Looking outside the window, you see that a black funnel cloud surrounds the house and is carrying it aloft.

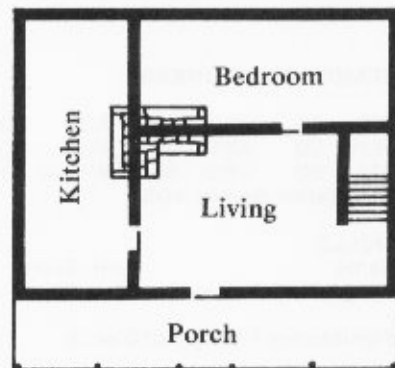
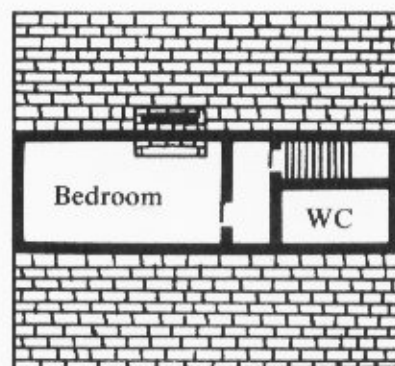
A few moments later, the spinning house begins to slow and your weightless feeling tells you that it is falling.

"What's happening? What's happening?" screams someone outside the door. A moment later, the door bursts open and two men tumble into the room. The first is a confused private. The second, a short, highly alarmed man with stars on his collar, can only be General George B. McClellan.

CM's Notes

The Time Storm has taken the house and everyone inside it to Oz. Currently riding atop a tornado, the house is falling rapidly. It will strike the ground in three rounds.

McClellan is completely panicked. For the entire three rounds, he shouts, "This



McCLELLAN'S HQ

GEN. GEORGE B. McCLELLAN

Commander, Army of the Potomac

STR	54	DEX	52	AGL	60
PER	70	WPR	46	PCN	48
STA	52	UMS	57	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Bayonet	SP	72
Equestrian	EX	91
Long-barreled Gun	SP	67
Pistol	SP	67
Cannon	SP	65
Military Leadership	SP	72

Significance Rating: 150

ENCOUNTERS 4-7: McClellan carries a .44-caliber revolver.

STANDARD SOLIDERS

STR 50 DEX 50 AGL 50
PER 50 WPR 50 PCN 50
STA 50 UMS 50 WNDS 13
Penetration Bonus: +05

SKILLS

Name	Rank	Score
Long-barreled Gun	EX	80

DESCRIPTION: Each soldier carries a musket, a bayonet, and 24 rounds of ammo. Officers also carry a .44-caliber revolver.

is a terrible mistake! God will not allow such a thing to happen to me! I must save my country!"

The soldier braces himself in a corner. He says, "Better brace yourself, General. We're gonna land harder than a bride dropped at the altar."

Go to Encounter 5 when the house strikes the ground.

5. WHERE'S TOTO?

Use this encounter when the house strikes the ground in Encounter 4. The PCs are about to land in Oz, Parallel M-491, just before Dorothy is due.

Players' Text

As the house crashes to the ground, its plaster walls crumble to dust and its joists crackle into toothpicks. After a terrible shriek of fear and pain, all falls silent.

CM's Notes

Roll a catastrophic damage check for each character, using a strike number of 100%. The results indicate the amount of damage the character suffered from the house's fall. At your discretion, modify the strike number for PCs who took special precautions to avoid damage.

The shriek was the death scream of the Wicked Witch of the East. The house landed directly on top of her. PCs looking outside after the dust has settled see two skinny legs protruding from beneath the shattered building. On the feet are two ruby slippers and a pair of knee-high red and white socks.

McClellan, viewing this sight from the window, says, "A tragedy, of course. But certainly not my fault. If Washington had supplied us with more cavalry mounts, our patrols would have seen the tornado coming and perhaps averted this accidental death. Not my fault, not my fault at all."

If any PC suggests that the person killed beneath the house is a witch, McClellan launches into a hysterical tirade:

"A witch? A witch, eh? So that's Lee's game. Perhaps she was sent by Pope or Burnside; my own peers are more a danger to my command than Lee, you know.

"A witch. Where there's one witch, there's bound to be another. Don't panic men, we'll get them. We'll need a bucket of water—witches can't stand water. In fact, we'd better get several buckets of water. No telling how many witches are out there. There could be hundreds lurking beyond the Rapahonack, waiting for me to make a mistake.

"Wire Washington at once! We need fire hoses, and water wagons in reserve! Keep those wagons near me, in the center of the line. The witches may counterattack."

The soldier, a more prosaic type, ignores McClellan and simply asks, "Does anybody know what's going on?"

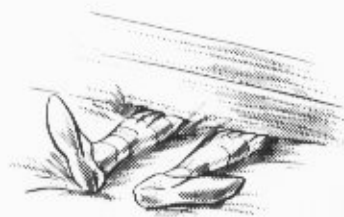
PCs looking outside see a strange Munchkin Land. The Munchkin buildings are done in a decadent baroque style. A red flag with a white circle and a black swastika flies in front of each little home.

Give the PCs a few moments to take any actions they desire. If anyone puts the ruby slippers on his or her feet, holds hands in a circle with all the characters present, and clicks his or her heels together while repeating "There's no place like home," three times, the slippers transport the entire group *and the house to that character's home time and parallel*.

Of course, in order to return to the Civil War, either McClellan or the soldier should wear the slippers. For them, home is T-0, at exactly the point they left, with only a few seconds elapsed. Any other character using the slippers will transport the group to his or her (pre-Time Corps) lifetime and parallel instead of the Civil War.

The slippers can be used only once. If somebody besides McClellan or the soldier uses the slippers, the PCs are stuck. The adventure ends with the destruction of the Time Corps. (See the Introduction.)

Go to Encounter 6 if the PCs are still in Oz after a few minutes.



6. NAZIS OF OZ

Use this encounter if the PCs are still in Oz after Encounter 5.

Players' Text

After a few moments of motionless silence, short dwarflike men and women begin to emerge from their dwellings. Looks of awe and fear mask their little faces. Each Munchkin wears a little black leather Gestapo uniform and carries an automatic rifle. As the crowd gathers, one Munchkin, dressed more extravagantly, steps forward and proclaims:

"People of Munchkin Land! See how our glorious Fuehrer has brought a secret weapon from the sky to exterminate the verminous witch enemy of the Munchkin Reich! Hail the Fuehrer! Death to the witch! Today Munchkin Land, tomorrow, the world!"

Turning to face the house, the speaker adds, "By the way, is anybody in there?"

CM's Notes

Play this outrageous encounter for laughs. If the PCs interact with the Munchkins, the little people demand their surrender, stating, "We appreciate your service to the Munchkin Reich! In return, we will make you happy. Obviously, you tall people are inferior types. You will be happiest working in our glorious armament factories."

After a few verbal exchanges, the Munchkins will use their automatic rifles to enforce this idea.

As there are literally hundreds of Munchkin Nazis, it should quickly become apparent to the PCs that they ought to leave Oz before they are killed or enslaved.

If the PCs show no indication of knowing how to leave Munchkin Land, or are in danger of having several characters killed, an air raid siren sounds. The Munchkins scurry for cover, shouting "Witches! Inferior, verminous witches!"

As a great ball of yellow-gold light glides out of the north, the sky fills with flak bursts from Munchkin anti-aircraft guns.

The ball of light ignores the flak bursts and lands amidst the PCs, where it transforms into a beautiful golden-haired woman. This is Glenda, the Good Witch of the North. "My, what are you doing here?" she asks. "I don't think any of *you* are named Dorothy!"

As she questions them about their identities, Glenda is sickeningly nice and sweet. If any PC is less than honest with her, she says, "I know when you're lying, you know. Come now, tell Glenda the truth." She also insists that she knows what is best for the PCs, and asks them to apologize to the Munchkins for any harsh words they may have had. If any weapons are left in plain sight, she transforms them into sugar canes and peppermint sticks.

Finally, she points out that the PCs can leave Munchkin Land. All they need do join hands in a circle, have one person wear the ruby slippers and click his or her heels together while saying "There's no place like home" three times. The slippers will then return them all to "home," wherever that may be. (Remember, the slippers will return the entire group to the home parallel of the person wearing the slippers.)

MUNCHKINS

STR	40	DEX	52	AGL	60
PER	44	WPR	52	PCN	50
STA	30	UMS	50	WNDS	11
Penetration Bonus: +0					

DESCRIPTION: Munchkins are short people, about 3 feet tall, with comical voices and (in this scenario) nasty dispositions. The Time Storm has altered the history of Oz dramatically, transforming the Munchkins into a ruling group of Nazis.

ENCOUNTER 6: Each munchkin carries a little 20-shot automatic rifle and 1 clip, loaded.



By the end of this encounter, the PCs, McClellan, the guard, and the house should be back in Maryland. Only a few seconds will have passed since the Time Storm snatched them away. McClellan volunteers to write out safe conduct passes for the PCs if they promise to leave him alone and not mention his "professional lapses" to anyone. These passes allow safe passage through Union lines.

If the PCs fail to Restore Memory on McClellan, he goes down in history as the general who went stark-raving mad after the Antietam campaign. (In this case, penalize the PCs one-half McClellan's significance rating.)

Once they are back in Maryland and free to roam without interference, the PCs have three options. They may travel toward Washington to investigate the "Confederate attacks"; go to Encounter 7. They may go to General Lee's headquarters in Hagerstown to obtain information about Confederate movements; go to Encounter 8. Or, they may check up on Leroy Elkins; go to Encounter 9.

Trouble

Be careful not to allow the Munchkins to kill McClellan, for he is a time traveller during this encounter and cannot be saved. This won't be difficult; McClellan spends most of the time in a corner babbling about support from Washinton.

PCs using Parallel Identification while in Munchkin Land discover they are on Parallel M-491, just before Dorothy arrives.

7. IN SEARCH OF THE ENEMY

Use this encounter if the PCs travel toward Washington to investigate the Confederate activity reported from that direction.

CM's Notes

There is no Players' Text for this encounter. The PCs may travel toward Washington by horseback, by hitching a ride in an army wagon, or even (disregarding the chance of causing further disruption) by using their TCA-4A chronoscooters to fly. No matter how they travel, as long as the PCs follow the highway, they cross the three points noted A, B, and C on the CM's map. These points show where Thutamon and his warriors have attacked. Reveal any information you feel is appropriate as the PCs reach each point.

A. The bodies of a dozen union soldiers lie scattered on and near the road. All of the soldiers show signs of sword and/or bayonet wounds, but there are no bullet wounds. The soldiers' rifled muskets lie in plain sight. Only four of these muskets have been fired.

Thutamon and his warriors encountered the soldiers here. The soldiers were transporting a cannon to Frederick. Thutamon and his crew attacked by surprise, killing most of the soldiers before they could defend themselves.

B. This smoldering heap of burnt lumber was once the house of farmer Joseph McCallister and his family. The entire McCallister family has been put to the sword.

A mile down the road, the citizens of a small hamlet are aghast at the actions of the "murderous Confederate cavalry raiders who attacked the McCallisters." PCs successfully using Investigation skill discover that one witness to the raid still survives. John Burton, a 52-year-old itinerant worker, is in the local saloon trying to drink away the image of what he witnessed. If sufficiently plied with liquor and questioned, Burton provides the following information:

1. The Confederates who attacked the McCallister farm were absolute savages.
2. The leader wore funny robes as a disguise. He looked like a picture Burton once saw in a King Arthur book.
3. The other troops wore metal armor on their bodies. They carried swords, but not muskets or pistols. Behind their horses, they pulled a cannon. None of the raiders wore a Confederate uniform.

4. After setting fire to the house, they put the McCallisters to the sword.

5. Burton was just passing by when he saw the men attack the house. He hid in some trees and ran away after witnessing the murders. He feels this is a fiendish Rebel scheme designed to terrify the Maryland inhabitants into aiding the Rebels.

C. When they reach this point, the PCs see Thutamon and his warriors atop a small rise, 100 yards to the east of the road. Thutamon is preparing to fire the cannon at a small barn in the valley below.

Unless all of the PCs successfully used Stealth as they approached, Thutamon sees them at the same time they see him. Thutamon and his warriors fire the cannon at the PCs upon sighting them, then rush to the attack with their swords. (Treat the cannon as Heavy Foot Artillery; use a strike number of 83 to hit.) Once in range, the PCs can easily stun both Thutamon and his warriors.

If the PCs capture Thutamon and his warriors, they will have no trouble returning with them to their chronoscoters. McClellan's patrols, looking for a large body of Confederate cavalry raiders, are much too busy to bother with a few oddly dressed civilians.

PCs successfully using Parallel Identification learn that the men were displaced from the Palace of Almarius at 12:01 a.m. the morning of Aug. 27, 10198 B.C., Earth, Parallel R-259. PCs questioning the prisoners learn that they arrived here shortly before dawn (about 6 a.m.) this morning (assuming this is September 11). Thutamon will even tell the PCs where they arrived (not far from where the PCs arrived) if the PCs promise to return them to their own world.

The best line of play for the PCs is to take Thutamon and his warriors to their chronoscoters, stun them, and hide them. They can then time hop pastwards to intercept Thutamon and company upon the strange group's arrival in this Parallel, capturing them before they do any damage.

In any case, the PCs should return Thutamon and his warriors to Parallel R-259. When the PCs take Thutamon to Parallel R-259, go to Adventure Four.

8. THE CONFEDERATE POINT OF VIEW

Use this encounter if the PCs travel toward Hagerstown to investigate the Confederate army's position.

Players' Text

There is only one good route from Frederick to Hagerstown: the main highway. The road west of the Union positions near Frederick is nearly deserted. The inhabitants of this area have either left or gone into hiding; they have no wish to find themselves in the middle of what could be the bloodiest battle of the war.

Unfortunately, the highway traverses South Mountain: a tall, densely-wooded mountain lying midway between the two towns. It is nearly impossible to travel through the thick woods of South Mountain via any path other than the highway.

CM's Notes

PCs travelling over South Mountain off-road require three times as long to reach the lands to the west.

No matter what route the PCs follow, they encounter Confederate pickets and cavalry patrols five miles east of Hagerstown. These patrols take the PCs prisoner, search them, and take them to Lee's headquarters for interrogation. (If the PCs are carrying safe-conduct papers from McClellan, the soldiers treat them as spies.) One standard Confederate soldier for each PC accompanies them to headquarters. If the PCs resist, hundreds of Confederate troops come to the aid of their fellows.

These soldiers know little of interest to the PCs.

After passing through Confederate lines, the PCs observe thousands of troops. Clever PCs will quickly realize that the possibility of escape is slim.

THUTAMON

STR	46	DEX	52	AGL	48
PER	70	WPR	74	PCN	76
STA	44	UMS	47	WNDS	12

Penetration Bonus: +0

SKILLS

Name	Rank	Score
Dagger/Knife	SP	62
Equestrian	MS	112
Historical Speciality	MS	130
(Almarius' empire on Earth, R-259, 9,128 B.C. to 10,198 B.C.)		
Investigation	MS	129
Military Leadership	MS	119

Significance Rating: 100

DESCRIPTION: Thutamon is a just and powerful wizard in his own right. It is his historical destiny to overthrow the tyranny of Almarius and bring a new era to his world—provided the Time Corps can straighten things out. When met by the PCs, however, he is suffering from partial amnesia. This, coupled with his age of 70 years, makes him seem more feeble, frightened, and confused than he really is.

ENCOUNTER 7: Thutamon carries a dagger.

THUTAMON'S WARRIORS

STR	80	DEX	78	AGL	78
PER	48	WPR	50	PCN	58
STA	80	UMS	79	WNDS	15

Penetration Bonus: +20

SKILLS

Name	Rank	Score
Dagger/Knife	MS	134
Short-handed Weapons	MS	134
Swords	MS	134
Equestrian	MS	123
Mounted Melee	Weapon skill score	

Significance Ratings: 1d10 each

DESCRIPTION: Thutamon's three warriors are loyal to him personally, and will usually follow his orders if they will further the fight against Almarius. However, each of the three is ambitious in his own right, and accustomed to being taken seriously as a warlord. All three are suffering from the same partial amnesia that afflicts Thutamon.

ENCOUNTER 7: Each warrior carries a longsword. The trio also commands a cannon with plenty of ammo.

ROBERT E. LEE*Commander, Army of Northern Virginia*

STR 58 DEX 52 AGL 60
 PER 76 WPR 74 PCN 74
 STA 56 UMS 59 WNDS 13
 Penetration Bonus: +05

SKILLS

Name	Rank	Score
Bayonet	SP	74
Equestrian	EX	93
Long-barreled Gun	EX	82
Pistol	EX	82
Cannon	EX	93
Military Leadership	MS	125

ENCOUNTER 8: Lee carries a .44-caliber revolver and a sword.

CONFEDERATE SOLDIERS

STR 50 DEX 50 AGL 50
 PER 50 WPR 50 PCN 50
 STA 50 UMS 50 WNDS 13
 Penetration Bonus: +05

SKILLS

Name	Rank	Score
Long-barreled Gun	EX	80

Significance Ratings: 1d10 each

DESCRIPTION: Each soldier carries a musket, a bayonet, and 24 rounds of ammo. Officers also carry a .44-caliber revolver and a sword.

PRIVATE LEROY ELKINS

STR 58 DEX 62 AGL 56
 PER 52 WPR 48 PCN 50
 STA 56 UMS 57 WNDS 13
 Penetration Bonus: +05

SKILLS

Name	Rank	Score
Bayonet	SP	72
Long-barreled Gun	SP	77
Outdoor Survival	EX	80

Significance Rating: 300

ENCOUNTER 9: Elkins carries a musket and plenty of ammo.

Lee's headquarters consists of several tents just outside Hagerstown. After a brief interrogation, Lee's subordinates usher the PCs in to meet the General himself.

As the PCs enter Lee's tent, the General is rolling up a map of Confederate troop positions in Maryland. Unfortunately, the PCs cannot see any details. Lee will question the PCs briefly as to why they were travelling toward Hagerstown. He also asks them about any Union troop positions they may have observed.

During this time, the PCs are alone with Lee and a single guard. This is their chance to stun the guard and the General, then study the map. Of course, to avoid suspicion later, they must develop some sort of reasonable explanation as to why both the General and his guard passed out in their presence. Dozens of troops enter the tent if they hear a struggle.

If the PCs were carrying McClellan's safe-conduct papers when they were captured, or if they exhibit too much interest in Confederate troop positions, Lee assumes they are spies. He orders the men hanged and the women transported to a prison in Richmond. Improvise the resulting situation as you see fit. If the PCs fail to complete their mission (as is very likely in this case), the Temporal Disaster Wave (TDW) Commander Bora mentioned in Adventure Two wipes out the Time Corps. PCs surviving their failed mission soon find themselves on their home Parallels, the Time Corps nothing more than a Paranormal Memory.

Lee allows the PCs to leave if they behave as civilians.

9. SEARCHING FOR ELKINS

Use this encounter if the PCs decide to check on Lee's lost plans or Elkins.

CM's Notes

There is no Players' Text for this encounter. The situation depends upon where the PCs are and what time it is on T-0.

1. If the PCs have not stopped Thutamon and his warriors in Encounter 7, then time hopped back to eliminate Thutamon's influence on Parallel T-0, Elkins is retreating toward Washington with his unit. He will not frighten the Rebel courier, and Union troops will not find Lee's plans.

2. If the PCs stopped Thutamon in Encounter 7 and time hopped back to eliminate his influence on Parallel T-0, Leroy has deserted, frightened the Confederate courier and is on his way to Ohio. The PCs cannot track him down, unless they search for him during the time period immediately after they returned him to T-0, between 1:35 and 1:45 p.m. PCs searching for Leroy during this time slot find him near the point at which they returned him. They can observe his meeting with the Confederate courier.

WRAPPING UP THE ADVENTURE

If the PCs have eliminated Thutamon's influence on Parallel T-0 and have returned Leroy Elkins to his woods between 1:35 and 1:45 p.m., they have stopped the Temporal Disaster Wave and restored history on T-0. They should now return Thutamon and his men to Parallel R-259; go to Adventure Four.

Any other outcome means the PCs have failed; the TDW destroys the Time Corps. The PCs live out their normal lives and the Time Corps is probably nothing more than a Paranormal Memory. (See the Introduction.)

ADAPTING THE ADVENTURE

You can easily adapt this adventure for non-Timestorm play. Treat it as a double penetration mission. One Demorean arrives on T-0 and shape changes into Elkins; several others take Confederate roles and stage a raid in the Union rear. The Significance Rating for the adapted adventure is 1000 points.



ADVENTURE FOUR: CONTINUUM MAGIC

CM'S BACKGROUND

The PCs are about to enter Parallel R-259, where the laws of physics pale beside the mysteries of magic. In this Parallel, a cruel wizard king named Almarius rules Earth. Historically, in the year 10,198 B.C. (the date of the PCs' arrival) the good wizard Thutamon overthrows Almarius.

The Demoreans have chosen Parallel R-259 as the site upon which to create a magical dimensional hole. They intend to transport the hole to Parallel T-6, where they will use it to create the Time Storm.

Unfortunately for them, the Demoreans themselves cannot create a dimensional hole of sufficient size. Therefore, a Demorean named Jubalan has replaced Almarius. In his guise as Almarius, Jubalan has captured the good wizard Thutamon and forced him to create the dimensional hole.

The PCs found Thutamon in Adventure Three, after the Time Storm deposited him in the middle of the U.S. Civil War. He arrived there after being sucked into the void through the dimensional hole he created, then being picked up by the Time Storm. Thutamon, now suffering from amnesia, remembers only that he is a wizard and that his name is Thutamon.

Finally, the Demoreans are taking no chances. Anticipating Time Corps interference, they have constructed a second dimensional hole elsewhere in the Continuum (on Parallel R-260). They intend to transport both holes to Parallel T-6, reasoning that at least one of the two will reach the destination.

ADVENTURE SYNOPSIS

The PCs should return Thutamon to Earth, Parallel R-259, 10,198 B.C. As they arrive, they are temporarily trapped inside the dimensional hole. Jubalan seizes

"I was on a Parallel where magic worked once, and I learned one thing: magic is nothing to mess with."

—Jack Johnson, Time Guard/7

"Fools! Do they dare send regular agents to these magical realms? It is certain death for them all."

—Almaracus II, Commander, Magical Parallel Specialty Division

ALMARIUS

STR 56 DEX 72 AGL 66
PER 70 WPR 78 PCN 76
STA 60 UMS 61 WNDS 14

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Dagger/Knife	MS	16
Swords	MS	116
Equestrian	MS	125
Mounted Melee	Weapon skill score	
Investigation	MS	130
Stealth	MS	124

DESCRIPTION: Almarius is a powerful wizard king, neither dead nor alive, but in a state of undeath brought about by his own evil magic. He possesses a number of powerful spells and abilities, detailed where appropriate in the encounters. Throughout most of this adventure, however, he is in a Demorean sleep pod inside the Desert Castle.

In appearance, Almarius looks like a decaying corpse, with flesh peeling from the skeletal face. He invariably dresses in black, cowed robes with several magical amulets and other devices hanging from gold chains about his neck. On his head, over the cowl, sits a slender golden crown with a single red gem set in the front. His voice is deep and hollow, enough to inspire fear in most men.

If "killed," Almarius regenerates completely in 1d10 rounds. He can be destroyed only by crushing the gem in his crown, which contains his life force.

SPELL-DOUBLING

Spell	Result on 1-5	Result on 6-10
Dragon Breath	Radius of fog extends to 200 yards; characters not with Merlin suffer -80 PCNs and combat modifier.	All characters suffer -40 PCN and combat modifier.
Enchant Weapon	Melee weapon adds +40 to user's combat score.	Melee weapon cursed; user suffers -20 combat modifier.
Change Appearance	Subject becomes perfect duplicate of intended object; those affected by spell cannot detect that the subject is not the terror.	Spell backfires; subject resembles walking corpse; all NPCs flee in terror.

the opportunity to Metamorphose one PC (a male) into a giant toad. An instant later, the hole drops the PCs 35 miles away.

At this point, the PCs meet Merlin, a Time Corps agent from Parallel T-1. Merlin, unaware of any other Time Corps, assumes the PCs are Demorean imposters. After the PCs convince Merlin that they are friendly, Merlin informs them that a revolt should be occurring at this time. He has made contact with an individual connected to the revolt in the nearby village of Kish.

In Kish, the PCs meet Merlin's contact: a centaur named Averill! Averill introduces them to another centaur named Barnett, who informs them that Thutamon is the leader of the revolt. In fact, he says, Thutamon's army is at that very moment marching on Almarius.

Barnett knows little else of the army, but suggests that they visit Princess Edlyn. She may know the army's location, Barnett suggests, and should be able to restore the toad to manhood by kissing him. Barnett leads the way through a secret tunnel to the prison where the usurper Duke Tremayne holds the Princess captive. On the way, Averill informs the PCs that Duke Tremayne is holding the Princess and her father until the Princess agrees to marry him, or until the King shoots an apple from his daughter's head.

The Princess agrees to kiss the toad, provided they restore her father to power. She knows nothing of Thutamon's army, but suggests that her father might.

Brave PCs will sneak past the guard at the other end of the manor to speak with the King. The King says that in order to reach the army before it attacks, they must travel there on flying lizards called *iglanos*. Unfortunately, Duke Tremayne possesses the only *iglanos* in Kish.

The PCs must either restore the King to power or steal the *iglanos*. Their most likely course of action is to have a PC masquerade as the King and shoot the apple from the Princess' head. If the PC succeeds, Duke Tremayne yields control of Kish to the King.

After the PCs acquire *iglanos*, the King leads them into the desert. Here, Thutamon's army is being fire-bombed by Almarius' *iglano*-riding troops. Assuming the PCs chase off the attackers, Thutamon returns to his army and leads it to the Desert Castle of Almarius.

At the Desert Castle, the PCs observe an energy vent leading to the dimensional hole and the Demoreans. Assuming the PCs destroy the hole, the Desert Castle falls to Thutamon.

As the adventure ends, the PCs find a computer message and a piece of xantium leading them to Earth, Parallel R-555, 101 million B.C.

RUNNING MERLIN

In Encounter Two, the PCs meet a strange character: Merlin, Last Resort Division, Time Corps, Parallel T-1. This Merlin (called *Merlin T-1* hereafter), may be an exact double of the player character Merlin—in fact, Merlin T-1 is Merlin, in a certain sense. Study the Merlin PC's spells carefully; Merlin T-1 possesses the same magical abilities.

If one of the players does have the Merlin character (simply called *Merlin* hereafter), some strange situations may develop:

1. In any critical situation, such as combat, Merlin T-1 does exactly what Merlin (the PC) does. But Merlin T-1 does these things a half second *later*.

2. When Merlin casts a spell, Merlin T-1 casts the same spell one-half second later. The results of this spell-doubling can be good or bad. Roll 1d10 and consult the table at the left.

In both situations above (1 and 2), Merlin (the PC) feels compelled to behave as noted; he may *try* to resist, but fails. *This effect does not apply when Merlin T-1 cannot see Merlin.*

Merlin T-1 finds this situation irritating, and he is not afraid to express distaste for his other self.

ENCOUNTERS

1. ARRIVAL

Use this encounter when the PCs return Thutamon to Parallel R-259.

Players' Text

A painful, high-pitched shriek pierces your eardrums as you enter Parallel R-259, and balls of green lightning engulf your equipment. Yellow fog fills the atmosphere with the stench of burning plastic. Your bodies hang floating in the air; the chronoscoters are slowly drifting away.

A moment later, you see that you are trapped inside a sphere with no up or down. Outside the sphere, inside a huge cavern, six Demoreans and a man stand in front of six computer banks. The man appears to have been dead for some time, for his face is decayed and his skin has a sickening yellow pallor.

Thutamon whispers, "Almarius!"

CM's Notes

The PCs have been sucked into the dimensional hole that Thutamon created. The Demoreans were preparing to move it to Parallel T-6 when the PCs arrived.

The apparently dead man is Jubalan, who has Shape-shifted into the image of the wizard Almarius. Thutamon unconsciously recognized the visage of Almarius, but cannot tell the PCs why he whispered Almarius' name.

Study the Dimensional Hole map. The Demoreans stand outside the hole at locations A through H. The PCs arrive at locations 1-8. Sergeant Striker arrives at location 1. (If he is not present, replace him with any character but Merlin.) Place other characters wherever you wish.

On the first round of combat, the Demoreans automatically win initiative. Demorean A (Jubalan) uses the *Timetricks*™ PT Metamorphose to turn Sergeant Striker into a man-sized toad. Demoreans B, D, and H use the PT Demoralize on the closest PCs. Demoreans C and G use the PT Shock on the closest PCs. Demorean F uses his Bullwhip skill to try to pull an object out of his opponent's hand into the room (he succeeds on a C result).

When the second combat round begins, static hisses through the air and a blinding flash fills the sphere. Shift the PCs one position to the right, so that PC 1 faces Demorean B, PC 2 faces Demorean C, PC 3 faces Demorean D, etc. The players suffer a -2 modifier to their initiative roll due to the unexpected shift. The Demoreans repeat their attacks, except that Jubalan (Demorean A) flees.

When the third combat round begins, static hisses through the air and a blinding flash fills the sphere. The PCs find themselves falling toward a grassy plain. Go to Encounter Two.

If the PC Merlin is present, he automatically detects the use of magic here (the sphere is magical).

Trouble

Any PC attempting to jump out of the hole finds that it is infinite. PCs cannot melee the Demoreans, but missile weapons are still effective.

Should the PCs use a chronoscoter to return to within 30 miles of the dimensional hole, repeat the encounter above. PCs returning to this spot via chronoscoter a third time disappear into the void and are never heard from again.

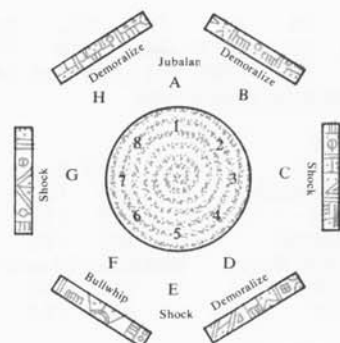
2. CRASH LANDING

Use this encounter after Encounter One.

Players' Text

After falling from the strange sphere, you and your chronoscoters land harshly in a dusty meadow. As the dust settles, a heavy fog rises.

THE DIMENSIONAL HOLE



JUBALAN

(Demorean Almarius)

STR	46	DEX	42	AGL	40
PER	44	WPR	78	PCN	56
STA	44	UMS	43	WNDS	12
Penetration Bonus: +0					

SKILLS

Name	Rank	Score
Dagger/Knife	MS	98
Short-handed Weapons	MS	98
Swords	MS	98
Equestrian	MS	97
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Automatic Rifle	MS	97
Computers	MS	103
Advanced Temporal		
Engineering	MS	114
Investigation	MS	115
Stealth	MS	96

PARANORMAL TALENTS

Talent	Score	Cost
Paranormal Memory	67	30
Shock	61	20
Demoralize	67	20
Shield	59	30
Metamorphose	67	50
Dimensional Travel		Automatic
Shape Shift		Automatic
Telepathy		Automatic

Significance Rating: 0

DESCRIPTION: Jubalan is the highly trained Demorean who has taken the form of Almarius. It is a form which seems almost natural for him; it certainly fits his personality. Jubalan is determined that his direction of the Demorean plan on R-259 succeed. Should Time Corps agents cause the plan to go awry, he will do all he can to take revenge; possibly by turning the agents into beasts of some repulsive type.

DEMOREAN GUARDS

ENCOUNTER 1: These Demoreans have the same PTs as Jubalan; use his scores.

THUTAMON

STR	46	DEX	52	AGL	48
PER	70	WPR	74	PCN	76
STA	44	UMS	47	WNDS	12

Penetration Bonus: +0

SKILLS

Name	Rank	Score
Dagger/Knife	SP	62
Equestrian	MS	112
Historical Speciality	MS	130
(Almarius' empire on Earth, R-259, 9,128 B.C. to 10,198 B.C.)		
Investigation	MS	129
Military Leadership	MS	119

Significance Rating: 100

DESCRIPTION: Thutamon is a just and powerful wizard in his own right. It is his historical destiny to overthrow the tyranny of Almarius and bring a new era to his world—provided the Time Corps can straighten things out. When met by the PCs, however, he is suffering from partial amnesia. This, coupled with his age of 70 years, makes him seem more feeble, frightened, and confused than he really is.

CM's Notes

The dimensional hole has thrown the PCs 6 hours into the future and 35 miles west. The PCs have no way of knowing their exact time or location, however, because the chronoscooter computers cannot account for the dislocation caused by the dimensional hole. As soon as they punch in their target coordinates, PCs contemplating time travel realize that they must first discover their location in time and space, then use Advanced Temporal Engineering to reset the computers. (Merlin T-1 knows this information.) Anyone failing to reset the computers before time travelling disappears into the void forever, no Luck check allowed.

If Merlin is present, roll a secret general check for his 70% ability to detect magic use. If the check succeeds, tell him that somebody is using magic nearby.

Merlin T-1 (see "Running Merlin" in the section introduction) is hiding in the fog. He used Dragon's Breath to create the fog. Merlin T-1 assumes the PCs are renegades or Demoreans.

Merlin T-1 then attempts to stun the PCs, using the fog to his advantage. (If the PCs are using antistun, Merlin T-1's darts have no effect.) If he succeeds, the PCs wake up bound and gagged. Merlin T-1 sits amidst a pile of the PCs equipment, puzzlement and despair etched on his face. See below for his reaction to the PCs.

If the PCs don't fall prey to Merlin T-1's stunner, he calls out, "Hands up! This is the Time Corps; you're surrounded!"

Whether the PCs try to overpower Merlin T-1 or surrender to him, Merlin T-1 makes it clear that he suspects them of the foulest of temporal crimes. He assumes they are imposters, and shows particular disgust for the agent masquerading as himself.

The PCs may gain Merlin T-1's reluctant trust by treating him with patience and respect. After the PCs explain how they came to this place, Merlin T-1 tells them:

1. He is an agent from the Last Resort Division of the Time Corps. (If questioned about his origin, Merlin T-1 says, "Parallel T-1, of course.")
2. When he came here, he hopped ahead of the wave effects to 5,000 A.D. and read a history book. From what he read, it appears that a well-organized rebellion should overthrow a wizard-king named Almarius this year.
3. Merlin T-1 has contacted a stable-boy in the village of Kish who is connected to the rebellion. He suggests they go to Kish to meet the boy.
4. He doesn't think the PC that has been turned into a toad will attract unwanted attention. The village of Kish is host to many strange sights.

Trouble

If the PCs fail to befriend Merlin T-1, he does not tell them what he knows. They do, however, quickly discover a nearby road leading to Kish.

3. KISH

Use this encounter when the PCs reach Kish.

Players' Text

A walled village stands ahead. A large keep rises from its center, and several manors surround the keep. The rooftops of less lavish homes peer over the town wall.

The road leads directly to the gate, which hangs between two battered towers. Two sentries stand guard. Each wears a plain mail corselet and a helmet and carries a short sword.

CM's Notes

As the PCs approach, the two sentries turn to stop them. When the sentries see Thutamon, however, their mouths fall open. Just six hours earlier, a messenger from Almarius brought word that Thutamon had died. They stare at Thutamon for a

moment, then step aside to let the PCs pass without question.

After the PCs enter the village, one guard goes to the Duke's stables and mounts an iglano. He flies to the Desert Castle to warn Almarius that Thutamon has returned from the dead. The other guard goes to Duke Tremayne's keep to inform the Duke of Thutamon's presence.

4. AVERILL

Use this encounter when the PCs enter Kish.

Players' Text

Beggars and artisans pack the streets of Kish shoulder to shoulder, pleading for attention with equal fervor.

An unusual individual picks his way toward you through the mass of confusion and filth. As he approaches, moving cautiously so that his hooves don't slip on the slimy cobblestones, the young man calls, "Here, good sirs! You'll need a good mount before your journey ends, and I'm just the fellow to help!"

As he speaks, the young man, who has the lower body of a horse and the arms and torso of a man, stops in mid-sentence and stands motionless. A moment later, he regains his composure and motions for you to follow.

CM's Notes

Unless the PCs took precautions to hide the character that Jubalan Metamorphosed into a toad, the vendors and beggars poke fun at the poor individual. "What'd you do, kiss a witch?" they say, or "I just love frog legs!"

The centaur's name is Averill. This is the young man Merlin T-1 spoke of earlier.

Averill takes the PCs to his home—the public stables. Assuming Thutamon is present, Averill says, "Thutamon, you are alive! The worm-tongue's proclamations were lies. Long live the revolt! I cannot wait to tell Barnett!"

Assuming they question his words, Averill tells the PCs that Thutamon has organized a revolt against the corrupt reign of the wizard Almarius. Six hours ago,

STANDARD SENTRIES

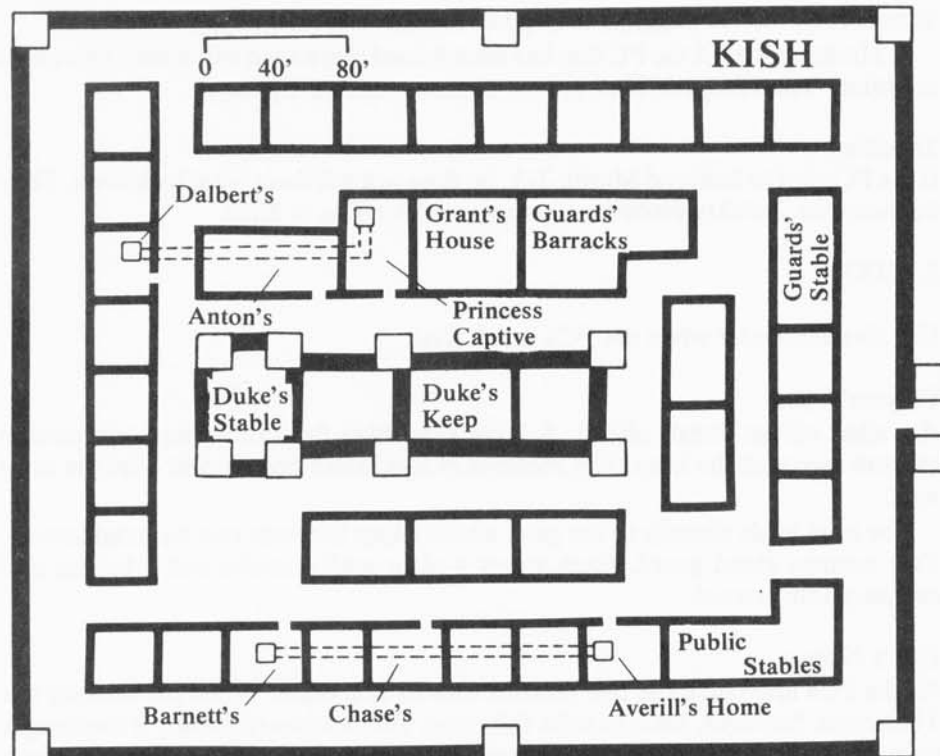
STR	60	DEX	60	AGL	50
PER	30	WPR	50	PCN	50
STA	60	UMS	60	WNDS	14
Penetration Bonus: +10					

SKILLS

Name	Rank	Score
Dagger/Knife	EX	85
Swords	EX	85
Longbow	SP	75

Significance Ratings: 1d10 each

DESCRIPTION: Each carries a short sword and dagger. In addition, each wears a helmet (AR 45) and a plain mail corselet (AR 45).



AVERILL
(A Centaur)

STR	60	DEX	50	AGL	30
PER	40	WPR	50	PCN	50
STA	70	UMS	65	WNDS	15

Penetration Bonus: +10

Significance Rating: 30

BARNETT
(A Centaur)

STR	50	DEX	50	AGL	30
PER	40	WPR	60	PCN	70
STA	50	UMS	50	WNDS	13

Penetration Bonus: +5

Significance Rating: 30

a messenger from the Desert Castle brought word that Thutamon was dead.

After briefing the PCs, Averill moves a bail of hay and lifts a trap door. "Who'd expect a centaur to dig a secret tunnel? Certainly not Duke Tremayne, would he?" Averill then leads the PCs to Barnett's house.

Trouble

Should the PCs hesitate to trust him, Averill says, "If you can't trust a centaur, who can you trust?" He readily assents to any test to prove his trustworthiness.

5. BARNETT'S

Use this encounter when the PCs agree to trust Averill.

Players' Text

Averill leads the way through a 100-foot long tunnel. He stops below a trap door and listens intently for several minutes, then taps lightly three times.

A moment later, the trap door opens and an aged man peers down into the tunnel. "That you, Averill? Don't know who else it might be, but it always pays to ask."

"I've brought a surprise, Barnett."

Barnett is an aged centaur with silver-gray hair. Apparently, he is blind, for he hasn't noticed that Averill brought guests.

CM's Notes

Barnett is one of the revolt's best recruiters.

After the PCs climb into Barnett's home, he sniffs each character, finally stopping when he comes to Thutamon. "My friend, how good it is to meet you again! I hear that your army is assembling even as we speak. What I would give to see this march!"

Unfortunately, Barnett knows nothing else of the revolt, or where the army is assembling even as we speak. What I would give to see this march!"

Unfortunately, Barnett knows nothing else of the revolt, or where the army is assembled. He has been awaiting Thutamon's summons for several days.

Near the end of the conversation, Barnett sniffs the air and says, "Do I smell a toad? Or is it a frog?"

Assuming the PCs explain their situation, Barnett suggests they visit Princess Edlyn. "She has a way of turning these things around, you know," he explains. "Besides, mayhaps she knows of Thutamon's army."

Barnett leads the way out of his house. "We'd best use the tunnel running from Dalbert the Sage's home to the Princess' manor," he says. "The Duke has an eye everywhere."

As the PCs step into the street, another centaur approaches Barnett. This centaur has jet black hair and wears an eyepatch. "Barnett, where did your friends come from?" he asks. "I saw nobody enter your house."

Barnett sniffs the newcomer, then says, "And why you think you should see everything in Kish is beyond me, Chase One-Eye. Common sense dictates that you should see only half as much as other folk, which is twice what I see, which is, of course, absolutely nothing. Since twice nothing is nothing twice as much, you should see even less than I, therefore you should not have noticed these strangers enter my house, don't you agree?"

Chase puzzles over this for a moment, then says, "Nevertheless, where are you going? May I join you?"

"Your time for joining is not yet come, Chase One-Eye. But rest assured, I shall call when it does. For now, you may watch my house, lest any strangers enter it."

"Then that I will," Chase says.

6. DALBERT

Use this encounter when the PCs go to Dalbert's.

Players' Text

As Barnett approaches Dalbert's doorframe, a very large, tall man steps out of a nearby alley.

"Is dat you, Barnett?" the stranger asks. He has a deep, booming voice. He stands nine feet tall, and has a single eye centered in the middle of his brow.

Barnett meets the stranger and sniffs him. "Yes, it is me, Anton. And you are obviously Anton. Good day."

Anton grabs Barnett's shoulder. "Hold on a minute, little buddy," Anton says. "You're going to see Dalbert, aren't you?"

"Why do you say that?" Barnett asks.

"Dis is Dalbert's door," Anton responds. "Derefore, you must be going to see Dalbert."

"Oh," Barnett gasps, "is *this* Dalbert's door? And even if it is, can we be sure that Dalbert is inside?" With that, Barnett opens the door and leads the way inside, leaving the uncertain cyclops standing outside.

Inside the building, a very studious man in his late twenties sits at a writing desk. Barnett nods in his direction and whispers, "Dalbert the Sage." Dalbert does not look up from his books as Barnett goes to the back of the room, slides a bookcase aside, and leads the way down into a dark tunnel.

CM's Notes

As soon as the PCs close the bookcase, Anton enters with another cyclops. In the room above, Anton asks in a booming voice, "Dalbert, did Barnett just come to see you?"

"No, I don't believe so," Dalbert responds.

At this point, Barnett paws the floor impatiently. If the PCs listen a little longer, they hear more conversation.

"Dat's strange," Anton says, "Chase said dey came dis way."

"Does that mean they've come to see me?" Dalbert asks. "Perhaps; but a wise man wouldn't jump to that conclusion."

"We've had reports dat Thutamon has entered the city in duh company of a giant toad," says Anton. "If you're hiding a giant toad, it could be construed as treason!"

"These sound like magical affairs to me," Dalbert responds. "You know that I limit my studies to the natural aspects of life."

"I think we should search his house, Anton," says the second cyclops. "Dalbert has shifty eyes. I've never trusted anyone with *two* shifty eyes."

"Dat's silly," says Anton. "Dalbert's a sage. Everybody knows sages must speak duh truth."

7. PRINCESS EDLYN

Use this encounter when the PCs meet Princess Edlyn.

CM's Notes

This encounter has no Players' Text. Barnett leads the PCs into a large, grand manor. The manor windows are all barred, and guards stand outside.

Averill explains that both the Princess and the King are kept prisoner here. The Duke has publicly stated that he will release the Princess and her father when the Princess weds him. As a joke, he has also stated that he will restore the King to power when the King uses a bow and arrow to shoot an apple from atop his daughter's head at a distance of twenty yards or more.

The Princess agrees to kiss the toad, provided (and after) the PCs restore her father to power. If they ask her about the revolt, the Princess refers them to her father. (He is kept under heavy guard at the other end of the manor.)

At the entrance to the King's wing, four standard sentries stand at the end of a 40-foot hallway. Should they see the PCs, one flees to raise an alarm while the other three attack.

Inside, the King informs the PCs that Thutamon's army should attack the

STANDARD SENTRIES

STR 60 DEX 60 AGL 50
PER 30 WPR 50 PCN 50
STA 60 UMS 60 WNDS 14
Penetration Bonus: +10

SKILLS

Name	Rank	Score
Dagger/Knife	EX	85
Swords	EX	85
Longbow	SP	75

ENCOUNTER 8: Each carries a short sword and dagger. In addition, each wears a helmet (AR 45) and a plain mail corselet (AR 45).

Desert Castle within a few hours. Unfortunately, without Thutamon there to lead it, the army will certainly fail. The King says he is certain he can lead them to the army, but without iglanos they cannot reach it in time. Unfortunately, the Duke keeps all iglanos inside the walls of his residence.

At this point, the PCs should formulate a plan. The most likely course of action is to disguise one PC as the King and have him or her shoot the apple from the Princess' head. This would force the Duke to return control of the city to the King, at least temporarily, and the PCs, Thutamon, and the King could ride the iglanos out to lead the revolt. In this case, go to Encounter 8, Straight Shooting.

Of course, the PCs might try to break into the Duke's stables and steal the iglanos. The biggest drawback to this plan is that the stables are secured behind a 15-foot wall. The King, an old man, could not participate in the break-in, and the PCs would have to pick him up with a horde of angry troops on their tails. If they choose this course of action, assume that the stables are guarded by 20 standard sentries, and that during each round of combat 1d10 more sentries join the fight.

After they have decided upon a plan, Averill volunteers to go get Chase and some "other trustworthy fellows" to aid them. Unless the PCs suggest that he not talk to Chase, Averill outlines the plan to Chase, who then reveals the plan to Anton. In this case, Anton arranges an ambush for the PCs and makes sure that there are no iglanos in the Duke's stables when they arrive there.

8. STRAIGHT SHOOTING

Use this encounter if the PCs attempt to free the King by shooting an apple from the Princess' head.

Players' Text

Duke Tremayne readily agrees to the contest. Within an hour, a crowd gathers in front of the Duke's castle.

CM's Notes

The Duke, suspecting that the King has a trick up his sleeve, has arranged for the wizard Rollo to join the crowd. As the PC nocks his or her arrow, Rollo uses magic to warp it slightly. Make a general Perception check for the firing PC; success indicates that he or she notices the arrow warp before firing. If the PC fires a warped arrow, the PC suffers a -40 penalty.

Merlin and Merlin T-1 each have a 70% chance of detecting Rollo's use of magic. Assuming they succeed, they can easily prevent him from warping a second arrow by stunning or distracting him.

When the PC fires the arrow, make the appropriate Bow skill check on column three. A "C" result indicates the character shot the apple from the Princess' head. Any other result indicates the character missed; on an "MK" result, the character hits the Princess instead of the apple and inflicts a Medium wound.

Should the character miss, the Princess steps forward and says, "Duke, I am certain I felt an unusual gust of wind when my father fired that arrow. Allow him to shoot again, and if he misses again, I shall marry you before this day ends." The Duke readily agrees. (The Princess does not make this offer if she was wounded on the character's first shot.)

Assuming the character does shoot the apple from the Princess' head, Duke Tremayne yields the castle to the King. As he does so, he says, "Enjoy it while you may, your majesty. Almarius shall soon restore me to power."

Of course, the Princess gives the toad a nice, long kiss and nothing happens. Blushing, she exclaims, "What is wrong? This cannot be magic! You are a giant toad!"

If the PCs allowed Averill to reveal their plan to Chase, 30 standard sentries are present. During the contest, they surround Thutamon and anyone with him. After the contest, they attempt to capture or execute Thutamon and those with him. Duke Tremayne does not surrender his position to the King in this case. Instead, he

proclaims that an imposter shot the apple from the Princess' head, and orders the imposter's death.

9. UP IN THE AIR

Use this encounter as the characters fly their iglanos toward the Desert Castle. Modify the text if the PCs approach via some method other than iglano.

Averill and Barnett, who cannot ride iglanos, are leading a detachment of ground reinforcements toward the expected battle.

Players' Text

As you fly toward the Desert Castle, you see a distressing sight. Several warriors mounted on iglanos are dropping stones and buckets of fiery liquid on Thutamon's army. The army is helpless to defend itself, and will certainly be destroyed unless its tormenters are driven off.

CM's Notes

Assuming Thutamon is with the PCs, the army cheers as they approach. Unfortunately, the patrol of flying warriors also notices the PCs. Two winged warriors for each PC attack the party.

To resolve this combat, use the dogfight rules on pages 36 through 38 of the *Travelers' Manual*, with the following modifications:

1. Combatants use Equestrian skill instead of Pilot skill to maneuver iglanos. Characters without Equestrian skill use $(\text{Dex} + \text{Agl} + \text{Per}) \div 3$.

2. Iglanos have no MR; the creatures fall from the air when killed. They flee combat when they have less than four wounds remaining and fail a general Willpower check.

3. Use the battleboard (ignoring all terrain features) The scale is 10 yards per hex. Iglanos have a maximum airspeed of 8 hexes per round.

4. Riders may *melee* other riders in the same hex during the friendly missile fire or melee step of the round. Riders may also *fire missiles* during any friendly missile or melee step of the round. Characters allowed multiple attacks may use them all during the same step of a round, or may split their attacks over several steps of the round. (Normal limits on reloading time and number of attacks per round still apply.)

5. In melee, characters defend on the column they would normally use in melee. However, if an opponent calls a shot to *knock a defender off his or her mount*, the defender uses his or her Equestrian skill score to determine his or her defense column. Here's how it works:

If a normal melee attack produces a "K" result, the defender checks the column corresponding to his or her Equestrian skill score. If this column also contains a "K" result, the defender falls from his or her mount.

6. Riders choosing "straight flight" may turn one hexside in any one hex during their movement.

7. Riders without Mounted Missile and/or Mounted Melee suffer the standard-40 penalty for fighting mounted.

8. Riders without Equestrian skill cannot maneuver against an opponent. They must choose the straight flight option each round.

The winged warriors attack intelligently, opening fire with their longbows at the earliest opportunity. If hard-pressed, they command their iglanos to bite their foe's mounts. An iglano obtaining a "C" result locks its opponent in a hold; both iglanos must fly together using straight flight until the hold is broken.

Iglanos are sensitive to the condition of their riders. An iglano with an unconscious rider lands in three rounds. The unconscious rider must make a Dexterity check with a -40 modifier to keep from falling from his or her mount.

Any PC rider falling from his or her mount must make a Luck check to survive; NPC riders automatically die.

ALMARIUS' WINGED WARRIORS

STR	66	DEX	64	AGL	70
PER	40	UPR	50	PCN	52
STA	68	UMS	68	WNDS	14

Penetration Bonus: +10

SKILLS

Name	Rank	Score
Dagger/Knife	MS	123
Short-handled Weapons	EX	98
Swords	MS	123
Longbow	MS	120
Equestrian	MS	113
Mounted Missile	Weapon skill score	
Mounted Melee	Weapon skill score	

Significance Ratings: 1d10 each

DESCRIPTION: Almarius' "Winged Warriors" are the select fighting men who ride the flying lizards known as iglanos. Each man wears a helmet (AR 15), a mail corselet (AR 45) protecting arms, upper torso, abdomen and lower back, and carries a longbow, 20 arrows, short sword, and short-handled mace or axe. These fierce warriors know little fear; they are actually highly trained barbarian killers who seek battle for the thrill of fighting.

IGLANOS

(Winged lizards)

STR	100	DEX	NA	AGL	60
PER	NA	WPR	40	PCN	60
STA	120	UMS	80	WNDS	19

Penetration Bonus: +25

DESCRIPTION: Iglanos are the winged lizards used by the warriors of Almarius' realms on Parallel R-259. A typical iglano measures 20 feet in length, stands about 10 feet high at the shoulder, and weighs about 2 tons. The beasts are normally quite docile, although they are carnivorous and their bite can inflict a serious wound. They are speedy, once air-born, able to fly and glide at up to 225 feet per round (30 miles per hour).

In combat, iglanos do not normally attack unless urged to do so by their rider. Their sole form of attack is their bite, which they usually aim at the neck of their prey, attempting to clamp on for a death grip.

DEMOREAN GUARDS

ENCOUNTER 11: Each guard has an automatic rifle and a skill score of 55.

JUBALAN

(Demorean Almarius)

STR	46	DEX	42	AGL	40
PER	44	WPR	78	PCN	56
STA	44	UMS	43	WNDS	12

Penetration Bonus: +0

SKILLS

Name	Rank	Score
Dagger/Knife	MS	98
Short-handled Weapons	MS	98
Swords	MS	98
Equestrian	MS	97
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Automatic Rifle	MS	97
Computers	MS	103
Advanced Temporal Engineering	MS	114
Investigation	MS	115
Stealth	MS	96

PARANORMAL TALENTS

Talent	Score	WPR Cost
Paranormal Memory	67	30
Shock	61	20
Demoralize	67	20
Shield	59	30
Metamorphose	67	50
Dimensional Travel	Automatic	
Shape Shift	Automatic	
Telepathy	Automatic	

Significance Rating: 0

Anticipating Time Corps interference, Jubalan has dosed his warriors with antistun.

The battle continues until the PCs defeat their opponents, or until the PCs are defeated. Assuming the PCs prevail, the remaining winged warriors flee. If the PCs lose the air battle, the winged warriors execute any survivors (Luck checks are still allowed).

Thutamon wisely saves his magic for the seige of the Desert Castle.

After the battle, Thutamon assumes leadership of the army. Although he still suffers from amnesia, he has an instinctive grasp of command.

10. BATTLE FOR THE DESERT CASTLE

Use this encounter as the PCs approach the Desert Castle.

Players' Text

A rocky, craggy plateau ringed by 150-foot cliffs rises ahead. "That is the palace of Almarius," says the King. "I hope that your magic is powerful indeed, wizard. The battlements are inside the cliffs themselves, and I hear that of late Almarius has summoned four-armed demons to guard it."

CM's Notes

Any character passing a general Perception check notices that four Demorean guards stand inside the mouth of a large, isolated cave opening near the top of the plateau. This opening seems to be a vent of some sort, for smoke and hot gas stream from its mouth.

Go to Encounter 11, "A Hole Lot of Trouble," when the PCs enter the cavern described above.

Trouble

If the PCs don't think of it themselves, Thutamon suggests they fly their iglanos into the vent. He feels certain that it leads to some mysterious engine of war.

Should the PCs refuse to follow Thutamon's suggestion, the army is repeatedly repelled by Demoreans armed with laser rifles and other anachronistic weapons. Thutamon, the King, and the army perish in the desert.

11. A HOLE LOT OF TROUBLE.

Use this encounter when the PCs enter the vent.

Players' Text

Although the smoke and gas escaping from the vent limit visibility to a few yards, the temperature is not hot enough to prevent entry.

CM's Notes

If the PCs attempt to fly their iglanos down the vent, they crash into a steel mesh twenty yards inside the cavern. The four standard Demorean guards run up behind them and open fire with automatic rifles; the PCs automatically lose initiative the first round.

Should the PCs be clever enough to avoid this trap, however, they can fight the Demorean guards on equal footing at the mouth of the cavern. After defeating the guards, the PCs may follow the vent into the very heart of the castle.

At the end of the vent, the PCs find the strange sphere in which they were trapped in Encounter One. As long as they approach quietly, they observe the following:

1. The sphere occasionally flashes.
2. Twenty Demoreans are working feverishly to erect a sophisticated electronic device around the sphere.
3. The strange, dead-appearing man (Jubalan) whom Thutamon called "Almarius" in Encounter One directs the activities.
4. An automatic rifle rests next to each Demorean. (Consider the twenty

Demorean technicians to have a Student skill score of 55 with the automatic rifles.)

The Demoreans are spaced equally around the sphere. When combat begins, Jubalan uses Shock on the closest PC, then picks up an automatic rifle.

Assuming the PCs defeat Jubalan and his crew, Thutamon's army eventually storms the castle and takes it. When Thutamon sees the sphere, he shrieks in terror and faints. After the PCs have revived him, Thutamon regains his memory. He tells the PCs that Almarius used a group of four-armed demons to capture him. In return for his freedom, Almarius requested that Thutamon create a dimensional hole. Thutamon can easily destroy the dimensional hole if the PCs wish.

PCs searching this area find a computer printout reading, "Xantium shipment delayed due to trouble with Dinosaurs." They also find a piece of xantium crystal (which was needed to transfer the hole to Parallel T-6). Any PC successfully using Parallel Identification on it discovers that it came from Earth, Xantium Valley, Parallel R-555, September 12, 101 million B.C.

Any PC using Advanced Temporal Engineering skill to examine the sophisticated equipment in this room realizes that the Demoreans were preparing to move the hole elsewhere in the Continuum.

Any PC using Computer skill on the computers retrieves a record of the Demoreans' activities on this Parallel (as outlined in the CM's Background for this section). This record reveals the geographic location of the Demorean activity on R-555, but not the date.

Trouble

Should the PCs fail to realize the significance of the xantium and equipment, Thutamon finds a piece of the rare mineral and suggests that it concerns the PCs more than him.

WRAPPING UP THE ADVENTURE

If Thutamon's army captures the Desert Castle, the PCs have restored history on this Parallel. They may eliminate the fact that one of them was turned into a giant toad by using the anomaly field generator or looper to warn themselves not to hop to the dimensional hole.

ADAPTING THE ADVENTURE

This adventure can easily be adapted for non-*Timestorm*™ play. The PCs are alerted that several people from this Parallel (Thutamon and his guards) have been displaced to another Parallel. Play the adventure as a normal mission, deleting the clues leading to Parallel R-555 at the end.

time travel machines remained, in plain view). These 12 formed only part of the Demoreans' protection, however; back on A-227, the Demorean home Parallel, a special reserve squad of six renegades was established, to be summoned in case of emergency.

Precisely 12 hours later, at 6 p.m., 30 Demoreans arrived on R-555, most of them technicians. All landed near the site intended for the operations building, within the perimeter secured by the renegades. The Demoreans brought a massive time travel machine designed to haul xantium ore. After two days spent constructing the operations building inside the secured area, the Demoreans began harvesting xantium crystals.

Unknown to the renegades and Demoreans, a native creature had observed all of this activity from a distance. The creature, which called itself an "Eater," resembled the *Tyrannosaurus Rex* of T-0's prehistoric Earth, but the Eater was vastly more intelligent. The Eater's highly territorial tribe on R-555 did not like strangers, particularly those who invaded their ground. After learning of such an invasion, the clever tyrannosaurs stormed the Demorean establishment. This attack took place at 8 a.m. the morning of May 5 (four days after the Demoreans had arrived). But as intelligent as they were, the Eaters proved to be no match for the Demoreans, who used time travel machines to quickly import artillery, especially one-man antitank weapons. Ruthlessly, the Demoreans pounded the tyrannosaurs back, inflicting heavy losses even as the creatures retreated. If the Eaters' loss pleased the Demoreans, it delighted another group of creatures: the Humans, who had silently observed both the tyrannosaurs and Demoreans since May 2. The Humans and tyrannosaurs were enemies, and they preyed upon one another readily. Humans ate the Eaters' eggs, and the Eaters ate Humans—at least, they ate the slow and stupid ones. On May 5, Umuk, Leader of Humans, saw the Demoreans seriously reduce the tyrannosaur population. Future attacks by the Humans, he reasoned, could eradicate these dinos forever, provided the four-armed foreigners would give the Humans firepower.

That evening, at 6 p.m. on May 5, Umuk bravely visited the Demoreans. Eventually, he made them understand that he wanted weapons—weapons such as the ones they had used to kill tyrannosaurs. The Demoreans laughed; they tossed Umuk out of the camp. Unfortunately for them, they had underestimated the Human's intelligence.

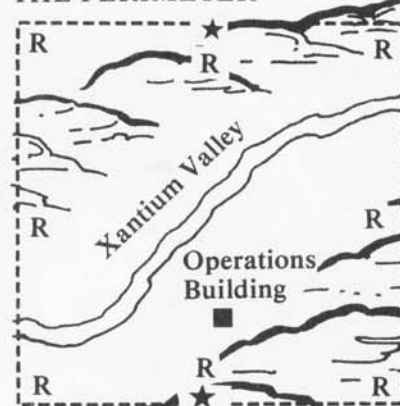
That night, Umuk's people attacked the security perimeter, completely surprising the group. The Humans managed to kill 10 Demoreans before the remaining 20 aliens decided to give in to the Humans' request for weapons. After all, the Demoreans reasoned, if the Humans were busy fighting Eaters, then neither native group would have time to disturb the xantium operations.

This strategy worked. For four months, the tyrannosaurs and cave men busied themselves with warfare, and the xantium operation proceeded like clockwork. The Demoreans shipped massive quantities of xantium to Cassandra II in 3612 A.D. on Parallel T-6, where the Time Storm drive was under construction. The Demoreans shipped additional xantium to Parallels R-259 and R-260, where other teams were procuring magical dimensional holes, and needed xantium for the machines which would transport the dimensional holes to Cassandra II.

But the Demoreans, like the Humans and the Eaters, were unaware that yet another intelligence was operating on this primitive Earth. A tribe of creatures calling themselves the Peaceful Ones—actually intelligent brontosaurus—had long thrived because the Humans and the Eaters concentrated their efforts against one another. Now, with the Demoreans' weapons, the Humans had a decisive edge. The Peaceful Ones decided that the Demoreans must be forced to leave; otherwise, the Humans would eventually defeat the Eaters, and turn their aggressive attentions to the Peaceful Ones themselves.

Thus, at about 3 p.m. on Sept. 15, over 100 brontosaurus stampeded through the Demorean installation like cattle through a campsite. This strange, sudden attack caught the Demoreans off guard; they failed to harm a single brontosaurus (but managed to escape harm themselves). The Peaceful Ones seriously damaged the

THE PERIMETER



★ = Tower with
.50 caliber
machine gun

R = Renegade Guard

CHRONOLOGY OF EVENTS

May 1 to Sept. 30, 101 Million B.C., R-555

6 a.m. May 1: Twelve renegades arrive in the Xantium Valley. Within 15 minutes, they establish a one-mile square security perimeter. Within 2 hours, the machine gun towers are in place, and four renegades have returned to the landing site, awaiting the Demorean arrival.

6 p.m. May 1: Thirty Demorean technicians arrive. Over the next two days they set up the operations building.

6 a.m. May 4: Five Demoreans begin mining xantium in the field.

8 to 10 a.m. May 5: Ten tyrannosaurs attack the Demoreans. Demoreans counter by bringing antitank weapons. Tyrannosaurs flee after five of their warriors are killed.

6 p.m. May 5: Umuk visits the Demoreans. His request for weapons is denied.

11 p.m. May 5: Umuk's people, twenty warriors in all, launch a surprise attack on the Demoreans, killing ten of them. No Humans are killed. The Demoreans give Umuk a bazooka with a case of 12 rockets.

6 p.m. July 15: The Demoreans complete mining of the minimum amount of xantium needed to implement the Time Storm scheme.

3 p.m. Sept. 15: 100 Peaceful Ones stampede through the Demorean installation, causing massive damage, but no casualties to either side.

10 a.m. Sept. 30: Demoreans load all gear in time travel machines and depart for home, parallel A-227.

installation and its equipment, delaying xantium shipments for several days.

On the last day of September, the Demoreans did leave R-555. Their departure had little to do with the brontosaurus' attack, however. The Demoreans' job was complete, and they were only too glad to leave this backwater of the Continuum.

Note: The events presented in this section are summarized on the "chronology." (See sidebar.)

ADVENTURE SYNOPSIS

Clues found at the end of Adventure Four—a xantium crystal from R-555, and computer printouts—should lead player characters straight to this Dino World. But the exact course of "The Dino Demo Derby" depends on the date and location of the PCs' arrival, as well as the PCs' actions here. Refer to the map of the security perimeter as you study this synopsis. Three basic lines of play may develop:

One. If the PCs enter R-555 within sight of the Demorean security perimeter, arriving anytime between 6 a.m. May 1 and 10 a.m. Sept. 30, their arrival is observed by the Demoreans and/or their renegade guards. One renegade quickly time hops to Parallel A-227, mobilizing the special reserve squad of six highly trained renegades. The squad time hops into a pastward position on R-555, attempting to ambush the PCs as they arrive.

Before the renegade alerts the squad, the PCs should realize that they've been spotted. Clever agents will take action to divert their own arrival to a different time or place. PCs who fail to do so must suffer the consequences of the renegade ambush.

Two. Regardless of how they start the adventure, the PCs should soon know of the Demorean presence in the valley. At some point, the agents may decide to directly assault the Demorean installation. If this attack succeeds, the PCs can infiltrate the Demorean computer and learn the exact location, time, and Parallel in which the Time Storm drive is being constructed. This information leads the PCs to Adventure Six.

Three. Players familiar with *Timetricks* may consider a better alternative to a direct assault on the Demoreans. By speaking and bargaining with the "natives," the PCs can learn exactly when and where the first renegades and Demoreans arrived on R-555. (Only the Eaters know precisely when the renegades arrived; the others have a vague idea.) Armed with this knowledge, the PCs can time hop to a point pastward of the enemy's arrival, and ambush the renegades and Demoreans as they materialize. This strategy ruins the entire Demorean Time Storm plan, cancelling the creation of the Time Storm and successfully solving the problem of the *Timestorm* campaign.

This adventure contains three parts, each of which is keyed to one of the specific areas in Dino Land. (See the Dino Land map.) Each section contains an encounter for PC arrival in an area, with notes on what happens when the agents investigate. In the case of the Demorean installation, additional encounters cover a Demorean assault on the PCs, and a PC ambush on the Demoreans. As CM, you must familiarize yourself with each of the encounters before play begins; they are not chronological, so you must know in advance what each encounter covers in order to use it at the proper time. In addition, you must familiarize yourself with the information in the "CM's Background" above. (The chronology should help.) Armed with an understanding of the Demorean plan and history on this Parallel, you should be able to improvise encounters as needed.

ENCOUNTERS

AREA A: THE XANTIUM VALLEY

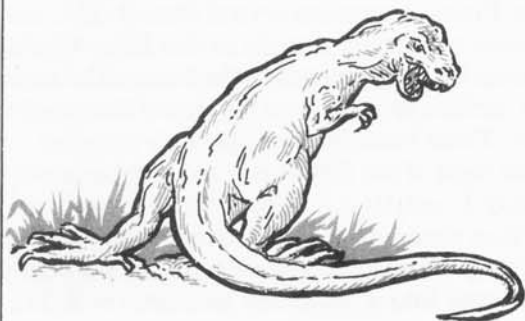
A-1. SPOTTED ON ARRIVAL

Use this encounter if the PCs enter Parallel R-555 anytime between 6 a.m., May 1 and 10 a.m., Sept. 30 in the year 101 million B.C., within eyesight of the security

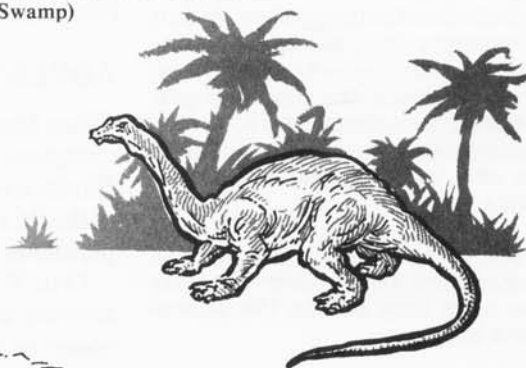
— DINO LAND —

0 1/2 1 mile

B. LAND OF THE EATERS
(Tyrannosaur Plains)



C. LAND OF THE PEACEFUL ONES
(Brontosaur Swamp)



Demorean
Security Perimeter

A. THE XANTIUM VALLEY

Operations
Building

< Valley ends 1/2 mile west

D. LAND OF
THE HUMANS
(Umuk's Hills)





***A** DVENTURE FIVE: THE DINO DEMO DERBY*

CM'S BACKGROUND

"A good egg is dropped on the run."

—Umuk, Leader of Humans

"Ugh."

—A Cave Man

"Do you think that it's going to snow?"

—A Brontosaur

To construct their massive Time Storm drive, the Demoreans need more than just a magical dimensional hole; they also require a tremendous amount of xantium. (Xantium, a rare mineral, powers the type of drive required to transport magical dimensional holes across the Continuum.) The best known source of xantium is the planet Ruoka on T-0, but the Demoreans correctly assumed that this source would be too obvious to the Time Corps. In fact, while the PCs have been on their adventures, another Time Corps team has checked out Ruoka's history, and found it Demorean free.

The Demoreans searched long and hard to find a minor, obscure source of xantium—a place with just enough xantium, but not too much. After all, it would take the Corps *eons* to search every lesser source of this mineral in the Continuum—and by that time, the Time Corps should have been destroyed by the storm. Eventually, the Demoreans located sufficient deposits of this precious crystal on prehistoric Earth, Parallel R-555. They began to set up operations.

First, to protect their own arrival from the (albeit remote) possibility of Time Corps interference, the Demoreans sent in a commando team of 12 renegades. All 12 renegades arrived on May 1 of the year 101 million B.C., at precisely 6 a.m. Refer to the perimeter map. The renegades landed near the future site of the operations building. Eight renegades quickly established themselves at half-mile intervals around the area, creating a security perimeter one mile square. The remaining four split into pairs in order to assist the guards at the north central and south central posts in constructing crude towers topped with swivel-mounted machine guns. In a few hours' time, the towers were complete, and the four renegades without perimeter posts returned to the landing site (where all 12 of their

PERIMETER GUARDS

(Twelve Renegades)

STR	58	DEX	50	AGL	56
PER	52	WPR	60	PCN	58
STA	58	UMS	57	WNDS	13

Penetration Bonus: +05

SKILLS

Name	Rank	Score
Martial Arts	EX	86
Automatic Rifle	EX	80
Machine Gun	EX	80

Significance Rating: 1d10 each

DESCRIPTION: These 12 renegades serve as the advance guard for the Demoreans, and provide general security for the Demorean installation as noted on the maps. The renegades arrive at 6 a.m. May 1 near the future site of the Demoreans' operations building.

The renegades hold the posts shown on the Perimeter Map 24 hours day. However, about every 8 hours, the guards resting in the operations building relieve four guards at the perimeter, who then go to the barracks themselves.

Regardless of time or place, all 12 renegades carry 20-shot automatic rifles and plenty of ammo. Two of them man .50-caliber machine guns on turrets, mounted on observation towers (see Perimeter Map).

30 DEMOREAN TECHNICIANS

STR	40	DEX	40	AGL	46
PER	40	WPR	70	PCN	40
STA	40	UMS	40	WNDS	12

Penetration Bonus: +0

SKILLS

Name	Rank	Score
Shape Shift		Automatic
Dimensional Travel		Automatic
Telepathy		Automatic

Significance Ratings: 0

DESCRIPTION: As technicians, these Demoreans haven't had military training yet, so they don't have weapon skills. Each carries a 20-shot automatic rifle and plenty of ammo at all times, however.

For precise Demorean positions, refer to the Operations Building Map. By day, 25 Demoreans are positioned as shown; the remaining 5 are working in the valley, assisted by robotic mining equipment. By night, all 30 Demoreans are in the barracks, sleeping.

perimeter (or inside it). Eyesight range is one-half mile during the day, and 200 yards at night.

Players' Text

Arrival is abrupt, but not as startling as the view ahead. You've just materialized in plain sight of a man holding an automatic rifle. His eyes widen in surprise, but he quickly recovers, taking aim.

CM's Notes

The man is one of the 12 renegades guarding the Demorean installation. (Of course, if the PCs have arrived between 6 a.m. and 6 p.m. May 1, he's one of the men establishing the perimeter; the Demoreans aren't here yet.) As CM, you must improvise further description of the PCs' surroundings; use the map and the chronology as guides.

Immediately, the renegade attempts to alert his peers and any Demoreans present. He runs, shouts, fires the shotgun—whatever suits the situation. The renegade nearest the operations building (assuming it is built) heads inside; that's where the renegade time machines are housed. He attempts to time hop to Parallel A-227 to alert the six-man ambush squad. If the building isn't established, a renegade uses his own machine—left at the landing site—to make the jump to A-227.

If the PCs stay to fight (rather than time hopping away), the renegades attack with their 20-shot automatic rifles. If possible, the renegades also man the .50-caliber machine guns shown on the perimeter map. If it's daytime, any Demoreans present are scattered through their work areas—5 work in the valley; 25 work inside (see the map of the operations building). If the PCs arrive at night, the Demoreans are asleep in the barracks. Day or night, two Demoreans enter the fray each round, firing automatic rifles.

Continue the combat until all the characters on one side are unconscious (or dead). If by some chance the PCs kill all 30 Demoreans in this fight, they have stopped the Time Storm from occurring! See "Wrapping up the Adventure" below.

If any renegade escapes to Parallel A-227, Encounter A-2, "Ambush!", takes place two SDS hours after the PCs' arrival. However, if the PCs can prevent themselves from making their initial jump to this point before two SDS hours have elapsed, they avoid the ambush. The PCs could accomplish this by using a looper and sending someone back to R-259 to warn themselves. Or, they may devise a scheme using the anomaly field generator.

If the PCs survive the battle with the 12 renegades but fail to prevent the pastward ambush against themselves, go to Encounter A-2 as soon as two SDS hours have elapsed.

A-2. AMBUSH!

If a renegade from the perimeter notifies the ambush squad on A-227 as described above, this encounter takes place precisely two SDS hours later. The time and place: wherever and whenever the PCs arrive in Dino Land.

Players' Text

Arrival is abrupt, but not as startling as the view ahead. You've materialized in plain sight of a man holding an automatic rifle. His eyes widen in surprise.

As the man recovers and takes aim, a hail of automatic rifle fire engulfs you, blasting from all sides. The man must have some friends in the area—friends who are far less surprised than he first appeared to be.

CM's Notes

The six-man ambush squad has attacked the PCs; this is round one of the combat. Because these renegades knew exactly when and where the PCs would materialize, they automatically win initiative this round. Ask the players to make

surprise checks (general Perception checks); PCs who pass can take actions before round two. The ambush squad is set up with crossing fields of fire, designed to completely ring the PCs. Continue the battle until the PCs all die, or have time hopped away, or by some miracle have conquered the Demorean installation. This last situation is unlikely; the PCs face the squad, 12 regular renegade guards, and probably 30 Demoreans.

A-3. INVADING THE DEMOREAN INSTALLATION

Use this encounter if and when the PCs attack and overrun the Demorean installation (especially the operations building). In most instances, the PCs will end this adventure with such an assault.

CM's Notes

Almost all the information needed to run a combat in or around the Demorean operations building is included in Encounter A-1 and/or on the maps with this adventure. Should the PCs attack the building from the air, using their TCA-4A's as fighter craft, the .50-caliber machine guns shown on the map can be fired in an anti-aircraft role. The PCs can make strafing runs against the installation.

The building is constructed simply: it has a concrete slab floor, wood frame and stone block construction, and a thin metal roof. The interior is divided into discrete sections. If the PCs hit a given section with a "CK" laser blast, the roof (or a wall) in that section has a hole in it as a result. Three holes in a given section cause that section to collapse; all characters inside that section suffer 100% catastrophic damage. If the computer room collapses, roll a percent; 25 or less means the computer is damaged and unusable.

If the PCs attack at 6 a.m., May 1 (just as the renegades arrive), run combat normally. The Demoreans still arrive 12 hours later, and fight to the death. Both groups, the renegades and the Demoreans, arrive near the site of the operations building in a large group—a perfect target for automatic weapons fire.

The building, which is completed May 3, contains a computer. The Demoreans have stored records of their xantium shipments in that computer's data base. A character who successfully uses Computer skill can learn the following information: The xantium is being sent to the Cassandra II system on Parallel T-6 from June 2 through June 30, 3612 A.D. A massive time travel drive is being constructed on a space station positioned outside the atmosphere of the planet Cassandra II. The drive, which is augmented by a magical dimensional hole, will be powered by the energy released when Cassandra II's sun becomes a supernova on July 2, 3162 A.D. at 10 p.m. Destroying the space station pastward of this moment will prevent the Time Storm from occurring.

Of course, if the PCs destroy the computer with laser fire, or fail to reach it before the Demoreans destroy it themselves (CM's discretion), the PCs have but one chance for success: they must interrogate the renegades and Demoreans. The renegades, unfortunately, know nothing of use to the PCs. And the Demorean technicians know nothing about the Time Storm or the procurement of magical dimensional holes or the explosion of Cassandra II's sun. They *do know* when and where the xantium is being sent, however—and that's enough to lead the PCs to the Cassandra II system in 3162 A.D. The technicians also know that xantium is used in interstellar communication and astrogation equipment on the T Parallels in the 3500s A.D. (a useless bit of trivia), and they know that xantium could conceivably power certain time travel drives—the type needed to contain and transport magical dimensional holes.

Pastward of July 15, the Demoreans have not shipped enough xantium from Dino Land to put their Time Storm scheme in action on Parallel T-6. If the agents kill all 30 technicians (or prevent them from mining) pastward of 12:00.01 (one second past midnight) on July 16, the Time Storm does not occur. See "Wrapping Up the Adventure" below.

AMBUSH (RESERVE) SQUAD (Six Renegades)

STR	62	DEX	60	AGL	64
PER	58	WPR	70	PCN	66
STA	68	UMS	63	WNDS	14

Penetration Bonus: +10

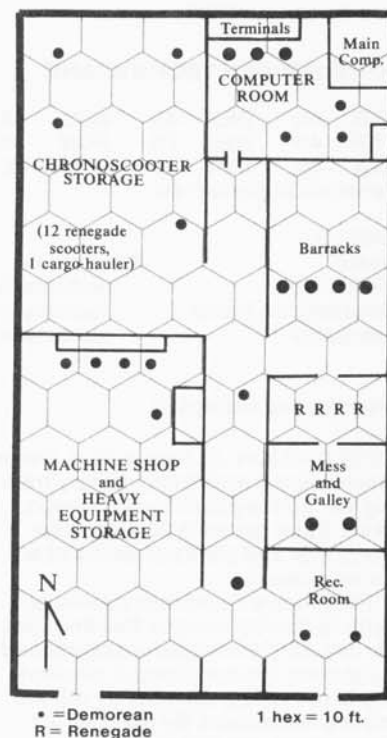
SKILLS

Name	Rank	Score
Martial Arts	MS	119
Automatic Rifle	MS	115
Thrown Weap.: Grenade	MS	115

Significance Rating: 1d10 each

DESCRIPTION: These 6 renegades comprise the special ambush squad held in reserve on Parallel A-227. Their specialty is pastward ambushes on Time Corps mission teams.

Each man is armed with a 20-shot automatic rifle, plenty of ammo, and two hand grenades.



Above: THE OPERATIONS BUILDING

AREA B: LAND OF THE EATERS

B-1. ENTERING THE TYRANNOSAUR PLAINS

THE EATERS (Tyrannosaurs)

STR 140	DEX NA	AGL 80
PER 52	WPR 52	PCN 60
STA 140	UMS 110	WNDS 21

Penetration Bonus: +25

Significance Rating: 3d10 each

DESCRIPTION: These great beasts are just as intelligent as the PCs. The tyrannosaurs' brutish culture may seem strange by comparison, but their primary values arise from needs quite similar to the PCs': the need to eat, the need to protect their families and territories, and the need to fight human beings.

Tyrannosaurs are physically quite large, standing up to 20 feet high and weighing between 3 and 4 tons. They are good hunters and ferocious fighters, though their tails and teeth are far more useful in combat than their tiny forelegs.

In combat, an Eater can attack three times per round during melee: once by trampling, once by biting, and once by thrashing or swiping with its tail. *Note that the creatures are larger than man-size, and therefore are immune to stunners.*

The tyrannosaur herd near the Xantium Valley numbers about 35. Of these, only 10 are fully fit "fighters" who war against Umuk's Humans. The remaining 25 fight when necessary, but generally spend their time supporting the group in other ways.

Use this encounter when the PCs first enter the "Land of the Eaters," whether they do so by time hopping or other means. The encounter (as written) assumes the tyrannosaur tribe knows nothing of the PCs; modify the text accordingly if an Eater has met the Time Corps agents sometime pastward and has lived to tell others about it.

Players' Text

A vast, grassy plain covers this area, occasionally dotted with scrub. Several hundred yards to the east, a herd of small, gazel-like mammals is grazing. The surroundings resemble an African game park—the perfect hunting ground for "sporting" men and carnivores. As if to support this theory, a carnivore appears.

Roughly one hundred yards north stands a creature that looks like a *Tyrannosaurus Rex*. The beast eyes you suspiciously and begins to lumber forward.

CM's Notes

Unless the PCs wear skins, like Umuk's people, the Eater doesn't attack immediately. He has never seen human beings quite like the PCs. He thinks they may be members of a new tribe, who could pose a new threat to the Eaters. The Eater knows it's more important that he study and question the agents than it is to kill them. Of course, he fully intends to devour the PCs once he has learned all that he can.

At a distance of 50 feet—or sooner, if the PCs take aim or open fire—the Eater stops. He calls out to the PCs, "You are not members of the egg-killers. And you are not the four-armed ones with fire and smoke. Who are you—you who intrude so in the Eaters' domain?"

If the PCs don't attack, and can convince the creature that they, too, are enemies of the four-armed ones, the Eater gets an idea: maybe, he reasons, the strange new Humans could be used against the Demoreans, and/or against Umuk's Humans. The Eater agrees to take the PCs to a meeting with his tribe's warriors.

At this meeting, which includes the first Eater and ten others, the PCs can learn a brief, generalized description of what's been happening on R-555 since May 1. Of course, the description is from the Eaters' point of view. The Eaters know, for example, that the strange four-armed creatures were preceded by several Human-like beings. Obviously, say the Eaters, the four-armed creatures are friendly with Human-like creatures—which must be why Umuk's tribe received weapons from the four-armed ones (provided this encounter takes place futureward of May 5).

Regardless of what the PCs say at this meeting, the tyrannosaurs still view them with suspicion. After all, the agents appear Human; like Umuk's men and the renegades, the PCs could be friends of the four-armed enemy. Before the meeting adjourns, the agents are asked to prove that they are enemies of the four-armed ones, and that they wish no harm to the tyrannosaur tribe.

Proving such allegiance is left completely to the PCs' discretion. Capturing and killing a Demorean in front of the Eaters would do nicely, but it might be difficult to accomplish. If the meeting with the Eaters takes place prior to the May 5 attack on the Demorean installation, the PCs can prove themselves by joining the Eaters in that attack. Otherwise, the agents could demonstrate allegiance by offering something of value to the Eaters, such as a modified weapon, which an Eater could carry in its mouth. Very clever PCs may hit upon the idea of using their chronoscooters for an airstrike on the Demorean installation.

Once the PCs have gained the Eaters' confidence, the tyrannosaurs divulge more detailed information about the Demoreans—including a description of their yntitank weapons and automatic rifles, and disclosure of precise details of the aliens' arrival (location, time, and date). If the PCs are planning a joint attack with the Eaters, the tyrannosaurs may disclose such information prior to the attack.

If at any time the PCs indicate hostility toward the Eaters, the Eaters will turn and attack them, fighting to the death.

AREA C: LAND OF THE PEACEFUL ONES

C-1. FIRST VISIT (MEETING THE BRONTOS)

Use this encounter when the PCs first enter the Land of the Peaceful Ones, whether they do so by time hopping or other means. The encounter assumes the PCs are unknown to the Peaceful Ones; the CM may modify it accordingly if the PCs have encountered a Peaceful One pastward, and that Peaceful One survived to tell his or her tribe about the PCs.

Players' Notes

This swampy region extends to the north- and southeast as far as the human eye can see. The ground, where present, is soft and spongy; it oozes water when tread upon even lightly. A maze of pools and prehistoric trees covers most of the area. Vibrant green scum cloaks the water's surface, and heavy moss hangs from the massive trees. Dragonflies the size of dogs dart among the foliage, humming noisily in the warm, moist air. Just ahead stand four creatures resembling T-0 Earth's

Brontosauri. The creatures converse gayly as they graze on the vegetation, looking like enormous, contended cows.

CM's Notes

The Peaceful Ones approach the PCs with curiosity. They have no hostile intent; they simply want to learn whatever they can about these odd strangers. One creature opens the conversation from a safe distance, welcoming the PCs to the "Lands of Peace," and asking if they are associated with Umuk's people, or perhaps with the strangers in the valley.

Improvise a conversation with the Peaceful Ones. They can tell the PCs—in general terms—everything that has happened since the Demoreans' arrival. They express great curiosity about why the Demoreans seem so concerned to gather the "funny rocks." They can detail the weapons and habits of the Demoreans, and can describe the large, cargo-hauling renegade time travel machine, with which the Demoreans transport xantium. The brontosaurus do not know, however, exactly when the Demoreans arrived; they aren't sure of the day, much less the exact time. If asked about the arrival, the Peaceful Ones suggest the PCs interview Umuk's Humans or the Eaters. The brontosaurus provide directions to the lands of these creatures—and tell the agents to beware; the creatures are hostile.

If this encounter takes place on Sept. 10 or later, the Peaceful Ones ask, in a general way, if the PCs happen to know if the four-armed ones are planning on leaving soon. The brontosaurus then state that they wish the Demoreans would leave, and explain why. They even ask the PCs to suggest how the brontosaurus might "encourage" the strangers' departure. If the PCs come up with a reasonable plan of attack, the Peaceful Ones might be persuaded to join in; use a Direct Action check to determine this decision.

AREA D: LAND OF THE HUMANS

D-1. A MEETING WITH UMUK

Use this encounter when the PCs first enter the Land of Humans, whether they do so by time hopping or other means. The encounter assumes the PCs are unknown to the Humans; modify the text accordingly if the PCs have encountered a Human pastward and that Human survived to tell his tribe about the experience.

Players' Text

The landscape here is dotted with rocky hills, and the climbing, while not difficult, is certainly not easy-going. The hillsides themselves are dotted with occasional cave entrances. Vegetation here consists mainly of short grasses and scrub brush.

PEACEFUL ONES

(Brontosaurus)

STR	160	DEX	NA	AGL	40
PER	70	WPR	60	PCN	80
STA	160	UMS	50	WNDS	23

Penetration Bonus: +25

Significance Rating: 3d10 each

DESCRIPTION: The Peaceful Ones value peace, tranquility, and the pleasant life of the grazing herd. As herbivores, they detest being involved in violence, and will do so only in response to strong provocation. They are more thoughtful than the tyrannosaurs (Eaters), tending to be somewhat philosophical. The brontosaurus' primary interest is intelligently avoiding trouble while enjoying the good life of browsing and conversing intelligently.

In combat, Peaceful Ones attack by trampling once per round, inflicting 160% catastrophic damage upon any creature they hit. Their herd contains about 160 brontos, including young.

UMUK

(Leader of the Humans)

STR	80	DEX	60	AGL	76
PER	70	WPR	68	PCN	54
STA	80	UMS	78	WNDS	15

Penetration Bonus: +20

SKILLS

Name	Rank	Score
Wrestling	EX	108
Polearm		
(Thrusting Spear)	MS	133
Short-handled Weapons	MS	133
Thrown Weapon: Spear	MS	105
Military Leadership	MS	128
Distance Running	Current STA score	
Swimming	Current STA score	
Outdoor Survival	MS	113

Significance Rating: 250

DESCRIPTION: Umuk, "Leader of Humans," is something of a primitive genius. His leadership is historically very important for the development of human culture on R-555.

Personally, Umuk is a conditioned fighting machine—a necessity for a tribal leader. He is cunning, in an animal sort of way, and capable of either tenderness or great cruelty, depending upon the needs of the situation. He is fiercely loyal to his tribe, and defends it fervently, but he has no scruples whatsoever when dealing with outsiders.

UMUK'S HUMANS

(Warriors and Remaining Tribe)

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	UMS	50	WNDS	13

Penetration Bonus: +05

SKILLS (Warriors only)

Name	Rank	Score
Polearm		
(Thrusting Spear)	EX	80
Short-handled Weapons	EX	80
Thrown Weapon: Spear	EX	80
Distance Running	Current STA score	

Significance Rating: 1d10 each

DESCRIPTION: Umuk's tribe members are all standard NPCs. In total, they number about 200; 40 of these are warriors. Only warriors have skills. These Humans aren't quite as smart as Umuk, but they're no dummies, either. Technologically, the entire tribe has mastered the use of fire for cooking and working wood, and all are capable of making stone implements and weapons with stone points (spears) or stone heads (axes).

Umuk's warriors, including a few brutish females, have the same weapon skills as their leader. They simply have lower scores.

ENCOUNTER D-1: In the hills, 5 warriors accompany Umuk. Each warrior carries 2 throwing spears, 1 thrusting spear, and 1 stone axe. (After May 5, one also carries a bazooka armed with one rocket; use DEX if the cave man fires.)

Back at the Human's home in the caves, the 35 remaining warriors have an ample supply of primitive spears and axes. After May 5, they also have 11 additional rockets for the single bazooka provided by the Demoreans.

CM's Notes

Umuk and five of his warriors are lurking in the hills, watching the PCs. Umuk initiates a meeting by hurling a spear into the ground in front of one of the PCs. This behavior doesn't indicate overt hostility—nor is it meant to. Umuk is simply demonstrating his prowess in order to impress the newcomers. He then shows himself, shouting, "Come no further. These are the lands of Umuk, Leader of Humans, slayer of the Eaters' eggs!"

As the encounter begins, Umuk is 50 feet from the PCs. He and his warriors try to maintain that range, so they can use their throwing spears effectively without engaging in melee should the strangers prove hostile.

PCs who pass a general PCN check notice that one of Umuk's warriors is toting an antitank weapon similar to a bazooka (provided this encounter takes place futureward of May 5).

Umuk has many questions for the strangers. The PCs can establish peaceful relations quickly by offering almost anything as a gift. In return, the cave man can offer valuable information. He can fully describe the Demorean operations building and the security perimeter (in the terms a cave man would use), as well as the Demoreans' weapons. (After all, he's been inside the operations building—provided this encounter takes place futureward of May 5.) Umuk brags about how he defeated the four-armed men and forced them to give him weapons. Unfortunately, Umuk cannot give the PCs the exact date and time of the Demoreans' arrival; he doesn't know what it is.

If this encounter takes place on the evening of May 5, after 6 p.m., Umuk invites the PCs to join him in his attack on the Demoreans. In any case, he invites the PCs to help his tribe hunt Easters with the new weapons he received—or those he will get—from the Demoreans.

WRAPPING UP THE ADVENTURE

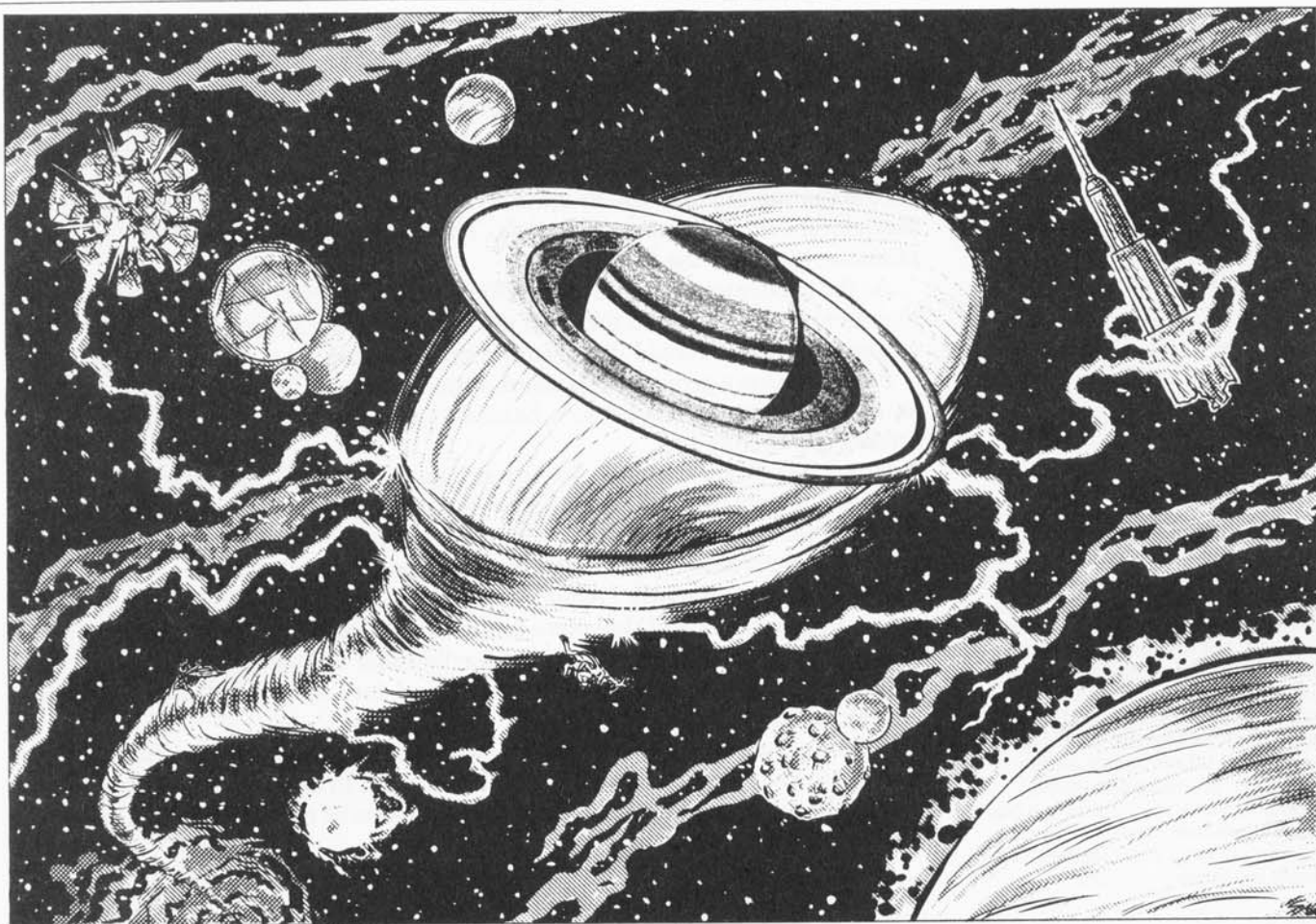
If agents destroy the Demorean technicians immediately when those technicians arrive on R-555—or destroy them no later than midnight the night of July 15-16—the Demoreans abort the entire Time Storm scheme. The PCs suddenly find themselves back at Time Corps headquarters; the entire *Timestorm* campaign has become a self-eliminating mission!

But if the PCs do not eliminate the Demoreans from R-555 in the period of May 1 through July 15, the Demoreans ship just enough xantium to both power the Time Storm drive on T-6 and the drive needed to transport one dimensional hole to that Parallel. Hence, the Time Storm still takes place. If the PCs are successful under these circumstances, they will obtain the time and location the xantium's arrival site, and can go on to Adventure Six. If anything else happens, the PCs fail; the Time Corps is eventually destroyed by the effects of the storm, and the PCs experience the lives they would have lived had they never been recruited by the Corps. If their Paranormal Memory functions, the characters will know about the Corps, the Demoreans, and the destruction of the Corps. PCs with Advanced Temporal Engineering skill may eventually construct primitive time travel machines and try again... but that's another campaign.

ADAPTING THE ADVENTURE

To run this adventure apart from the *Timestorm* campaign, simply make the following changes:

1. The Sentinel alerts the Time Corps to a Demorean penetration of Parallel R-555. The penetration, he reports, takes place sometime during midyear, 101 million B.C., near a small region called the "Xantium Valley."
2. The Demoreans mine the xantium and ship it to A-227. They are using it to research the transport of magical dimensional holes—a project whose success could have far-reaching implications for the continued safety of the Continuum.
3. Let the players choose their characters' date of arrival on R-555.



***A** DVENTURE SIX: DECISION IN SPACE*

CM'S BACKGROUND

This short "high action" adventure is the most likely climax of the *Timestorm*™ campaign. If the PCs failed to stop the Demorean scheme while adventuring in Dino Land, they must snuff it now; "Decision in Space" offers their last chance.

The adventure takes PCs to the point in the Continuum where the Time Storm was born: Parallel T-6, near the planet Cassandra II, in 3612 A.D. (The PCs should have discovered this location in Adventure Five.) It is here that the Demoreans are constructing the massive time-travel drive—the drive which, when augmented with a magical dimensional hole and launched just a few minutes futureward, will blast an enormous gap in the fibers of the Continuum, setting the Time Storm in motion. The Demorean drive is located on a space station near Cassandra II. To prevent the storm, the PCs must destroy that station pastward of July 2, 3612 A.D.—the date on which Cassandra II's sun explodes, and the Time Storm is launched.

"Decision in Space" is really a single encounter—a major battle in space. With their TCA-4A chronoscooters, the PCs are prepared for deep-space action. With their own advanced space-age fighters, held inside the space station, the Demoreans are ready, too.

As CM, be sure you're familiar with the rules for the TCA-4A's on page 85 of the *Timetricks*™ supplement. You also must know the rules on pages 36-39 of the TIMEMASTER® game *Travelers' Manual*. This combat uses the dogfighting system.

The TIMEMASTER game doesn't include enough spacecraft counters for this adventure, so you'll have to make some using poster board or paper. You'll need one counter for each PC craft, and twice that amount again for the Demorean

"Scratch one flattop."

—Dive-bomber Commander,
U.S.S. Lexington,
May 7, 1942, T-0

"Thank God Demoreans are lousy pilots."

—Jack Johnson, Time Guard/7

fighters. Just about any counter or tiddly wink could represent the Demorean space station; it never moves on the map during combat.

SPACE: THE FINAL ENCOUNTER

Use this encounter when the PCs travel to Parallel T-6, the Cassandra II system, within one month pastward of July 2, 3612 A.D. On or futureward of July 2, the space station (and Cassandra II) do not exist; the sun has exploded and the Time Storm has begun. Pastward of June 2, the Demoreans are not present on this Parallel.

Players' Text

Once again, the TCA-4A proves its value. You materialize in deep space, but your chronoscooter automatically switches to space fighter-craft mode. (Try *that* with a lesser model!) In moments, onboard sensors flash a warning: a large, spherical space station lies just ahead. The station is maintaining a fixed position relative to the planet Cassandra II.

CM's Notes

Set up the combat by placing the counter (or chit, etc.) representing the Demorean space station in the center of the TIMEMASTER game map—in hex 1509. Roll for sighting distance ($1d10 + 10$ hexes), and ask players to position the counters representing their characters' craft appropriately. If the sighting distance is so great that players must set their counters off the game map, imagine that the hex grid continues indefinitely; after one round of play, all the counters will be on the mapsheet anyway.

Once the PCs' counters are placed, ask each player to roll $3d10$ for his or her character's time on target. Secretly roll $3d10$ for the time on target of each Demorean fighter inside the space station. As noted above, there are twice as many Demorean fighters as PCs.

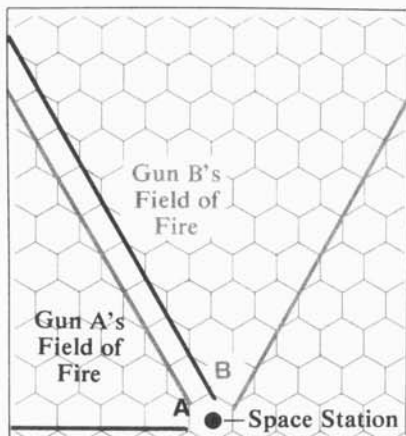
Both the PC and Demorean craft have systems that automatically sight any enemy craft within 10 hexes. Furthermore, both may choose to maneuver during the *same* round in which they sight enemy craft, provided the enemy is within hexes during the maneuvering craft's movement step. This is an exception to the regular TIMEMASTER rules, which require sighting in the round *prior* to a maneuver.

The Demorean fighters are "Advanced Space Age Fighters" as shown on the Air and Spacecraft Table, page 37, *Travelers' Manual*. Each Demorean pilot has a Pilot skill score of 70. Fighters can fire once per fire step of the round. (They can hit only a single target with each shot; beam weapons don't have a "spray.")

In round one, the Demoreans launch half of their fighters; that's one for each PC. In round two, the remaining fighters appear. Arrange the fighters as you see fit; they can leave the station from any position. As noted above, these fighters may choose to maneuver during the round in which they're launched, provided a PC craft is within 10 hexes during the Demorean movement step of the round.

The Demorean space station has a few special characteristics in this combat. It always remains stationary on the mapsheet; it never maneuvers, uses straight flight, or moves in any way. When PC pilots maneuver against the Demorean space station, the station always defends on Column 5. For purposes of taking damage *only*, the station has a maneuver rating (MR) of 200. "K" results don't affect the space station. "C" results on the "Anti-aircraft Fire Results" key reduce the station's MR by 50; they do not destroy it. *In order to destroy the station, the PCs must reduce its MR to -50 or less.*

The space station has six beam weapons, each of which can be fired once (at a single target) during a given fire step. Thus, the station can fire up to six blasts in any fire step, and up to 18 blasts in a given round! The station's base chance to hit with each shot is 80%. Refer to the space station diagram. Each beam weapon is positioned at a vertex of the hex in which the station is located. Each weapon's field of fire is defined by the vertexes *flanking* the weapon. Consequently, the station



has an all-around field of fire, with each weapon's field of fire slightly overlapping that of adjacent weapons.

This combat is to the death. The Demoreans neither give nor ask quarter. Pilots on both sides may continue to fight once they have exceeded their time on target, but there's a flat 10% chance per round that pilots doing so will run out of fuel.

Players exceeding their time on target should roll this "fuel check" during the Stamina loss and recovery step of the round. Craft that run out of fuel can use only straight flight at their last declared speed; if not destroyed, they will eventually fly off the map and out of range. Their pilots are doomed unless they eject and are rescued by another friendly craft.

Any friendly pilot can rescue an ejected pilot, provided the would-be rescuer ends his or her movement in the same hex with the ejected character. The rescuer makes a Pilot skill check. Any successful result indicates the rescue succeeds, but the rescued character may suffer armed combat damage from the rescue as shown on the Rescued Pilot Table.

RESCUED PILOT TABLE

Rescuing Pilot's Result	Damage to Rescued Pilot
S	C armed combat result
L	H armed combat result
M	M armed combat result
C	S armed combat result

DOGFIGHTING SEQUENCE OF PLAY

1. CM declares actions
2. Player characters declare actions
3. Determine initiative
4. Side A fires
5. Side A moves
6. *Side B fires defensively*
7. Side A fires
8. Side B fires
9. Side B moves
10. *Side A fires defensively*
11. Side B fires
12. Stamina loss and recovery (Roll "out of fuel" check for pilots exceeding time on target.)

WRAPPING UP THE ADVENTURE

If the PCs succeed in destroying the Demorean space station, the Time Storm does not occur. The instant the space station is destroyed, the campaign ends; the PCs are back at Time Corps Headquarters, and the entire *Timestorm*™ campaign never took place.

If the PCs do not destroy the space station, the Time Storm does occur, and the Time Corps is destroyed. The PCs live out the lives they would have lived if they had never been recruited by the Time Corps. Those who successfully make a Paranormal Memory check will remember the Time Corps. (See the Introduction.) Those who pass further checks and have Advanced Engineering skill may eventually build a time travel drive and even start another Time Corps—but that's another campaign.

ADAPTING THE ADVENTURE

As an adventure apart from *Timestorm* campaign play, "Decision in Space" offers little in the way of a story. It does, however, make a good combat scenario. If you'd like to run a board-game style battle, just set up the map as noted in the CM's Background. The PCs' object is simply to destroy the space station before it—and its Demorean fighters—destroys *them*.



Hercules

Birthdate: Aug. 15, 1721 B.C.
Parallel M-7

Birthplace: Argos, Greece

Age: 38

Height: 6'0" Weight: 220 lbs.

Hair: Black Eyes: Blue

Rank: Veteran Grade: 1

Hercules originated on Parallel M-7, a Parallel where T-0's Greek mythology is a part of historical reality. Fortunately for the Time Corps, the actions of Hercules on M-7 were largely insignificant;

the history of the Parallel largely ignored his exploits, making his recruitment possible. (The Hercules on Parallel M-6, however, was considerably more significant—both for M-6 and T-0.

The Hercules of the Last Resort Division is the son of a mortal woman and the Greed god Zeus. For much of his life, Hercules labored under two disadvantages: the dislike of Hera, Zeus' wife, and his own temper—which on more than one occasion led him to kill in a fit of rage. In fact, this PC undertook his famed "labors of Hercules" as partial atonement for having killed an opponent whose insults piqued him.

Since the Time Corps recruited Hercules, he has escaped Hera's wrath and learned to dampen his temper. However, fellow agents still regard him as slightly unpredictable, and for good reason. Those who accompany this "more than mortal" agent on missions must occasionally try restrain him, and that's truly a herculean task.

Hercules' main interests are still hand-to-hand fighting and the ongoing development of his physical prowess. He tends to speak little, but when he talks, people listen.

BASIC ABILITIES

Strength	100	Perception	60
Dexterity	74	Willpower	68
Agility	80	Luck	30
Personality	50	Stamina	120
Unskilled Melee	90	Penetration Bonus	+25

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARANORMAL TALENTS

Name	Score
Paranormal	43
Ignore Pain	40
Significance Sensing	40
Memory Restoration	40
Telepathic Probe	37
Parallel Identification	40

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	129
Historical Specialty (Greek and Cretan mythos, 1821-1683 B.C.)	MS	119
Boxing	MS	140
Wrestling	MS	145
Bullwhip	MS	140
Dagger/Knife	MS	145
Short-handled Weapons	MS	145
Swords	SM	145
Equestrian	MS	123
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Sling	MS	129
Shortbow	MS	129
Thrown Weapon: Javelin	MS	142
Thrown Weapon: Spear	MS	142

Name	Rank	Score
Ancient Artillery	MS	122
Distance Running	Current Stamina	
Outdoor Survival	MS	108
Stealth	MS	132
Swimming	Current Stamina	
Acrobatics/Gymnastics	MS	125
Pilot	MS	127

SPECIAL ABILITY:

Hercules' superhuman strength enables him to inflict armed combat damage in any physical attack (if he so chooses)—even when he's striking with his bare hands. Furthermore, those bare hands can kill with a single blow; Hercules need only make a called shot. (This is an exception to the rule prohibiting characters from inflicting extra damage with a called shot.)

Merlin

Birthdate: March 22, 463 A.D.

Parallel M-212

Birthplace: Uncertain; believed to be
England or Wales

Age: 77

Height: 5'6" Weight: 148 lbs.

Hair: Gray and white Eyes: Blue

Rank: Veteran Grade: 1



The Merlin of Parallel M-212 is identical to the great wizard portrayed in many versions of T-O's King Arthur legend. However, on M-212, neither

King Arthur nor Merlin had any real significance; historical development was controlled by other factors, and this very real Merlin's life had little impact on the future.

Merlin's reputation as a wizard resulted more from his timely use of Telepathic Probe than from his manipulation of actual magic. In fact, Merlin's greatest contribution to Arthur was his service as a wise advisor. Still, he did on occasion turn a spell or two, and thus came to be known as a great wizard.

Merlin is a sometimes playful, sometimes grumpy older man. In either mood, he may use his spells in a seemingly frivolous way. For example, he may change the appearance of something (or someone) that has annoyed him, creating an extremely ugly or repulsive image.

Merlin is also something of a showman. He knows that if you present yourself as a forceful, heroic figure, people tend to view you this way. Consequently, Merlin often tries to look and sound impressive, using his flair for the dramatic. This doesn't mean he engages in shows of brawn—far from it. Merlin avoids physical combat and labor, preferring to rely on his intelligence and wide array of Paranormal Talents whenever possible.

Always interested in history, Merlin is fascinated by the Time Corps and the missions he undertakes.

BASIC ABILITIES

Strength	52	Perception	80
Dexterity	44	Willpower	80
Agility	38	Luck	72
Personality	62	Stamina	54
Unskilled Melee	45	Penetration Bonus	+5

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARANORMAL TALENTS

Name	Score
Paranormal Memory	54
Significance Sensing	58
Telepathic Probe	54
Memory Restoration	58
Advanced Memory Restoration	58
Mass Memory Restoration	59
Parallel Identification	58
Predict Change	58
Ripple Tracking	58
Temporal Tracking	58

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	99
Historical Specialty	MS	135
(British Isles and Western Europe, 400-1400 A.D.)		
Short-handled Weapons	EX	75
Ancient Artillery	MS	117
Computers	MS	131
Demolitions	MS	117
Investigation	MS	129
Medicine	SM	129
Mechanics	MS	117
Historical Analysis	MS	133
Advanced Temporal Engineering	MS	123
Pilot	MS	109

SPECIAL ABILITY:

Merlin can use limited magic on Parallels where magic actually works. His spells are listed below. Each spell costs Willpower to use; see the individual descriptions.

When rounds are in progress, spells are cast during Merlin's Paranormal Talents step. Merlin has a 100% chance of success when casting any spell; roll a specific check vs. 100, consulting column 3 of the Action Table. Interpret results on the Magic Results Key, in keeping with the nature of the spell.

1. Dragon's Breath. Willpower cost: 20. This spell causes fog or mist to rise from the ground directly in front of Merlin. Merlin can make the fog move in whatever manner he desires. The fog is thick enough to conceal this wizard and his companions, and varies in size according to Merlin's wishes. At a minimum, the fog covers the area directly around Merlin's person; at a maximum, it forms a mass with him at the center, extending 100 yards from his body. Merlin and companions beside him can see through the fog as if it weren't present; all others suffer a -40 modifier to combat scores and Perception when they're actually within the fog.

2. Enchant Weapon. Willpower cost: 50. This spell endows a melee weapon with extraordinary fineness; whoever wields the enchanted weapon gains a +20 modifier. The spell enchants only melee weapons; ranged weapons (in any form) are unaffected.

3. Change Appearance. Willpower cost: 50. This spell changes the appearance of one person or creature. The person or creature can be made to appear up to 50% larger or smaller than actual size, and features can be altered significantly. With this spell, Merlin can even make one person a "double" of another. Note that these changes are illusory; the person or creature does not actually change. Merlin and those he chooses to befriend can see "through" the illusion; others can see through it if they have a reason to and pass a general Perception check.

MAGIC RESULTS KEY

L = Spell's effects last 1d10 rounds

M = Spell's effects last 2d10 rounds.

H = Spell's effects last 1d10 minutes.

C = Duration of the spell is entirely in Merlin's control; its effects continue until Merlin chooses to cancel them, or until Merlin dies—whichever comes first.



Sgt. Striker, U.S.M.C.

Birthdate: Feb. 3, 1905 A.D.
Parallel M-1

Birthplace: Springfield, IL., U.S.A.
Age: 42

Height: 6'1" Weight: 203 lbs.

Hair: Brown Eyes: Green

Rank: Veteran Grade: 1

John M. Striker, a gung-ho sergeant from the U.S. Marine Corps in World War I, is an almost unstoppable human fighting machine. Proficient with most

types of weapons and a natural leader of combat troops, Striker is also gifted with an almost charmed life on the battlefield.

Striker's personal life before his recruitment by the Time Corps was a disaster: his marriage ended in divorce; his children were estranged from him; and he had no close personal friends. He compensated for this void by dedicating himself to the Marine Corps—and, once the war started, by dedicating himself to excellence on the battlefield. After the Time Corps recruited him, Striker gave his new employer the same dedication and single-minded devotion he had previously given the Marines.

Striker is a gruff, tough man. He sees problems in fairly simple, black-and-white terms. There are good guys and bad guys, and that's about all there is to it. Once a course of action is clear to Striker, he follows it. He has no patience for delaying, dilly-dallying, or compromising with the bad guys.

Striker is extremely sensitive about his personal honor and independence. Although he is a military man at heart, he detests taking orders (or anything that resembles orders) from anyone other than his official superiors.

BASIC ABILITIES

Strength	60	Perception	64
Dexterity	62	Willpower	78
Agility	64	Luck	56
Personality	52	Stamina	66
Unskilled Melee	62	Penetration Bonus	+10

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARANORMAL TALENTS

Name	Score	WPR Cost
Paranormal Memory	48	0
Ignore Pain	44	50
Paranormal Talent Detection	50	10
Parallel Identification	50	20
Temporal Tracking	50	20

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	117
Historical Specialty (United States and Japan, 1805-1945)	MS	126
Boxing	MS	117
Martial Arts	MS	121
Bayonet	MS	117
Dagger/Knife	MS	117
Automatic Rifle	MS	117
Long-barreled Gun	MS	117
Pistol	MS	117
Thrown Weapon: Grenade	MS	117
Antitank Weapon	MS	117
Artillery	MS	118
Machine Gun	MS	117
Mortar	MS	118

Name	Rank	Score
Pilot	MS	119
Demolitions	MS	118
Mechanics	MS	118
Military Leadership	MS	119
Outdoor Survival	MS	121
Stealth	MS	118

SPECIAL ABILITY:

Striker is almost impossible to kill. Whenever he suffers wounds or Stamina loss in combat, Striker is allowed to make a Luck check. A successful check indicates that Striker takes only one-half (rounded down) the Stamina loss and wounds usually called for by the combat result.

Robin Hood

Birthdate: May 5, 1159 A.D.
Parallel M-1

Birthplace: Central England
Age: 42

Height: 5'9" Weight: 165 lbs.

Hair: Brown Eyes: Blue

Rank: Veteran Grade: 1



Robin Hood from M-1 is the Robin Hood made famous in several of T-O's legends. Born Robin of Locksley, a Saxon noble in Norman-dominated

England, Robin was stripped of his lands and title by the evil Prince John. Hiding in Sherwood Forest, the charismatic Robin soon attracted a band of followers who lived the outlaw life with him, robbing from the rich Norman oppressors and using their booty to aid the poor. Eventually, good King Richard I returned to England from crusading. Richard deposed his wicked brother, Prince John, and pardoned Robin and his Merry Men.

Robin is an athletic, energetic fellow who enjoys sports and games of all kinds. He has a ready smile, a good sense of humor, and occasionally pulls practical jokes on his friends. Never discouraged easily, Robin tends to see the bright side of any situation; in fact, he sometimes is optimistic to the point of recklessness.

Robin Hood takes no joy in killing, but he does it swiftly and efficiently when he sees no alternative. He finds all forms of injustice and oppression especially hateful.

BASIC ABILITIES

Strength	74	Perception	68
Dexterity	78	Willpower	62
Agility	80	Luck	56
Personality	64	Stamina	58
Unskilled Melee	77	Penetration Bonus	+15

PARANORMAL TALENTS

Name	Score
Paranormal Memory	44
Adaptation	49
Time Shift	40
Telepathic Sending	49
Demorean Telepathy	49

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	133
Historical Specialty (England, 1059-2101 A.D.)	MS	120
Polearm	MS	132
Short-handed Weapons	MS	132
Swords	MS	132
Equestrian	MS	129
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Lance, Horseman's	MS	132
Longbow	MS	131
Ancient Artillery	MS	128
Acrobatics/Gymnastics	MS	125
Disguise	MS	126
Forgery	MS	128
Gambling	MS	117

Name	Rank	Score
Military Leadership	MS	122
Outdoor Survival	MS	117
Stealth	MS	134
Theft	MS	125
Pilot	MS	131

SPECIAL ABILITY:

Robin Hood is one of the greatest longbowmen of all time. In addition to the normal benefits conferred by Longbow skill, Robin can fire his bow once every round; he is so expert that he can ignore completely the reload time required of other characters.

Further, Robin can fire two arrows at the same time. Both arrows must be fired at the same target, however. The player makes one dice roll for the two-arrow shot, doubling the damage indicated on the Action Table.



Cleopatra

Birthdate: June 17, 60 B.C.

Parallel M-18

Birthplace: Thebes, Egypt

Age: 26

Height: 5'6" Weight: 110 lbs.

Hair: Black Eyes: Brown

Rank: Veteran Grade: 1

History on Parallel M-18 mirrored the history on T-0 until the year 33 B.C.; that's when several natural disasters and a climate change destroyed M-

18's civilization of ancient Rome. Consequently—although the Cleopatra of M-18 was the consort of both Caesar and Anthony, was Queen of Egypt in her own right, and was a major player in the struggle for world power—none of Cleopatra's life held much significance for M-18's future. The Time Corps recruited her just before her villa was engulfed by volcanic ash.

Adapting to life in the Corps has not been easy for this former queen. Egalitarian values seem unnatural to her, and even as an agent of the Corps, Cleopatra longs for the days when she held power on an almost world-wide scale.

However, the famous beauty is a master of intrigue, and finds ample room for the use of her talents in the war against the Demoreans, a struggle she takes quite seriously. As a former queen, Cleopatra knows full well that any challenge to established authority—in this case, to the Corps—must be dealt with swiftly and harshly.

Cleopatra is beautiful, charming, and gracious, possessing a keen mind and witty tongue. She can flatter, cajole, threaten, and intimidate—almost all at the same time. She enjoys the attentions of men, but never lets the so-called "stronger sex" interfere with the accomplishment of her own goals.

BASIC ABILITIES

Strength	50	Perception	70
Dexterity	66	Willpower	40
Agility	52	Luck	40
Personality	80	Stamina	56
Unskilled Melee	51	Penetration Bonus	+5

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARANORMAL TALENTS

Name	Score	WPR Cost
Paranormal Memory	37	0
Telepathic Probe	40	10
Significance Sensing	38	5
Adaptation	48	10
Telepathic Sending	48	5
Demorean Telpathy	48	20

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	121
Historical Specialty (160-34 B.C., Egypt and Rome)	MS	110
Dagger/Knife	MS	106
Equestrian	MS	121
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Pistol	MS	121
Pilot	MS	118
Diplomacy	MS	119
Computers	MS	110
Disguise	MS	128
Forgery	MS	123
Investigation	MS	119
Medicine	MS	113
Stealth	MS	114
Theft	MS	114

SPECIAL ABILITY:

Cleopatra is one of the most stunning and attractive women in all of history. She can use her appearance and personality to gain the special attention and favor of individual human males. When she declares her intention to "turn on the charm" when dealing with a man, the CM should make a Direct Action check, giving Cleopatra a +20 modifier to her Personality score. A "C" result indicates that the NPC male falls in love with Cleopatra.

Cleopatra's charismatic ability can be a double-edged sword. A man in love with her may become a devoted pest but not a slave to her whims. He won't necessarily obey her every command, betray his closest associates for her, or make large or dangerous sacrifices. Cleopatra has only a 30% chance to persuade an amorous man to perform such great favors or compromise himself in her behalf; she has a 15% chance to persuade him to lay down his life at her command.

Agatha Marple

Birthdate: Jan. 17, 1892

Parallel M-14

Birthplace: London, England

Age: 78

Height: 5'6" Weight: 124 lbs.

Hair: Gray to white Eyes: Blue

Rank: Veteran Grade: 1



Agatha Marple is a fictional personality "once removed." She arose from a spoof of the mystery novels written by Agatha Christie (an author on T-0), who created the character Miss Jane Marple. Unknown to Christie, Agatha Marple became a part of historical reality on Parallel M-14, where she is one of the world's greatest detectives.

Miss Agatha Marple is a thin, prim, and proper English lady, but one who relishes adventure. She has a penetrating knowledge of human character, and a never-ending curiosity which presents question after question to her restless mind. It is these qualities, along with her paranormal hunches, which make her a detective of unsurpassed skill, and which also make her a Time Corps agent of extreme value.

Marple detests the use of violence, and enters combat situations with great reluctance. She prefers to let other agents on the mission team do "the bloody work." This does not mean Marple is a coward; as one renegade from the Prison Parallel has commented, "Marple is a tough old bird when she's cornered, and smart as a whip, too."

When not in the field, Agatha Marple enjoys knitting, conversation, and reading mysteries. She often wears a fluffy pink shawl when relaxing.

BASIC ABILITIES

Strength	44	Perception	80
Dexterity	52	Willpower	70
Agility	50	Luck	78
Personality	76	Stamina	52
Unskilled Melee	47	Penetration Bonus	0

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARANORMAL TALENTS

Name	Score	WPR Cost
Paranormal Memory	50	0
Telepathic Probe	56	10
Significance Sensing	57	5
Parallel Identification	57	20
Predict Change	57	30
Ripple Tracking	57	20
Temporal Tracking	57	20

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	107
Historical Specialty (1798-1970, United States and England)	MS	130
Martial Arts	MS	109
Swords	MS	102
Equestrian	MS	115
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Automatic Rifle	MS	107
Long-barreled Gun	MS	107
Pistol	MS	107
Pilot	MS	116
Computers	MS	134
Disguise	MS	121

Name	Rank	Score
Electronics	MS	123
Forgery	MS	121
Investigation	MS	131
Medicine	MS	131

SPECIAL ABILITY:

When all seems lost, Agatha Marple is subject to paranormal "hunches" concerning what is really happening on a mission. If at any time the mission team is hopelessly fouled up, and uncertain of what to do (CM's discretion), there's a 30% chance Miss Marple will have one of her famous "hunches" which can provide the team with limited information and direction. The information provided is strictly at the CM's discretion.



Boudicca

Birthdate: 40 A.D.

Parallel M-31

Birthplace: Near Londinium, Britannia

Age: 20

Height: 5'5" Weight: 105 lbs.

Hair: Blond Eyes: Blue

Rank: Veteran Grade: 1

At the age of 19, Boudicca became queen of the Icenii tribe of Celts in Roman-occupied Britain. She inherited her throne from a beloved father whose

death was linked to Roman treachery. When the Romans demanded more tribute and taxes from her people, Boudicca's proud spirit would bear no more. She led her people in rebellion.

Amazingly, this young amazon met with initial successes against the heretofore invincible legions of Rome. Soon, the revolt spread, until all the Celtic tribes of Britannia were slaughtering Romans in Britannia's woodlands.

Boudicca herself led an expedition which sacked Londinium, and she kept the flames of revolt alive for slightly over a year. In the end, of course, the might of Rome reasserted itself; the Celts were butchered and became more oppressed than ever. Boudicca was killed. But she became a legendary figure—an inspiration to freedom fighters in all ages.

That was on T-0. The Boudicca from M-31 is identical to her T-0 counterpart in all respects, but her story was lost when Rome fell to external pressures shortly after her revolt. Consequently, M-31's Boudicca was recruited by the Time Corps shortly before her "death," and is now one of the Corps' most valued agents.

Boudicca detests injustice and oppression. She is a fearsome warrior, but a compassionate victor. These qualities (according to rumor in the Last Resort Division) account for the apparent attraction between Boudicca and Robin of Locksley.

BASIC ABILITIES

Strength	56	Perception	68
Dexterity	62	Willpower	78
Agility	76	Luck	68
Personality	74	Stamina	60
Unskilled Melee	66	Penetration Bonus	+5

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARANORMAL TALENTS

Name	Score	WPR Cost
Paranormal Memory	49	0
Ignore Pain	51	50

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	117
Historical Specialty (British Isles, 60 B.C. - 60 A.D.)	MS	128
Dagger/Knife	MS	121
Short-handled Weapons	MS	121
Swords	MS	121
Equestrian	MS	126
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Shortbow	MS	117
Thrown Weapon: Spear	MS	114
Pilot	MS	124
Investigation	MS	129

Name	Rank	Score
Military Leadership	MS	125
Outdoor Survival	MS	127

SPECIAL ABILITY:

Boudicca, the fearsome, legendary Celtic warrior queen, has the ability to terrorize her foes in personal combat. When she utters her ancient Celtic battle cry, her opponent (one person) must make an immediate general Willpower check. Failure of the check means the foe is terrorized; he or she can take no action for a full round, standing and trembling instead. Boudicca can use this power against a given foe only once per encounter.

Amelia Earhart

Birthdate: May 16, 1898

Parallel M-62

Birthplace: Rockton, Idaho

Age: 38

Height: 5'7" Weight: 124 lbs.

Hair: Brown Eyes: Brown

Rank: Veteran Grade: 1



Like her T-0 twin, Amelia Earhart is a great, famous pilot who mysteriously vanished over the South Pacific while attempting to set a new aviation record.

However, the M-62 version of this famous woman is somewhat larger than life, for she is a compilation of all the legends and speculations about T-0's Amelia Earhart.

The Time Corps' Amelia skyrocketed to fame in the 1920s by being the first woman to cross the Atlantic in an aircraft. However, she felt she hardly deserved the fame; she was only a passenger on the plane! Determined to truly earn her recognition, Amelia drove herself to become one of the world's greatest aviators.

Amelia's drive is a key aspect of her personality. She doesn't accept defeat easily, and stretches all her skills and resources to their maximum potential to achieve desired goals. Personally, Amelia is friendly, easy-going, and level-headed, not prone to take unnecessary risks and not one to endorse foolhardy schemes. More than once, her common sense has prevented disaster on Last Resort Division missions.

BASIC ABILITIES

Strength	52	Perception	68
Dexterity	76	Willpower	74
Agility	72	Luck	52
Personality	58	Stamina	56
Unskilled Melee	62	Penetration Bonus	+5

Wounds ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Name	Rank	Score
Time Corps Stunner	MS	131
Historical Specialty (United States 1798-1932)	MS	126
Swords	MS	117
Equestrian	MS	124
Mounted Melee	Weapon skill score	
Mounted Missile	Weapon skill score	
Long-barreled Gun	MS	131
Pistol	MS	131
Pilot	MS	127
Investigation	MS	122

PARANORMAL TALENTS

Name	Score	WPR Cost
Paranormal Memory	48	0
Time Shift	42	50
Memory Restoration	49	40
Advanced Memory Restoration	49	10
Mass Memory Restoration	51	30

NAME

Name	Rank	Score
Mechanics	MS	127
Outdoor Survival	MS	120
Artifact Construction	MS	127
Navigation/Astrogation	MS	115

SPECIAL ABILITY:

One of the greatest pilots of all time, Amelia gains the following advantages in any type of aerial combat: 1) she can choose which side has the initiative in a given round, rather than rolling for initiative, and 2) she can make all shots from her air-or spacecraft with a special +20 modifier.

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