

G U R P S[®]

TIME TRAVEL ADVENTURES

Voyages Through History . . . and Beyond!



STEVE JACKSON GAMES

GURPS[®]

TIME TRAVEL

ADVENTURES

Voyages Through History . . . and Beyond!

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ISBN 1-55634-234-9

1 2 3 4 5 6 7 8 9 10

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CONTENTS

INTRODUCTION3

About GURPS 3

TITANIC!4

Mission Details 5

The Lists 5

About the Author 5

Mission Briefing 6

Suitable Agents 6

The Other List 7

Going Back Early 7

Mission Director Laura Farrell 7

The Mission Begins 8

Doppelgangers 8

What Makes the Titanic Special? 8

London 9

The Boat Train 9

The Titanic Today 9

Tour of the Ship 10

Boat Deck 10

Promenade Deck (A) 10

Amanda Shaw 10

Bridge Deck (B) 11

Shelter Deck (C) 11

Saloon Deck (D) 11

Upper Deck (E) 11

Officers 11

Titanic Deck Plans 12

Titanic Side View 14

Middle Deck (F) 15

Lower Deck 15

Orlop Deck 15

Stopwatch 15

The Team 15

Futility 15

The Stopwatch List 16

Spotting Timepiece 16

High Society 16

The Voyage 17

Wednesday, April 10 17

Stopwatch Equipment 17

Thursday, April 11 19

Seasickness 19

More Passengers 20

Friday, April 12 21

Saturday, April 13 22

Recreation 22

Sunday, April 14, 1912 23

Mealtimes 24

The Gamblers 24

Tragedy 25

Current Affairs 25

Stewards 26

The Captain's Inspection 27

Listening In; Stopwatch Assault 27

Other Parties 28

Disappearing Passengers 29

Rescue Ships 30

Running the Adventure 31

The Early Voyage 31

Witnesses 31

Reverse Reinforcements 32

The Worksheet 32

The Divergence Effect 32

Crossover Adventures 32

Character Points 33

Other Adventures 33

Reference Material 33

Titanic! Worksheet 34

Disaster! 34

Passengers and Agents 35

Stopwatch Agents 35

David Baird 35

David Coolidge 35

Kathy Kennedy 36

Jack Morgan 36

Passengers 37

A NILE ELATION 50

Introduction 51

Time Agents 51

About the Author 51

Historical Accuracy 51

Background 52

References 52

The Adventure Begins 53

Fake Names and Identification 53

The Briefing 54

How the Bomb Works 54

Mission Director Claudette Jordan 55

Away We Go 56

Learning Languages 56

Tel Aviv, Israel, October 1973 57

The City 57

Israel, 1973 57

The Jail 58

Encounters in Tel Aviv 58

Generic Jail Guard 59

Israeli Government Jail 59

In the Slammer 60

Daniel's Story 61

When the Agents Arrive 62

Daniel Soma 62

Debugging the Israel Section 63

Back to the Drawing Board 64

Debriefing 64

The Plan 64

Other Timepiece Teams 64

The Arab Bandits 65

Equipment 66

Egypt, July 1798 66

The Tomb 66

Captain François Bonhomme 66

After the Battle 67

Plans 68

RNA Bombs 68

Party! 69

Alacazzar 69

Napoleon Bonaparte 70

The Great Pyramid 70

Into the Darkness 71

The Great Pyramid 72

Napoleon's Visit 73

If Napoleon is Killed 73

Betrayal 74

Back at Control 74

What Happened to Bonhomme? 74

Final Briefing 75

Debugging the Napoleon Section 75

Problems With the Observer Effect 75

Khenet, Egypt, October, 2503 BC 76

Swetekh's Home 76

Egypt, 2500 BC 76

George Reynolds, AKA Swetekh 77

The Quarry 78

Kharfan 78

The Stopwatch Team 79

Map of Work Camp 79

Flushing Out the Quarry 81

Stopping the Stopwatch 83

Character Points 83

Descent of Anubis 84

The Hidden Tomb 84

The Anubis Incident 84

Finishing Up 85

Further Adventures 85

SOULBURNER86

About the Author 87

Marie Kingfisher's File 88

I-Cops Covert Agent Kit 89

A Left Turn at Albuquerque 90

Latent Magery 90

Dark-Without-Stars 90

The City 91

Albuquerque City Map 91

Lady Fox 91

Sergeant Bethlehem Jones 92

Vixen Electronics 94

Bethlehem's Vision 94

Officer Daniel Weaver 95

Classic Family Video 96

Police Animate 96

Marie Kingfisher (AKA "Patch") 97

Central Avenue 98

Tamara Lopez 99

Kingfisher Junkyard 100

Shiny Kingfisher 101

Malthus Infernum

(AKA Malthus Black) 102

The Eavesdropper 103

Hernandez Refried Beans 104

Gang Member 104

Muerte and Zombie Workers 104

Enrico Chavez 105

Map of Hernandez Refried Beans 105

The Raid 106

Carmen Cazotte 106

Enrico Chavez 107

Fritz Simmons 108

Sidewinder 109

The Grounds 110

Bones (Skeleton Bodyguard) 110

Map of Chavez' Villa 110

The Main House 111

Technomagic Items 111

Dealing With Chavez 113

Necrotech Labs 114

Andrew Bleys 114

Necrotech Corporate Labs 116

Necrotech Labs Map 116

Eligor Malacoda 117

Medical Center and

University of New Mexico 117

Doctor Henry William Johnson 118

Magic and the Hellstorm 119

Using Magic 120

Encountering the Police 121

Aftermath and Character Points 122

Merlin's Organizations 122

APPENDIX 124

INTRODUCTION

One of the oldest fantasies is to travel in time – to experience history firsthand or to pull away the shroud that hides the future. Just as compelling is the idea of visiting other universes: worlds like our own, but where things are a little bit . . . *different*. That's what *GURPS Time Travel* is all about.

This book can send adventurers to exotic locations around the world – in times as close as the 1970s or as far back as the 3rd millennium BC. They can be involved in momentous events, like the building of the Great Pyramid, or take part in one of history's greatest disasters: the sinking of the *Titanic*. Or if our own history isn't exciting enough, try an alternate dimension – a place that looks exactly like modern-day Earth, but where magic works and demons and dragons prowl the criminal underworld.

These three adventures provide the *Time Travel* GM with everything he needs to drop his players into worlds of excitement, danger and intrigue.

Titanic! leads off as a Time Corps adventure with a twist. The agents board the most infamous ocean liner ever to sail. They're not there to stop it from sinking, however. In fact, they must wait until *after* it strikes the iceberg and starts to go down. Then they must complete their mission before the ship is swallowed by the icy Atlantic.

A Nile Elation is also set in the world of Timepiece and Stopwatch. Stopwatch sets off a nuclear bomb in the Great Pyramid at Giza – in 1973, when Egypt and Israel are already at each others' throats. Timepiece needs to change history back, but when and where do they start? The first clue might be a captured spy, rotting in an Israeli jail cell . . .

Soulburner presents a journey, not through time, but to an alternate Earth. Set in the Infinity Unlimited background, the scenario sends the PCs to a magical world called Merlin, where the year is 1992 and the newest model of magic carpet is the *Spectre*. The operation to extract a missing I-Cop trooper goes sour when the rescuers run into vampires, demons and the sinister wizard-engineers of Necrotech.

All these adventures require the *GURPS Basic Set* and *GURPS Time Travel* to run, though they could be adapted to any campaign involving time or dimension travel. Each adventure comes with maps and charts, non-player characters and ideas for further complications – allowing the GM to extend all of these scenarios into full-length campaigns.

This book is a doorway into time. Open it and step into history . . .

– Jeff Koke

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

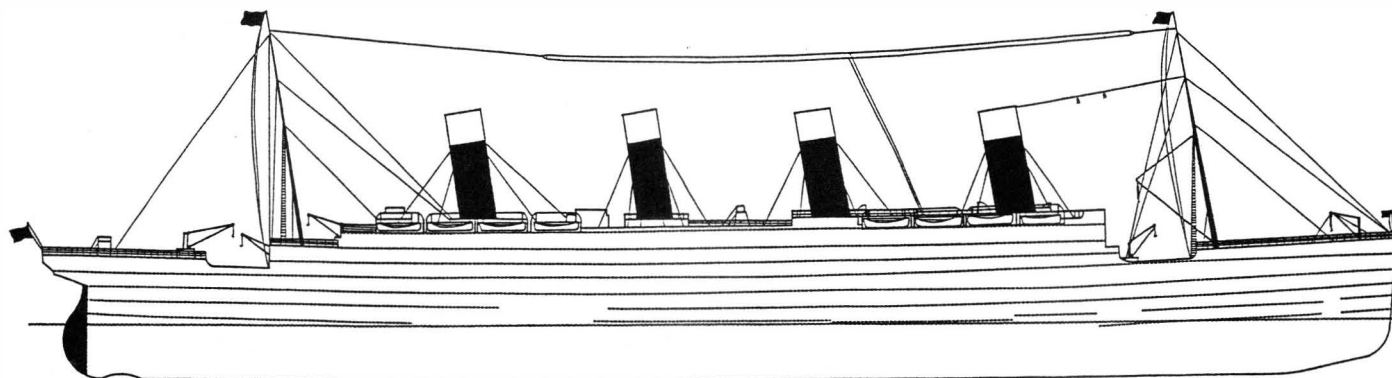
Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book in later printings!

BBS. For those of you who have computers, SJ Games operates a multi-line BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* – e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. Page references beginning with TT refer to *GURPS Time Travel*.



1 TITANIC!

By Steve Hatherley

Illustrated by Fredd Gorham

At 11:40 p.m. on Sunday, April 14, 1912, the White Star Liner *Titanic*, on her maiden voyage from Southampton to New York, collided with an iceberg. The iceberg tore a 300-foot hole in the *Titanic*'s hull – a mortal blow.



The crew and passengers were initially slow to react, but by midnight it was clear that the *Titanic* was doomed. The order was given for the lifeboats to be lowered, but it was not enough. The *Titanic* carried 2,200 people that night but only had lifeboats for 1,178. Many lifeboats were lowered half-empty. More than 1,500 people lost their lives on that cold April morning.

The drama acted out by the passengers and crew was only part of the story. In late 2103, Timepiece identified the *Titanic* as the target of a future Stopwatch assault. Preparations were made, and now the assault has begun. A team of Timepiece agents must board the *Titanic* and prevent the Stopwatch team from carrying out its mission.

Titanic! is a scenario for three to five time agents created with 100 points each. One should be generated with 120 points and designated as the team leader.

Mission Details

In October, 2103, a small team of time agents clocked out to London in 1911 to investigate a possible disturbance. The agents spent five paranoid weeks in Kensington and were about to withdraw when they stumbled across a Stopwatch local agent working for a newspaper. By shadowing the agent, they discovered where he lived. Then, while he was at work, they broke in.

Unfortunately, the agents were interrupted and, in the scant few moments they had, could only copy a few of the Stopwatch notes. Then they clocked back.

Analysis revealed the notes to be detailed biographies and observations of a few individuals. Running these through the Timepiece computers revealed a single common feature: all were first-class passengers aboard the *Titanic*. Timepiece immediately realized that the *Titanic* was Stopwatch's next target, and began their own frenzied research.

The scholars began analyzing the Timepiece lists and constructing their own. A team (the PCs) was assembled, briefed and placed on standby. For them it has been a matter of waiting.

Until now. Twenty minutes ago, ABET operators identified a possible incursion to Southampton, April 8, 1912, two days before the *Titanic* sails. The PCs, briefed and equipped, clock out to London to arrive at 6 p.m. that same day.

The Lists

The *Titanic* mission is important to Timepiece: it could have huge consequences for either side. On its maiden voyage, the *Titanic* carried many wealthy and influential passengers, some of whom were lost. Timepiece has tried to identify which individuals might have influenced society in beneficial ways.

From the notes gathered in 1911, Timepiece knows that Stopwatch has identified passengers potentially useful to both futures. The PCs are to ensure that those aligned toward Timepiece make it to their lifeboats.

The Stopwatch agents will naturally be trying to get "their" passengers aboard the lifeboats. Timepiece has identified these to enable the agents to pinpoint the Stopwatch agents and intercept them.

Neither Timepiece nor Stopwatch is certain that any of the passengers will affect the future enough to make a change. One thing that Timepiece is sure of: Stopwatch does not intend to save the *Titanic*. The ship *must* hit the iceberg and sink. If the *Titanic* arrives safely in New York on April 17, a large change in history is likely. In the Absolute Now the wreck of the *Titanic* is a popular tourist attraction.

See pp. 35-49 for stats and descriptions of these passengers. The numbers in brackets refer to the passengers' staterooms.



About the Author

Steve Hatherley grew up in a sleepy seaside town in England. To his parents' dismay, he has always had a passion for the *outré* and weird. This naturally manifested itself as a liking for science fiction and, in 1981, for gaming. Steve is a civil engineer in real life, currently living in Leeds.

This is Steve's first piece for Steve Jackson Games. Previous credits include several articles and scenarios for British gaming magazines and two recent *Call of Cthulhu* scenarios for Chaosium. Steve has a history of zine abuse, and can sometimes be seen in the pages of *The Unspeakable Oath*.

Much as he would like to live with the obligatory two cats, Steve is allergic to them.

Suitable Agents

The agents must fit into upper-class society aboard the *Titanic*. As a result, only English-speaking Caucasians are selected for the mission. There are two reasons for this. The first is to prevent agents from standing out (agents are *supposed* to fade into the background). The second is that they will replace existing passengers, all of whom are white.

Useful skills for the mission are Savoir-Faire, Acting, Carousing, Diplomacy, Disguise, Fast-Talk and Area Knowledge for 1912 England/America.

The most useful advantages are those that improve Reaction rolls, such as Appearance, Charisma and Voice. Disadvantages are prohibited as described on p. 53 of *GURPS Time Travel*.

Aliases

Timepiece has arranged for five of the original *Titanic* passengers to stay in England: an accountant and his wife, a pair of newlyweds and a retired judge. The agents will be skillfully disguised and briefed to replace these people once they arrive downtime (as explained in the mission briefing).

Equipment

The agents can use any of the equipment detailed in the sidebars of pp. 54-57 of *GURPS Time Travel*. In addition, they may take any equipment they deem reasonable up to TL9, subject to the 1,200-lb. total weight limit.

The only weapons the agents are permitted are the Stinger and Stunner (disguised as whatever the agents feel is appropriate), plus any firearm suitable to the period. Ammunition can be bought in London.

Stinger ammunition: Neither Stopwatch nor Timepiece can issue payloads for the Stinger darts in the Absolute Now. It has to be gathered by the team once they are downtime – otherwise it vanishes along with the dart. Local agents are often required to develop drugs and toxins for incoming agents. A knowledge of medicine and poisons is necessary, and the Animal Empathy advantage can be useful when milking snakes for their venom.

Pro-Timepiece Passengers

Jennifer Bennet (B24) Survived
Doctor Harold Chandler (D40) Died
Mister Ho (C13/17/18) Died
Beatrice Johns (C51/52) Died
Gary Lawley (C65) Died
Arthur Osbourne (B42) Died
Captain James Price (B17) Survived
David Renard (A5) Survived
Douglas Yates (A26) Survived

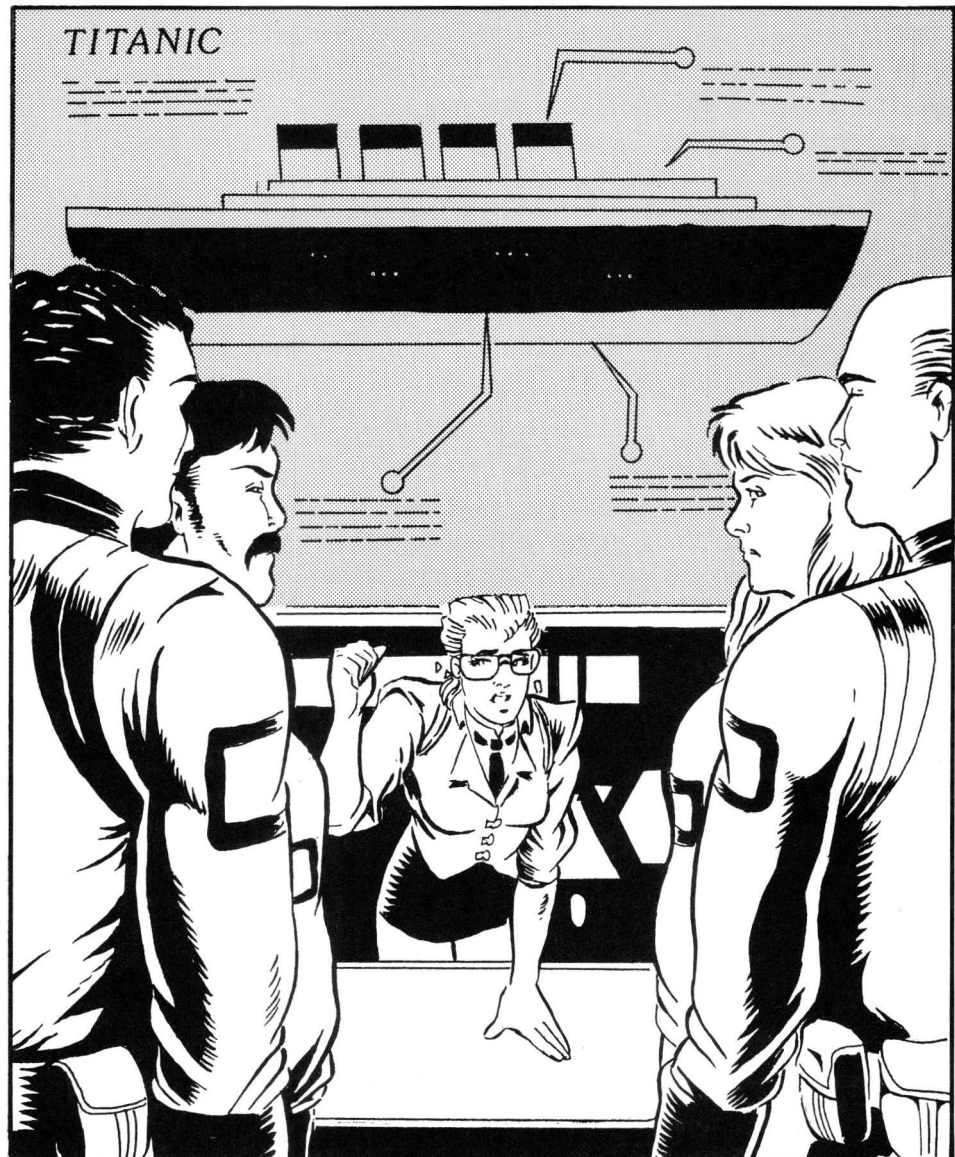
Pro-Stopwatch Passengers

Charles Huntingdon (A11) Died
Richard Levine (C103) Survived
Kirkby Overblow (B52) Survived
Colin Rea (C133) Died
Penelope Staples (D33) Survived
Jeremy Thompson (D22) Died
Stephen Wallace (C79/80/81) Died
Brian Webb (B70/71/72) Survived
John Wilkins (C115) Died

Mission Briefing

The briefing is given by Mission Director Farrell (see p. 7). The agents are assembled more than a week before they clock out to give them time to research the period and plan the mission. (This section might be read to the players prior to character generation to enable them to create appropriate characters.)

*"You will clock out to a safe house in London on April 8, 1912. There you will get your tickets from local agent Amanda Shaw. She is expecting you and can arrange for any other items you require. The following morning, take the boat train from Waterloo to Southampton with the other first-class passengers. Just prior to midday, you will board the *Titanic* and mingle as ordinary passengers."*



"You are taking the place of five people who originally sailed aboard the Titanic. This will avoid discrepancies on the passenger lists that Stopwatch might notice. These passengers are unimportant to either side.

"A mission in Britain selecting these passengers is currently underway. You will learn who you are replacing when you arrive downtime.

"During the the voyage, identify your targets and routes to the lifeboats. Also identify any Stopwatch agents. However, no action is to be taken until after the Titanic strikes the iceberg at approximately 11:40 p.m. on Sunday, April 14. On no account initiate any incident which might jeopardize this. The mission ends when the Titanic sinks and you clock back."

Farrell hands the passenger list to the team leader, along with photographs and brief descriptions of each passenger for identification. The team is to escort the Timepiece passengers to the lifeboats, ensuring their survival. Anyone seen assisting those on the other list may be an enemy agent. Careful observation should allow the agents to identify enemy agents and neutralize them. The mission director specifically avoids suggesting that the agents take action against the pro-Stopwatch passengers themselves.

The agents must be discreet. Witnesses with wild stories about strange battles and beams of light will set up eddies in time with peculiar effects. Violent confrontation with Stopwatch should be confined to the staterooms.

The agents will be on their own for the duration of the mission. Timepiece will be unable to send equipment, messages or reinforcements; the blackout will not have cleared before the mission is over. Even if the team clocks back to an earlier date (see below), Timepiece still cannot contact them once they are aboard the *Titanic* – they simply do not know where she is.

The Other List

The rigorous selection procedures that time agents undergo are designed to weed out undesirables. Among this catch-all heading are those who are especially sadistic or brutal – Timepiece (unlike Stopwatch) trains its agents to avoid killing. However, some candidates still slip through the net. Timepiece is aware of those agents who go to extra lengths to ensure the success of a mission. They sometimes come in handy.

Early in the passenger selection procedures, the scholars identified a number of survivors who appeared to further Stopwatch's cause. Timepiece has an image to maintain, but they do not want these passengers to survive. While uncomfortable at sending an assassination squad (which they would expect from Stopwatch), they have chosen one of these "less desirable" agents to perform the dirty task.

The agent is to ensure that these passengers do not make it to the lifeboats. How this is achieved is up to the agent. The four targets are Richard Levine, Kirkby Overblow, Penelope Staples and Brian Webb.

Choose the most ruthless of the PCs for this secret mission. He is called to the board and briefed by an executive so important he doesn't even bother to give his name. Depending on the makeup of the rest of the team, the agent may be able to share this mission. Otherwise, he is on his own. Model time agents (like Farrell) should be horrified at the discovery that one of them is acting like a Stopwatch assassination squad.

Going Back Early

Timepiece does not feel that the agents need to clock back any earlier than the April, 1912, window. Once aboard the *Titanic*, the agents are operating in a closed environment. There is little more they can learn by going back earlier. If they object strongly, the team may be sent back to August, 1911, but with strict instruc-



Mission Director Laura Farrell

Age 36, 5' 5", 135 lbs. Dark brown hair, black eyes. Canadian.

ST 9, DX 11, IQ 14, HT 12.

Basic speed 5.75; Move 5.

Dodge 6.

No armor or encumbrance.

Advantages: Alertness +2, Common Sense, Military Rank (Rank 4: Timepiece Mission Director).

Disadvantages: Duty (to Timepiece), Honesty, Sense of Duty (to "her" agents).

Quirks: Rarely smiles, even when joking.

Skills: Acting-14, Administration-12, Area Knowledge (Europe 1900-1930)-15, Beam Weapons (Stunner)/TL9-12, Computer Operation/TL9-14, Diplomacy-13, Driving (Car)-13, First Aid/TL9-12, Guns (Pistol)/TL6-12, Guns (Stinger)/TL9-12, History-15, Intimidation-13, Leadership-14, Psychology-15, Research-14, Shadowing-13, Tactics-15, Teaching-14, Writing-14.

Languages: English-14, Spanish-14.

Farrell is an experienced time agent, familiar with the problems the PCs are likely to face. Her speciality is the early 20th century; most of her missions were during this period. She is almost sad that she didn't get to travel aboard the *Titanic* herself.

Now, with her adventuring days behind her, Farrell directs current time-agent missions. She is not involved in identifying the missions, but is responsible for selecting the teams. She also briefs and debriefs the agents.

What Makes the *Titanic* Special?

The *Titanic* marked the end of an era. Her sinking was a great technological blow. Feeling safe and secure in ever-greater feats of engineering, man was suddenly brought face to face with the fact that he had far from conquered nature. It was a bitter and costly lesson.

As for the passengers, they became famous *because* of their adventure aboard the *Titanic*. Those who survived gained greater fame than they would have otherwise, and the deaths of those who did not became more significant. They are all part of the myth and legend surrounding the *Titanic* disaster. It makes them historically influential by simply being aboard.

As an example, in the late 20th century, passengers merited obituaries in the national press for no other reason than being *Titanic* survivors. It is this element that Timepiece and Stopwatch hope to capitalize on.

If the agents take events into their own hands and prevent certain passengers from traveling on the *Titanic*, their effect on history will be lessened significantly.

tions to avoid the observers of both sides. They must also avoid all contact with potential passengers – Timepiece wants everyone aboard. Of course, once back in 1911, what they actually do is up to them. But if Control learns that the agents are acting against orders and interfering with the passengers, they may send another team . . . to eliminate the PCs!

The only advantage to taking the August, 1911, window is that Timepiece can send reinforcements if required. Even then, the reinforcements have to arrive before the *Titanic* leaves Southampton.

The Mission Begins

The agents clock back to 6 p.m. Monday, April 8, 1912, appearing in a small room cleared of all furniture. The door is closed, the curtains drawn. Waiting for them is local agent Amanda Shaw. She enters the room once they have recovered from any timesickness and welcomes them to the 20th century.

The boat train that the agents need to catch leaves for Southampton on the morning of the 10th. They have a day to purchase anything they feel they might need. Shaw provides them with money, tickets and their identities.

Shaw also provides the agents with chemical payloads for their stingers. She has three sorts: lethal, knockout, and hypnotism. Lethal does 2d+2 damage (1d-1 if a successful HT roll is made). Knockout will knock the target unconscious for 3d minutes with a failed HT roll. Hypnosis is as per p. TT55.

Doppelgangers

Five passengers have been “persuaded” by other agents not to travel aboard the *Titanic*. All have been identified as of no interest to either Timepiece or Stopwatch. Shaw now has their tickets. It is these people that the PCs are replacing.

If there are more than five agents (unlikely given the ABET transmitter weight limit), then they must book additional tickets at the White Star office in London. Shaw suggests they book second-class tickets and, once aboard, go to the purser’s office and pay a small premium to upgrade to first-class. This should keep the agents off the lists of first-class passengers, at least until they are updated. This is also the procedure Shaw suggests for those obviously unable to pass themselves off as the chosen identities.

Shaw has extensive disguise facilities, legacy of previous covert missions in London. With the best that TL9 can offer, she can change the agents’ appearances to match those of their doppelgangers.

Alexander Andrew Atkins

Age 44, 5’ 10”, 155 lbs. Gray hair, blue eyes. Alexander is an accountant (Status 2) from Tunbridge Wells, in Kent, and is traveling on business with his wife Mabel. He is known to enjoy foul-smell-



ing cigars and is quietly reserved. They share stateroom C74, sleeping in twin beds.

Mabel Atkins

40 years old, 5' 9", 160 lbs. Silver hair, blue eyes. The laughing, jovial wife of Alexander. She has not aged well. Mabel is a busy, sociable woman making up for her husband's shyness. Status 2.

Aubrey Frobisher

Age 71, 5' 8", 135 lbs. Bald, with piercing blue eyes. Aubrey is a retired London judge (Status 3), spending retirement cruising the seas. His wife died two years ago and his health has deteriorated since. Cranky and awkward, he carries a silver-topped walking cane everywhere on which he leans constantly. He has stateroom A1 to himself.

Barnaby Parks

Age 30, 6' 2", 150 lbs. Dark hair with green eyes. Good looking. Barnaby is on his honeymoon with Lydia. Sensitive and thoughtful, Barnaby is from Bristol where he manages a top-class hotel (Status 2). He and Lydia have booked suite C97/98, which consists of a bedroom (with a vast double bed) and a bright sitting room.

Lydia Parks

Age 26, 5' 5", 130 lbs. Brunette with hazel eyes. Lydia is an outgoing music teacher (Status 2) with a known passion for opera. She is on her honeymoon with Barnaby.

London

London, the capital of the British Empire, is in the southeast corner of England, on the Thames. It is one of the largest cities in the world, with a population around 5 million. Generally, the West End of London – Kensington, Hyde Park, Paddington, St John's Woods – is the upper- and upper-middle-class area. The north side of the city, including Highgate and Hampstead, is also mainly residential. South of the Thames is the primary industrial area, along with lower-middle-class residences. The East End – Whitechapel, Spitalfields, etc. – is populated by the lower working class, beggars and criminals.

Shaw lives in Hampstead, and travels across the city either by electric Underground railway or by cab. If the agents wish to go shopping, Shaw suggests they try Harrods in Kensington – they can get anything there.

See *GURPS Horror* (pp. 79-85) for more information about London.

The Boat Train

Leaving from Waterloo Station at 9:45 a.m. on Wednesday morning, the boat train takes less than two hours to make the journey to Southampton docks. Departure from the station is exciting – there are photographers and journalists to see the rich and famous off.

There are only first-class passengers aboard the train. Those traveling in Second and Third Class took an earlier train.

At 11:30 a.m., the train arrives at Southampton. The agents, along with other first-class passengers, catch their first view of the massive liner tied up at dock. She is a majestic sight; this will clearly be a voyage to remember. She sails at noon.

The agents climb the gangway to the first-class entrance on the Bridge Deck (B). Their mission has begun.



The Titanic Today

In the summer of 1985 the *Titanic's* resting place at the bottom of the Atlantic Ocean was finally discovered by an expedition headed jointly by Dr. Robert D. Ballard and Jean-Louis Michel. They discovered that the hull had split in two and the wreckage scattered across the ocean floor.

There the *Titanic* stayed for another half century until billionaire John Pitt-Clarke decided to throw much of his vast fortune at bringing the *Titanic* to the surface.

The scheme attracted widespread media interest. Many pundits and technical specialists unanimously prophesied that it couldn't be done. The *Titanic* was simply too deep and the wreckage too fragile to survive the ascent. In particular, the corroded metalwork would never survive in the open air.

Pitt-Clarke did not see it that way; he brought his best engineers and formidable personality to the task with the same commitment that he had brought to his space-station project six years earlier.

Five years after starting the project, Pitt-Clarke was finally ready to lift the *Titanic* from the mud. Using a specially developed protective foam, the team gently raised the *Titanic* to a depth of 20 fathoms. There, at neutral buoyancy, the wreckage was towed to the shallow waters around Florida where Pitt-Clarke had begun work on a special underwater *Titanic* exhibition park.

The park finally opened (with part of the *Titanic* restored to former glory) in 2051 and remains a popular tourist attraction.

Amanda Shaw

Age 29, 5' 9", 145 lbs., light brown hair, hazel eyes.

ST 9, DX13, IQ 12, HT 10.

Basic speed 5.75; Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Absolute Timing, Appearance (Beautiful), Musical Ability +5, Voice.

Disadvantages: Duty (Timepiece), Honesty.

Quirks: Does not want to return to Timepiece; Resents agents' intrusion; Loves the theater.

Skills: Acting-14, Area Knowledge (London-1912)-13, Beam Weapons (Stunner)/TL9-13, Cooking-11, Computer Operation/TL9-14, Diplomacy-13, Disguise-15, Driving (Car)-13, Electronics Operation (Sensors)/TL9-13, First Aid/TL9-12, Guns (Stinger)/TL9-13, History-13, Musical Instrument (Piano)-12, Performance-13, Research-14, Singing-13, Writing-12

Language: English-12.

Shaw works in the British Library where she is well-placed to assist Timepiece. Originally a reluctant local agent, Shaw has come to love London in the early 20th century and has no desire to return to Timepiece. Here she has fed her passion for the theater, performing in a number of productions.

Resenting the agents for taking her time and money, Shaw tolerates the PCs as best she can. At least this time they will be gone in a day or so; sometimes agents expect to stay for weeks. She has been primed by Timepiece and has coordinated with other agents in locating suitable passengers to replace.

Shaw keeps a room free of obstacles for Timepiece to send her messages and agents. This is an upstairs bedroom and Shaw usually keeps the curtains drawn to avoid startling her neighbors when time agents unexpectedly clock in.



Staterooms

The agents are first shown to their staterooms. A1 and C74 are spacious, carpeted staterooms, each with its own marble washbasin. Suite C97/98 is part of a three-room suite. The third room, stateroom C99, has been taken by another passenger, Terrence Hopkins. The agents must share the bathroom with him.

Tour of the Ship

Following is a brief tour of the whole of the *Titanic* from the Boat Deck to the Orlop Deck. The agents should confine themselves to the first-class areas; they have no business elsewhere. Should the PCs attempt to stray from First Class, an overly-solicitous steward will be on hand to inquire about their needs. He will insist that *anything* they might want can be found in first-class territory. He will have information about all kinds of entertainment. If they want a tour of the ship, he will arrange guides. This will continue until the agents realize they cannot leave First Class without a "chaperone" – not without calling attention to themselves.

Boat Deck

The Boat Deck is the uppermost deck of the *Titanic* and contains first- and second-class promenades, separated by the engineers' promenade. Forward is the bridge and wheel house, and the officers' quarters and promenade.

The first-class entrance, with its magnificent staircase extending down to the reception room on the Saloon Deck (D), is paneled in oak and plushly carpeted. Adjacent to the entrance is the gymnasium.

Lifeboats

The *Titanic's* 16 wooden lifeboats on their davits can be reached from the Boat Deck. Eight lifeboats line each side, the even numbers to port, odd to starboard. There are also four collapsible lifeboats (A, B, C, and D). These are lowered from the davits of lifeboats No. 1 and No. 2, once those lifeboats are gone.

Promenade Deck (A)

The Promenade Deck (A) is reserved entirely for the first-class passengers, except for a small second-class stairway.

Two entrances serve the Promenade Deck: one has three elevators to lower floors. There is a large lounge on this deck where passengers can sit and talk. For those requiring peace and quiet, there is the reading and writing room. The Georgian smoking room, where the men retire after dinner, is served by a fully stocked bar, and is paneled in mahogany inlaid with mother-of-pearl.

The first-class staterooms on the Promenade Deck are, like all first-class staterooms aboard the *Titanic*, as luxurious as anyone would expect aboard this mightiest of liners.

First-Class Facilities

A first-class ticket costs around \$250 per passenger, depending on the stateroom chosen and amount of baggage and cargo. One of the "millionaire suites" (sleeping four, with sitting room and private promenade) would cost upwards of \$4,000.

First Class aboard the *Titanic* is luxurious beyond comparison. The staterooms are paneled and carpeted, often with huge double beds and acres of space. All contain marble basins; some have bathrooms fitted with cabinet showers. These are the finest staterooms afloat in 1912.

Stewards fuss over their passengers, one to every ten or so passengers. They are only the press of a button away.

Bridge Deck (B)

The Bridge Deck contains some of the most palatial of the first-class accommodations, including the two millionaire suites with their own private promenades. During the *Titanic's* maiden voyage, one is taken by Bruce Ismay, Managing Director of the White Star Line. The other is taken by the (reportedly) richest man in the world: John Jacob Astor. The Bridge Deck also contains the restaurant, paneled in French walnut. Adjacent is the Cafe Parisien, furnished with wickerwork. To help generate the Continental atmosphere aboard, the *Titanic's* second band plays exclusively here and in the restaurant.

For second-class passengers, there is a promenade and a smoking room, with bar.

Second-Class Facilities

Second-class accommodations aboard the *Titanic* are better than first-class accommodations on many lesser liners. The staterooms are comfortable, if a little cramped. All are provided with washbasins.

It typically costs \$50 to travel Second Class aboard the *Titanic*.

Shelter Deck (C)

The Shelter Deck consists mostly of first-class staterooms. The maids' and valets' saloon is on this deck, as is the ship's enquiry office (at the forward entrance), where telegrams can be sent and valuables locked in the safe in the purser's office. First-class passengers can also have their hair trimmed at the barber shop.

Second-class passengers have access to a small promenade and library.

Third-class passengers have an open promenade further aft. Their smoking room (with bar) and general room is also on this deck, at the very aft of the *Titanic*.

The ship's doctor is available on the Shelter Deck, just forward of the second-class promenade. Further medical facilities are on the Saloon Deck (D), but are reached from here.

Third-Class Facilities

Third Class (or steerage) aboard the *Titanic* is spartan but clean. The common rooms are paneled in oak and furnished in teak. Third Class here is almost as good as First Class on some other ships!

Like all tickets, third-class costs vary according to accommodation desired, but third-class passengers can cross the Atlantic for as little as \$20.

Saloon Deck (D)

The Saloon Deck is dominated by the first-class dining saloon, its reception room and galley. In the evenings, the ship's quintet performs concerts in the reception room. The first-class entrance in the reception room leads up to the boat deck via a majestic open staircase. For those less able to take the stairs, three elevators service the first-class areas above and below.

The second-class dining saloon is aft of the galley, along with second-class staterooms.

Third-class open space is available forward, and aft are third-class staterooms.

Upper Deck (E)

The last first-class staterooms can be found on the Upper Deck, along with second-class (and barber shop) and third-class accommodation. The rest of the Upper Deck is taken by crew's quarters and storage.

Officers

Aboard the *Titanic*, the agents will often see officers scurrying about their business. Although they have little impact on the mission, the officers still have a role to play.

Captain Smith

Captain Edward J. Smith first went to sea in 1869. He joined the White Star Line in 1880 and by the time he commanded the *Titanic* on her maiden voyage, he had commanded 17 other White Star vessels.

A natural seaman, Captain Smith was strict (although fair) with his crew. He had a loyal following of passengers who would travel with no other captain.

Prior to the *Titanic*, Captain Smith commanded her sister ship, the *Olympic*. He was due to retire immediately following the *Titanic's* maiden voyage. This was White Star's way of thanking him for more than 30 years of loyal service.

Captain Smith went down with his ship.

Officers and Crew

Captain Smith is aided by a devoted body of nearly 900 men and women ranging from his officers, through engineers, waiters, bakers, stewards, stewardesses and pursers, to the greasers and firemen in the bowels of the ship. Following are the names of the principal officers.

First Officer: William Murdoch.
Second Officer: Charles Lightoller.
Third Officer: Herbert Pitman.
Fourth Officer: Joseph Boxhall.
Fifth Officer: Harold Lowe.
Sixth Officer: James Moody.
Chief Engineer: Joseph Bell.
Surgeon: William O'Loughlin.
Purser: Herbert McElroy.
Chief Steward: A. Latimer.

A Typical Officer

ST 11, DX 12, IQ 13, HT 13.
Basic speed 6.25, Move 6.
Dodge 6.

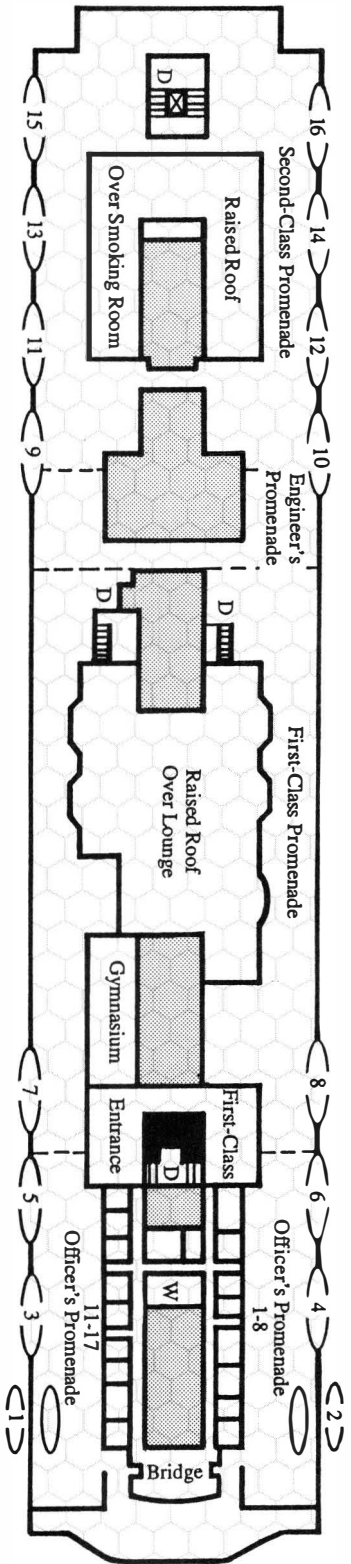
No armor or encumbrance.

Advantages: Alertness +2, Common Sense, Status 2 (+3 aboard the *Titanic*.)

Disadvantages: Duty (to passengers), Honesty.

Skills: Administration-13, Area Knowledge (*Titanic*)-15, Boating-13, Diplomacy-14, Guns (Pistol)/TL6-12, Leadership-14, Navigation-12, Seamanship/TL6-14, Swimming-12.

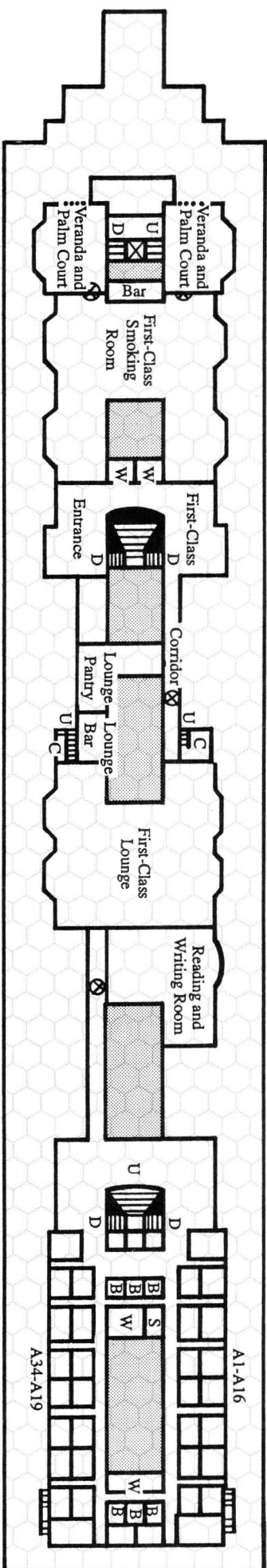
Equipment: During the loading of the lifeboats, the officers are armed with revolvers to calm any disturbance. At all other times, they are unarmed.



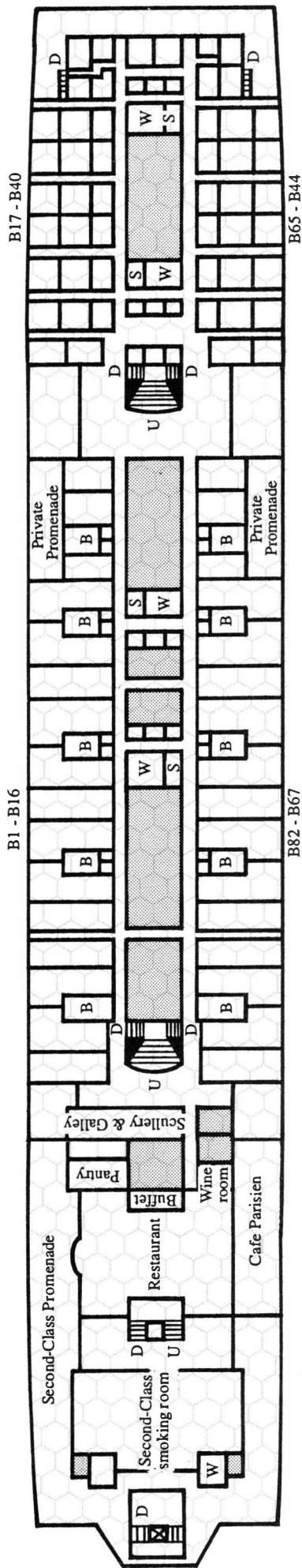
Boat Deck

KEY

- ☒ = Elevator
 - W = WC
 - ⊗ = Revolving door
 - D = Stairs down
 - U = Stairs up
 - B = Bathroom
 - S = Steward
 - One Hex = 3 yards
 - C = Cloak room
 - A1 - A34 = First-Class Staterooms
 - = Open areas
 - ▨ = Machinery/No access
- 1 = Marconi room
 - 2 = 2 Stewards
 - 3 = 6th Officer
 - 4 = 5th Officer
 - 5 = Second Officer
 - 6 = 1st Officer
 - 7 = Pilot
 - 8 = Chart room
 - 9 = Pantry
 - 10 = Officers' smoking room
 - 11 =
 - 12 =
 - 13 = 3rd Officer
 - 14 = 4th Officer
 - 15 = Captain Smith
 - 16 = Captain's sitting room
 - 17 = Navigation room
 - Scale: 1 Hex = 3 yards



Promenade Deck A



Bridge Deck B

KEY

- ☒ = Elevator
- B = Bathroom
- U = Stairs up
- D = Stairs down
- S = Steward
- W = W.C.
- = Machinery/no access

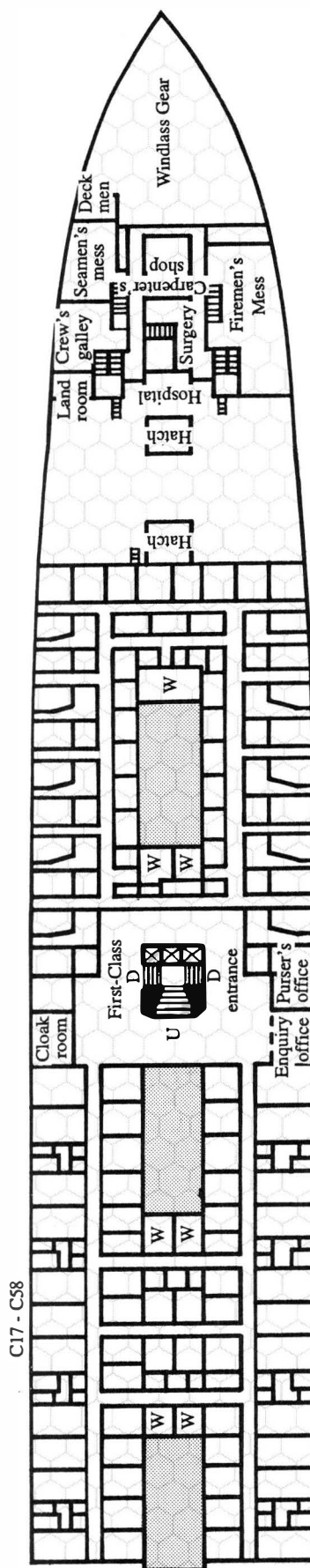
- B1 - B82 First-Class staterooms
- B14-B16
- B11-B13
- B8-B10
- B5-B7
- B67-B69
- B70-B72
- B73-B75

- Suites sleeping 4
- & Sitting room

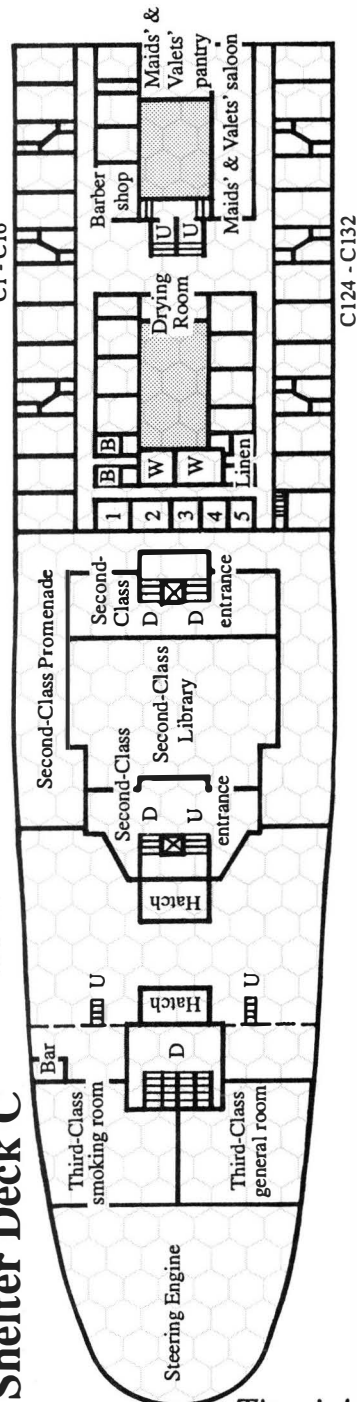
- B76-B78
- B1/B2
- B3/B4
- B79/B80
- B81/B82

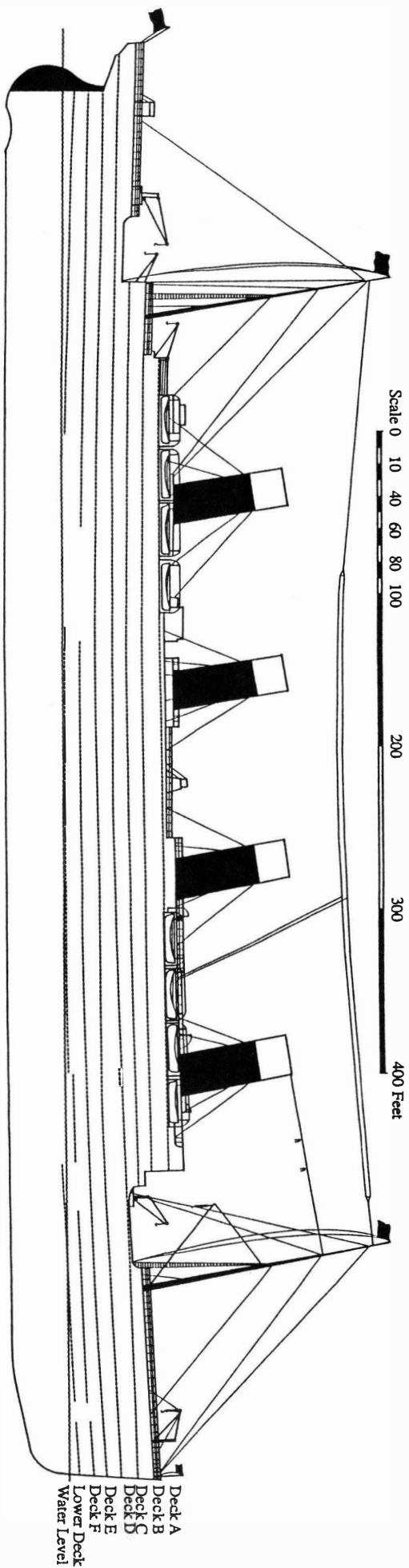
- Suites Sleeping 4

- 1 = Chief Steward
- 2 = Restaurant Manager
- 3 = Assistant Doctor
- 4 = Doctor
- 5 = Doctor
- 6 = Purser
- 7 = Marconi Operator
- 8 = Surgery



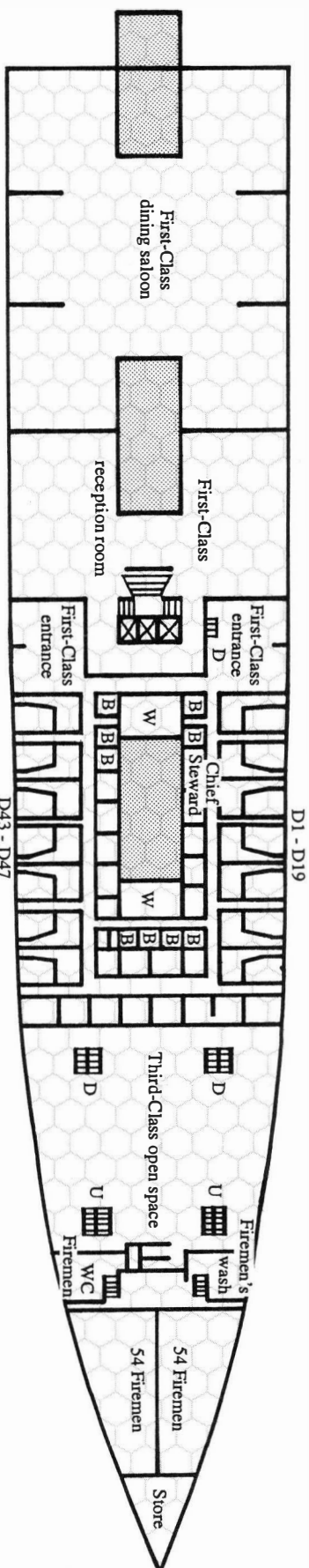
Shelter Deck C





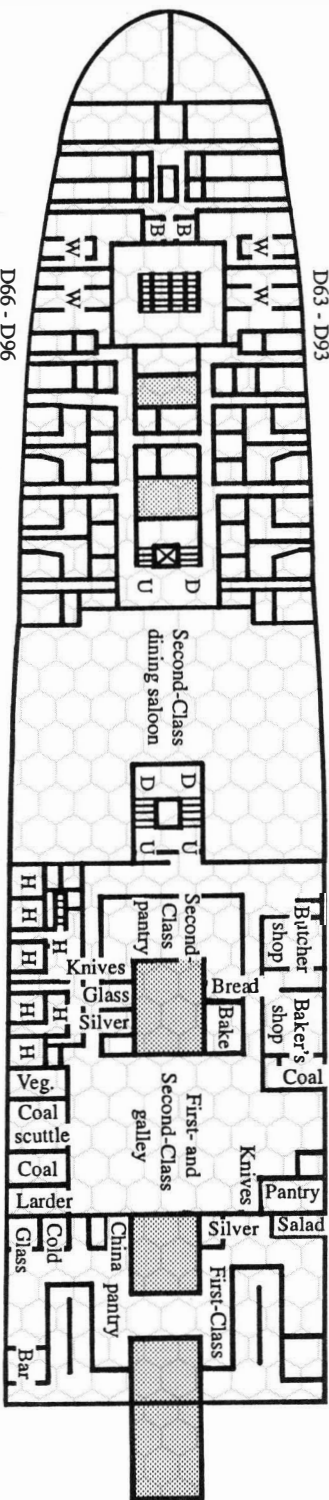
Titanic Side View

- Key**
- ☒ = Elevator
 - W = WC
 - B = Bathroom
 - S = Steward
- One hex = 3 yards
- U = Stairs up
 - D = Stairs down
 - H = Hospitals
- D1-D47 = First-Class staterooms
 D48-D92 = Second Class
 D93-D98 = Third Class



Saloon Deck D

D63 - D93



D66 - D96

Titanic deck plans and side view
 drawn by Laura Eisenhour,
 after *A Night to Remember*,
 by Walter Lord

Middle Deck (F)

There are no first-class staterooms on the Middle Deck. Instead, passengers can make use of the Turkish baths and the swimming pool.

Second-class staterooms are aft.

The Middle Deck contains the white-painted third-class dining saloons and staterooms.

Lower Deck

The Lower Deck is dominated by the boiler room casings (which pierce through to upper decks at regular intervals).

There are a few third-class staterooms here, along with the *Titanic's* post office. The squash court can be reached from here.

Orlop Deck

The Orlop Deck, at the very bottom of the *Titanic*, is filled with the ship's boilers, turbines and cargo space.

Stopwatch

Timepiece's discovery of the Stopwatch agents in London startled Stopwatch. They suspected that Timepiece had a team in the area, but not that they were so close. Stopwatch planned to spend longer on research, but instead were forced to bring the mission forward to the next available window.

The Team

The Stopwatch team consists of four members: three men and a woman. One of the men, Charlie Baird, is working on the liner as a steward. The other two (Jack Morgan and David Coolidge) pretend to be business partners in the machine oil business. Kathy Kennedy is assuming the identity of a young woman visiting her family in New York. The agents are aware that Timepiece is sending a team and will be wary.

Unlike the Timepiece agents, the Stopwatch team is already in Southampton. Instead of catching the boat train from Waterloo, they simply arrive at the docks and board the *Titanic*. They are aboard by the time the PCs arrive.

During the early part of the voyage the Stopwatch agents familiarize themselves with the layout of the *Titanic* and their targets. Baird, masquerading as a steward, spends the first two days fitting bugged ashtrays into the targets' staterooms. Baird also has a number of tracers (see sidebar, *Stopwatch Equipment*, pp. 17-18) which he plants in the lifebelts. He keeps an eye out for signs of Timepiece activity: future equipment, slang and the like may give the agents away.

The team plans to kill those passengers identified as pro-Timepiece, and keep the Stopwatch passengers alive. Like the Timepiece agents, they cannot afford to let the *Titanic* miss the iceberg and will take no action until she is sinking.

After the impact, Stopwatch aims to eliminate identified Timepiece agents first, then kill the pro-Timepiece passengers (regardless of whether they originally survived or not) before moving to help the pro-Stopwatch ones into the lifeboats. Much as the Stopwatch team would like to dispose of any Timepiece agents as soon as they are spotted, they can-

Futility

In 1898, Morgan Robertson wrote a novel about a great ocean liner. She was the largest yet constructed, and sailed from England, in April, on her maiden voyage across the Atlantic. Some days into the voyage, the liner struck an iceberg, killing almost everyone aboard. Robertson called his ship the *Titan*, and appeared to have predicted the fate of the *Titanic* – 14 years early.

Similarities between the *Titan* and the *Titanic* are remarkable. Robertson's was 70,000 tons displacement, 800 feet long and could make 24-25 knots. The real ship was 66,000 tons displacement, 882.5 feet long and could make the same speed. Both ships could carry about 3,000 people, and had lifeboats for only a fraction of them. (That didn't matter – both were said to be unsinkable.) And of course, both struck an iceberg in the Atlantic on their maiden voyages and sank with massive loss of life.

Robertson's novel (called *Futility* or *The Wreck of the Titan*) concerns the exploits of disgraced naval officer John Rowland. He survives the impact by falling onto the iceberg. After killing a polar bear with a pocket knife, he is rescued and later ruins the career of the *Titan's* captain.

Futility is a book filled with perhaps too many coincidences. Maybe Robertson was more than he seemed – a renegade time agent trying to warn the future crew and passengers of disaster.



High Society

Status is important in Great Britain, and the *Titanic* is a British ship. Among the British, there is a strong belief in the concept of breeding – some people are born better than others and rise to the top of society naturally. A self-made millionaire might be considered upper-class, but if he doesn't come from a monied family, his "breeding" is still suspect . . . and he would have a status level lower than an equally wealthy person from a well-connected family.

Aboard the *Titanic*, the concept of the upper, middle and working classes is mirrored by first-, second- and third-class accommodation. Each is self-contained and separate, to avoid mixing the "haves" and the "have-nots."

That the PCs are in First Class automatically makes them members of upper-class society, thus breaking down the barriers that the lower classes find almost impossible to overcome. The issue of class is further complicated by the presence of "classless" Americans aboard.

Integral to the stratified class society is the place of stewards, butlers, maids and the like. While some are of lowly status fit only for servant duties, there are those able to wield considerable power. The first-class stewards (see sidebar, p. 26) are of such status, able to move freely through First Class. Familiar with their passengers, the layout of the *Titanic* and shipboard routine, their advice is worth heeding.



not prior to the collision. A disappearance would be noticed by the stewards, and Stopwatch cannot take the risk that the *Titanic* might be diverted. Instead, Baird bugs their stateroom and places tracers in their lifebelts. He is watching and waiting.

The Stopwatch List

The list is very simple, split into two parts. The passengers' staterooms are in parentheses. Each agent has been assigned specific targets.

Descriptions and stats for these characters are on pp. 35-49.

Kill

Jennifer Bennet (B24) Kennedy
Mister Ho (C13/17/18) Coolidge
Beatrice Johns (C51/52) Coolidge
Gary Lawley (C65) Baird
Captain James Price (B17) Kennedy
David Renard (A5) Kennedy
Douglas Yates (A26) Kennedy

Save

Dr. Harold Chandler (D40) Coolidge
Charles Huntingdon (A11) Baird
Richard Levine (C103) Baird
Kirkby Overblow (B52) Morgan
Colin Rea (C133) Morgan
Penelope Staples (D33) Coolidge
Jeremy Thompson (D22) Coolidge
Stephen Wallace (C79/80/81) Baird
Brian Webb (B70/71/72) Morgan
John Wilkins (C115) Coolidge

Spotting Timepiece

Should the Stopwatch agents believe they have identified a member of the Timepiece team, they will not immediately act directly. Baird first replaces the genuine ashtray with one that has been bugged. This should confirm the presence of Timepiece agents.

To examine their enemy's reactions, they will then release a False Dropout (see sidebar, p. 18). This will probably be done in a relatively busy area where Stopwatch can watch unobtrusively. A False Dropout will also be used in the event that the bugged ashtray does not work.

At the end of each day, roll to see if Stopwatch has spotted one (or more) of the agents. They successfully spot the PCs on a roll of 15 or greater. A modifier of +1 is applied if the agents have taken Second Class and upgraded their tickets since Baird might become aware of this. Once Stopwatch is aware of one agent, they are likely to locate the others fairly quickly, unless the PCs are exceptionally cautious.

On Saturday, a telegram arrives for Morgan, informing him that Aubrey Frobisher has not sailed with the *Titanic*. This makes him suspicious of anyone claiming to be Frobisher.

Recognizing Agents

It is possible (although unlikely) that the agents have met on a previous mission. If so, they may recognize each other, aiding identification. This may happen to either Kennedy or Morgan (Baird is a local agent and this is Coolidge's first mission), providing that the PCs are also experienced agents.

To determine if the Timepiece and Stopwatch agents might recognize each other, roll 3d at the start of the mission. The team leader rolls for the players. On a roll of 18, some (not necessarily all) of the team members might recognize one of the enemy agents. Add +1 to the roll if the PCs have completed 10 or more missions. The GM then rolls to see if the Stopwatch team could recognize one of the time agents. The roll is at +6 if the Timepiece team leader's roll was successful.

Recognizing an enemy agent requires a Contest of Skill: the spotter's IQ against the other's Disguise. If a Stopwatch agent recognizes one of the PCs, he

will inform the others and then keep a low profile for the rest of the voyage. They do not want to risk being spotted themselves.

The GM must decide which of the Stopwatch agents has been encountered before – either Kennedy or Morgan.

The Voyage

The *Titanic* sails from Southampton on Wednesday, April 10, at noon. She is due in New York one week later. She does not sink until the early hours of the 15th, giving the agents opportunity to acquaint themselves with the majesty and grandeur of the mighty liner.

During the voyage, they should identify their targets and, if it seems necessary, introduce themselves. Such introductions may make persuading passengers into the lifeboats much easier. Equally important, the team must be on constant vigil for signs of Stopwatch intervention. It is certain that a Stopwatch team is aboard the *Titanic*. But until they show their hand or make a mistake, the PCs can only guess which passengers are genuine and which fake.

A number of events take place during the voyage which may prove to be of interest to the agents. These occur at specific times, although most can be rescheduled without harm. Alternatively, the agents may hear of them second-hand, perhaps through Hopkins or other friendly passengers.

Wednesday, April 10

Moments before noon, with all passengers and crew aboard, the *Titanic* gives three deafening whistles to signify departure. The Blue Peter is run up the foremast, the mooring lines released and the tugs turn the *Titanic* into the channel.

As the *Titanic* turns, she causes nearby vessels to bob and rock as they sit at their moorings. This is too much for one, the small liner *New York*, and her stern mooring lines snap with loud cracks. As the *Titanic* begins to move, the suction arcs the *New York* toward collision.

Quick reactions by Captain Smith, the pilot, and the crew of the tug *Vulcan* save the two from colliding. Captain Smith orders, “Full astern,” stopping the *Titanic* as the *Vulcan* secures a line to the *New York*. Now stationary, the *Titanic* waits while the *New York*, fully loose, is towed away by the tugs and moored downstream. Finally, after an hour’s delay, the *Titanic* departs Southampton harbor.

At 1:00 p.m., the ship’s bugler announces luncheon. While a few passengers watch the Isle of Wight slip by, most descend to eat their first meal aboard the new liner. The talk is mostly of the incident, most passengers praising Captain Smith’s adept handling to avoid a nasty accident. However, a successful Seamanship roll reveals that the incident could have been avoided with a little more care: had the *Titanic* not been so eager to leave, she would not have created the suction which pulled the *New York* toward her.

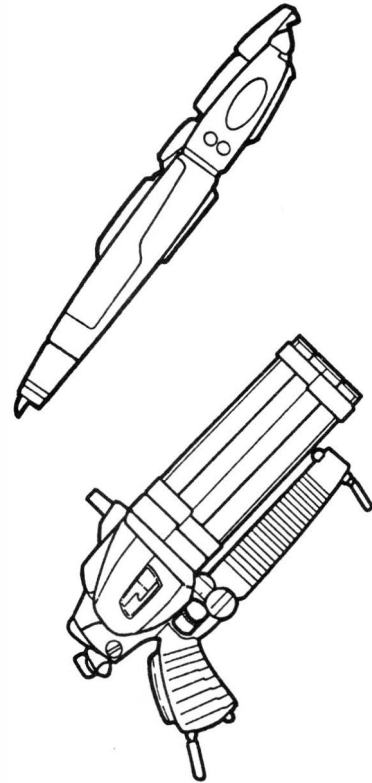
The Neighbor

Early in the voyage, the agents occupying suite C97/98 discover that they are sharing their bathroom with Terrence Hopkins, the occupant of stateroom C99. He is traveling alone and quickly introduces himself, eager to make friends.

Hopkins is a Boston antiques dealer returning from London with a number of items. A successful Psychology roll reveals that he is obsessed with antiques and harbors a dislike of England. Should anyone show an interest, he immediately invites them in and shows his small collection. Hopkins pulls them carefully out of his case, handling them with respect. He has an Elizabethan hand mirror, a decorative Chinese knife, a wheellock pistol complete with case, an ornamental pig and two average oil paintings. A successful History roll recognizes that the

Stopwatch Equipment

All Stopwatch equipment (except for weaponry) is fitted with a Focal Referent (see p. TT51). These are set to snap back to the Absolute Now at midday on April 20, 1912. This prevents future technologies from falling into the hands of curious natives.



Weapons

More heavy-handed (some say ruthless) than Timepiece, Stopwatch agents are able to arm themselves with a greater variety of weaponry.

Guns: As well as their own versions of the Stinger and Stunner, Stopwatch agents may be issued with other weapons, including lasers, disruptors and screamers. Slugthrowers are usually designed to use ammunition available during the mission. Many agents carry disguised holdout lasers as backup weapons. This does 1d-1 impaling damage, SS 10, Acc 4, ½D 50, Max 100, Wt. 0, RoF 1, Shots 5/B, no min. ST, no recoil. Cost \$500, TL9. See p. UT51.

Explosives: Stopwatch has experimented with explosives, but until a way is found of keeping the FR functioning throughout the explosion, they will not issue explosives to their teams. Shrapnel makes such a mess of the transmission stage . . .

Continued on next page . . .

Stopwatch Equipment (Continued)

Other Equipment

Implants: All Stopwatch agents have implanted Ears (see p. TT55) and equivalents to the Mark III Focal Referent (p. TT51). Some Stopwatch agents are fitted with more unusual implants – see *GURPS Cyberpunk* for examples.

Communications: Stopwatch agents are typically implanted with personal communicators. Agents subvocalize to talk to each other, up to a range of 100 miles. (See p. UT68 for more information.) On many missions the only source of communications broadcasts is either the Stopwatch or Timepiece teams. Stopwatch frequently uses short-range communicators linked by personal computers to search for Timepiece teams. To prevent their own detection, Stopwatch uses random frequency cycling and scrambled transmissions. Typically a team prepares a simple code to baffle eavesdroppers.

Surveillance: Some missions require surveillance devices. On the *Titanic*, Stopwatch has concealed bugs into replica ashtrays. They have 20 available for use.

Specifically for this mission, Stopwatch has also developed a number of tiny tracers, each with a distinctive radioactive fingerprint. Using a number of Radscanners (range 500 yards, weight 1 lb., \$1,000, see p. UT59) linked to a personal computer (weight 1 lb., \$500, see p. UT7) loaded with *Titanic*'s specifications, the team can pinpoint the location of any tracer exactly.

False Dropouts: A False Dropout is a recent development by Stopwatch R&D. It is a book-sized object with a weight of 5 lbs. that is designed to create a diversion. When its Focal Referent cuts out, it makes a ripple equivalent to about 200 pounds, detectable at 60 yards. If Stopwatch suspects that enemy agents are near, they may send a False Dropout back and watch for any sudden interest.

Medical Kit: The Stopwatch kit is much like Timepiece's (20 patient days treatment, 1d+1 HT restored). None of the equipment contains Focal Referents, although the bag they are contained in *does*.

Other Gadgets: Stopwatch has their own equivalents to the Notebook, Notecards and T-Meter (see p. TT57).



most significant item here is the knife. It is much older than anything else, maybe 7th or 8th century.

Hopkins attaches himself to anyone who even hints at a knowledge of history. Unfortunately, Hopkins has dozens of anecdotes and stories he is willing to relay. Worse, Hopkins develops a tendency to burst in through the adjoining door with only the briefest of knocks. Locking the door keeps him out, but at the expense of his feelings.

Later in the day, the agents observe Hopkins showing his prizes to other passengers aboard. He seems quite relaxed about showing them to complete strangers.

Recognition

Stewards pride themselves on recognizing those who have traveled previously. They can put names and habits to faces with alarming ease. One passenger who has been with the White Star Line before is Aubrey Frobisher, and one of the stewards recognizes him. Except, of course, that instead of Frobisher, the steward has started a conversation with the agent impersonating him.

A successful Acting roll allows the agent to escape without arousing any attention, but a failure means that the steward is a little mystified. On a critical failure, the steward thinks that maybe Frobisher has suffered a stroke or nervous breakdown, and mentions it to his fellow stewards. This news quickly reaches Baird.

Cherbourg

Cherbourg is a seaport in north western France with large shipbuilding yards and both civil and military docks. It is an important transatlantic port.

At 6 p.m., the bugle is sounded again, for evening dinner. Dinner lasts from 6 to 7:30 p.m., so many diners miss the *Titanic's* arrival at Cherbourg.

The *Titanic* was due to arrive in Cherbourg at 4:30 p.m., but due to the delay (and no attempt is made to make up time) she is not ready for embarkation until 6:30 p.m. Within 90 minutes, 22 passengers have left, 274 are aboard (mostly second- and third-class) and at 8 p.m., the *Titanic* is underway again.

The Reporter

During their first evening aboard the *Titanic*, one of the agents is approached by Joe Gibb (described on p. 38). He invites him for a drink in the first-class smoking room, and starts quizzing him on what his line of work is, and what he is doing aboard the *Titanic*.

If pressed, Gibb reveals that he is a freelance journalist looking for a story. He can sense one in the air, just waiting for him to find it. Once he has admitted that he is a journalist, he pulls out a notepad and scribbles furiously.

Gibb is slightly empathic and can sense that there is something odd about the PC, but cannot put his finger on it. He is looking for something he can use in a story, but doesn't know what. He is especially grateful if the PCs is able (now or later) to feed him anything useful.

If the agent protests at the invasion of privacy too long, Gibb tries to hush the PC, and if that fails, he departs quickly. It soon becomes apparent that Gibb has only bought a second-class ticket and shouldn't be in First Class at all. However, this is where the stories are.

Gibb can be a useful source of rumor and information. The agents would do well to stay on his good side.

Thursday, April 11

The day starts, as they all do, with breakfast served from 8:30 to 10:30 a.m. in the dining saloon. After the first night aboard, the agents should be feeling refreshed and alert, providing they have not succumbed to seasickness (see sidebar, p. 19).

Queenstown

Queenstown is a port in the Republic of Ireland, in Cork Harbour. It is a port of call for Atlantic liners. In 1922, it was renamed Cobh.

At 11:30 a.m., the *Titanic* anchors two miles from Cork Harbour and prepares to take aboard passengers. Six passengers disembark as 120 (most of them Irish immigrants traveling Third Class) board. At 1:30 p.m. the *Titanic* completes her business and turns to head into the Atlantic. The hilly outline of Ireland slowly fades into grayness as the *Titanic* steams toward her destiny.

One of the new passengers is particularly distinctive, a tall Scotsman with an untamed beard and piercing eyes – Angus McAllister.

The Argument

Any agents spending time in the lounge that evening witness a confrontation between two stubborn characters. Angus McAllister has already found himself his favorite audience (rich young women) and is telling them the tale of the Groglin Vampire, to which he was naturally a party. Penelope Staples is among his small audience, as is Stopwatch agent Kathy Kennedy.

He is partly through the tale when Beatrice Johns and her husband bustle past. Johns pauses to listen, realizes what she is listening to and snorts derisively. "I've never heard such nonsense," she exclaims loudly.

Seasickness

Everybody aboard ship must roll vs. HT during the first day at sea. A successful roll means that the character is not seasick and does not need to roll again this voyage. A failed roll indicates the person becomes seasick – nauseated by the rolling sensation of a ship at sea. Modifiers to the roll include type of vessel (the *Titanic* is exceptionally stable, so add +3), weather and marine experience.

A seasick character is generally ill and has -2 to DX and IQ (-5 on a critical failure, and the character has vomited). He gets one roll each 24 hours to recover. A critical failure makes it worse, -5 to future rolls. Another is required should the ship enter heavy seas.

Some people are especially prone to seasickness. They have the Motion Sickness disadvantage (see below), and are sick for the whole time at sea; they do not get a roll to recover. All rolls are at -2, even if the initial HT roll was a success.

Motion Sickness

-10 points

You are miserable whenever in a moving vehicle, be it automobile, train, airplane, balloon, ship or spacecraft. You may never learn any vehicle skills.

A character with Motion Sickness must roll vs. HT as soon as he is aboard a moving vehicle. He vomits on a failure and is incapacitated for the rest of the journey; all rolls are at -5. On a successful roll, he is merely miserably queasy and suffers a -2 penalty to DX and IQ. On long journeys, the roll must be made once per day.





More Passengers

The passengers presented in this adventure are fictional and are not intended to represent factual characters in any way. However, the *Titanic* was a real ship. Real people lost their lives aboard her, some wealthy and powerful.

The *Titanic* is also popular with authors and has been featured in a number of fictional settings.

A GM with interested players might like to scatter some of these characters (fictional and real) through the scenario. Those who were actually aboard the liner will add background color, the fictional characters will make amusing interludes.

Real People

These individuals might be spotted walking the promenade or eating in the restaurant.

Thomas Andrews: Managing Director of Harland & Wolff Shipyard.

John Jacob Astor: Reportedly the richest man in the world, he occupied one of the two millionaire's suites.

Archie Butt: Military aide and friend of President Taft. Died.

Continued on next page . . .

"And ye'd know, would ye?" McAllister spits as he rises to his feet.

With her husband at her side, Mrs. Johns stands her ground. "Anyone with an ounce of intelligence can see this is superstitious rubbish."

"Rubbish ye ken? Let me tell ye . . ."

The argument quickly escalates until abruptly McAllister turns and leaves for the promenade to cool down. Mrs. Johns, triumphant, watches him leave with a smile on her face.

Spotting Chu

A successful Vision roll notices a Chinese servant taking a covered tray from the restaurant. This occurs at each mealtime, the servant taking the tray to suite C13/17/18. The servant is Chu; the tray holds a meal for his master, Mister Ho. This occasional sight is all anyone sees of Chu, and nobody has seen Mister Ho since boarding.

A Telegram

During early evening Terrence Hopkins knocks on the partition door and barges in without waiting. He is trembling and carries a telegram and his jade knife. The message on the telegram is brief, and cryptic. "Jade knife originally Lu Yuan's. Watch yourself. Fisher."

Fisher is one of Hopkins' contacts in the antiques business, a rivalry that blossomed into a friendship. Fisher stayed in London while Hopkins returned to the United States. While in London, Fisher has uncovered more information.

The PCs are unlikely to know the significance of Lu Yuan, so Hopkins fills them in. Lu Yuan was one of the Eight Immortals worshipped by Chinese priests. Lu Yuan lived in the Tang era, in 7th-century China. He traditionally brings good luck and his symbol is a basket of flowers.

Lu Yuan's knife is one of the original Artifacts of the Immortals and is prized by several powerful secret societies, societies that would kill for any of the artifacts. Two hundred years ago they all vanished, stolen by a daring thief. Since then they have reappeared intermittently, surrounded always with bloodshed. Lu Yuan's knife is particularly unlucky, appearing only at times of great tragedy and misfortune. It would fetch many tens of thousands of dollars at auction.

Hopkins laughs any threat of misfortune off, but a successful Psychology (or Empathy) reveals that he is actually fairly worried. Perhaps unsurprisingly, his worries are not about any upcoming tragedy, but rather the threat of thieves. The knife never leaves his room from this moment on and he ceases showing his things to other passengers.

Cards

If the PCs are in the smoking room near the end of the evening (around 10 p.m.), one of them is invited to make up a foursome for bridge. Brian Webb, one of the pro-Stopwatch targets, needs a partner. Anyone with Gambling skill is familiar with the game and welcome to join him.

If one of the PCs accepts, the four of them play bridge until about 1:00 a.m. Their opponents are Carlos Jimenez and Dickie Smith (neither of whom are of any interest). The agent learns nothing of importance, but acquaints himself with Webb. Unfortunately, Webb claims to know of the agent's family (it doesn't matter what name the agent gives).

Jimenez and Smith's average Gambling score is 13. Webb's is 14; add this to the agent's and divide by two to calculate their average. A Contest of Skills determines the outcome of the game. Webb is not a good loser and if he loses by more than 3 he will not speak to the agent for the rest of the voyage. On the other hand, he is generous in victory and recognizes the agent upon sight from then on.

He introduces the PC to everyone in the vicinity as a "wizard at bridge" and invites him into other games and to expensive meals in the restaurant.

Friday, April 12

The agents should be settling into shipboard routine by now. The only regimented times are meal times, announced by the ship's bugler on all decks. Breakfast is at 8:30 to 10:30 a.m., luncheon at 1:00 to 2:30 p.m. and 6:00 to 7:30 p.m. for dinner. Alternatively, passengers may eat in the restaurant.

Lifebelts

After breakfast stewards enter the staterooms and stow the lifebelts on top of the wardrobe. As they do so, some of them joke with the passengers, saying that the lifebelts are merely a formality and part of company regulations.

Coolidge's Mistake

While in the smoking room after luncheon, the agents suddenly become aware of a curious static sound coming from the EAER implanted in their skull. The noise is quite localized, and quickly fades. A successful IQ roll reveals that something quite tiny is snapping back to the future almost continuously. There is nothing obviously vanishing in the smoking room and another IQ roll suggests that it might be the smoke particles.

Indeed it is. Coolidge is smoking some of his 2103 tobacco. They have spotted one of the Stopwatch agents.



More Passengers (Continued)

Jacques Futrelle: A writer of mysteries. His hero, the so-called Thinking Machine, made Sherlock Holmes look slow. Futrelle, and an unpublished Thinking Machine story, went down with the *Titanic*.

Charles M. Hays: President of the Grand Trunk Railroad.

J. Bruce Ismay: Managing Director of the White Star Line and occupant of the other millionaire suite.

Frank Millet: American painter.

William T. Stead: British spiritualist, evangelist and editor.

Fictional Characters

Perhaps the most famous of all fictional characters to die aboard the *Titanic* is Lady Margorie Bellamy from the television series *Upstairs, Downstairs*. But there are others.

Raise the Titanic! by Clive Cussler concerns the exploits of Dirk Pitt and his successful raising of the liner. The book was written before the discovery that the *Titanic* had broken in two.

Aboard the liner is the fabled element Byzantium and traveling with it is Joshua Hays Brewster in stateroom A33. Brewster has been chased across England and remains in his stateroom, not eating and sleeping only fitfully. At 11:51 he hears the *Titanic's* engines stop and goes outside to see what's going on. He watches until about 12:45 and then forces an officer at gunpoint to take him to the ship's hold. There he locks himself in.

In one scene of Noel Coward's *Cavalcade*, newlyweds Edward and Edith Marryot discuss life and death on the promenade deck of a transatlantic liner. It is only when they go inside for a glass of sherry and Edith moves her cloak away from a life-belt that the liner is revealed to be the *Titanic*. The lights fade and the orchestra plays *Nearer My God to Thee*.

The Ghost of the Grand Banks by Arthur C. Clarke is another attempt to raise the *Titanic*, this time less successfully. The raising is partly to recover a collection of Venetian glass packed carefully into tea chests and accompanied by Parkinson, the great-grandfather of those raising the ship. The collection, numbering 40 pieces, fills one room of one of the suites aboard.

In the first episode of the TV series *The Time Tunnel*, Doug and Tony find themselves aboard the *Titanic*. They try warning Captain Smith of the forthcoming disaster, help a passenger into a lifeboat, fall overboard and vanish.

Recreation

First-class passengers do not lack for activities aboard the *Titanic*. Whether they like to work up a sweat, dine on fine food or relax with a good book, the *Titanic* caters to all.

Fitness

The *Titanic* has plenty for the fitness enthusiast.

Swimming: The swimming pool on F Deck is free to those using the Turkish baths, and \$0.25 otherwise. It is open to ladies from 10:00 a.m. to 1:00 p.m. and to gents from 2:00 to 6:00 p.m. Tickets may be purchased from the purser at the C Deck enquiry office.

Turkish Baths: The Turkish baths (F Deck) are the ideal place to open the pores and sweat off excess weight. Admission is \$1.00 and opening times are as for the swimming pool.

Squash: For those enjoying the physical exertion of squash, the court costs \$0.50 for half an hour and is found on the Lower Deck. If required, the services of the professional can be requested.

Gymnasium: Located on the Boat Deck, the gymnasium (opening hours as the baths) is fitted with the latest in modern fitness equipment including rowing machines, weights and even an electric camel.

Eating

Fine food is guaranteed on the *Titanic*, whether you eat in the dining saloon or take advantage of the a la carte restaurant.

Restaurant: Situated on the Bridge Deck (B), the restaurant is open from 8:00 a.m. to 11:00 p.m. to serve more exotic tastes. Passengers who take all their meals in the restaurant earn a \$15 rebate on their tickets.

Dining Saloon: Serving breakfast at 8:30 to 10:30 a.m., luncheon from 1:00 to 2:30 p.m. and dinner from 6:00 to 7:30 p.m., dining hours are one of the few scheduled activities. Afterward, diners can retire to the reception room to enjoy coffee.

Social Activities

To meet with the passengers traveling aboard the *Titanic* is to mix with the cream of society.

Cafe Parisien: This is the favored haunt of the young set aboard the *Titanic*. It is found on the Bridge Deck, decorated in wicker and fitted with large glass windows looking out to sea.

Smoking Room: A card game, a cigar or just a pleasant drink, the smoking room on the Promenade Deck is where the men retire to after dinner.

Lounge: Open from 8:00 a.m. to 11:30 p.m. the lounge on A Deck is popular with the ladies.

Concerts: After dinner, the band gives a concert in the reception room, adjacent to the dining saloon on the Saloon Deck.

Continued on next page . . .

Careful listening quickly pinpoints the smoker. After all, the range of the Focal Referent is only 5 yards. Alternatively, on a Vision roll at -8, the agents can spot the faint circle around Coolidge. This is difficult as the smoking room is living up to its name and Coolidge's tobacco smoke is quite diffuse 5 yards from him.

Coolidge is talking to Joe Gibb, not concentrating on the other passengers.

If the agents talk to Gibb immediately afterwards, Gibb admits to being somewhat perplexed. The gentleman he was just talking to, Coolidge, seemed oddly uncomfortable. As well as that, Gibb isn't entirely convinced about the story he was being fed – he isn't sure what Coolidge does for a living, but it certainly has nothing to do with machine oil.

Later, in the evening, the agents notice Coolidge chatting to Penelope Staples. They appear to be getting along fairly well.

The Wheellock

Agents in suite C97/98 are startled to hear a loud bang, a gunshot, issuing from Hopkins' stateroom. Upon investigating they discover the room full of acrid smoke and Hopkins looking pleased with himself. He has just persuaded his wheellock to fire, having loaded it with ball and shot from the case.

Hopkins puts the gun away while the agents watch, seemingly happy. His explanation is that he wanted to test the gun to see if it worked is only partially true. The real reason he wanted to test it was to protect his precious dagger from thieves.

Levine and Bennet

Those spending Friday evening in the Cafe Parisien may notice Jennifer Bennet (one of the pro-Timepiece passengers) getting close to a smartly dressed American. This is Richard Levine – a pro-Stopwatch passenger.

Over next two days the pair are inseparable, much to the concern of the Stopwatch team.

Saturday, April 13

Saturday passes much like any other, apart from the occasional incident.

The False Drop

Unless the PCs have been exceptionally careful, Stopwatch should have identified at least one of the agents. If nothing else, Morgan has received a telegram informing him that Aubrey Frobisher has not sailed with the ship. In order to gauge Timepiece reactions, and try to draw other agents out from their cover, Stopwatch release a False Dropout (see sidebar, p. 18). (Even if the agents *have* been careful, Stopwatch might have spotted them anyway, or simply decide to try the False Dropout somewhere public and see what happens.)

Possibilities include setting the Dropout in the reading and writing room while the agents are in the lounge. The False Dropout itself is concealed in a bag so that none of the ordinary passengers notices anything odd. The Stopwatch agents will be scattered around, watching for any activity. Baird will actually be down in the Stopwatch stateroom (C91), listening for any Timepiece radio chatter.

The PCs will suddenly be aware that someone, or something (mass approximately 200 lbs.) has suddenly snapped back to the future. A quick roll call reveals that the team is still around, so that must have been a Stopwatch dropout. What do they do?

An alternative might be for Stopwatch to release the Dropout during luncheon or dinner. The dropout might be located in the reception room, where the agents will probably be eating.

Coolidge and Staples

David Coolidge (the youngest Stopwatch agent) and Penelope Staples (one of the passengers Stopwatch needs to save) have become quite an item. It is clear that she approaches him, but Coolidge certainly doesn't appear to mind. He makes no attempt to avoid Staples, as far as the PCs can tell.

The PCs can use the emotional attachment of Coolidge for Staples to their advantage. They can blackmail him by threatening her. This could cause problems. Coolidge may decide to take action against the PCs (or those he believes are Timepiece agents) prior to the *Titanic*'s run-in with the iceberg.

If the PCs are clever, they can force Coolidge to snap back to Stopwatch prior to the end of the mission. To do this, they need to surprise Coolidge and successfully Intimidate him, threatening to kill Staples if he does not leave. They should wait to do this until after the iceberg has brushed against the *Titanic*.

The Seance

Late on Friday night, and against all rules and protocol, McAllister holds a small seance in his stateroom. With him is a small group of rich young women, including Staples and Kennedy. It is possible that one of the agents is in this select group, perhaps the agent replacing Lydia Parks (although her "husband" ought to have something to say in the matter). During the seance McAllister uses his skills and gift of gab to convince everyone that he has summoned spirits beyond the grave.

Strangely, McAllister begins to talk about an impostor present. By "present" he means aboard the *Titanic*, but Kennedy doesn't realize this. She jumps nervously as he says it. As McAllister continues his voice grows hoarse and croaky, saying he can definitely sense an impostor nearby. Kennedy eventually loses her control, panics, and dashes from the room.

The PCs might hear about this from Staples if they do not attend the seance themselves. Kennedy, while not telling the whole story, manages to persuade the rest of the Stopwatch team to keep McAllister under watch.

Sunday, April 14, 1912

The day begins innocently, with breakfast at 8:30 a.m. The passengers, in their various groups and parties, move to the first-class dining saloon to eat. The day proceeds as normal; nobody is anticipating trouble.

Today Captain Smith does not take his daily tour of inspection, since it is Sunday. Instead, he leads Divine Service from 10:30 to 11:15 a.m. in the dining saloon. The service is attended by passengers from all classes. Those from Third Class eye the luxurious decor with more than a little awe; this is a world away from their quarters.

The day continues as usual. This is the last day that the characters can track down their targets and try to identify the Stopwatch agents. The Stopwatch agents will be performing similar duties.

During the early evening, just prior to dinner, the temperature drops noticeably from 43 to 32 degrees. This is noticed and commented upon by those walking the decks. The *Titanic* has already received several ice warnings from other ships in the area.

The Bug

This incident takes place in the lounge prior to Divine Service in the dining saloon. Captain Price is showing something to Gary Lawley. A successful Vision roll reveals this to be something small and metal, possibly electronic. A successful Electronic Operation (Security Systems) roll reveals that the object is part of a small Stopwatch bug! Agents can overhear the conversation with a successful



Recreation (Continued)

Other Pursuits

For those wishing to pursue quieter activities, the *Titanic* has much to offer.

Divine Service: Led by Captain Smith in the dining saloon on D Deck, the divine service is held at 10:30 a.m. on Sundays.

Reading and Writing Room: For peace and quiet, the reading and writing room on the Promenade Deck is open from 8:00 a.m. to 11:30 p.m. for access to the ship's library.

Promenade and Deck Games: Passengers are always free to walk the promenade decks and savor the invigorating sea air. When the weather is good, there are deck games to amuse themselves with and sun loungers to recline upon.

Mealtimes

Meals in the first-class dining saloon are relaxed affairs. Passengers first congregate in the adjacent first-class reception room where they wait (only briefly) for the waiters to show them to their table. The tables, laid out with the finest silver and china, typically seat between four and six. There are no set seating arrangements, and passengers can arrange to eat with friends or make new acquaintances.

Conversation is subdued, the background noise of quiet conversations and the clink of silverware on china.

Captain Smith prefers a central table, seating six. If the PCs desire, they can be seated at his table and discover Captain Smith to be a charming host and able storyteller. Sometimes Captain Smith eats in the restaurant, treated to meals by his regular passengers. In heavy weather he eats in his cabin.

A typical three course dinner might consist of hors d'oeuvres, perhaps oysters, salmon or consommé, followed by a main course of lamb, roast duckling, sirloin of beef or sauté of chicken. This might be followed by Waldorf pudding, peaches or French ice cream. Coffee would be taken in the reception room.

Throughout dinner, waiters breeze around the dining saloon, never intruding but always appearing when needed.

The Gamblers

Luxury liners crossing the Atlantic have become home to professional card-sharps, and the *Titanic* is no different. They are tolerated by the companies as long as they are discreet. Besides, those that they take money from can afford to lose it.

Agents should beware an invitation to a game of poker, especially for money. The professional gamblers aboard typically have skills at levels of 15 or 16. However, poker games are good for cultivating contacts.

A poker game (or any card game, for that matter) is a Contest of Skills, with *all* players rolling against their Gambling skill, as on p. B63. The game can be represented in two ways: as a series of contests representing each hand, or as a single quick contest for the whole game. The former should be used when the game itself is critical (such as when PCs are gambling to increase their cash supply), with the contests used to determine who wins each round.

When a quick contest decides the entire game, the relative success or failure of each gambler's roll determines his overall result.

Hearing roll. Alternatively, if they are already known to either Price or Lawley they might want to enter the conversation.

Price is wondering what the object is. He found it when he broke his ashtray earlier that morning. When Price returns to his stateroom, Baird has replaced the bugged ashtray with a standard White Star one.

To the men of 1912, the bug looks like nothing more than a complex piece of rather strange jewelry. Lawley is baffled. Price returns it to his pocket and the two of them go to Divine Service.

If the agents retrieve the bug they find that its Focal Referent is still working, although the smashing of the ashtray has severed the recording head (which has since returned to Stopwatch). With a successful Electronics (Sensors) roll, and the appropriate equipment, the agents can replay the bug's memory. They find little of interest, except for Price's activities in his stateroom. This should prompt them to wonder about their own staterooms, however.

A Wolf on Deck

On Sunday afternoon, Doctor Chandler (see p. 38) makes one of his rare visits to walk on deck and sample the invigorating sea air. He does not find it a particularly pleasant experience, but feels he should get out once in a while. He is in particularly foul mood and snaps at anyone approaching.

David Coolidge is also on deck, keeping an eye on Chandler while walking with Penelope Staples. Since he is responsible for ensuring that Chandler makes it to the lifeboats alive, he is concerned at the doctor's obvious ill health. Eventually his resolve breaks and, excusing himself from Penelope, he goes to check.

"Of course I'm all right!" snaps Chandler. "Why? Do you think there's something wrong with me? There's nothing wrong with me at all! Nothing! Leave



me alone!” Coolidge stumbles back in surprise at the ferocity of the outburst as Chandler stalks uneasily away.

Nearby agents may witness the confrontation, and with a Vision roll they notice something odd about Chandler’s hands. Looking again reveals nothing unusual, so perhaps it was a mistake. Although they do not realize it, Chandler was on the edge of transforming into his werewolf form, clamping down on the transition just in time.

Silverware

On a successful Vision roll one of the agents notices McAllister pocketing some of the silverware. He does this with some degree of expertise. Confronting him later, McAllister’s eyes narrow as he sizes up the agent. He can sense something, but understandably doesn’t know what. Eventually he speaks, “Follow me.”

McAllister leads the PC back to his stateroom, brimming with arcane and occult items. McAllister reveals, without any embarrassment, that there is a werewolf aboard. Unfortunately, he is unprepared for such an eventuality. Garlic, stakes and holy wafers for vampires, yes. Silver and wolfsbane, no. So, McAllister has crafted himself a silver knife, and then he is going to track the beast.

The PC might be suitably skeptical; if McAllister perceives this, he will angrily throw the agent out. If the agent is receptive, however, McAllister might recruit him for the hunt.

Something He Ate

Halfway through the evening dinner in the first-class dining saloon, Captain Price abruptly stands and, looking rather ill, leaves at a brisk walk. He does not return to his meal; instead, he visits the doctor on the same deck. Price is sent back to his cabin, feeling thoroughly seasick.

If the agents have reason to suspect Kathy Kennedy of anything, they notice that she was sitting next to Price during the meal. She does not accompany him out of the dining saloon. In fact, she has poisoned him.

Lovebirds

Richard Levine and Jennifer Bennet spend the evening in the restaurant together. At 10:20 p.m., she invites him to her stateroom for the rest of the night. He agrees, and they head back to stateroom B24.

This is already causing some concern for the Stopwatch agents and may do the same for the Timepiece team.

Tragedy

By 11:00 p.m., most passengers have retired to their staterooms and to bed. Those few still up are gathered in the cozy warmth of the first-class smoking room on A Deck. They are gathered in groups: the end of a dinner party; a casual conversation; reading a book; a quiet game of bridge. (White Star does not normally allow cards to be played on a Sunday, and passengers are taking advantage of the Chief Steward’s relaxation of the rules.)

The young adult socialites – the “young set” – aboard the *Titanic* are still in the Cafe Parisien, their favorite haunt. But it is growing cold. At 11:30 p.m., the girls make their way to bed and the men drift to the smoking room to continue drinking and play cards.

The Stopwatch team nervously waits for impact. They have their targets and know their tasks. They are anxious to be off.

At 11:40 p.m., the *Titanic* strikes the iceberg. The rest of the evening is described in 10-minute segments, until the ship finally founders and dips below

Current Affairs

To blend in successfully the agents need to be able to participate in casual conversation. Below are a few of the things happening in the world which may prompt comment and spark discussion. The agents also know of future events – but what they choose to do with the knowledge is up to them.

Suffragette Movement: In early March, militant suffragettes took to the streets of London, smashing windows and causing thousands of pounds worth of damage. 120 women were arrested in a demonstration which was sparked by the government giving in to the miner’s demands for a minimum wage.

Aboard the *Titanic*, anyone with a bad thing to say about the suffragette movement incurs Beatrice Johns’ fearsome wrath (see p. 41). The movement is dedicated to changing the subordinate role of women in society. Since 1903, the Women’s Social and Political Union has been at the forefront of the movement.

In 1918, after the war, the vote was granted to women over the age of 30. In 1928, all restrictions were removed, making men and women politically equal.

The U.S. Presidency: Later in the year, Woodrow Wilson is elected President of the United States of America, beating Theodore Roosevelt and current incumbent President William Howard Taft. Although the election is not until November, it is an occasional topic of conversation for some of the Americans on board.

In June, the Republicans nominate President Taft over former President Roosevelt, who then forms his own Progressive party. Woodrow Wilson is nominated by the Democrats in July.

The South Pole: In December, 1911, an expedition led by Norwegian Roald Amundsen reaches the South Pole, only a month before one headed by Brit Robert Falcon Scott. While nobody wishes ill of Amundsen, fervently patriotic passengers would have preferred to see a fellow Brit plant the flag.

Scott is eventually found dead in January, 1913, on his way home.

Air Travel: Although aero technology is in its infancy, Frenchman Henri Seimet has just become the first aviator to fly non-stop from London to Paris. The journey, undertaken in March, took Seimet three hours in his monoplane. Aboard the *Titanic*, only the visionary predict air travel as a threat to passenger liners, and there are few of those. Many see aeroplanes as a passing fancy.



Stewards

It sometimes seems as if there are as many stewards as there are passengers aboard the *Titanic*. In First Class, each steward serves about nine passengers, mothering faithfully.

There are always stewards on duty, no further than the push of a bell away. When on duty but not actually running an errand, they can be found in the stewards' rooms, marked with an "S" on the maps.

Typical Steward

ST 10, DX 11, IQ 11, HT 11

Basic Speed 5.5, Move 5.

Dodge 5.

No armor or encumbrance.

Advantage: Common Sense.

Disadvantages: Code of Honor (Steward's), Honesty, Sense of Duty (to passengers).

Skills: Area Knowledge (*Titanic*)-13, Diplomacy-13, Professional Skill: Steward-13, Savoir-Faire-11.

Language: English-11.

Steward's Code of Honor -10 points

Never do anything that would cause your employer harm. Be polite at all times, never offend your employer, his friends and allies, or people with whom you are not yet acquainted. Never disclose privileged information about past or present employers.

Professional Skill: Steward

(Mental/Average) Defaults to IQ-3

This is the skill of looking after the domestic concerns of a household or institution. It is knowing your employer's habits, quirks and foibles; it is seeing to other servants, ensuring that your employer is removed from domestic chores and that the household runs like clockwork. It is taught to butlers, maids, valets and stewards.

A roll against Steward might be required when laying a table according to a particular protocol, ensuring that your employer's peculiar needs are met, advising on the correct choice of clothes for any social engagement and ensuring that the household runs without requiring your employer's attention.

Aboard the *Titanic*, Stewards regularly assist in dressing their charges for dinner and must quickly learn to accommodate the habits of the rich and powerful.

the waves at 2:20 a.m. on Monday, April 15, 1912. The text assumes that Stopwatch proceeds with its mission undisturbed by Timepiece.

Entries in italics concern events that take place only without Stopwatch and Timepiece intervention.

11:40 p.m.

The sea is calm, the night as black as pitch. The *Titanic* steams onwards to New York. Then, a few hundred yards ahead, a shape appears, an iceberg as tall as the *Titanic* herself. The lookouts telephone a warning to the bridge, and slowly the great ship turns aside. The iceberg, perhaps 100 feet tall, gently grazes the starboard side of the *Titanic*. Chunks of ice fall to the starboard well deck.

To those in the smoking room, the impact is only a faint grinding motion. Some do not even stir, but a couple look up to see the cold white mass glide by. A few rush out onto the cold deck in time to see the iceberg vanish astern.

The impact comes as a resounding crash to those on the starboard side of the ship. The iceberg sweeps past, grinding against the hull, leaving a jagged gash 300 feet long below the waterline. Stokers in the forward boiler rooms are immediately aware of the damage as the cold Atlantic gushes in.

The motion is so unfamiliar that many people are not sure what has happened. The *Titanic* seems undamaged and as solid as ever; besides, she has a series of watertight doors to prevent flooding. There is nothing to worry about. Those on deck return indoors.

Captain Smith appears on the bridge moments after impact. He orders the *Titanic* to stop engines, and begins to ascertain the damage. He sends one of his officers to report on the damage. The officer returns shortly with good news: there is no damage evident.

The ice becomes a tourist attraction, and some passengers have souvenir fragments of ice to show. The atmosphere is one of calm puzzlement. There is vague talk of the iceberg, but no concern for the *Titanic's* safety. After all, she is unsinkable.



The passengers' and stewards' nonchalance may disorient the agents. They may not realize that the *Titanic* has suffered the fatal blow. Apart from the stopping of the engines and the earlier mild shudder, nothing unusual has happened since the near-miss with the iceberg.

The Stopwatch agents take no action, not even sure that the *Titanic* has actually taken damage. Baird is in the stewards' room on his deck. Morgan is in stateroom C91 with the monitoring equipment, ready to coordinate the team as necessary. Coolidge waits nervously in his stateroom, while Kennedy waits impatiently in hers.

11:50 p.m.

Steerage passengers are playing football with the ice that fell onto the starboard well deck. They are watched by a few envious first-class passengers. Nobody seems concerned that the ship might be in danger.

On the bridge, Captain Smith is still worried. He receives news that his ship is making water fast. He is joined by Bruce Ismay, Managing Director of the White Star Line. They send for the builder of the *Titanic*, Thomas Andrews, Managing Director of Harland & Wolff Shipyard.

12:00 a.m.

On the bridge, Andrews delivers the bad news to Captain Smith: the *Titanic* is sinking and nothing can be done to prevent it. The Captain sends his officers to uncover the lifeboats and muster the passengers.

In the first-class smoking room, things have returned to normal. The bridge game has been resumed and is dominating attention. Then one of the officers pokes his head in and warns them of impending doom. The players are surprised, but not for long.

Baird receives word that the liner is sinking and reports to the rest of his team. The final part of the mission has begun!

Morgan, Kennedy and Coolidge move to eliminate the Timepiece agents they have identified. They attack the agents out of sight, preferably ambushing them in the staterooms.

12:10 a.m.

Slowly the news is passed by word of mouth. There is no general alarm, no outcry . . . just the sight of stewards going from cabin to cabin, rousing the passengers. In First Class, the first indication that anything is wrong is the steward's soft knock on the door.

Captain Smith goes to the wireless room and orders the regulation distress call "CQD" to be sent.

Baird performs his stewardly duties, informing his passengers (C53 to C63) and, where necessary helping them into their lifebelts.

Kennedy goes to Captain Price's room (B14) and fires a neurotoxin-loaded stinger dart into him. She leaves him to die. As she leaves Price, Baird spots Levine – so Jennifer Bennet is alone. Kennedy runs to Bennet's stateroom (B24) and shoots her dead with a laser pistol. She hides the body under the bed, leaves and locks the door. Kennedy is also keeping an eye out for Timepiece activity, watching Kirkby Overblow's stateroom (B52) and Brian Webb's suite (B70/71/72) for signs of trouble.

Morgan and Coolidge patrol the Shelter Deck (C) and Saloon Deck (D) respectively, searching for signs of the Timepiece agents. Morgan is watching for activity around certain staterooms: Levine's (C103), Rea's (C133), Wallace's (C79) and Wilkins' (C115). Coolidge watches Staples' (D33) and Thompson's (D22).

The Captain's Inspection

Each day (except Sundays), White Star regulations require the Captain to inspect his ship. At 10:30 a.m. and in full dress uniform, Captain Smith begins his tour of inspection, accompanied by the chief engineer, purser, assistant purser, surgeon and chief steward. This impressive group proceeds through the public rooms of all classes – the saloons, hospitals, barber shops, bars, kitchens, engine rooms – everywhere recording, observing and inspecting.

The tour takes less than two hours; once over, the officers return to their main duties.

Listening In

Every Timepiece agent is fitted with an EAER (see p. TT55) which enables them to hear objects snapping backward and forward in time. Normally, there is little to listen to, since the range of the EAER is limited. The chance of two agents hearing each other in, say, Paris or Tokyo is somewhat remote.

On the *Titanic*, however, the agents are confined to an area 300 yards long by 35 wide. They are bound to be near Stopwatch agents some of the time, certainly near enough to hear the occasional dropped and discarded item snap back.

The GM can put this to good use. If the agents appear to be making no headway, or are steadily avoiding all the events and encounters, perhaps they suddenly start picking up interference on their EAERs. If they search the immediate vicinity, they might locate the source and find a Stopwatch agent.

Stopwatch Assault

If the Stopwatch agents have successfully identified the Timepiece agents, they will attempt a direct confrontation. As soon as Baird learns of the ship's impending doom he goes to the Timepiece stateroom and knocks on the door. Kennedy and Coolidge are nearby, Morgan is covering everyone. They are maintaining radio silence.

Baird has a notebook and his holdout laser (disguised as a pen) in his hand. As the first Timepiece agent (hopefully) opens the door, he announces the *Titanic's* imminent demise, and shoots the first agent, aiming for the vitals.

Stopwatch's attack scenario may vary. For example, if the PCs are all located in C97/98 their attack might be on two fronts. If the agents are all in public areas, Stopwatch will hold off.

As an alternative, Stopwatch may wait for the PCs to head toward their targets before dealing with them. Perhaps when the PCs go to assist their passengers the Stopwatch agents ambush them.

Other Parties

Stopwatch and Timepiece are not the only ones with business in other people's staterooms. Both Angus McAllister and Terrence Hopkins are wandering through first-class accommodation with more than escape on their minds.

The Opportunist

From 12:20 a.m. to 12:50 a.m., McAllister is wandering through the first-class accommodations, looting the staterooms. As such, he may come across either side going about their dirty business. McAllister is quite bold as he wanders through the ship, and doesn't mind who sees him. He claims that he is looking for "Kitty," although who (or what) that might be is anyone's guess.

McAllister might blunder in on the PCs at an unfortunate moment. If they have just shot someone he is outraged: he might be stealing belongings, but he certainly isn't harming anybody. Depending on the situation, he might just take a swing at the agent.

Alternatively, McAllister can be used to alert the PCs that one of the Stopwatch agents is in the vicinity. They might (with a successful Hearing roll) make out his broad accent as he encounters signs of a Stopwatch atrocity.



The Antiquarian

At 12:40 a.m., Hopkins has discovered that his valuable Chinese dagger is missing. He loads his wheellock and goes in search of the thief.

Hopkins is not thinking straight, and is never seen again. He might believe that the thief is absolutely anybody, including one of the PCs if one has taken too much interest in it.

Hopkins is a wild card. After 12:40 a.m., he is wandering the *Titanic* and may well encounter one of the agents as they go about their business. This is potentially dangerous given that the wheellock (see p. B208) is fully functional, and Hopkins is not a particularly good shot.

12:20 a.m.

Passengers begin to arrive on deck. Some are dressed in their nightclothes, but most have taken the time to put warm clothing on. There is little panic; nobody really appreciates that this is for real. Everyone wears lifebelts – the stewards insist that it is the Captain's orders.

The *Titanic* is now beginning to sag at the bows. People occasionally stumble, especially on stairs. In stressful situations (combat, for example), this is enough to give a -1 penalty to all DX rolls.

On deck, the wooden lifeboats are being cleared. The officers in charge of the lifeboats are armed with pistols, in case the passengers panic and get out of hand. The band starts to play ragtime.

Angus McAllister, opportune thief, realizes that in their haste, some of his fellow passengers have left their staterooms unlocked. He starts to loot them for choice items.

Baird finishes alerting his passengers, then goes into Lawley's stateroom (C65) and stabs him fatally. Finally, he returns to the control stateroom (C91) to change.

Kennedy goes to the Renards' stateroom (A5). There, the two of them are poised to leave. Kennedy shoots both of them with her laser before either have a chance to react. She leaves, locking the door and pocketing the key.

Coolidge goes to Ho's suite (C13/17/18) and struggles with Ho and Chu. He kills Ho but is surprised by Chu's fighting ability. Coolidge barely manages to win the fierce battle, suffering some broken ribs in the process. He locks the suite, goes to stateroom C91 and takes a painkiller.

12:30 a.m.

One of the officers on the port side calls for women to fill boat No. 6. He refuses to let men enter the boats. Few women are interested. After all, who wants to spend hours in a dark rowboat compared to the bright safety of the *Titanic*?

On the starboard side (odd-numbered lifeboats) men are luckier; the officer in charge is letting them aboard if there is room.

The first-class accommodation areas are now generally empty: most first-class passengers are on the Boat Deck or still in the lounge and smoking room.

On deck, Hopkins realizes that he has left his precious dagger in his stateroom. He leaves the Boat Deck and goes to get the antique. Unfortunately, just as he leaves the Boat Deck, McAllister is leaving his stateroom, dagger in pocket.

Baird is changing in stateroom C91. He is also applying his disguise.

Kennedy enters Douglas Yates' stateroom (A26) but discovers that he is not there and has not donned his life jacket. She goes on deck to find him.

On his way to the Boat Deck, Coolidge bumps into Penelope Staples. He steers her toward the lifeboats.

Morgan goes to the Boat Deck to find his passengers.

12:40 a.m.

Captain Smith calls into the radio shack to discover which ships are approaching. He discovers that several ships have answered, but the closest is the *Carpathia*, 58 miles away. The distress call is changed from CQD to SOS – the *Titanic* is the first ship to use the new SOS call.

Brian Webb is helped into lifeboat No. 5, which is mostly empty. This is done by Webb's valet, Bullet, without intervention by Stopwatch.

Baird arrives on the Boat Deck, appearing to be one of the passengers. He starts searching for his targets.

Coolidge helps Penelope Staples into lifeboat No. 7.

Morgan finds Kirkby Overblow on deck.

The first boats are away. No. 7 (Staples) is first, followed by No. 5 (Webb).

Captain Price is aboard lifeboat No. 5, accompanying three of the young set.



12:50 a.m.

The first rocket is fired. It flashes high in the sky and explodes with a white fire. Life continues in the lounge and smoking room, and it is still possible to order a drink from a waiter or a steward.

Angus McAllister finally appears on deck, his voluminous pockets bulging with booty. Terrence Hopkins, meanwhile, discovering that his precious dagger is missing, loads his wheellock and goes in search of the thief. He is never seen again.

Coolidge returns below deck to discover that Beatrice Johns and her husband have left their stateroom (C51). Instead, Coolidge discovers that Dr. Chandler is still in his stateroom (D40). Upon opening the door, he discovers Chandler in beast form and wisely decides not to disturb him.

Morgan persuades Kirkby Overblow to leave the *Titanic*, as she is surely doomed. He assists Overblow into lifeboat No. 6.

Boats No. 6 (Overblow) and No. 10 are lowered.

Richard Levine helps Jennifer Bennet into lifeboat No. 10.

1:00 a.m.

Baird finds Charles Huntingdon and encourages him to get into lifeboat No. 9.

Kennedy finds Douglas Yates; he is watching the boats. He recognizes her, and she suggests that he accompany her to find a hot drink on this bitterly cold night. He agrees and walks her inside. There, away from witnesses, she kills him.

Disappearing Passengers

If the agents become impatient, they may take steps to eliminate the Stopwatch agents early. This goes directly against their orders, but they may do it anyway. Quite how much this affects the *Titanic* depends on the situation.

In a worst-case scenario, a fire breaks out in the heat of the battle, or a passenger believes that one of the agents has fallen overboard. Stewards and officers run to the scene, and the *Titanic* stops for several hours while damage is assessed or survivors searched for. The moment the *Titanic* begins to slow, all agents from both sides snap back to their respective futures. They have failed; the liner doesn't hit the iceberg, and they can no longer visit the wonderful underwater theme park in Florida.

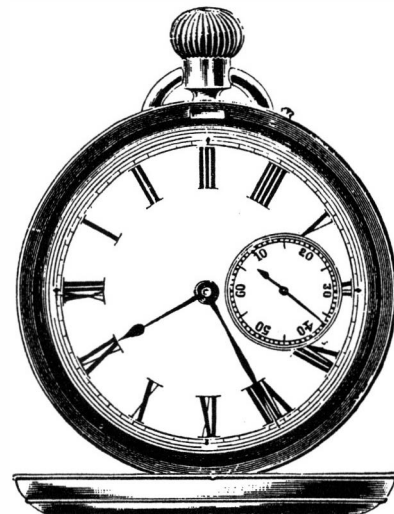
If the PCs eliminate the Stopwatch agents without arousing suspicion, the agents will not be missed for several hours. The *Titanic* is a big ship – people can be almost anywhere.

Once suspicion is aroused, an officer will begin an investigation. This will not have finished before disaster strikes, but such an investigation may cause the agents some discomfort, especially if other passengers have noticed agent interest.

If the PCs eliminate Stopwatch early in the voyage, the investigation is certain to take place within a few hours. The best time to eliminate Stopwatch (other than after impact) is on Sunday evening. Hopefully, they will not be missed until 11:40 p.m., and after that everyone has other matters on their minds.

If the PCs decide to eliminate passengers early, things will be handled differently. Passengers do not vanish into thin air – they leave corpses behind, solid evidence to any investigation.

Of course, the PCs cannot be *sure* that they have caught all the enemy agents. Those missed will be especially vigilant, and even more ruthless in their retaliation.



Rescue Ships

When the *Titanic* began broadcasting her distress signal at 12:10 a.m., several ships responded, including the German *Frankfort*, the Canadian *Virginian*, the Russian *Birma*, and even her sister ship, the *Olympic*. All were too far away to reach the stricken liner in time. Two ships, however, were closer.

The Carpathia

Captained by Arthur H. Roston, the Cunard liner *Carpathia* received the *Titanic*'s CQD at 12:25 a.m. With only 58 miles between the two, Roston immediately turned his ship and steamed at full speed toward the sinking White Star liner.

As his ship sped through the cold night, Roston organized his crew, preparing the ship's doctors and clearing the public rooms and officer's quarters for survivors.

At 4:00 a.m., the *Carpathia* picked up the first of the lifeboats. By 8:00 a.m., the last survivor had been taken aboard and the mind-numbing number of casualties established.

When daylight came, the true extent of the ice field could be seen: there were icebergs everywhere. And the *Carpathia* had steamed through the middle of it.

The Californian

Captained by Stanley Lord, the Leyland Liner *Californian* was a freighter with room for about 50 passengers. Lord had stopped the *Californian* for the night, prudently deciding to wait until the following morning before trying to weave through the ice field ahead.

Just after 11:00 p.m., officers on watch noticed a ship approach. At 11:40, it stopped about 10 miles away. The radio operator was off duty, and the officers did not feel it warranted waking him, so the mystery ship was never raised by radio. Nonetheless, this ship seemed to be performing strangely. At 12:50, the officers noticed a rocket flash into the sky. By 2:00 a.m., her lights were low on the horizon, and shortly thereafter vanished altogether. She had steamed over the horizon, or so the officers assumed.

In the morning, the radio operator started his Morse set to discover that the *Titanic* had struck an iceberg and sunk overnight. The *Californian* eventually arrived on the scene at 7:30 a.m., too late to do anything.

Coolidge uses the tracers to find Jeremy Thompson on the Boat Deck, whom he then assists into lifeboat No. 3.

Morgan goes down to Brian Webb's suite (B70/71/72) but finds no sign of Webb or his valet. He gives up and returns to the Boat Deck in search of Colin Rea. He is able to pinpoint him immediately.

Boats No. 3 (Thompson), No. 9 (Huntingdon) and No. 14 are lowered.

Kirkby Overblow and Penelope Staples both leave in No. 9.

1:10 a.m.

Incredibly, some passengers are still unsure, choosing to stick with the obvious safety of the *Titanic* rather than risk their lives in the tiny lifeboats.

Baird finds Richard Levine and draws him towards the boats.

Kennedy has finished her primary mission and goes to help any of the others who appear to be having difficulties.

Coolidge discovers that John Wilkins is holed up in the lounge on A Deck and has no intention of moving. After five minutes, Coolidge decides to leave him alone and goes in search of Beatrice Johns.

Morgan helps Colin Rea into boat No. 11. Morgan is now free to assist the others.

Boats No. 8 and No. 11 (McAllister, Rea) are lowered.

Douglas Yates leaves in lifeboat No. 11.

1:20 a.m.

The ship is now significantly down at the bow – ordinary DX rolls are at -1 (in combat, -2).

Baird encourages Richard Levine into lifeboat No. 13. He then bumps almost immediately into Stephen Wallace. *Levine escapes in No. 13 anyway, even without Baird's encouragement.*

John Wilkins has given Coolidge an idea, and he lures the Johns couple inside with the promise of a hot drink in the lounge. Once out of sight, he kills them both and hides their bodies.

Boats No. 1, No. 13 (Levine), and No. 15 are lowered. For a moment it seems as if No. 15 is going to be lowered directly on top of boat No. 13. Then its descent is arrested long enough for No. 13 to get out of the way.

As soon as No. 1 has gone, the crew begins to prepare collapsible C in No. 1's davits.

The Renards escape in lifeboat No. 13.

1:30 a.m.

John Wilkins still refuses to be swayed by argument, and stays resolutely in the lounge, drinking. Nothing will move him, so Coolidge gives up.

Boats No. 12 and No. 16 are lowered. Both are full.

1:40 a.m.

The last of the rockets is fired.

Baird helps Stephen Wallace into collapsible C.

Collapsible C (Wallace) is lowered from No. 1 davits, the last of the starboard boats. Boat No. 2 is lowered and the crew starts readying collapsible D.

The crowd is getting nasty as it is evident that there are not enough lifeboats for all.

1:50 a.m.

Boat No. 4 has been giving trouble all night and is finally lowered.

2:00 a.m.

Passengers board the last boat, collapsible D from No. 2's davits. There are 47 spaces for 1,500 passengers. The crew forms a ring around the lifeboat, allowing only women through. Collapsible D is lowered.

Captain Smith releases the crew; it is every man for himself.

2:10 a.m.

A curious calm comes over those left aboard the *Titanic* now that there are no lifeboats left. Most have moved aft, as the bows dip towards the water.

The last wireless distress calls are sent as the power fails. The crew struggles with collapsibles A and B, stowed awkwardly above of the officer's quarters.

Passengers and crew start leaping into the water, trying to swim to the lifeboats.

2:20 a.m.

The *Titanic* tilts forward, her aft end slowly rising. The forward funnel collapses, crushing dozens of swimmers under tons of steel and washing collapsible B and the crew into the water.

There is a terrible noise as the aft section rises up, almost perpendicular. Then the noise suddenly stops as the forward section breaks away. The stern of the dying ship settles horizontally before finally slipping below the waves.

The mission is over.

Running the Adventure

Titanic! is not like most adventures. Rather than a linear plot leading to a grand climax, it presents a different situation. The characters are stuck aboard a ship they know is going to sink. Worse, they can do nothing but bide their time until it is mortally wounded, and then the fun begins. The climax depends entirely on the players: if they want a dramatic gun battle with Stopwatch, give it to them.

The agents do not have an easy task. Stopwatch is organized against them, and they face difficulties in dealing with their enemies *and* those they wish to save.

The Early Voyage

The first few days of the voyage give the agents an opportunity to explore the ship, get used to the routine and identify those passengers of interest. It is also time for the agents to prepare for the inevitable confrontation with Stopwatch.

A number of events occur during the voyage, some critical, some not. Almost all can be rescheduled if the agents should miss any. Alternatively, they may hear of them second-hand.

Spotting Stopwatch

Inventive players might try any number of methods of spotting the Stopwatch agents. Timepiece keeps a record of known Stopwatch agents, but it is hopelessly incomplete. The Timepiece agents can take a copy to the *Titanic* and review it periodically, hoping to spot one of the enemy agents. However, this only gives a +2 modifier to the roll to identify the agents on p. 15 and doesn't help at all to penetrate their disguises.

One way a Stopwatch presence can be detected is to monitor communications. Apart from the *Titanic's* Morse set, the only other radio communications will be those used by the two teams. Unfortunately, the ship's metal structure causes some interference, and Stopwatch only rarely uses its communicators. Even then, their random settings and brief transmissions may fool the PCs. It is unlikely that the PCs will be able to determine the location of any of the Stopwatch agents from their transmissions.



Witnesses

Neither Stopwatch nor Timepiece want stories about gun battles in the lower decks to circulate. Stopwatch is not keen on killing witnesses, and Baird and Kennedy have stingers which they use in preference. Coolidge has a stunner.

However, they plan to deal with their targets in their staterooms, away from prying eyes. The potential problem comes from Timepiece. Stopwatch expects an attack from anywhere and at anytime.

After about 12:30 a.m., most passengers in First Class have already made their way to the Boat Deck and the lifeboats. The agents have the run of the ship, if they want it.

Any form of disturbance will eventually be investigated by one of the officers 3d minutes later. By then Stopwatch has (hopefully) hidden the bodies. Stopwatch is avoiding the use of slug-throwers, thus reducing the chance of incriminating blood-stains.

Fortunately for both sides, bizarre stories of secret agents shooting each other with magical beams of light are likely to be treated with little respect by the press, official inquiries or anyone else. They do, however, set up temporal eddies with unpredictable effects. For each witness, roll 3d. On a roll of 3, reduce the number required for Dropout by one. On a roll of 4, reduce the number required for Divergence by one. On a roll of 17, increase the roll required for Divergence by one. If an 18 is rolled, increase the number for Dropout by one. There is no effect on any other result.

This roll should also be made if agents (from either side) are witnessed when clocking back.

Crossover Adventures

GURPS Time Travel: The adventurers might arrive on the *Titanic* through one of the campaigns in this book. The party lost in time in *In the Cube* might suddenly discover themselves aboard the *Titanic* instead of the cruise ship *Berengaria* (see p. TT67). The party is in real danger if the TRU team cannot make contact soon enough. In *The Order of the Hourglass*, the PCs might want to make their way to the *Titanic* for research, or just to have a good time aboard the most luxurious liner ever constructed.

GURPS Space: *Titanic!* can be set aboard a luxurious space liner that, mid-way through one voyage, strikes an asteroid. This asteroid rips away most of the escape capsules, with the result that there is not enough space for everybody, and the ship is due to go critical in less than three hours!

GURPS Horror: The PCs are were wolf hunters, tracking Chandler across England before the doctor boards the *Titanic*. They do not know where the werewolf has hidden himself, nor that the mighty liner is poised to sink. (It may be necessary to change the name of the ship to the *Olympic*; otherwise, the players will be expecting the worst.) Once aboard, the PCs must stalk the fearful beast. Forewarned, they will be prepared with silver bullets and wolfsbane. However, perhaps Chandler has friends.

Alternatively, the iceberg might be controlled by the minions of the Lord Beneath the Ice. But for what reason? Why does the Lord Beneath the Ice want the *Titanic* sunk? Is it part of some grand plan or just the irritable actions of Things Man Was Not Meant To Know? Perhaps Hopkins' Chinese dagger is anathema to Things . . .

GURPS Riverworld: *Titanic!* might be the prelude to a campaign on the Riverworld. The adventure is run with unsuspecting players taking the roles of passengers or crew aboard the *Titanic*, unaware that she is due to sink. Tragically, the PCs never make it to the lifeboats, and as the icy waters of the Atlantic claim their lives, they suddenly find themselves alive and in a strange land.



Titanic!

If the PCs spot any of their enemies, they should avoid a direct confrontation. That goes directly against their orders anyway, and might be detrimental to the mission. Wiser agents will watch and learn instead, hoping to identify further agents. (This is also Stopwatch's policy should they identify Timepiece.)

Stopwatch agents who think they've been spotted will avoid contact with their fellow agents. This will be difficult for Morgan and Coolidge, berthed in the same stateroom, but applies to Baird and Kennedy. They will spend much of the remaining time aboard hidden in their cabin. With a False Dropout, the PCs may be fooled into believing them to have returned to the Hive.

Reverse Reinforcements

At some point Stopwatch may have an unassailable lead. The only recourse is for control to send reinforcements (providing, of course, that the agents can send a message back to the future to ask for them). However, any reinforcements have to be sent further back in time and must hang around in 1911 avoiding confrontation. Then they must board the *Titanic* and turn up at the appropriate time. The only way for the reinforcements to hide themselves for the duration of the voyage is for them to be traveling Second Class.

This method of reverse reinforcements does not always work. The reinforcements only appear on a roll of 14 or less, with a -1 modifier for each three months the reinforcements have to spend waiting around in the past. So, for example, if the reinforcements go back to August 1911 window then there is a -3 modifier to the roll. If they appear in the window before that, the modifier is -6. Which windows are available to the reinforcements is up to the GM.

If the roll fails then the reinforcements have been distracted, intercepted or are otherwise unable to appear.

Other Help

If the players are struggling, the agents can receive helpful clues in the form of telegrams from Amanda Shaw in London. It is possible that she has discovered that one of the Stopwatch agents is working as a steward, that there are only four enemy agents, or some other useful bit of information.

The Worksheet

The scenario worksheet (p. 34) lists everybody important to the scenario and where they can be found during the adventure. This is only a general approximation. If Penelope Staples spends the evening in the Cafe Parisien, she may occasionally break for a walk on deck or wander down to her stateroom. At any particular time, a passenger is present in the indicated area on a roll of 14 or less.

The worksheet does not include the Stopwatch agents. They might be anywhere the GM thinks appropriate. It does indicate when the Stopwatch agents eliminate their passengers and the lifeboats that the passengers board. The worksheet includes the point value for each passenger for calculation of the Divergence Effect and Dropout.

The Divergence Effect

The agents' fortunes may swing wildly during the duration of the mission. Some of the passengers have a greater effect on the future than others, and this is noted on the worksheet. The GM must keep a running score as these passengers are eliminated or saved.

So, for example, if Stopwatch saves Charles Huntingdon he counts for two points against Timepiece (he is pro-Stopwatch). As he did not originally survive, he scores no points even if the Timepiece agents go to his stateroom and assassinate him.

If other passengers are caught in the crossfire, roll 3d. On a roll of 3 or 4 he (or she) is an unidentified Timepiece passenger and worth +1 point. On a roll of 17-18 he is a Stopwatch passenger and worth -1 point. Otherwise he is not worth anything to either side. This also applies if any member of the crew is killed.

The point value takes effect when a passenger is killed or is lowered in a lifeboat. If it reaches -3, then the Divergence Effect occurs in Stopwatch's favor. Equally, +3 is to Timepiece's favor. If the total ever reaches +/-8, then Dropout occurs and the losing team is sent back to the future, leaving the victors to finish their mission in peace and secure history.



Final Outcome

There are three broad outcomes to the mission. Total success results in the agents scoring +8 at any one time. Stopwatch is sent back and the PCs are left to mop up.

The first the agents are likely to realize that they have totally failed is when they abruptly snap back to Timepiece. This occurs when Stopwatch accumulates a -8 total.

The third outcome is somewhere in the middle, with neither side able to completely succeed in the mission. This ends when the *Titanic* finally sinks beneath the waves. As they tread icy water they should return to their own time. There is nothing more to do.

The final amount by which the probabilities change is dependent on the final score. If the score is positive, roll 1d and add half the final score to the Timepiece percentage probability. Roll 1d, add half the final score and subtract the total from the Stopwatch probability. The reverse is true if Stopwatch win.

If, by chance, the final score is exactly zero, then the agents have made no change to history at all.

If the *Titanic* does not sink, it has a radical effect on history. All agents snap back to their respective futures as soon as it becomes apparent that the *Titanic* is not going to hit the iceberg. Subtract 1d% from each probability. A blackout covering March to May, 1912, appears and shows no sign of disappearing.

Character Points

Each character should be awarded 1 point for completing the mission. Award another point if the result was a draw, or 2 points if it was successful. The Team Leader receives 1 point for effective leadership but loses 1 for poor management.

Other Adventures

The *Titanic* is fertile ground for adventures to set on or around her. For instance:

The More, the Merrier: The Chinese dagger Terrence Hopkins has acquired is the target of time thieves from another continuum. Would they join the Stopwatch team, the Timepiece agents, or make trouble for both sides?

Following Up: Stopwatch may decide to eliminate surviving pro-Timepiece passengers. The agents may be called to act as bodyguards for any of the passengers that survive. This might happen at any time after the mission and could involve journeys back to any point during the years following the tragedy.

Parallel Missions: Prior to (and during) the mission, both Stopwatch and Timepiece ran extensive intelligence operations, trying to determine likely candidates and looking for passengers to persuade not to travel. The PCs might initially be assigned one of these (especially if they are relatively inexperienced) and forced to undertake the whole mission when a glitch back at Control means that the "proper" team never arrives.

Reference Material

Most of the information about the *Titanic* has been taken from the following excellent sources. All errors and omissions are my own.

Titanic: Triumph and Tragedy by John P. Eaton and Charles A. Haas is an excellent reference book packed with photographs and plans, covering the liner's story from construction through disaster and to her eventual discovery at the bottom of the Atlantic in 1985.

A Night to Remember by Walter Lord is an evocative recreation of the *Titanic*'s final hours, reconstructed by the author from interviews with the survivors. Essential for capturing the atmosphere aboard the *Titanic* on that cold April night.

After the discovery of the wreckage in 1985, Walter Lord wrote *The Night Lives On*, a sequel to *A Night to Remember*. *The Night Lives On* is a collection of anecdotes and evidence on a range of subjects from the size of the gash to what the band was playing as the ship went down.

A Night to Remember, directed by Roy Baker. Based on the book by Walter Lord, this black and white film should be required viewing for every time agent.

Titanic! Worksheet

Note: This worksheet shows events if Timepiece does not interfere.

		Wednesday 10 April		Thursday 11 April			Friday 12 April			Saturday 13 April			Sunday 14 April		
Character	State-room	pm	eve	am	pm	eve	am	pm	eve	am	pm	eve	am	pm	eve
Jennifer Bennett	B24	pr	cp	pr	lo	cp	pr	cp	cp	lo	pr	re	ch	pr	re
Dr. Harold Chandler	D40	st	st	st	st	st	pr	st	st	st	st	st	st	pr	st
Joe Gibb	D65	pr	sm	pr	sm	re	lo	sm	pr	cp	lo	re	pr	lo	sm
Mister Ho	C13	st	st	st	st	st	st	st	st	st	st	st	st	st	st
Terrence Hopkins	C99	lo	sm	st	rw	sm	st	st	st	pr	st	st	st	lo	st
Charles Huntingdon	A11	pr	sm	st	lo	co	sm	lo	sm	sm	st	sm	pr	sm	sm
Beatrice Johns	C51	pr	st	pr	pr	lo	pr	rw	co	lo	pr	co	ch	pr	lo
Gary Lawley	C65	pr	sw	gy	st	re	gy	sq	sm	pr	sq	re	ch	sw	sm
Richard Levine	C103	pr	lo	gy	lo	sm	gy	lo	cp	lo	pr	re	ch	pr	re
Angus McCallister	B22	-	-	-	pr	lo	pr	sm	lo	lo	pr	re	ch	lo	sm
Arthur Osbourne	B42	lo	sm	st	pr	re	lo	re	sm	sm	lo	lo	ch	pr	sm
Kirkby Overblow	B52	-	st	pr	sm	sm	st	sm	co	lo	lo	sm	ch	sm	sm
Cpt. James Price	B17	pr	cp	gy	sm	st	gy	lo	sm	gy	st	st	gy	cp	st
Colin Rea	C133	-	lo	st	cp	pr	lo	cp	cp	pr	cp	cp	ch	rw	rw
David Renard	A5	pr	lo	pr	lo	co	st	pr	sm	st	pr	re	ch	lo	co
Penelope Staples	D33	cp	lo	st	cp	cp	st	re	cp	pr	cp	cp	ch	cp	cp
Jeremy Thompson	D22	pr	rw	rw	rw	st	lo	rw	rw	pr	st	rw	rw	rw	st
Stephen Wallace	C79	st	co	rw	st	st	st	rw	lo	rw	st	re	ch	rw	st
Brian Webb	B70	cp	sm	st	lo	sm	st	cp	re	st	sm	sm	st	cp	re
John Wilkins	C115	-	lo	lo	rw	lo	lo	pr	co	pr	sm	re	ch	lo	lo
Douglas Yates	A26	pr	st	gy	sw	cp	gy	cp	cp	sq	pr	cp	pr	sw	cp

Disaster!

		Eleven		Midnight						One o'clock						Two o'clock			Survive?	
Character	State-room	40	50	00	10	20	30	40	50	00	10	20	30	40	50	00	10	20	Yes	No
Jennifer Bennett	B24	st	st	st	K	st	tr	pr	#10										0	-2
Dr. Harold Chandler	D40	st	st	st	st	st	st	st	st	st	st	st	st	st	st	st	st	st	*	0
Joe Gibb	D65	tr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	0	0
Mister Ho	C13	st	st	st	st	C	st	st	st	st	st	st	st	st	st	st	st	st	+1	0
Terrence Hopkins	C99	st	st	st	st	tr	pr	tr	st	st	st	st	st	st	st	st	st	st	0	0
Charles Huntingdon	A11	sm	sm	pr	pr	pr	pr	pr	pr	#9									-2	0
Beatrice Johns	C51	st	st	st	st	tr	pr	pr	pr	pr	pr	C	pr	pr	pr	pr	pr	pr	+2	0
Gary Lawley	C65	st	st	st	st	B	tr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	+1	0
Richard Levine	C103	st	st	pr	tr	st	tr	pr	pr	pr	pr	#13							0	+2
Angus McCallister	B22	st	st	st	st	tr	tr	tr	pr	pr	#11								0	0
Arthur Osbourne	B42	st	st	st	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	pr	+1	0
Kirkby Overblow	B52	st	st	st	st	tr	pr	pr	#6										0	+1
Cpt. James Price	B17	st	st	st	K	pr	pr	#5											0	-2
Colin Rea	C133	st	st	st	st	tr	pr	pr	pr	pr	#11	pr	pr	pr	pr	pr	pr	pr	-1	0
David Renard	A5	st	st	st	st	K	pr	pr	pr	pr	pr	#13							0	-2
Penelope Staples	D33	st	tr	pr	pr	pr	pr	#7											0	+1
Jeremy Thompson	D22	st	tr	pr	pr	pr	pr	pr	pr	#3	pr	pr	pr	pr	pr	pr	pr	pr	-1	0
Stephen Wallace	C79	st	st	st	st	tr	pr	pr	pr	pr	pr	pr	#C						-2	0
Brian Webb	B70	sm	sm	sm	sm	sm	pr	#5											0	+1
John Wilkins	C115	st	tr	pr	pr	lo	lo	lo	lo	lo	lo	lo	lo	lo	lo	lo	lo	lo	0	0
Douglas Yates	A26	st	tr	pr	pr	pr	pr	pr	pr	K	#11								0	-1

Legend:

ch = church service
co = concert
cp = Cafe Parisien
gy = gymnasium
lo = lounge
re = restaurant
pr = promenade
sm = smoking room

rw = reading and writing room
sq = squash courts
st = stateroom
sw = swimming pool
tr = in transit
= escapes on lifeboat number
* = see p. 14

Capital letter indicates encounter with Stopwatch agent:

B = Baird
C = Coolidge
K = Kennedy
M = Morgan

Divergence occurs if score is equal to or greater than
+/- 3, Drop out on +/- 8

Passengers and Agents

This section lists the character stats and descriptions for the Stopwatch agents and important passengers aboard the *Titanic*.

Each passenger's description lists his usual activities while at sea (before the accident) and during the disaster.

Stopwatch Agents

The Stopwatch team is detailed below. Like all Stopwatch agents they have the -20 point Duty to Stopwatch, similar to the Duty to Timepiece disadvantage that their enemies have.

All Stopwatch agents are trained in a special, subtle form of sign language. They can communicate simply by scratching in a particular way, shrugging nonchalantly, tapping their feet and so on. Entire conversations can pass under the noses of observers.

The Stopwatch agents (except for Baird) each have their own stateroom, along with C91 which they are using to store some of their equipment.

David Baird

Age 35, 6', 170 lbs., dark brown hair and green eyes.
ST: 11 (10 points) **IQ:** 12 (20 points) **Speed:** 6.5
DX: 13 (30 points) **HT:** 13 (30 points) **Move:** 6
Damage: *Thrust* 1d-1; *Swing* 1d+1; *Monowire Knife* 2d-2
Dodge: 6 **Parry:** 8

Advantages

Alertness +1 (5 points)
Common Sense (10 points)
Toughness (+2 DR; 25 points)

Disadvantage

Duty (to Stopwatch; -20 points)

Quirks

Polite (-1 point)
Quiet and unassuming (-1 point)

Skills

Area Knowledge (*Titanic*)-13 (2 points), Acting-15 (8 points), Administration-12 (2 points), Beam Weapons (Laser)/TL9-14 (2 points), Diplomacy-14 (8 points), Disguise-12 (2 points), Guns (Stinger)/TL9-15 (4 points), Intelligence Analysis-13 (6 points), Knife-15 (4 points), Professional Skill: Steward-15 (8 points), Savoir-Faire-13 (2 points), Shadowing-12 (2 points).

Languages

English-12 (native tongue), Sign Language-14 (6 points).

Equipment

Implant communicator, holdout laser (disguised as pen), stinger (disguised as White Star manual), bugged ashtrays, tracers and disguise kit. Baird also has a knife edged with monowire (see *GURPS Ultra-Tech*, p. 53) giving it +1d damage, costing \$500.

Story

Baird is an experienced Stopwatch local agent. He has been working on a number of White Star liners and has earned the position of steward aboard the *Titanic*. Without this experience, he could never fake the part of a steward convincingly. This is his last voyage; after this, he returns to the Hive and a promotion.

As part of his duties, he looks after staterooms C53/58, C62

and C63. Baird is bunked with other stewards on the Upper Deck (E).

Baird has a spare set of clothes in stateroom C91. By applying a simple disguise and changing, he can appear to be a passenger.

Baird must kill Gary Lawley, and is responsible for saving Richard Levine, Kirkby Overblow and Stephen Wallace.

At Sea

As a steward and part of the crew, Baird works hard. As well as duties to his passengers he also does other jobs and can be seen checking plumbing, and the like. In this capacity he is able to plant his bugs and generally observe. The lifebelts are stowed in the staterooms during the voyage, and he is able to plant tracers on them.

During the first couple of days, Baird plants the bugs and the tracers. He also places the radscanners in the stores on Boat Deck. As he goes about his duties he watches for signs of Timepiece activity. If someone is acting suspiciously, he plants an ashtray bug in his stateroom.

David Coolidge

Stateroom D39

Age 24, 5' 11", 150 lbs., fair hair, gray eyes.
ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 5.5
DX: 11 (10 points) **HT:** 11 (10 points) **Move:** 5
Damage: *Thrust* 1d; *Swing* 2d-1
Dodge: 5 **Parry:** 8 (Brawling)

Advantages

Absolute Direction (5 points)
Alertness +2 (10 points)
Attractive Appearance (5 points)
Status 1 (5 points)

Disadvantage

Duty (to Stopwatch; -20 points)

Quirks

Careless (-1 point)
Enjoys tobacco from 22nd century (-1 point)

Skills

Acting-12 (2 points), Area Knowledge (America 1912)-15 (8 points), Beam Weapons (Laser)/TL9-13 (2 points), Beam Weapons (Stunner)/TL9-13 (2 points), Brawling-11 (1 points), Disguise-12 (2 points), First Aid/TL9-12 (1 point), History-12 (4 points), Savoir-Faire-12 (1 point), Sex Appeal-11 (2 points).

Languages

English-11, Sign Language-10 (1 points).

Equipment

Implant communicator, stunner (disguised as cigarette holder), and a holdout laser (disguised as pen).

Story

Coolidge is a quiet man with an air of confidence. However, this is his first mission and he is careless. He and Morgan are pretending to be in the machine oil business, about which he knows nothing.

Coolidge is responsible for the safety of Dr. Harold Chandler, Penelope Staples, Jeremy Thompson and John Wilkins. He must kill Beatrice Johns and Mister Ho.

At Sea

Coolidge is disgusted at the *Titanic's* flagrant display of opulence and wealth. He has nothing but contempt for it, and occasionally lets his guard down about his feelings.

During the first couple of days, Coolidge identifies his targets and prepares for action. He finds it hard to relax, and often goes to walk the promenade to calm himself.

On Friday, April 12, he finds himself talking to Penelope Staples, one of the passengers he must save. To his surprise, he finds himself fascinated by her, and she seems willing to talk to him.



Kathy Kennedy

Stateroom A18

Age 28, 5' 9", 135 lbs., dark brown hair and hazel eyes.

ST: 10 (0 points) **IQ:** 13 (30 points) **Speed:** 6
DX: 12 (20 points) **HT:** 12 (20 points) **Move:** 6
Damage: *Thrust* 1d-2; *Swing* 1d
Dodge: 6 **Parry:** 7 (Knife)

Advantages

Alertness +3 (15 points)
Attractive Appearance (5 points)
Combat Reflexes (15 points)
Intuition (15 points)

Disadvantages

Bloodlust (-10 points)
Duty (to Stopwatch; -20 points)
Fanaticism (Stopwatch; -15 points)

Quirks

Ambitious (-1 point)
Does not drink alcohol (-1 point)
Enjoys vampire stories (-1 point)
Loves hunting Timepiece agents (-1 point)

Skills

Acting-15 (6 points), Administration-12 (1 points), Area Knowledge (America/England, 1912)-14 (2 points), Beam Weapons (Laser)/TL9-14 (4 points), Dancing-14 (8 points), Diplomacy-12 (2 points), Disguise-14 (4 points), Driving (Car)-12 (2 points), Electronics Operation (Medical)/TL9-13 (2 points), First Aid/TL9-14 (2 points), Guns (Pistol)/TL6-14 (4 points), Guns (Stinger)/TL9-14 (4 points), Knife-14 (4 points), Physician/TL9-13 (4 points), Poisons-12 (2 points), Savoir-Faire-13 (1 point), Sex Appeal-13 (2 points), Shadowing-13 (2 points), Swimming-12 (1 point), Writing-13 (2 points).

Languages

English-13, French-14 (4 points), Sign Language-12 (1 points).

Equipment

Implant communicator, stinger (disguised as Bram Stoker's *Dracula*), holdout laser (disguised as fountain pen), laser pistol (disguised as hardback book), doctor's bag (see sidebar, p. 18).

Story

Kennedy is ruthless and ambitious, a successful agent with her eye on a career in Stopwatch. She takes perverse delight in tracking Timepiece Agents and brutally slaying them (hopefully so that they cannot be revived, and damn the Observer Effect).

Kennedy is playing the part of a bright and bubbly woman visiting family in New York. Her targets are Jennifer Bennet, Captain James Price, David Renard, Douglas Yates. Once she has dealt with those, she is to assist the other agents.

At Sea

By Thursday morning, Kennedy has identified all of her targets. She realizes that Price could be difficult, and decides to get closer to him. She spends much of her remaining time with him.

On Saturday night, she goes to the seance, having discovered and enjoyed Angus McAllister's company and stories.

She is constantly on the lookout for Timepiece agents.

Jack Morgan

Stateroom D39

Age 42, 6' 5", 140 lbs., blue eyes with gray hair, balding.
ST: 11 (10 points) **IQ:** 13 (30 points) **Speed:** 8
DX: 12 (20 points) **HT:** 12 (20 points) **Move:** 6
Damage: *Thrust* 1d-1; *Swing* 1d+1; *Monowire Knife* 2d-2
Dodge: 6 **Parry:** 8

Advantages

Alertness +3 (15 points)
Danger Sense (15 points)
Immunity to Disease (10 points)

Disadvantages

Duty (to Stopwatch (-20 points)
No Sense of Humor (-10 points)

Quirks

- Doesn't like sport (-1 point)
- Enjoys fine wine (-1 point)
- Overly cautious (-1 point)

Skills

Acting-14 (4 points), Administration-15 (6 points), Area Knowledge (London, 1912)-13 (1 point), Beam Weapons (Laser)/TL9-14 (4 points), Computer Operation/TL9-14 (2 points), Diplomacy-13 (4 points), Disguise-13 (2 points), Driving (Car)-13 (4 points), Electronics Operation (Sensors)/TL9-13 (2 points), First Aid/TL9-13 (1 point), Guns (Pistol)/TL6-12 (1 point), Guns (Stinger)/TL9-13 (2 points), History-13 (4 points), Interrogation-13 (2 points), Savoir-Faire-14 (2 points), Shadowing-13 (2 points), Tactics-15 (8 points), Writing-14 (4 points).

Languages

English-13 (native tongue), Sign Language-14 (4 points).

Equipment

Implant communicator, holdout laser (disguised as fountain pen), laser pistol (disguised as hardback book), personal computer disguised as journal (weight 1 lb., \$500; see *GURPS Ultra-Tech*, p. 7, for more information).

Story

Morgan is the leader of the Stopwatch team. He is a stern, serious character without a sense of humor, and is in charge of the radscanners and computer hookup. He is responsible for leading

three passengers to safety: Kirkby Overblow, Colin Rea and Brian Webb. Morgan also acts as mission coordinator, directing the team to their targets where necessary.

The computer system, linked to the scanners is set up in the spare stateroom, C91. This is fitted with an electronic lock and will only open for the team. The radscanners themselves are located in each of the agents' staterooms, and two hidden on the Boat Deck. Morgan is also responsible for the False Dropouts. If the team decides to use any of them, he will organize it.

Morgan also has his own personal computer. The processor itself is disguised as a leather-bound journal. Morgan has a remote for it, which looks like a pocket watch and comes complete with screen enabling him to stay in touch with the scanners no matter where he is.

At Sea

Morgan spends much of his time exploring the *Titanic*, working out good routes to the lifeboats and searching for potential problems. During the voyage, he tests the radscanners' effectiveness. Unfortunately they do not work as well as hoped within the decks of the *Titanic*, but they work just fine above deck. Fortunately, this is when the problems are most likely to occur – searching for the passengers amid the hordes waiting to board the lifeboats.

Apart from the occasional testing, the radscanners' link with the computer is not activated until the *Titanic* hits the iceberg. The tracers are, of course, emitting their signal continuously.

Morgan shares a stateroom with Coolidge; together they pretend to be in the machine oil business.

Passengers

Below are statistics and details of the passengers of importance, in alphabetical order. The agents are aware only of their targets' identities, not the reasons they become important.

Maids and valets are detailed with their employers. Their movements are generally not given but they can most often be found in their employers' suites, or in the maids' and valets' saloon on the Shelter Deck (C).

Jennifer Bennet, Budding Journalist

Stateroom B24

Age 24, 5' 7", 135 lbs., blonde hair, sparkling blue eyes.
ST: 9 (-10 points) **IQ:** 12 (20 points) **Speed:** 5.75
DX: 12 (20 points) **HT:** 11 (10 points) **Move:** 5
Damage: Thrust 1d-2; Swing 1d-1
Dodge: 5

Advantages

Beautiful Appearance (15 points)
Charisma +2 (10 points)
Danger Sense (15 points)
Status 3 (15 points)
Wealth (Very Wealthy; (30 points)

Disadvantages

Gullibility (-10 points)
Impulsiveness (-10 points)

Quirks

Falls in love easily (-1 point)
Favors red (-1 point)

Skills

Area Knowledge (London)-12 (1 point), Carousing-11 (2 points), Diplomacy-11 (2 points), Literature-12 (4 points), Riding (horse)-13 (4 points), Savoir-Faire-11 (½ point), Singing-11 (½ point), Writing-14 (6 points).

Languages

English-12, French-11 (1 point), Italian-11 (1 point).

Story

One of the "young set," Bennet is traveling to America to become a journalist. She has already written several essays for the women's movement. Bennet survived the *Titanic*, escaping in boat No. 10 at 12:50 a.m.

Stopwatch has assigned Kennedy to deal with her.

At Sea

Bennet spends much of her time in the Cafe Parisien with others of her age. On Friday, April 12, she is swept off her feet by suave Richard Levine. They can be found together, walking the promenade or chatting in the restaurant.

Disaster

At the time of impact, Levine is in Bennet's stateroom as she has invited him to stay the night. They feel the impact as a slight bump, and Levine goes to see what is going on. Bennet starts dressing – she can sense trouble. Unfortunately for her, Kennedy enters shortly afterwards and shoots her dead.

If Stopwatch is foiled then Levine returns to her stateroom with the news that the *Titanic* is sinking. They go up onto deck

and he puts her into lifeboat No. 10 at 12:50 a.m. before saving himself in boat No. 13.

Without Levine, Bennet has to be coaxed into the lifeboats. She will listen to any attractive young man that she reacts well to (a roll of 13+ (Good) on the Reaction Table). Alternatively, a successful Fast-Talk roll will work as well.

Doctor Harold Chandler, Respected Lycanthrope Stateroom D40

Age 40, 5' 8", 145 lbs., thinning gray hair.

ST: 9 (-10 points) IQ: 13 (30 points) Speed: 4.75

DX: 12 (20 points) HT: 10 (-10 points) Move: 4

Damage: Thrust 1d-2; Swing 1d-1

Dodge: 4

Advantage

Status +2 (10 points)

Disadvantages

Delusion (believes he can control his lycanthropy; -5 points)

Motion Sickness (-10 points; see p. 19)

Paranoia (-10 points)

Quirk

Likes to be called Doctor Chandler (-1 point)

Skills

Diagnosis/TL6-14 (6 points), Diplomacy-13 (4 points), Driving (Car)/TL6-12 (2 points), First Aid/TL6-14 (2 points), Physician/TL6-14 (6 points), Savoir-Faire-13 (1 point), Surgery/TL6-13 (8 points).

Story

Harold Chandler is a respected American doctor working in London. Chandler originally died on the *Titanic*, having prescribed himself sedatives to ease his seasickness.

Chandler has lycanthropy and is fleeing werewolf hunters in England. Once in New York, he expects to control his werewolf persona long enough to find a cure.

Chandler's werewolf form always occurs at a full moon, but is also brought on when the doctor is under extreme stress. With a failed IQ roll, Chandler transforms into the werewolf. His condition has made him paranoid, and he suspects everybody.

Both Stopwatch and Timepiece want Chandler alive, although this is a bad call on their parts. If Chandler survives, deduct 1% from each of the Timepiece and Stopwatch probabilities as Chandler's werewolf colony in New York grows.

Stopwatch has assigned Coolidge to handle Chandler.

At Sea

Chandler does not travel well and is chronically seasick. Painfully aware that aboard the *Titanic*, the change could occur without warning, he is desperate to avoid turning into beast form. Once in New York he will be able to hide in relative safety. Here, however, he has nowhere to hide.

Chandler spends most of his time in his stateroom. He occasionally strays out when feeling marginally better, but the *Titanic's* motion soon sends him back to bed. He is crustily ill-tempered on these few forays from his stateroom. He takes his meals in his stateroom, delivered by one of the stewards.

At night, Chandler prescribes himself a sleeping pill. This lets him sleep through the night but sometimes triggers his lycan-

thropy. He does not wake at these occasional transformations to beast form, and returns to human form after 3d minutes.

Characters inspecting Chandler's room during one of his brief periods on deck notice (with a Vision roll) what appear to be dog hairs littering the stateroom.

Disaster

On the evening of the 14th, Chandler takes his nightly sleeping pill, sending him into a deep and dreamless slumber. Without Stopwatch or Timepiece intervention, he sleeps right through the events of the night and drowns.

When the agents call on him he is fast asleep. By the side of his bed is a glass of water and a small bottle of pills. A Physician roll identifies them as sleeping pills and that Chandler will not wake for at least another eight hours.

If the agents rouse him, he quickly panics. He doesn't trust the PCs, nor their story that the *Titanic* is sinking. With the drug still coursing through his system, all IQ rolls to remain calm and human are at -3. If the agents carry him out without waking him, there is a chance that he awakens anyway. Roll against his HT, at a further -3 when brought onto the icy cold deck. If he turns into his werewolf form Chandler abandons all attempts to escape and frenziedly attacks anyone and everyone.

It is 12:50 a.m. before Coolidge looks in on Chandler. He intends to save him, but upon entering the stateroom he discovers Chandler fast asleep in wolf form. Rather than risk disturbing the beast, Coolidge leaves him to drown.

Chandler's Werewolf Form

It takes three seconds for Chandler to transform from respected American doctor to grotesque monster. The wolf-man form is almost 8 feet tall, weighs 200 lbs. and attacks the first thing it sees. Not for food, not for survival, but for fun.

Normal weapons do no damage to the werewolf. Silver weapons do normal damage. There is plenty of silverware aboard the *Titanic*, especially in the Dining Saloon. There the PCs can use the silver candlesticks as clubs.

ST 16, DX 13, IQ 7, HT 15.

Move/Dodge 9/9, PD/DR 1/3.

Damage: claws 1d+2 cut, bite 1d cut.

Reach: C, Size: 1.

See *GURPS Horror*, p. 61, for more details on werewolves.

Joe Gibb, Hack Journalist

Stateroom D65 (Second Class)

Age 30, 5' 8", 155 lbs., brown hair and moustache, green eyes.

ST: 9 (-10 points) IQ: 12 (20 points) Speed: 6

DX: 11 (10 points) HT: 13 (30 points) Move: 6

Damage: Thrust 1d-2; Swing 1d-1

Dodge: 6

Advantages

Charisma +2 (10 points)

Empathy (15 points)

Intuition (15 points)

Disadvantage

Stubbornness (-5 points)

Quirk

Goes to extreme lengths for a story (-1 point)





Skills

Diplomacy-12 (4 points), Fast Talk-14 (6 points), Writing-13 (4 points).

Story

Gibb is a freelance reporter with a nose for the news. He is covering the maiden voyage of the *Titanic* because he can sense a story. It is unfortunate that he did not make it off the *Titanic*, for he had the makings of the story of a lifetime.

Unable to afford First Class, Gibb is berthed in Second Class and sneaks his way into the first-class areas. He is careful to avoid those stewards who recognize him.

Gibb is on neither the Stopwatch nor the Timepiece list.

At Sea

Gibb is a menace aboard the *Titanic*, asking questions and probing for information. He is charming, suave and very hard to resist. Gibb's encounters with the agents are detailed on p. 19.

As he flits from passenger to passenger, he learns plenty about the ship and her passengers, and is a useful source of information. The PCs would do well not to alienate him.

Disaster

Gibb is reading in bed when the impact occurs. The moment he feels the shudder, he leaps out of bed, urgently trying to find out what's going on. He is one of the first on deck, but spurns the offer of lifeboat space for the drama on board.

Mr. Ho, Reclusive Businessman Suite C13/17/18

Age 72, 5' 7", 140 lbs., white hair, wizened oriental features, dark, impenetrable eyes.

ST: 8 (-20 points) IQ: 12 (20 points) Speed: 5.5
 DX: 10 (-10 points) HT: 9 (-10 points) Move: 5
 Damage: Thrust 1d-3; Swing 1d-2
 Dodge: 5

Advantages

Status 3 (15 points)
 Wealth (Filthy Rich; 50 points)

Disadvantage

Age (-66 points)

Quirks

Reclusive (-1 point)
 Does not trust people he does not know (-2 to Fast Talk rolls and Reaction Rolls; -1 point)

Skills

Administration-15 (8 points), Diplomacy-15 (10 points), Politics-14 (6 points), Savoir-Faire-14 (4 points).

Languages

Chinese-14, English-11 (1 point).

Story

Mr. Ho is a wealthy Chinese businessman. He has been identified by both Timepiece and Stopwatch as one of Timepiece's passengers. Stopwatch has assigned Coolidge to deal with him.

At Sea

Mr. Ho spends all his time in his stateroom, sending his servant Chu on errands. He is never seen anywhere else.

Disaster

Refusing to believe that the "unsinkable" liner is in any danger, Mr. Ho refuses to leave the comfort of his stateroom. At 12:20 a.m., Coolidge enters the suite and kills Ho. However, a fierce battle with Chu causes several broken ribs. Once Ho and Chu are dead, Coolidge goes in search of treatment.

If Coolidge does not kill Ho, the PCs find it difficult to persuade him to leave his stateroom. Only on a Reaction Roll of 16+ (Very Good) will Ho follow the agents to the boats. However, he refuses to be left alone in the lifeboat and requires both Chu and the agent to accompany him.

An attempt to Fast-Talk Mr. Ho will anger him, but he responds well to Diplomacy. An attempt at Savoir-Faire is at -3 unless the agents are familiar with Chinese society. Attempting to drag Ho into the lifeboats by force results in Chu attacking the agent to protect his master.

Chu, Mute Servant

Suite C13/17/18

Age 40, 5' 10", 150 lbs., black hair, dark, watchful eyes.
 ST: 13 (30 points) IQ: 9 (-10 points) Speed: 6.5
 DX: 14 (40 points) HT: 12 (20 points) Move: 6
 Damage: Thrust 1d; Swing 2d-1
 Dodge: 6 Parry: 10 (Karate)

Advantages

Alertness +2 (10 points)
 Combat Reflexes (15 points)
 Toughness +1 (10 points)

Disadvantages

Fanaticism (Mr. Ho; -15 points)
 Mute (-25 points)

Quirk

Watches everyone (-1 point)

Skills

Acrobatics-14 (4 points), Gesture-10 (2 points), Judo-15 (8 points), Karate-16 (16 points), Philosophy (Zen Buddhism)-10 (6 points), Shortsword-15 (4 points), Sign Language-10 (4 points), Stealth-14 (2 points), Throwing-14 (4 points).

Martial Arts Maneuvers (Optional)

Arm Lock-16 (1 point), Back Kick (1d+3 damage)-14 (2 points), Elbow Strike (1d+1 damage)-16 (1 point), Feint Karate-17 (1 point), Knee Strike (1d+2 damage)-16 (1 point), Spin Kick (1d+3 damage)-15 (2 points).

Language

Chinese-9 (cannot speak).

Story

Chu is devoted to Mr. Ho, his master. Except for when he is running errands for his master, Chu remains in Mr. Ho's suite.

Chu is an expert at Wing Chun Kung Fu, described on p. 78 of *GURPS Martial Arts*. GMs without *Martial Arts* should use Chu's Judo and Karate skills.

Terrence Hopkins, Obsessive Antiquarian

Stateroom C99

Age 36, 5' 7" 150 lbs., gray hair and moustache, brown eyes.

ST: 9 (-10 points) IQ: 12 (20 points) Speed: 5.25

DX: 10 (0 points) HT: 11 (10 points) Move: 5

Damage: Thrust 1d-2; Swing 1d-1

Dodge: 5

Advantages

Status 1 (5 points)

Wealth (Wealthy; 20 points)

Disadvantage

Compulsive Behavior (Collects antiques; -10 points)

Quirks

Doesn't like England (-1 point)

Never waits after knocking (-1 point)

Slightly paranoid (-1 point)

Skills

Archaeology-10 (1 point), History-12 (4 points), Hobby Skill: Antiques-14 (6 points), Merchant-11 (1 point).

Story

Hopkins is an American antiques collector. He is returning home to Boston from London having made a few purchases. Hopkins is berthed next to the agents in suite C97/98 and quickly makes himself a nuisance. He attaches himself to the agents and turns up at the most awkward moments.

Neither Stopwatch nor Timepiece has Hopkins on its list.

At Sea

The first day or so Hopkins is happy, pleased to be aboard the *Titanic* and away from England, a country he dislikes. He proudly shows the agent berthed next to him his small antiques collection and talks endlessly about it. He can be seen showing his antiques

to anyone displaying an interest. Then, later in the voyage, Hopkins receives a telegram from a colleague in London. Apparently one of his antiques (a small knife) is of considerable value and has a long, bloody history. After that, the knife never leaves Hopkins' stateroom.

Disaster

Hopkins is awake when the iceberg hits. The steward alerts him and he dutifully dons his lifebelt and goes up on deck. He looks for the agents, but can't find them, neither in their suite nor on deck. Then Hopkins remembers that he has left the knife down in his stateroom.

Unfortunately an opportunist thief has been there already; the knife has been stolen by Angus McAllister. Hopkins is shocked, but thinks he knows who did it. He loads the antique wheellock pistol he bought in London and goes in search of the thief. He is never seen again.

Charles Huntingdon, Civil Servant

Stateroom A11

Age 35, 5' 5", 135 lbs., fair-haired, balding with a full moustache and blue eyes.

ST: 8 (-20 points)

IQ: 12 (20 points)

Speed: 5

DX: 9 (-10 points)

HT: 11 (10 points)

Move: 5

Damage: Thrust 1d-3; Swing 1d-2

Dodge: 5

Advantages

Status 3 (15 points)

Wealth (Wealthy; 20 points)

Disadvantage

Combat Paralysis (-15 points)

Quirks

Indecisive (-1 point)

Likes gin (-1 point)

Skills

Administration-15 (8 points), Diplomacy-13 (6 points), Hobby Skill: Whist-16 (10 points), Savoir-Faire-12 (1 point).

Languages

English-12, German-11 (1 point).

Story

Huntingdon was a civil servant with good prospects. He was working on a civil registration monitoring scheme, but that died with him when the *Titanic* sank. Stopwatch believes that his scheme might be beneficial to them and wants to save him. He is traveling alone.

At Sea

Huntingdon is a keen player of whist and spends much of his time in the first-class smoking room, winning games for as long as he has opponents.

Disaster

Huntingdon is in the smoking room when the *Titanic* strikes the iceberg. He ignores the faint grinding noise as the game is going well for him. At midnight the game finishes and he goes on deck to see what the fuss is all about. Confused, Huntingdon mills



about on deck, watching the unfolding drama. At 1.00 a.m. one of the Stopwatch agents (Baird) encourages him to get into lifeboat No 9.

If Baird is unable to reach him, Huntingdon watches the lifeboats leave, realizing all too late that he should have tried to board one.



Beatrice Johns, Stubborn Suffragette

Suite C51/52

Age 50, 5' 5", 160 lbs., gray hair, hard brown eyes.

ST: 10 (0 points) IQ: 13 (30 points) Speed: 4.75

DX: 9 (-10 points) HT: 10 (0 points) Move: 4

Damage: Thrust 1d-2; Swing 1d

Dodge: 4

Advantages

Status 3 (15 points)

Strong Will +5 (20 points)

Wealth (Very Wealthy; 20 points)

Disadvantages

Bully (-10 points)

Overweight (-5 points)

Stubbornness (-5 points)

Quirks

Hates cats (-1 point)

Defers to her husband for all decisions but never listens to him (-1 point)

Skills

Area Knowledge (London)-14 (2 points), History-13 (4 points), Law-14 (6 points), Literature-13 (4 points), Riding (Horse)-11 (8 points), Savoir-Faire-14 (2 points), Teaching-13 (2 points), Writing-13 (2 points).

Beatrice Johns was an influential member of the Women's Social and Political Union. Timepiece believes her untimely death resulted in a setback of some years for the movement.

Beatrice is a large lady, with a will to match her build. Throughout the voyage, she can be found with her diminutive husband, whom she dominates utterly. To win an argument (and her conversations tend to be arguments) requires entering a Contest of Skills with her, matching her IQ (+5 bonus for Strong Will) against IQ, Fast-Talk or Diplomacy.

They occupy two rooms of a three-room suite. Room C50 is occupied by another passenger and the joining door locked.

Stopwatch has assigned Coolidge to eliminate the couple. Timepiece wants her alive.

Patrick Johns, Henpecked Husband

Suite C51/52

Age 52, 5' 6", 140 lbs., white hair, gray eyes.

ST: 9 (-10 points) IQ: 11 (10 points)

DX: 10 (0 points) HT: 8 (-20 points)

Damage: Thrust 1d-2; Swing 1d-1

Dodge: 4

Speed: 4.5

Move: 4

Advantages

Eidetic Memory (30 points)

Status 3 (15 points)

Wealth (Very Wealthy; 20 points)

Disadvantages

Sense of Duty (to Beatrice; -5 points)

Stuttering (-10 points)

Weak Will -2 (-8 points)

Quirks

Always smartly dressed (-1 point)

Says little except to agree with his wife (-1 point)

Skills

Accounting-15 (6 points), Administration-16 (6 points), Diplomacy-15 (6 points), Merchant-16 (6 points).

Story

While Patrick Johns is dominated socially by his wife, he puts his sharp memory and keen business skills to use, increasing their wealth.

At Sea

Beatrice and Patrick Johns make a colorful couple aboard the *Titanic*. She can often be heard bullying her way into conversations and arguments, crushing her opponents' rhetoric with a combination of volume and unswerving opinion.

Disaster

Beatrice is adamant that the *Titanic* is the safest ship in the world and cannot sink. Even as the lifeboats are lowered, she refuses to accept that she is in danger. All Patrick does is agree with her.

After spending an hour on the cold decks, Coolidge invites them inside at 1:20 a.m. for a hot drink. Beatrice readily agrees and accompanies the agent to the lounge. Once hidden from witnesses, Coolidge shoots them both, stuffing their bodies into an empty room and locking it.

If Coolidge is foiled and the PCs are unable to get to Beatrice (her husband is of little use), she watches as the last of the life-

boats leave, still convinced that the *Titanic* is unsinkable. It is only at the end that she realizes her error.

The agents need a Reaction roll of Good or better (13+) for Beatrice to even listen to them. Then they must succeed in convincing her of the *Titanic*'s vulnerability and persuading her to board one of those "flimsy lifeboats." The agents must succeed in a Contest of Skills, her IQ+5 against their IQ, Fast-Talk or Diplomacy.

Gary Lawley, Social Misfit Stateroom C65

Age 47, 6' 145 lbs., gray hair and beard, green eyes.

ST: 9 (-10 points) IQ: 10 (0 points) Speed: 5.25

DX: 13 (30 points) HT: 12 (20 points) Move: 5

Damage: Thrust 1d-2; Swing 1d-1

Dodge: 5

Advantages

Luck (15 points)

Status 1 (5 points)

Wealth (Wealthy; 20 points)

Disadvantage

Incompetence (Diplomacy and Savoir-Faire; -1 point)

Quirks

Likes sport (-1 point)

Socially inept (-1 point)

Likes winning (-1 point)

Skills

Administration-12 (6 points), Fast-Talk-10 (2 points), Hobby Skill: Squash-10 (½ point), Hobby Skill: Soccer-10 (½ point), Merchant-11 (4 points), Professional Skill: Manufacturing-13 (8 points), Swimming-12 (1 point).

Story

Lawley is the owner of a manufacturing business in Newcastle and is considering expanding into the USA. He has a pronounced Geordie accent and does not fit in with the rest of the upper-class society. He has a first-class ticket because he has money, and is forever falling foul of social conventions. He does not appear to care, however.

Baird has been assigned by Stopwatch to kill Lawley.

At Sea

Lawley enjoys sport and spends much of his time playing squash, swimming or using the gymnasium. He is friendly with Captain Price and sometimes challenges him to squash. In the evenings he can be found eating in the restaurant or drinking in the smoking room.

Disaster

Lawley is killed by Baird at 12:20 a.m. If Baird is stopped, Lawley goes on deck to watch the passengers loaded into the lifeboats, but he never makes it himself unless the agents Fast-Talk him into boarding the nearest.

Richard Levine, Dashing Businessman

Stateroom C103

Age 38, 5' 11", 155 lbs., fashionably cut dark hair, brown eyes.

ST: 12 (20 points) IQ: 12 (20 points) Speed: 5.75

DX: 13 (30 points) HT: 10 (0 points) Move: 5

Damage: Thrust 1d-1; Swing 1d+2

Dodge: 5

Advantages

Charisma +3 (15 points)

Status 2 (10 points)

Wealth (Very Wealthy; 30 points)

Disadvantage

Lecherousness (-15 points)

Quirks

Gallant (-1 point)

Doesn't like being called "Dick" (-1 point)

Skills

Accounting-11 (2 points), Administration-12 (2 points), Diplomacy-14 (8 points), Fast-Talk-13 (4 points), Savoir-Faire-12 (1 point), Sex Appeal-12 (2 points).

Story

Richard Levine is a wealthy businessman on the way to building a huge business empire which later becomes riddled with bureaucracy and paperwork, a fact for which Stopwatch is grateful. They want to see his continued success.

During the voyage, a sweet girl catches his eye. Her name is Jennifer Bennet and he finds himself taken by her. To his pleasant surprise, she responds to his advances.

At Sea

Initially, Levine can be found in the smoking room and lounge. However, on the evening of Friday, April 12, he meets Jennifer Bennet and spends most of his time with her in the Cafe Parisien and on deck.

On Sunday evening, Jennifer finally allows Richard to spend the night with her. This development is watched with dismay by the Stopwatch team, for they plan to kill Jennifer Bennet.

Disaster

At the time of impact, Levine is actually in Jennifer's stateroom (B24). The impact is only slightly jarring, but enough for him to realize that the ship has hit something. Levine immediately dresses, cautioning Jennifer to remain in the stateroom until he finds out what has happened.

Levine is spotted by the Stopwatch agents once he appears in the lounge, and they immediately go to kill Jennifer, hiding her body beneath the bed. When Levine returns with the bad news, he discovers that she has gone. Sadly he returns to deck where he is assisted into lifeboat No. 13 at 1:20 a.m. by Baird.

If Stopwatch is foiled and Bennet lives, then Levine accompanies her on deck and puts her in lifeboat No. 10. Then he gets into lifeboat No. 13 on his own.

Angus McAllister, Canny Fraud Stateroom B22

Age 42, 5' 9", 150 lbs., graying, untamed hair, wild beard and piercing blue eyes.

ST: 12 (20 points) IQ: 13 (30 points) Speed: 6

DX: 11 (10 points) HT: 12 (20 points) Move: 6

Damage: Thrust 1d-1; Swing 1d+2

Dodge: 6

Advantages

Appearance (Attractive; 5 points)
Charisma +4 (20 points)
Empathy (15 points)

Disadvantages

Code of Honor (Never swindle those who cannot afford it; -10 points)
Color Blindness (-10 points)
Compulsive Lying (-15 points)

Quirks

Wears two watches (-1 point)
Tugs at his beard when in deep thought (-1 point)
Never combs his hair (-1 point)
Easily provoked (-1 point)

Skills

Acting-14 (4 points), Bard-13 (2 points), Brawling-12 (2 points), Heraldry-12 (1 points), History-13 (4 points), Literature-13 (4 points), Occultism-14 (4 points), Savoir-Faire-13 (1 point), Sex Appeal-13 (2 points).

Story

McAllister is a Scots rogue, scoundrel, confidence trickster and thief. He pretends to be a mystic, vampire hunter and psychic medium. He uses his Empathy to determine who will best respond to his patter. McAllister enjoys himself enormously, spinning yarns to amuse the ladies. He says he is capable of talking to the dead, brewing strange potions and hypnotizing people. And perhaps he is.

With his untamed beard and wild hair, McAllister is oddly attractive and somehow always has a lady on his arm.

Neither Stopwatch nor Timepiece has identified McAllister as being important to their futures.

At Sea

Boarding at Queenstown on April 11, McAllister is a relative latecomer aboard the *Titanic*. However, he quickly makes an impression with his wild appearance and strange behavior.

On the evening of Saturday the 13th, he holds a small seance in his stateroom. Included in his select audience (no more than six) are Kathy Kennedy and Penelope Staples. During the seance, he determines that there is an impostor aboard. Kennedy assumes that he means someone from the two teams of agents.

McAllister has spotted Hopkins' knife and believes that it is worth more than the antiquarian realizes. McAllister hopes at some stage to relieve him of it.

The first time the PCs meet with McAllister, he looks at them oddly. He can tell something is odd about them, but he does not know what.

Disaster

When hears the liner is sinking, he treats it like the opportunity it is. At 12:20 a.m., when many passengers have left for the Boat Deck, he raids as many unlocked staterooms as he can, relieving them of precious items. At 12:50 a.m., he arrives on the Boat Deck, just in time to escape in lifeboat No. 11 at 1:10 a.m.

Arthur Osbourne, New York Businessman

Stateroom B42

Age 62, 6' 1", 165 lbs., wispy white hair, brown eyes.
ST: 9 (-10 points) IQ: 11 (10 points) Speed: 4.5
DX: 8 (-20 points) HT: 10 (0 points) Move: 4

Damage: Thrust 1d-2; Swing 1d-1

Dodge: 4

Advantages

Status 1 (5 points)
Intuition (15 points)
Wealth (Very Wealthy; 30 points)

Disadvantages

Age (-36 points)
Code of Honor (Gentlemen's; -10 points)

Quirk

Drinks only whiskey (-1 point)

Skills

Accounting-12 (6 points), Administration-12 (4 points), Diplomacy-14 (10 points), Merchant-14 (8 points).

Story

Osbourne is a successful businessman returning home to New York. His death affected his business quite profoundly, sending it into receivership within six months. Timepiece has identified the fact that Osbourne needs to survive. Fortunately Stopwatch has missed Osbourne, and the PCs will be unhindered in their attempts to get him off the *Titanic*.

At Sea

Osbourne is most comfortable in the lounge or smoking room. There he can chat to fellow travelers and enjoy a few day's peace and quiet.

Disaster

Convinced of the unsinkability of the great liner, Osbourne watches bemusedly as the lifeboats begin to sail away. When he eventually realizes that the ship really is in danger, it is much too late. The lifeboats are now reserved entirely for women and children.

The agents will find him difficult to persuade into the boats. He firmly believes in the "women and children first" rule, even though the early lifeboats have plenty of places and are lowered half-empty. He particularly doesn't want to be the first gentleman to leave the *Titanic*. To persuade him requires a Contest of Skills, his IQ vs. Diplomacy, Fast-Talk or IQ.

Kirkby Overblow, Pompous Novelist

Stateroom B52

Age 51, 5' 7", 165 lbs., short, cropped hair, gray eyes.
ST: 10 (0 points) IQ: 12 (20 points) Speed: 5.75
DX: 11 (10 points) HT: 12 (20 points) Move: 5
Damage: Thrust 1d-2; Swing 1d
Dodge: 5

Advantages

Status 3 (15 points)
Wealth (Very Wealthy; 30 points)

Disadvantages

Age (-3 points)
Overweight (-5 points)

Quirks

Pompous and bombastic (-1 point)
Doesn't like Americans (-1 point)

Skills

Literature-13 (6 points), Writing-14 (6 points).

Languages

English-14, French-12 (2 points).

Story

Boarding at Cherbourg, Overblow is a novelist and playwright. He is traveling aboard the *Titanic* for the opening night of one of his plays on Broadway.

In the late '30s, Overblow writes an influential novel with a measurable effect on history. Stopwatch wants him to survive, and has assigned Morgan to ensure he reaches the lifeboats.

At Sea

Overblow is a loud member of the first-class smoking room, where he spends much of his time. Overblow detests Americans and is openly contemptuous of Broadway. He particularly doesn't like Yates.

Disaster

A sound sleeper, Overblow does not wake at the moment of impact. Instead, one of the stewards wakes him at 12:10 a.m. Overblow arrives on deck at 12:30 a.m. and at 12:50 a.m. Morgan urges him into lifeboat No. 6. Even if Morgan is unsuccessful, Overblow escapes in lifeboat No. 9 at 1:00 a.m.

Captain James Price, Heroic Soldier

Stateroom B17

Age 31, 6', 160 lbs., brown hair, blue eyes.

ST: 12 (20 points) IQ: 11 (10 points) Speed: 6.5

DX: 14 (45 points) HT: 12 (20 points) Move: 6

Damage: Thrust 1d-1; Swing 1d+2

Dodge: 6

Advantages

Alertness +2 (10 points)
Charisma +3 (15 points)
Danger Sense (15 points)
Appearance (Handsome; 15 points)
Military Rank 4 (Captain; 20 points)

Disadvantages

Code of Honor (Gentleman's; -10 points)
Duty (to the Royal Army, on 12 or less; -10 points)
Overconfidence (-10 points)

Quirks

Loves his work (-1 point)
Prefers the company of women (-1 point)
Enjoys boxing (-1 point)

Skills

Administration-10 (1 point), Boating-12 (1/2 point), Driving (Car)-12 (1/2 point), Gambling-12 (4 points), Guns (Pistol)-13 (1/2 point), Hobby Skill: Boxing-14 (2 points), Leadership-11 (2 points), Professional Skill: Orienteering-12 (4 points), Riding

(Horse)-12 (1/2 point), Savoir-Faire-13 (4 points), Sex Appeal-12 (4 points), Strategy-10 (2 points), Tactics-13 (8 points).

Story

One of the *Titanic*'s survivors, Captain Price originally escaped in lifeboat No 5. at 12:40 a.m. During World War I, Price proves to be a natural leader and a decisive (if occasionally overconfident) tactician. Timepiece knows he is a possible Stopwatch target and the agents are to ensure he makes it off the *Titanic* safely.

Price, aged 34, is a solid 6' tall. Dark-haired, handsome and uniformed, he presents a dashing figure popular with the ladies.

In his stateroom, Price has his Webley service revolver.

At Sea

Every morning Price spends time in the gymnasium on the Boat Deck. He is a fanatical boxer and keeps himself in fighting trim. His afternoon routine varies, but he can inevitably be found in the company of one of the young single ladies aboard the *Titanic*. If that fails, he may be playing squash with Gary Lawley.

Disaster

Originally, Price's Danger Sense made it impossible for him to sleep. He was one of the first passengers on deck, and as the night went on, he helped organize the lifeboats. He eventually left in lifeboat No. 5 at 12:40 a.m., assisting with his Boating skills.

Stopwatch has already decided that Price will be a difficult target and they plan to drug him. During the evening meal, they dose his food. Shortly after, Price is violently sick and retires to his cabin. He sleeps through the *Titanic*'s collision and is only awakened when Kennedy enters his stateroom at 12:10 and shoots him with a stinger full of poison.



If Kennedy does not get to Price, the agents can help him onto deck and into a lifeboat. He protests, but only weakly. The agents should have no trouble.

Colin Rea, Heir to a Fortune Stateroom C133

Age 26, 5' 7", 140 lbs., brown hair and eyes.

ST: 8 (-20 points) IQ: 10 (0 points) Speed: 5

DX: 11 (10 points) HT: 9 (-10 points) Move: 5

Damage: Thrust 1d-3; Swing 1d-2

Dodge: 5

Advantages

Status 2 (10 points)

Immunity to Disease (10 points)

Wealth (Filthy Rich; 50 points)

Disadvantages

Pacifism (total non-violence; -30 points)

Weak Will -3 (-24 points)

Quirks

Introverted (-1 point)

Likes Sherlock Holmes stories (-1 point)

Skills

Area Knowledge (London)-12 (1 point), History-10 (4 points), Literature-12 (8 points).

Languages

English-10, French-9 (1 point).

Story

Colin boards the *Titanic* at Cherbourg, cutting short a holiday in Brittany to attend his father's funeral in Miami. He died aboard the *Titanic*, and as a result, the considerable fortune he was heir to went to the government. Stopwatch has identified that Rea is quite easily manipulated, and want him alive so that the inheritance can be used for their purposes.

Morgan has been assigned to protect Rea and get him off the *Titanic*.

At Sea

Colin spends most of his time with the young set, whether in the Cafe Parisien, in the lounge or on deck. He contributes little to conversation, preferring to remain in the background.

Disaster

Colin is not yet asleep and feels the iceberg's impact. One of the stewards calls on him at 12:10 a.m. and he is on deck by 12:30 a.m. Unfortunately, there he stays until Morgan helps him into boat No. 3 at 1:10 a.m.

David Renard, Potential Father Stateroom A5

Age 31, 5' 10", 155 lbs., thin sandy hair, brown eyes.

ST: 12 (20 points) IQ: 12 (20 points) Speed: 5.25

DX: 11 (10 points) HT: 10 (0 points) Move: 5

Damage: Thrust 1d-1; Swing 1d+2

Dodge: 5

Advantages

Status 1 (5 points)

Wealth (Wealthy; 20 points)

Disadvantage

Sense of Duty (to Joanna; -5 points)

Quirks

Thinks of Joanna first in any situation (-1 point)

Always courteous (-1 point)

Smokes a pipe (-1 point)

Skills

Accounting-14 (8 points), Administration-13 (4 points), Economics-15 (10 points), Teaching-12 (2 points), Writing-11 (1 point).

Story

Renard is traveling to his native Chicago with his English wife, Joanna. There he takes up a position with the university as a lecturer in economics. The Renards originally survived the *Titanic* in lifeboat No. 13 and their son went on to become a general during World War II. By eliminating both parents, Stopwatch hopes to change the outcome of several key battles.

It is normally difficult to eliminate someone by killing his parents. If only one parent is killed, the other inevitably remarries and history is unchanged. By killing both parents, Stopwatch hopes to have a more permanent effect.

Kennedy has been assigned to dispatch them.

Joanna Renard, Potential Mother Stateroom A5

Age 25, 5' 5", 135 lbs., red-brown hair, hazel eyes.

ST: 8 (-20 points) IQ: 11 (10 points) Speed: 5.75

DX: 14 (45 points) HT: 9 (-10 points) Move: 5

Damage: Thrust 1d-3; Swing 1d-2

Dodge: 5

Advantages

Appearance (Attractive; 5 points)

Status 1 (5 points)

Wealth (Wealthy; 20 points)

Disadvantages

Honesty (-10 points)

Sense of Duty (to David; -5 points)

Quirk

Quiet, almost shy (-1 point)

Skills

Area Knowledge (England)-12 (2 points), Dancing-14 (4 points), Diplomacy-11 (4 points), Poetry-12 (4 points), Savoir-Faire-11 (1 point).

Languages

English-11, French-11 (2 points).

At Sea

The Renards can often be seen wandering the decks, arm in arm. In the evening David likes to spend time in the smoking room. Joanna can often be seen in the reading and writing room, composing poetry or writing to friends and relatives.

Disaster

At 12:20 a.m., Kennedy kills both in their stateroom while they are preparing to go up on deck. If Kennedy is foiled, the Renards make their own way into lifeboat No. 13 at 1:00 a.m.

Stopwatch does not gain any points if either of the two Renards survives. This is because the survivor remarries and has children, thus providing the general that Stopwatch wishes to lose.



Penelope Staples, Romantic Dilettante

Stateroom D33

Age 25, 5' 7", 140 lbs., blonde hair, blue eyes.

ST: 10 (0 points) **IQ:** 13 (30 points) **Speed:** 5.75

DX: 11 (10 points) **HT:** 12 (20 points) **Move:** 5

Damage: Thrust 1d-2; Swing 1d

Dodge: 5

Advantages

Status 3 (15 points)

Wealth (Very Wealthy; 30 points)

Disadvantage

Incompetence (Driving; -1 point)

Quirks

Likes mysterious men (-1 point)

Curious (-1 point)

Skills

Carousing-13 (8 points), Savoir-Faire-13 (1 point).

Story

One of the young set, Penelope is joining her aunt in Boston. She is one of the pro-Stopwatch passengers. Coolidge is responsible for seeing that she survives the *Titanic*.

During the briefing, the mysterious Timepiece agent didn't tell the PC hit man why he needs to kill Penelope. If pressed, the shady agent refuses to answer . . . implying that Ms. Staples must be very important to the Hive timeline.

Penelope is traveling with her maid, Josephine.

At Sea

Penelope thoroughly enjoys her time aboard the *Titanic*, spending much of it in the Cafe Parisien or on deck. On Friday, April 12th, she starts talking to Coolidge and develops a fondness for him. He has a mysterious streak that she finds irresistible. She suspects he has dark secrets, and wants to know what they are.

Disaster

Barely into bed when the call comes, Penelope immediately gets up and goes to watch the fun. At 12:30 a.m., she bumps into Coolidge. He successfully persuades her of the gravity of the situation and she escapes in boat No. 7 at 12:40 a.m. Without Coolidge's help, she manages to escape in lifeboat No. 9 at 1:00 a.m. anyway.

Josephine, Maid

Stateroom D33

Age 29, 5' 7", 135 lbs., black skin with dark, sparkling eyes.

ST: 10 (0 points) **IQ:** 11 (10 points) **Speed:** 5

DX: 11 (10 points) **HT:** 9 (-10 points) **Move:** 5

Damage: Thrust 1d-2; Swing 1d

Dodge: 5

Advantages

Appearance (Attractive; 5 points)

Common Sense (10 points)

Disadvantage

Duty (to Penelope; -5 points)

Quirks

Never looks anyone in the eye (-1 point)

Loves reading with a passion (-1 point)

Skills

Diplomacy-10 (2 points), Literature-9 (1 point), Professional Skill: Steward-10 (1 point), Writing-13 (6 points).

Story

Josephine is Penelope Staples' maid. She spends all her time either in the stateroom or in the maids' and valets' saloon. When not attending her mistress, she can usually found with her nose buried in a book. Josephine is of no concern to Stopwatch or Timepiece. She originally joined Staples in the lifeboat, but when Coolidge intervenes, Josephine is left behind.

Jeremy Thompson, Future Bureaucrat

Stateroom D22

Age 28, 5' 9", 150 lbs., green eyes, brown hair with thin moustache.

ST: 10 (0 points) **IQ:** 12 (20 points) **Speed:** 5.5

DX: 9 (-10 points) **HT:** 11 (10 points) **Move:** 5

Damage: Thrust 1d-2; Swing 1d

Dodge: 5

Advantages

Common Sense (10 points)
Status 1 (5 points)
Wealth (Comfortable; 10 points)

Disadvantages

Code of Honor (Gentlemen's; -10 points)
Shyness (mild -1; -5 points)

Quirk

Likes books (-1 point)

Skills

Administration-12 (2 points), Diplomacy-11 (2 points), Driving (Car)-11 (8 points), First Aid-12 (1 point), Literature-13 (6 points), Merchant-13, (4 points), Politics-11 (1 point), Psychology-11 (2 points), Research-12 (2 points).

Story

Thompson, already marked for greatness, is positioned to become an influential and powerful bureaucrat later in his career. He originally died aboard, but Stopwatch would like him to fulfill his potential.

Thompson is another of Coolidge's passengers.

At Sea

Thompson does not know anyone aboard the *Titanic* and does not make friends easily. He spends most of his time either in the reading and writing room or his stateroom. In either case he is usually reading.

Disaster

Awake when the ship grinds against the iceberg, Thompson quickly dresses and goes up to the promenade deck to see what has happened. Unlike most others, he quickly realizes that the *Titanic* is in serious danger, but refuses to board one of the lifeboats until all the women and children have gone.

At 1:00 a.m. Coolidge uses the tracers to find Thompson on the Boat Deck and successfully persuades him onto lifeboat No. 3.

Stephen Wallace, Austrian Spy Suite C79/80/81

Age 46, 5' 11", 160 lbs., bald, thick gray beard and brown eyes.
ST: 11 (10 points) IQ: 13 (30 points) Speed: 4.75
DX: 10 (0 points) HT: 9 (-10 points) Move: 4
Damage: Thrust 1d-1; Swing 1d+1
Dodge: 4

Advantages

Status 2 (10 points)
Wealth (Wealthy; 20 points)

Disadvantage

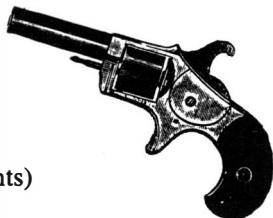
Secret (Austrian Spy; -20 points)

Quirk

Keeps a low profile (-1 point)

Skills

Administration-14 (4 points), Diplomacy-12 (2 points), Forgery-12 (2 points), Intelligence Analysis-13 (4 points), Shadowing-12 (1 point), Telegraphy-13 (1 point).



Languages

English-13, French-13 (2 points), German-13 (2 points).

Story

Wallace is a member of the American Embassy in Vienna, Austria. In 1914, two years after his death on the *Titanic*, Wallace is proven to have been a spy working for the Austrian government. Stopwatch wants him alive and it is up to Baird to ensure that he leaves the *Titanic* in a lifeboat.

Wallace shares his suite with Harlan Mickelfield (another of the embassy staff) and Joseph Morrison (manservant to them both). Neither of these two holds any interest for Timepiece or Stopwatch, nor are they aware of Wallace's secret.

At Sea

Wallace generally avoids attracting attention to himself, wherever he may be. He often just sits and watches people.

Disaster

Wallace is asleep when the *Titanic* grazes against the iceberg. He is awakened by the steward at 12:20 a.m. and goes onto deck still in his bedclothes. At 1:20 a.m. Baird coaxes him into a lifeboat No. 15.

Brian Webb, Irresponsible Dilettante

Suite B70/71/72

Age 31, 5' 11", 160 lbs., gray eyes, brown hair.

ST: 12 (20 points) IQ: 9 (-10 points) Speed: 6.25
DX: 13 (30 points) HT: 12 (20 points) Move: 6
Damage: Thrust 1d-1; Swing 1d+2
Dodge: 6

Advantages

Luck (15 points)
Status 4 (20 points)
Wealth (Filthy Rich; 50 points)

Disadvantages

Gullibility (-10 points)
Laziness (-10 points)
Low Pain Threshold (-10 points)

Quirks

Enjoys bridge (-1 point)
Likes to win (-1 point)
Shirks responsibility (-1 point)

Skills

Area Knowledge (London)-11 (4 points), Carousing-14 (8 points), Gambling-14 (12 points), Hobby Skill: Golf-13 (2 points), Savoir-Faire-11 (4 points)

Languages

English-9, German-10 (4 points).

Story

Webb is a gentleman playboy, a London aristocrat with more money than sense. He is traveling to avoid a marriage that his mother is trying to arrange. Marriage means responsibility, and Webb isn't quite ready for the "R word" yet. Surviving the *Titanic*, he eventually marries a shrewd American girl who puts his vast fortune to good Stopwatch use. He is traveling with Bullet,



his formidable valet. Stopwatch wants him alive; it is Morgan's duty to keep him away from Timepiece and lure him into a lifeboat.

At Sea

Webb has little time for anything other than the pursuit of his own enjoyment. He spends much of his time in the Cafe Parisien or playing cards in the first-class smoking room. He always eats in the restaurant, and is never out of bed until luncheon.

The agents may encounter him at the card tables in the smoking room. If he takes to them they will find him generous to the extreme.

Disaster

Webb is playing bridge in the smoking room when the *Titanic* hits the iceberg. He barely bothers with it, concentrating instead on his particularly strong hand. When the stewards are sent to muster the passengers, he remains in the smoking room, unconcerned. At 12:20 a.m., Bullet arrives with a thick coat and lifebelt for him.

Stopwatch leaves Webb to his own devices and at 12:40 a.m. Bullet helps Webb into lifeboat No. 5.

Bullet, Gentleman's Gentleman Suite B70/71/72

Age 34, 6' 1", 175 lbs., black hair and dark brown eyes.
ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 6
DX: 11 (10 points) **HT:** 13 (30 points) **Move:** 6
Damage: Thrust 1d; Swing 2d-1
Dodge: 6

Advantage

Absolute Timing (5 points)

Disadvantages

Code of Honor (Steward's; -10 points)
Honesty (-10 points)
Sense of Duty (to Webb; -5 points)

Quirks

Always polite (-1 point)
Enjoys chess (-1 point)
Never shows stress or anxiety (-1 point)

Skills

Chess-14 (8 points), Cooking-13 (2 points), Diplomacy-14 (8 points), Professional Skill: Steward-14 (6 points), Savoir-Faire-13 (2 points).

Story

Bullet is very fond of Webb, and seeks to protect him from those who would do him a disservice. Bullet can usually be found in the suite, or occasionally in the maids' and valets' saloon.

John Wilkins, American Ambassador

Stateroom C115

Age 60, 5' 9", 150 lbs., white hair, blue eyes.
ST: 10 (0 points) **IQ:** 12 (20 points) **Speed:** 4.75
DX: 11 (10 points) **HT:** 8 (-20 points) **Move:** 4
Damage: Thrust 1d-2; Swing 1d
Dodge: 4

Advantages

Status 4 (20 points)
Wealth (Wealthy; 20 points)

Disadvantages

Age (-30 points)
Stubborn (-5 points)

Quirks

Loves French food and French brandy (-1 point)
Boorish (-1 point)

Skills

Acting-11 (1 point), Administration-13 (4 points), Diplomacy-14 (8 points), Savoir-Faire-14 (4 points).

Languages

English-12, French-12 (2 points), Italian-11 (1 point), Spanish-11 (1 point).

Story

Wilkins was the American ambassador to France. His death on the *Titanic* resulted in the appointment of another. Stopwatch believes that keeping him alive may affect the outcome of World War I. Actually, Wilkins was planning on retiring anyway, and his premature death had no affect on history.

Coolidge has been assigned to get Wilkins to safety.

At Sea

Wilkins boards at Cherbourg and then spends much of his time in the lounge, in deep conversation with whoever will listen. He talks about his exploits and can be rather tedious. Sometimes Wilkins can be seen arguing with Beatrice Johns and her husband.

Disaster

Wilkins is quickly on deck, but surveys the chaos and decides to retreat out of the cold and into the smoking room. There he manages to acquire a glass of brandy and settles down to wait. At 1:10 a.m., Coolidge tries to persuade him to get to safety in one of the lifeboats, but he is unmoved.

Douglas Yates, Handsome Actor Stateroom A26

Age 24, 6' 1", 170 lbs., brown hair, blue eyes.
ST: 12 (20 points) **IQ:** 11 (10 points) **Speed:** 7
DX: 14 (45 points) **HT:** 14 (45 points) **Move:** 7
Damage: Thrust 1d-1; Swing 1d+2
Dodge: 7 **Parry:** 10

Advantages

Appearance (Handsome; 15 points)
Status 1 (5 points)
Voice (10 points)

Disadvantages

Jealousy (-10 points)
Overconfidence (-10 points)

Quirks

Vain (-1 point)
Athletic (-1 point)





Skills

Brawling-14 (1 point), Fencing-15 (4 points), Performance-13 (6 points), Savoir-Faire-12 (2 points), Sex Appeal-14 (2 points).

Story

Yates was an American stage actor who survived the *Titanic*. He later turned his hand to producing movies and was influential in breaking the "studio system" near the end of his career. Stop-watch wants him dead. He is one of Kennedy's targets.

At Sea

Yates is very popular with the young ladies, and can most often be seen in the Cafe Parisien or strolling the promenade deck with a different girl on his arm. He is very fit and keeps himself in trim with constant exercise.

Disaster

Yates is in his stateroom when the *Titanic* hits the iceberg, and immediately goes out to see what has happened and watches the unfolding drama from the boat deck.

As a result, he is not wearing his bugged lifebelt and Kennedy spends some minutes tracking him. She eventually finds him at 1:00 a.m., and they go to get a hot drink from inside. She kills him once they are out of sight of witnesses.

If Yates is not lured to his death, he escapes in lifeboat No. 11 at 1:10 a.m.

Other Passengers

Below are brief character sketches of a half-dozen assorted first-class passengers. They can be used to provide further color, fill out the bridge games, and provide names and faces of anyone the GM decides is needed at the drop of a hat. Only pertinent advantages, disadvantages and skills are provided.

Jasmine Barker, Impressionable Schoolgirl

Stateroom C92

Jasmine, 15 years old, is traveling with her parents but is permitted to roam the liner on her own. She latches onto the agents, especially if they spoil her.

ST 7, DX 14, IQ 10, HT 11

Of Note: Youth, Overconfidence, Running-12.

Jacques Champion, Patriotic Frenchman

Stateroom C109

Champion, at 51, is a patriotic French businessman, boarding the *Titanic* at Cherbourg. He regards the ship as lacking in refinement and class, something it definitely is not. He is traveling with his 18-year-old "daughter," Marie.

ST 9, DX 10, IQ 11, HT 11

Of Note: Status 2, Wealth (Wealthy), mildly xenophobic, English-8.

Marie Champion, Beautiful "Daughter"

Stateroom C109

Marie isn't Jacques's daughter at all, but his mistress. Jacques has called her his daughter to avoid embarrassment and rumor aboard the *Titanic*. However, to anyone watching, their true relationship is obvious. Marie does not speak English.

ST 8, DX 13, IQ 11, HT 12

Of Note: Appearance (Beautiful +2/+6), Sex Appeal-15.

Terry Green, Bohemian Artist

Stateroom D47

Green, 34, is a bearded fellow with a line in baggy clothes. An artist by trade, he is traveling to the United States in style, commissioned to paint a series of portraits. Green died aboard the *Titanic* and interest in his paintings jumped as a result.

ST 11, DX 9, IQ 12, HT 10

Of note: Wealth (Struggling), Artist-12.

Robert Stone, Aristocratic Playboy

Stateroom B30

Clean-shaven and immaculately dressed, Stone is a lazy, lecherous playboy. He will pester any attractive agents, and refuses to take no for an answer. With so much choice available, Stone is likely to be simultaneously pestering a number of the women aboard the *Titanic*.

(If all the PCs are male, this character might become Roberta Stone, with little difference.)

ST 9, DX 13, IQ 11, HT 13

Of Note: Status 3, Wealth (Very Wealthy), Laziness, Lecherosness, Savoir-Faire-13.

Vernon Thornton, Cancer Victim

Suite D30/31

Thornton, aged 30, has terminal cancer and is not expected to live much more than six months. While he can, he is taking the opportunity to travel. However, he is bitter and spiteful, and intensely jealous of all those healthier than he.

ST 10, DX 11, IQ 12, HT 8

Of Note: Terminally Ill, Status 1, Jealousy.

2 A NILE ELATION

"Welcome back to WBAC News at Six. Our final story concerns a major development on the parachronic front. It appears that our history books are wrong again. Timepiece administrators assure us that, according to their eidetics, the infamous nuclear bombing of the Great Pyramids in October of 1973 was never supposed to happen. Let's go to Cynthia Storm for the story."

By Jeff Koke

Illustrated by Ruth Thompson



"Thanks, Chuck. I'm here at the Timepiece central headquarters in Toronto with Chief Mission Coordinator, Dr. Hector Villapondo. Dr. Villapondo, what exactly is the situation?"

"Well, Ms. Storm, as near as we can tell, a major change in the history of our timeline occurred at approximately 12:45 a.m. last night. We keep several rememberers on staff who are immediately aware of any major changes in history. We might not have known about this development until later this morning if one of our top rememberers wasn't up late studying history. He assures us that the Sino-Egypt war never occurred, at least not in the extended state that we read about in our history books. There was a short war between Egypt and Israel at that time, but the event that started the ten-year conflagration – the nuclear detonation at the Great Pyramid of Cheops – wasn't part of our natural timeline."

"What does this mean for us?"

"Well, we haven't been able to calculate the long-term effects yet, but we do know this is a major victory for Stopwatch. Our timeline's probability factor dropped 7% immediately. Unless we can get a team in to undo Stopwatch's damage, there may be even further slippage."

"Shouldn't that be fairly routine? You know the event that needs to be prevented. All you would need to do would be to send a group of time agents back to stop Israel's use of nuclear force on Egypt."

"Well, it's not all that simple. Israel has always claimed innocence in the bombing. And now we know they may have been telling the truth. Stopwatch agents may have been responsible. And to further complicate matters, no Stopwatch agents have clocked into that area or time period recently. If they planted the bomb, we have no way of knowing when they did it; it could have been when the pyramid was built for all we know."

"Well, thank you for your time Dr. Villapondo. This is Cynthia Storm for WBAC News at Six. As always, we will keep you informed of any further developments. Back to you, Chuck."

"Thanks Cynthia. I guess Stopwatch really dropped a bomb on us this time. That's all the time we have. Thanks for watching."

Introduction

A Nile Elation is an adventure for four to six time agents built on 100 to 150 points. The adventure assumes the Timepiece/Stopwatch campaign background detailed in *GURPS Time Travel*. If the GM's campaign uses a different background, some changes will have to be made, though the main concept will work in almost any time-travel background.

Structure

This adventure is divided into three basic scenarios, sending the PCs back to a different time and place in each one – 20th-century Israel, 18th-century Egypt and Egypt in the 3rd millennium BC. It can be played in one long session, but is also well-designed to fit into three separate ones. Tackling the whole thing at once can be satisfying, but separate sessions break up the repetitive briefings and debriefings that divide the sections.

Time Agents

The agents will have been hand-picked for this specific mission. They will all have the disadvantage Duty (to Timepiece), worth -10 points. This adventure also requires that some of the PCs know (at separate times) Hebrew, Arabic, French and

About the Author

Jeff Koke is a long-time fan of *GURPS* and is currently Managing Editor for Steve Jackson Games. He attended Southwest Texas State University, where he obtained his bachelor's degree in English and published several short stories and poems in the university's literary journal. He is the author of *Jupiter Blues*, a scenario appearing in *GURPS Supers Adventures*.

In addition to working and writing, Jeff plays guitar in a local rock-n-roll band called *Second Glance*. He lives in Austin, Texas, with his fiancée, Angela, and his Siamese cat Sheba, whom he picked up during a recent time-hop to ancient Siam.

Historical Accuracy

As with fiction, an adventure must take certain liberties with historical accuracy. The author has tried, wherever possible, to remain accurate. However, for dramatic purposes, some events and locations may be altered slightly, or in some cases, completely fabricated.

In general, the basic settings in the past are detailed historically to give the players a good *feel* for the time in which they are playing. Descriptions of the people, sights and landscape are given so the GM can give the players an accurate sketch of the era.

However, certain specifics may be wrong. If history-buffs feel obliged to point this out to the GM, he should remind them that what they know as history might be inaccurate. History is elastic and small details might not get recorded in the big scheme. Alternatively, if the GM finds what he considers a historical mistake, he can alter it to suit his needs.

Ancient Egyptian. See the sidebar, *Learning Languages*, p. 56, for ways to incorporate them. In addition, the following skills will be helpful during the mission:

References

The author has gained an immense respect for writers who dabble in historical fiction. The research involved is time-consuming and keeps the writer from the part of the job he enjoys most – writing. Several historical works were invaluable in the research for this adventure. Anyone who wishes to further explore the areas and time periods in this adventure is encouraged to consult the sources listed below.

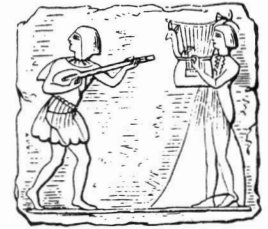
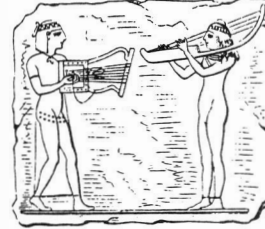
The Ancient Engineers, by L. Sprague DeCamp, provided an excellent resource for detailing the structure of the Great Pyramid and the quarrying and stonecutting techniques that went into its construction.

Additionally, *Secrets of the Great Pyramid*, by Peter Tompkins, provided measurements, historical data and colorful anecdotes that helped flesh out the Egyptian descriptions. It also included a lengthy description of the Battle of the Pyramids and was the inspiration for the inclusion of the Napoleon scenario. Biographical data on Napoleon was taken from *The 100: A Ranking of the Most Influential Persons in History*, by Michael H. Hart.

For the ancient Egypt section, I was greatly aided by *How They Lived in Cities Long Ago*, by R.J. Unstead, a detailed pictorial reference that illustrates daily life in Egypt and several other ancient societies.

Finally, the *Encyclopedia Britannica* was quite useful to fill in the innumerable historical details on 20th-century Israel, Napoleon and the French Army, and the structure of society in ancient Egypt.

Anthropology
Archaeology
Area Knowledge (Middle East)
Area Knowledge (Modern and Ancient Egypt)
Beam Weapons
Climbing
Detect Lies
Diplomacy
Fast-Talk
History
Stealth
Survival (Desert)



This mission is crucial to Timepiece; they're only going to send their best, most experienced agents. As such, the PCs will probably have been on several missions before, some even to the areas explored in this adventure. However, it might be interesting for the GM to send a rookie along – someone with little experience, but who qualifies for the mission through a vast knowledge of Egypt, Israel and their attendant languages and customs. If none of the players wants to play this kind of character, the GM can include an NPC who fits this profile in the group.

A rookie can act as a liability when things get tough (Stopwatch agents can be ruthless), or as an inspiration when the group gets in a jam. Either way, the inexperienced agent can add spice to the adventure.

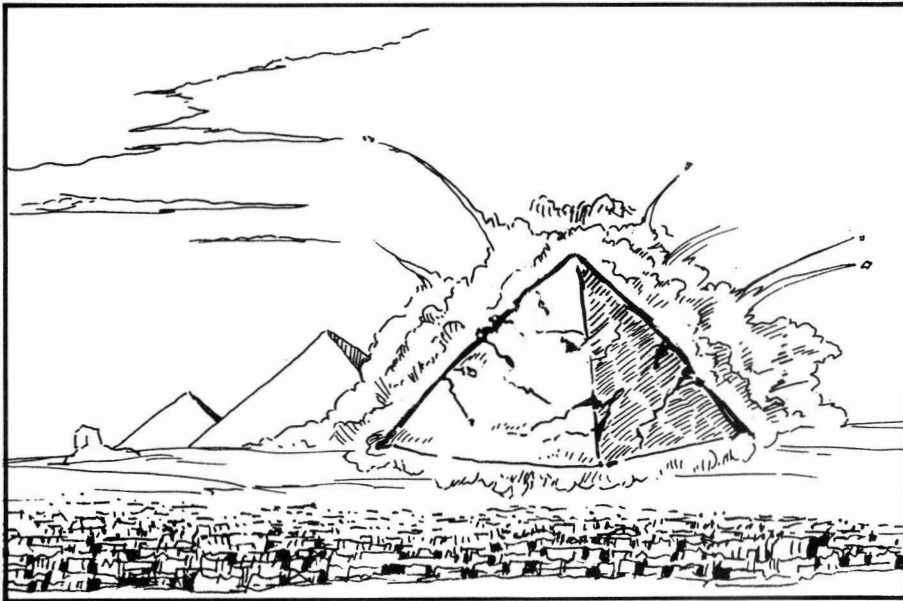
Background

Stopwatch has been planning this mission for years. The Absolute Now is the year 2110. The escalation of the Egyptian and Israeli conflict of the early 70s into an extended war is a definite advantage for the Hive timeline. For one thing, it is right on the edge of the 130-year blackout, putting it very close to the time of the divergence.

The explosion at the Great Pyramid had several effects. The first and foremost was the devastation of Cairo, only 10 miles away. Although the nuke was small, it

was very dirty, covering the nearby city with a sheet of radioactive dust and sand, killing about 100,000 people and forcing a massive evacuation. The use of nuclear firepower on an enemy was the first since Nagasaki in 1945. Egypt (with the aid of Syria and other Arab nations) managed to wage a ten-year war with Israel.

Although the U.S. didn't get involved militarily (they were embroiled in the Watergate scandal and still cautious from their defeat in Vietnam), they condemned the use of nuclear weapons, and halted their long-standing policy of aid to Israel. The Soviets were more vocal, calling for a multilateral military effort against Israel in the United Na-



tions (which was not passed). They secretly suspected the U.S. of supplying Israel with the nuke, if not actually detonating it. This build-up of mistrust between the superpowers extended the Cold War seven years; the Berlin Wall did not come down until 1997. Although history eventually snapped back to a relatively normal course, it had shifted significantly toward the Hive's structured bureaucracy.

Stopwatch succeeded in changing history through a well-conceived and complex plan. First they decided that a nuclear bombing would be the best way to escalate the tension between Israel and Egypt. Then they developed their strategy. They actually sent three teams back to different times.

Five years ago in the Absolute Now, the first two teams were sent. Timepiece detected these transmissions, but found no evidence of Stopwatch activity and deemed them false alarms; the teams had been very careful. The first team was sent to southern Africa in 2550 BC. Their job was to construct a uranium mine and unearth enough uranium and other metals to build the bomb (see the sidebar, p. 54, for how the bomb works). When they had enough ore, they built the nuke, traveled to Egypt and left it buried 10 miles south of the Giza plain, where a limestone quarry would be constructed to supply the building of the pyramid. The other team was sent to Egypt 85 years later, designated to take the tac-nuke and install it in a secret location in the Great Pyramid. They never actually entered the structure; instead they inserted the nuke into a hollowed out granite block that they knew was to be placed in the King's Chamber.

The key to the plan's success lay in the fact that the team that installed the nuke did not arm it. As they left it, it would never go off unless someone else keyed in the right sequence to make it go off. While this might seem strange, it actually makes a lot of sense. If the team had armed the nuke, Timepiece would have sensed history changing immediately; they would have *known* that the transmission to Egypt was not a false alarm and concentrated their efforts in that time period. This would give them a huge head start in preventing Stopwatch's plan.

But the bomb wasn't armed, and history remained unchanged until five years later (in the Absolute Now), when the third Stopwatch effort was underway.

In 1798, Napoleon defeated an army of Arabs that outnumbered his troops three to one; the battle took place on the plains surrounding the pyramids of Giza. The victory was attributed to his excellent leadership and the French's superior artillery. Afterward, Napoleon toured the Great Pyramid for the first time. While there, he asked to be left alone in the King's Chamber (as Alexander the Great had supposedly done). He claimed that he received a revelation about his destiny.

What he really did was open up the secret granite block and arm the nuke. He had been drugged by a Stopwatch agent using an RNA bomb (see p. 68). The drug was hidden in wine that the agent, disguised as an entertainer and comedian, gave to Napoleon to celebrate his victory in Egypt. The RNA bomb is untraceable and nearly foolproof.

Timepiece did notice a transmission a year ago to the late 1700s, but the location was France, not Egypt, and again, the Stopwatch agent had been very careful, and avoided being spotted. He gained the General's confidence and spent the next three months at Napoleon's side. When the time came, he made sure that Napoleon drank the drugged wine and that Napoleon went through with his plan to stay the night in the Great Pyramid. Only then did history change . . . but what a change it was!

The Adventure Begins

Timepiece Central has been buzzing with activity since their eidetics gave them the news of the change. Researchers are poring over the databanks for clues that would point to some unnoticed Stopwatch activity. Agents' files are being reviewed for experience in Egyptian language or culture. Finally, by 10:00 p.m.

Fake Names and Identification

Throughout this adventure, the characters will be assuming false identities. Since none of the time journeys requires that an agent take the place of a real person, no specific names have been provided. It is left to the GM and the players to come up with suitable names and backgrounds. However, to make it easier, some sample names appropriate to the time periods are listed below.

Israel, 20th century

First names	Last names
Aaron	Abravanel
David	Schwartz
Samuel	Aleichem
Isaac	Rabin
Yosef	Cohen
Johann(a)	Geisel
Jordan	Rosenberg
Sarah	Meir
Anna	Goldman
Hannah	Dayan

France, 18th century

First names	Last names
Jacques	Devereaux
Jean	Lafayette
François	Duschant
Christof	Allouez
Pierre	Claudel
George	Genet
Xavier	Perot
Monique	Lavoisier
Desirée	Loubet
Reneé	Mercier

Egypt, 3rd millennium B.C.

Last names were rarely used in this period.

Names
Ahmen
Horus
Izezi
Khasa
Harsa
Rekhas
Sepkhaf
Seth
Unas



Timepiece keeps a database of local forms of identification for almost all known time periods and places. These IDs can be produced in less than five minutes.

Timepiece provides identification cards and/or papers for the PCs for their trips to Israel and 1790s Egypt (they are not needed in ancient Egypt). They will also provide special documents upon request, such as visas, passports and military IDs. However, the characters must ask for these special papers; they are not offered, and the GM should use discretion. For example, a PC would probably be allowed to carry a military ID showing him to be a captain in the Israeli Army, but not one identifying him as a general.

the day after the change was discovered, the team has been selected, notified and flown in. The GM can tell one member that he only clocked back two days ago from a mission during the 1922 excavation of the tomb of King Tutankhamen (this is especially appropriate for a character with the Unlucky disadvantage).

The mission director is Claudette Jordan, an experienced time agent with a straightforward attitude and a slight tendency to lose her temper.

How the Bomb Works

The nuclear bomb that Stopwatch planted in the Great Pyramid was special. Both time-traveling organizations have been researching ways to detonate future explosives in the past. All attempts have been unsuccessful; the explosives snap back to the future at the moment of detonation, causing damage to the ABET stage and discouraging any further research.

Stopwatch decided to eliminate the need for future explosives by getting the materials for the bomb downtime. The wiring and circuitry for the bomb were constructed at Stopwatch, with an especially powerful FR device as well as extensive radiation shielding – they didn't want the bomb discovered before it could go off.

A team was sent to southern Africa to a known location of rich uranium deposits, as well as iron, copper and tin. Processing equipment was sent through the next window that would allow the agents to refine the ores and create the TNT that is needed as a detonator.

The agents built the bomb with a sophisticated double-timer system. A simple mechanical timer, set to count one minute off is planted on a copper capacitor and detonator, all constructed of downtime material. The second timer, made by Stopwatch of future materials, is set to count up to one minute before detonation and start the mechanical timer and transfer an electrical charge to the capacitor. As soon as the mechanical timer is started, all the future materials in the bomb clock forward to prevent any explosion damage on the Stopwatch stage.

When the mechanical timer runs out, it connects the capacitor to the detonator, which detonates the TNT which in turn causes the uranium to explode.

The nuke was put together and set up so that it would only take a few seconds and the right password to arm it . . . and so the wrong password, or any defusing attempt would cause the bomb to go off. (Actually, the bomb can be defused with a Demolition-6 roll).

Once the bomb is armed, and the detonation date set in (12:00 pm, October 8, 1973), there is little anyone can do to prevent it from going off, though it could be moved . . .



The Briefing

The PCs are gathered in a standard briefing room. The atmosphere in Timepiece Central is charged with anxiety and strain. Some of the workers have been up for 24 hours, and exhaustion is setting in. Mission Director Jordan wastes no time with pleasantries:

"We don't have much time. You're clocking back in 30 minutes. Stopwatch's success with this mission has totally baffled us, and we can assume that they are going to try to achieve another one soon. We must reverse this event quickly before they bend history more."

"Here's what we know. Israel did not set off the nuke. After reviewing the scientific analysis of the blast, we have determined that the technology needed to create such a concentrated nuclear explosion did not exist at the time of the detonation. Therefore, the bomb itself must have been of future construction."

"Furthermore, the materials for the bomb must be from the past – at least the explosives, since any detonation of future explosive would snap back to Stopwatch's pad and destroy them. This didn't happen, so some of their agents must have actually obtained downtime uranium before the bomb was built. The problem is we have no idea when that was."

"Your first stop is the Middle East of late 1973. We don't know if there is a Stopwatch team there or not, but we can assume that there is at least a local agent in place to monitor the event and step in should something go wrong. Your job is to find that agent if he or she exists, and find out when the bomb was planted. The window you're going through is October 4, four days before the explosion. Stopwatch has never used this window, so we can assume that the agent, if there even

is one, went in at least eight months earlier – maybe even earlier than that. One thing is very important. You must clock back before the explosion occurs so the Observer Effect doesn't lock the event in. It happens at noon, October the 8th.

"The only clue we have toward the location of this mystery agent is a news report of the capture of a foreign spy by the Israeli government. The report claims that the spy had 'advanced' weapons and appeared to be a disguised European. No European country claimed the man, nor did anyone else. What seems to clinch it is that the 'spy' mysteriously disappeared from the Israeli jail on the exact same day as the explosion and was never heard from again.

"If this is our man, you should be able to find him at the Israeli Government Jail in Tel Aviv. According to the story, the man's name is Daniel Soma. Any questions?"

At this point, Director Jordan will answer any questions. Any obviously silly questions, or questions that she's already explained the answers to above, will be met with extreme irritation. She's in no mood to joke around or babysit people who aren't listening. Some of the most obvious intelligent questions are listed below.

"Why don't we just go back to a few years before the explosion to find and remove the bomb?"

It's not that simple. We have no idea where exactly the bomb is. The closest we can narrow it down is somewhere within 40 feet of any side of the Great Pyramid – that could be anywhere, even somewhere that has never been excavated. We are sending another team in right after you with Geiger counters to try to locate the bomb, but they aren't planning to disturb it if they find it.

Even if the bomb is found, it might be booby-trapped and go off with any tampering, killing our operatives and only slightly lessening the effect on history. If we went back too far and accidentally set off the bomb – say, before nuclear weapons were invented – the change in history would be catastrophic. No, we have to find a way to stop the Stopwatch team who planted the bomb.

"Was there a real Daniel Soma in 1973?"

Actually, according to records, there were 27 Daniel Somas alive at the time of the capture, in nine different countries. None of them seems likely to be a spy, although seven of them were about the right age and do not have alibis.

"Are there any specific times more likely than others for Stopwatch to have planted the bomb?"

Well, that's a difficult one. Yes and no. There have been people visiting and touring the pyramid since the time of the ancient Greeks. There have been at least five major professional excavations and explorations, and dozens of amateur ones.

That's not even mentioning all the notables who have toured the pyramid at one time or another: Herodotus, Plato, Alexander the Great, Napoleon, Ulysses S. Grant, and several more. A double posing as one of them could easily have the wherewithal to install something in the pyramid and have it hushed up.

Nevertheless, it's most likely that the bomb was planted either very early in the pyramid's history, and planted well, so it would never be discovered, or it was planted late after all the major discoveries had been found – maybe in a chamber that was seldom visited.

"What if Daniel Soma is really a spy and not a Stopwatch agent?"

Then you'll have until the explosion to find the real agent. If you don't find anyone, you clock back and hopefully, by then we'll have a contingency plan worked out.

Mission Director Claudette Jordan

Age 37, 5' 8", 130 lbs., black skin, brown eyes, black hair.

ST 10, DX 12, IQ 14, HT 10.

Move 5.5, Speed 5.

Dodge 6, Parry 8 (Broadsword).

No armor or encumbrance.

Advantages: Combat Reflexes, Intuition, Temporal Inertia.

Disadvantages: Bad Temper, Duty (to Timepiece).

Quirks: Dislikes idiots; Wishes she were still going on missions; Feels she has to be brusque to get respect.

Skills: Acting-15, Administration-14, Archaeology-13, Area Knowledge (14th-century Russia)-15, Area Knowledge (5th-century England)-15, Beam Weapons-15, Broadsword-14, Climbing-12, Computer Operation-14, Diplomacy-13, Guns (tangler)-15, History (British)-15, History (Russian)-16, Leadership-14, Savoir-Faire-14, Stealth-14, Teaching-15.

Languages: Gaelic-12, Middle-English-14, Russian-15.

Claudette Jordan is an experienced time agent who has worked her way up through the ranks of the Timepiece organization. Although she likes being in control, she often wishes she could be going on missions instead of directing them. She is a harsh woman, with few close friends. Nevertheless, she is well-liked and respected in the organization for her ability to make decisions quickly and without error.

Her time-agent experience includes a ten-year stint as a local agent in 5th-century England, where she became a druid and local contact for agents needing to combat Stopwatch in Arthurian times. She also went on several missions to Renaissance Russia, where she spent some time as a maidservant to Catherine the Great.



Learning Languages

Time agents trying to infiltrate past societies face the special problem of needing to know and speak the language, not only fluently, but with the proper accent, dialect and use of idiom.

The GM could, of course, simply require that his players buy the languages their characters are going to need during the adventure, but that often seems arbitrary and can give away the places and times the PCs are going to visit.

Alternately, Timepiece could have several ways of circumventing the language barrier. Three possibilities are described below.

Language Implants

Similar to skill chips from *GURPS Cyberpunk*, p. 40, these implants are computerized ROM chips that give the wearer use of one language at IQ+1 skill level. Up to three chips can be installed in any one person under a flap of fake skin on the nape of the neck. The drawback to implants is that they can be damaged. Any blow doing 10 or more points of crushing damage to the head will crack the chip and take the language away completely.

Reprogramming

Certain drugs, like RNA bombs (see p. 68), can affect learning. Timepiece uses a mixture of psychotropic drugs, computers and hypnotism to accelerate language learning to the point that a language can be learned at IQ+1 level in eight continuous hours. The language will stay in the subject's memory as long as he uses it for the majority of his speech and uses it at least once per day.

After seven days of non-use (or infrequent use), the subject begins to forget the language. He loses 1 point of skill in the language each day after until it is gone.

Translation Devices

Timepiece can install a subcutaneous device on the nerves in the head that control speech and hearing. The agent doesn't actually learn a new language, but the device can instantaneously translate a specific spoken language into his native tongue. The wearer only hears the translation, so there is a slight delay, but the effect is as if everyone were speaking the wearer's language.

For speaking, nerve impulses are intercepted at the agent's jaw, tongue and vocal chords and deciphered, translated and sent on. The effect of this is that the agent speaks normally, but the words come out in the language of the device. There is a switch inside the mouth that turns the device on and off.

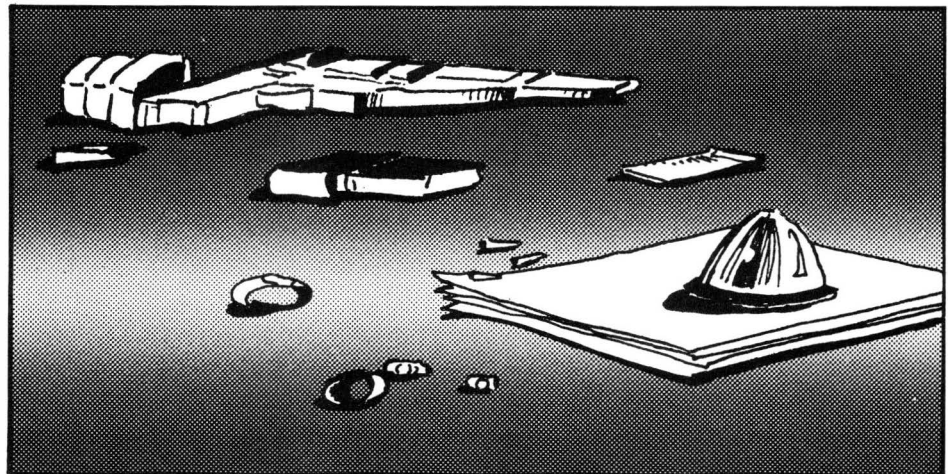
The drawback to this method is that the agent can only speak and hear *one* language while wearing the device.

Any other questions will have to be answered by the GM given what Timepiece knows. Generally, they only know what has been given in the briefing and what can be logically inferred from it. If the questions start taking too long, Jordan will cut them short so they can get equipped and on the pad in time.

Equipment

The team's equipment has been chosen for them. Timepiece provides the following provisions:

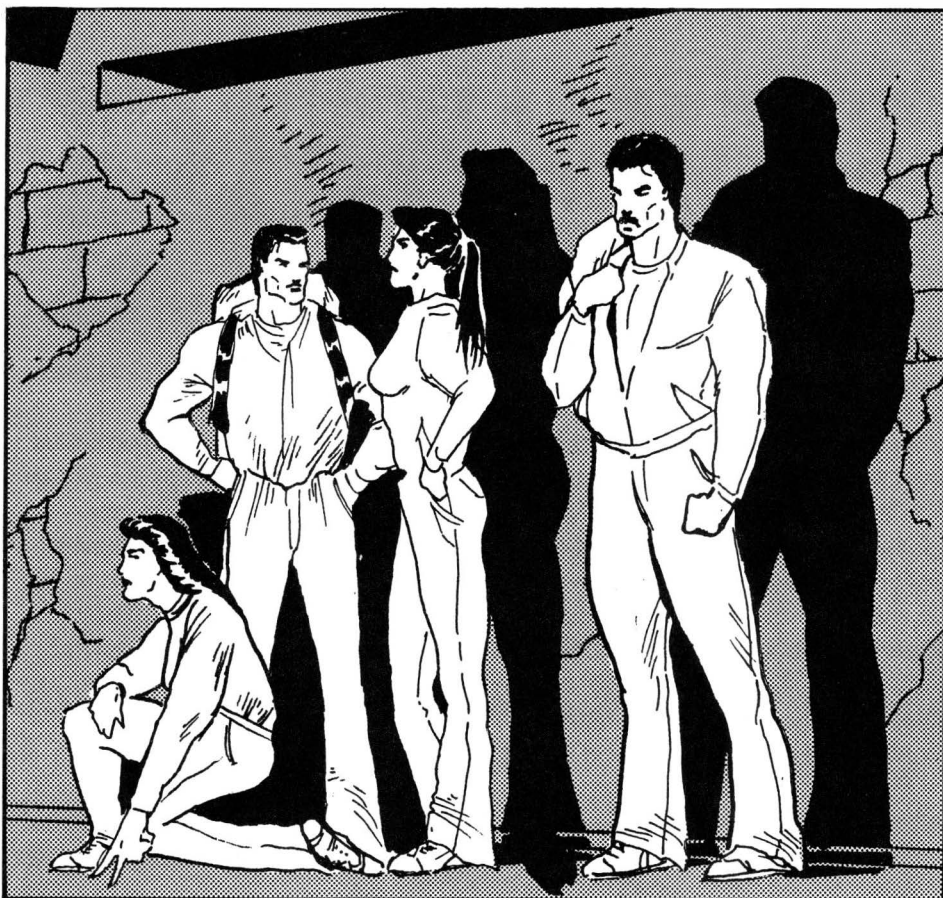
- ◆ Two-way radios for each team member, disguised as Zippo lighters.
- ◆ Holdout lasers for each team member, disguised as fountain pens.
- ◆ Two tanglers, undisguised.
- ◆ Medium monocrys armor for each team member, sewn into the lining of windbreakers (PD 2, DR 18; protects torso and arms).
- ◆ Two pairs of infrared binoculars, 16× power.
- ◆ One directional microphone, allowing clear hearing up to 100 yards away in one direction only.
- ◆ T-meter watches for each member, to show the correct local time (see p. TT57).
- ◆ \$200 each in actual 1970s Israeli currency, \$100 each in downtime gold coins.
- ◆ Israeli identification cards with fake names (see p. 53).
- ◆ One map of Tel Aviv and one map of the Middle East.
- ◆ A reproduced photograph of Daniel Soma from a 1973 Israeli newspaper. He's a thin man, with a shaved head. He looks tired and has several bruises on his face and neck.



A group of specialists has prepared disguises and clothes for the group, mostly slightly outdated and partially-worn American clothes. If some of the group members are not Semitic or do not look the part, they will be disguised with a Disguise skill of 17. Although the population of Tel Aviv is only 75% Jewish, Timepiece feels that Jews will draw the least suspicion.

Away We Go

The transmission room is humming with technicians. There is a short ceremony of well-wishing and hand-shaking, with Director Jordan and Dr. Villapondo both expressing their confidence in the team's ability to succeed. The techs prep the team for transmission and the PCs step on the pad. There is a brief flash of light, the slight sensation of falling, and the PCs open their eyes to a dark alley between two dingy buildings of brick and clay.



Tel Aviv, Israel, October 1973

The agents arrive in an alley of a run-down section of south Tel Aviv. It is nighttime, and the group's T-meter watches show that it's 12:45 a.m., October 4, 1973. The alley is a dead end in one direction and opens up into a larger, two-way street in the other.

From the street, the operatives can see that they are on a short hill about 5 miles south of the clump of high-rises and apartment buildings that makes up downtown Tel Aviv. The city stretches on a slow curve north along the expansive coast of the Mediterranean. The map shows that the jail sits in a small government section near the sea, a few blocks from the capitol building.

A Common Sense or Intuition roll will tell the operatives to find someplace close by to wait until morning. There are two such places within two blocks – an all-night diner called Isaac's and a run-down motel called the Sea Breeze. (Time-piece has never set up a safehouse in Tel Aviv.)

While Israel is not in a state of martial law, the people are well-armed and can be suspicious of strangers. A gang of people slinking through the streets at night is likely going to draw the wrong kind of attention. If the PCs insist on heading out right away or decide to wait it out in the alley, refer to the sidebar on p. 58 for some possible encounters.

The City

During the day, the journey downtown is busy, though uneventful. The city is large and heavily-populated. Cars, mostly European, jam the narrow streets and their drivers honk and shout as the traffic crawls along. The streets are crowded with vendors and makeshift marketplaces. The visitors will be solicited several times as they make their way through the throng of people.

Israel, 1973

Israel was formed in 1948 as part of the division of Palestine. Its history has always been rocky, marked by intermittent war with Arab states like Egypt and Palestine. The people there are tough-minded individualists who strongly believe in maintaining their Jewish homeland.

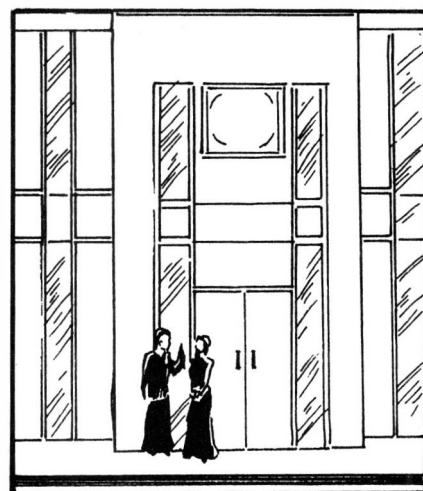
In the early '70s, most Israelis live in urban centers, most notably Tel Aviv, Haifa and Jerusalem. In fact, the populations of Tel Aviv and Haifa constitute 25% of the entire population of Israel. The cities are crowded and cosmopolitan – bustling with business and rich in tradition and religion.

Israel is quite a small country, occupying a little less area than Florida. Nevertheless, its size can be deceiving; it has a powerful military and a strong foreign-policy record. It was able to wage a successful war with both Egypt and Syria for several years.

The climate varies over the land. The south is mostly desert, with little rainfall, while the central and north sections receive about 44 inches per year, mostly between October and April. The summers are universally dry and hot, though areas near the coast are cooled some by Mediterranean breezes. Winters are temperate, with temperatures rarely dropping below 50° F.

The culture of Israel is very diverse. Although it is 80% Jewish, the Jews come from all over the world: Germany, Russia, America and Africa. To ease integration and encourage solidarity, the Hebrew language was revived and is now spoken as much as Yiddish in Israel, although many people speak English as well, and it is not considered out of place. Israeli leisure is a mixture of the old and the new, including religious worship, folk dancing and traditional songs, as well as going out to operas, symphonies and night clubs.

The economy is based primarily on agriculture, fishing, mining and tourism. The main currency of Israel in 1973 is the British pound, though in 1980, they reintroduce the shekel as their base unit of currency, worth 10 pounds. In 1973, one pound is worth about \$1.50.



Encounters in Tel Aviv

If the agents head out toward downtown Tel Aviv before dawn, they may have a few encounters to let them know it was a bad decision (as well as keep them on a suitable timetable for the adventure).

Wild Dogs

The group is attacked by a pack of stray city dogs. Most of them are harmless – too small to do any real damage – but there are three *big* dogs that can really do some harm. The large dog stats are ST 12, DX 12, IQ 5, HT 12. They do 1d-1 cutting damage from bites. Any dog that takes 2 hits of damage will flee. If three or more dogs break off, the rest will follow.

The Drunken Sailor

A sailor on shore-leave who has been drinking heavily wanders into the wrong section of town. A Jewish family caught him relieving himself on their flower bed. He got into a heated fight with the father and ran off when they started firing warning shots. He turns a corner and runs directly into the PCs.

If the PCs say *anything* provocative to the man, he will pull a small knife out of his pocket and start swinging. He has a 14 skill with the knife, but he's at -3 for being drunk. He does 1d-2 impaling damage for each successful hit. Meanwhile, the family has called the police. If the police arrive, the PCs will be questioned and asked to show identification. Roll 3d; on a natural 3, the policeman thinks the IDs are fakes and arrests the agents (see *In the Slammer*, p. 60).

If the PCs want to fight the police, there are two of them, both armed with Colt .45 pistols; use the stats for the generic jail guard on pp. 59-60. Any loud disturbance will bring more police within five minutes.

Let's Party!

A group of laughing Israelis approaches the PCs and invites them to a party just down the street. The Israelis are about the agents' age, and seem to be enjoying themselves. If the PCs politely decline, they can continue on their way.

If they accept and proceed to the party, they find a large basement room full of inebriated young people, drinking and dancing. It looks like everyone's having a good time. However, ten minutes after the agents arrive, the police show up to break up the party. Run it like the situation above, except there are six policemen, instead of two.

If the agents decide to fight, the partygoers will join in, and the policemen will be easily overcome (though there may be some serious injury and even loss of life). This combat starts a chain-reaction, however, sparking a riot in the neighborhood that lasts for several hours and draws half the police in the city. The agents had better leave or face certain arrest.



Tel Aviv is undoubtedly a port town. The smell of salt and the sea permeates the air; freighters and fishing boats dot the horizon to the west, and as the group nears the water, the markets display more and more seafood and fishing items.

Experienced agents will blend in and may even purchase fish, fruit, clothing or other daily items – a simple Acting or Savoir-Faire roll will allow this to be done without suspicion. A failure brings only a sidelong glance and a refusal to do any more business, while a Critical Failure causes extreme suspicion that will be reported to the authorities later in the day (“I think I saw another spy, officer.”). Agents with claustrophobia or demophobia (fear of crowds) get a -2 to any rolls on social skills while on the street among the people.

Of course, agents who wanted to really save time while displaying their mastery of Hebrew and Israeli custom could find a public phone and call a taxi to take them to the jail. The only downside to this approach is that it negates any subtlety as the cab pulls right up to the gate of the jail.

The Jail

The Government Jail is easy to find, even without the map; it is a two-story brick building on a small square, three blocks from the sea. It is surrounded by an 8-foot cyclone fence with three strands of barbed wire at the top. The map on p. 59 shows the jail's interior and is keyed to the sections described below. The PCs do not have access to this map.

There are no guards on the outside of the building, except for four who sit at card tables set up on each corner of the roof. A Vision roll spots these guards. Using binoculars shows that they all look extremely bored and there is a 3 in 6 chance that one of them is actually sleeping.

There is an iron gate in the fence in front of the building with an intercom box. Buzzing it will bring a tired voice that says “State your business,” as well as alert the guards on the roof (two of them keep an eye on the visitors, and any who may have been sleeping are awake and alert).

If they have rung the buzzer, the PCs will have to be careful what they say. Any casual mention of a spy or, especially, the name Daniel Soma brings a squad of ten armed guards from within the jail, and the sentries on the roof bring their high-powered rifles to bear on the operatives (H&K G3 .308s, with 4× scopes; see *Generic Jail Guard*, p. 59 for their stats). The agents will be questioned and searched thoroughly. If they can't provide a satisfactory story or have *any* anachronistic technology on them, they will be arrested. If this occurs, see the sidebar *In the Slammer*, on p. 60. For the questioning portion, the GM should allow contests of skill between captured agents' Fast-Talk, Acting or Diplomacy skills and the questioner's Interrogation skill of 15.

However, if the PCs say something into the intercom as simple as “Official business,” they will be allowed into the main lobby. Other lines could work get them through the first gate as well. “Delivery” is fine if the PCs thought to look

for a business on the way over that might actually deliver to the jail; “Visitors” won’t work because the only prisoners held in this jail are terrorists and spies; it would only bring a flurry of guards as above. “Inspection” will get the gate opened very quickly, though lacking proper credentials, the PCs will be thrown out quickly, or – on a very bad Reaction roll – arrested. Other clever ideas should be considered.

1. Main Lobby

The main lobby is dominated by a horseshoe-shaped desk that is set flush with the wall in back so that, without climbing over it, someone would have to go through another room to get behind it. There are two guards sitting behind the desk, looking extremely bored (use *Generic Jail Guard*, in the sidebar for their stats). They are armed with Colt .45 pistols.

Three uncomfortable green vinyl couches with metal arm rests line the walls. Behind the desk is a switchboard for the intercom system that runs through the building. If someone standing at either side of the desk makes a Vision-3 roll, he can see that the name “SOMA” is marked on white tape over the intercom switch designated “Cell 5.”

If the guards in here are somehow quietly dispatched, a general alarm would not be raised for 15 minutes, when one of the guards from upstairs comes down for his coffee break. This represents the PCs’ best chance to get inside the jail unnoticed. There are three doors leading out of this room. One is unlocked and made of wood; it leads to the two public restrooms. The second door is made of 4”-thick steel (DR 8, 320 HP) and is locked with a very complicated sliding-bolt lock (Lockpicking-10 to open). Each of the guards has a key to this lock and there is a spare in the guard room. This door leads to the hallway (room #3). The third is a similar steel door that leads from the guard room (#2 below) to the area behind the desk. The same key fits this door.

Generic Jail Guard

Age 20-26, 5’ 9”, 185 lbs., male or female, dark hair and eyes.

ST 10, DX 12, IQ 10, HT 12.

Speed 6, Move 6.

Dodge 6.

No armor or encumbrance.

Advantages: High Pain Threshold, Legal Enforcement Powers.

Disadvantages: Duty (to Jail), Laziness.

Quirk: Hates job.

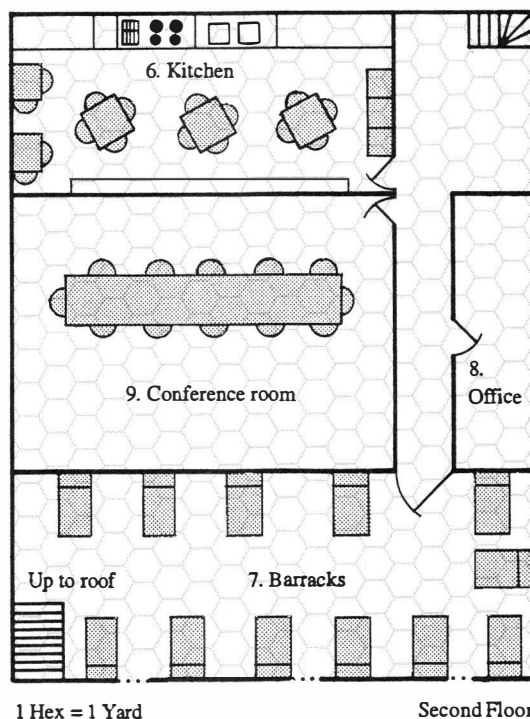
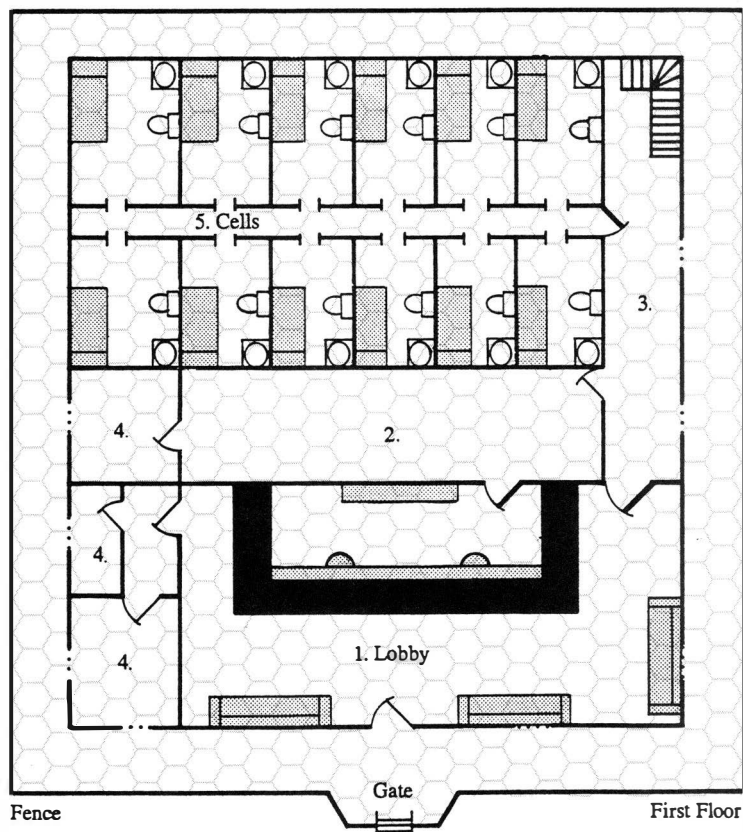
Skills: Area Knowledge (Tel Aviv)-11, Brawling-13, First Aid-10, Guns (pistol)-14, Guns (rifle)-14.

Languages: English-9, Hebrew-12, Yiddish-10.

Equipment: Colt .45, 20 spare rounds in belt. Roof guards carry H&K G3 .308s, with 4x scopes.

The guards at the Israeli Government Jail are typical security guards – not particularly skilled and constantly wishing to be elsewhere. They do their jobs, but certainly not with anything resembling industriousness. However, in a true crisis, they will react quickly and to the best of their ability.

Continued on next page . . .



1 Hex = 1 Yard
Israeli Government Jail

Generic Jail Guard

(Continued)

They have been told to be on the watch for anyone trying to get in to see Daniel Soma. If he is a true spy, it is likely that someone will try to rescue him. Any mention of his name by a visitor will cause them to raise a general alarm through the building.

Other visitors will be carefully questioned and watched closely. No one will be allowed into the cell area under any circumstances. If the guards see an intruder in the cell area, they will shoot to kill – if Daniel Soma escapes, they are sure to lose their jobs.

In the Slammer

There are several opportunities while the agents are in Tel Aviv for them to get arrested. While this may delay their mission, it won't make it impossible to succeed. In fact, the players may hit on the idea that getting arrested is the best way to get in to see Daniel Soma. That's not exactly true, but it will work.

If arrested, the agents will be strip searched, given jail clothes and taken to a conference room on the second floor of the jail (see p. 59). There they will wait under the watchful eyes of six armed guards. After 30 minutes the jail administrator, Anwar Giya, enters and interrogates the prisoners.

If the PCs give him any reason to believe they are spies – anachronistic technology, references to Daniel Soma, etc. – he will demand to know who they are working for, and why. If they don't answer, he will have them beaten unconscious and thrown separately in to the remaining cells (numbers 1,3,4,6,8 and 10). If they make up a story, naming a country that they are working for (good choices would be Syria or Egypt), he will not beat them, just lock them up.

In the cell area, the PCs now have the opportunity to question Daniel Soma about his true origins. Daniel is still paranoid and is no more likely to spill his guts to another prisoner than to someone outside of a cell. Again, he waffles about how much to tell the agents until it's too late; they hear the crash of the truck ripping up the gate (see p. 62). The scenario resolves itself as described in the main text.

2. Guard Room

A simple wooden door leads from the hallway into this large room. The guard room contains an old wooden desk, a coffee maker, a soda machine and a rack with four H&K G3 .308 rifles, two Colt .45 pistols and a Remington M870 12-gauge shotgun. There are 100 rounds for each of the rifles and 50 rounds for each of the other guns. The door in the north wall of this room leads to the area behind the desk in the main lobby, and the door in the west wall leads to the guards' bathroom. In the top drawer of the desk is a key to all the steel doors in the building. When the PCs arrive at the jail, the guard room is empty; however, one of the guards on the second floor will come down for a break 15 minutes after the PCs arrive.

3. Hallway

At the north end of the hallway is the 4"-thick steel door that opens into the main lobby. The hallway is lit with fluorescent light, and the east wall has two double-barred windows opening to the outside. At very end of the corridor is a set of stairs leading up to the second floor.

At the south end of the west wall is another steel door of the same construction as the first; this door leads to the cell area (#5). Next to this door is a panel with plunger buttons, labeled 1 through 10, which lock and unlock the cell doors. Each time one is pressed, a loud buzzer sounds throughout the building, which will alert the eight guards upstairs and the two guards from the lobby and bring them running if it is not expected.

4. Bathrooms

In the lobby there are bathrooms for both men and women. The guards' bathroom has two urinals and one stall. In an incredible lapse of intelligent design, the ceilings of the lobby bathroom and the guards' bathroom are made of removable asbestos panels. Someone could easily climb from one of the lobby bathrooms into the guards' bathroom through a 2'-high utility space. Access to the cell area is blocked by a stone wall, and the space over the guard room and the hall is blocked by an impassable air-conditioning duct.

Once in the guards' bathroom, an agent could sneak past the open doorway to the lobby with a Stealth-5 roll (or without the penalty if the guards are distracted). However the door to the hallway is locked; the agent would need to find the spare key in the desk. Another Stealth roll (with the same conditions) is required to remove the key unnoticed.

If either roll is failed, the guards notice and raise an immediate alarm, bringing eight more guards from upstairs. The PCs will either be arrested or shot depending on whether they resist.

5. Cell Area

This area consists of a long, narrow hallway between two rows of jail cells. The cells have stone walls and no windows. The walls and cell doors facing the corridor are made of iron bars, 1" thick and spaced 4" apart. There are currently four prisoners in the cells. Each cell has a steel cot and mattress, one toilet, a sink and a steel mirror.

Cells 2, 7 and 9 contain Abdul Mahmun, Harun Al-Wasif and Muhammad Al-Wasif, three Syrian terrorists who were caught trying to bomb a popular Tel Aviv night club. Of them, only Abdul speaks any Hebrew; if he sees the PCs without guard escorts, he will beg them to open their cells, promising huge compensation from the Syrian government. If the PCs honor this request, the terrorists will run for the nearest exit, stopping only to pick up any available weapons and shoot anyone who tries to stop them. The agents will never hear from them again.

In cell 5 is Daniel Soma, a thin man with his head shaved close. He is sitting dejectedly on his cot. For Daniel's reaction to the PCs, see p. 62.

6. Kitchen

This area is used to prepare the meals for the prisoners. One guard is in here cooking boiled beef and potatoes for the prisoner's next meal. She is armed with a Colt .45.

7. Barracks

This room has 12 cots lined against the wall with a standing steel locker next to each cot. The lockers contain extra uniforms and other personal effects. There are four guards in here trying to sleep. They have Colt .45s hanging in holsters on the handles of the lockers. They will be surprised if attacked.

8. Office

This is the jail administrator's office. He is gone for the day, and the door to his office is locked (he has the only key). The only thing of interest in the office is a report on Daniel Soma's arrest and interrogation. He was carrying a very small radio, with unbelievable range, a gun that shoots a mass of sticky twine, a miniature camera and several blank plastic cards that must have been treated to disintegrate (since they disappeared when taken away from him). He refused to say anything but his name, even after being beaten.

9. Conference Room

This is the room that the PCs would be taken for interrogation if arrested. There are five guards in here playing poker at the big table. They are armed exactly as the other guards. There is nothing of interest in this room.

Daniel's Story

Daniel Soma has not enjoyed his mission to Israel. He is, as Timepiece suspects, a Stopwatch local agent, assigned to monitor the nuclear detonation from the safety of Israel. If for some reason, the explosion doesn't happen, he is to travel to the pyramid and make sure it does occur, saving his own life only if possible. The mission was pretty straightforward and simple compared to some of the other expeditions he'd been on.

But ever since he arrived eight months ago, things have gone wrong. He settled into Israel well enough, getting a job as an accountant and an apartment near downtown. He soon learned to love the bustling, crowded city by the sea.

After a few months, he found a girlfriend. Interpersonal relations were allowed by Stopwatch, as long as they didn't directly affect the mission. However, he soon found out that Sarah Gemayel was the Prime Minister's cousin and lived in the state mansion in north Tel Aviv. This in itself would not have been so bad if Soma didn't *know* that the mansion was going to be destroyed and everyone in it killed during an Egyptian retaliation to the bombing of the pyramids – the very bombing that Daniel was working to bring about. His blossoming love for Sarah was shattered.

He decided that the only way to save her was to tell her of his mission. If he could convince her that he was from the future, perhaps he could warn her to leave Israel and avoid the bombing that was destined to take her life. He laid out his story and showed her his future gadgets, pleading with her to believe him.

Well, Sarah didn't know a time traveler when she saw one, but she did *know* a spy. Despite her growing love for him, she loved Israel more and promptly turned him in to the authorities.



Daniel Soma

Age 35, 6' 1", 150 lbs., cropped brown hair, blue eyes.

ST 10, DX 13, IQ 15, HT 9.

Speed 5.5, Move 5

Dodge 5.

No armor or encumbrance.

Advantages: Language Talent +3, High Pain Threshold, Strong Will +2.

Disadvantages: Duty (to Stopwatch), Impulsiveness.

Quirks: Falls in love easily; Keeps his hair shaved close.

Skills: Acting-14, Anthropology-14, Area Knowledge (Tel Aviv)-15, Area Knowledge (Middle East)-15, Beam Weapons-14, Camouflage-14, Computer Operation-16, Computer Programming-15, Demolition-16, Diplomacy-14, Disguise-17, Driving (car)-15, Electronics (Explosives)-15, Escape-13, Fast-Talk-16, First Aid-14, History (Middle East)-15, Holdout-16, Psychology-14, Research-15, Stealth-14.

Languages: English-17, Hebrew-18, Yiddish-17, Russian-17, Spanish-16, French-18, German-17, Italian-17, Japanese-16.

The Stopwatch local agent sent to Israel for the last crucial step in a extensively planned and executed mission was hand-picked from over 30 possible agents. Daniel Soma was regarded as one of their most reliable field agents, having successfully completed over 15 time missions. His personality problems had never surfaced before.

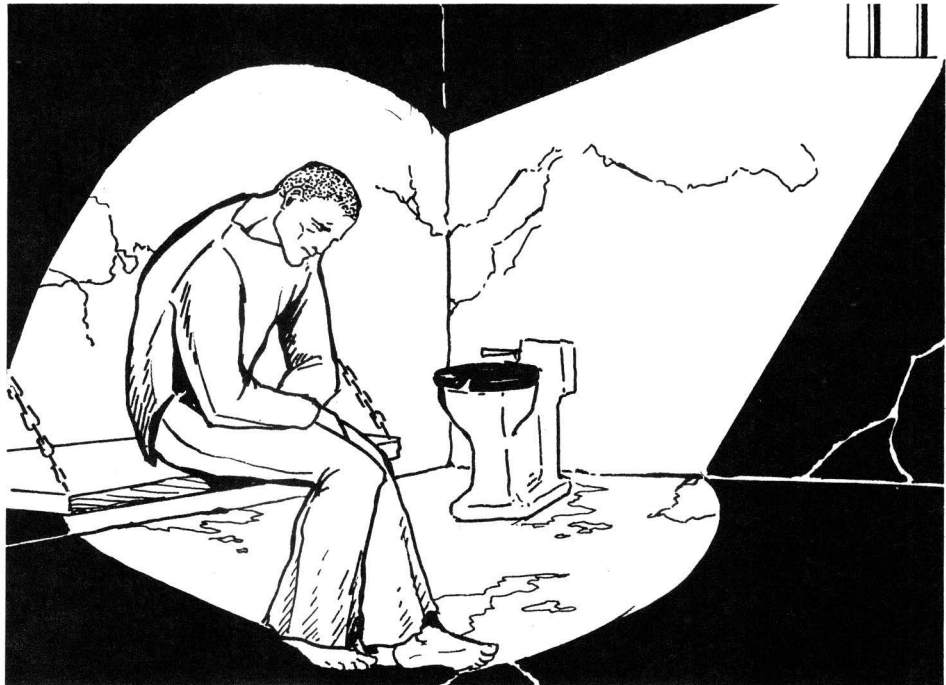
But his love for the doomed Sarah Gemayel caused this particular mission to crumble to the ground (see *Daniel's Story*, p. 61). Although the nuclear bomb *will* go off (unless the PCs intervene), he has seriously compromised the mission by giving the agents a vital clue toward completing their mission.

When the PCs meet Daniel, he is nearly at the breaking point. His time in the Israeli jail has convinced him to betray Stopwatch, but he is also extremely paranoid that his patrons will learn of his failure and lure him into confessing to them.

When he is hit by a stray bullet (see p. 63), he realizes that if he is to prevent the nuclear explosion, he must trust the agents and give them some kind of clue. All he can manage to write on the wall in his own blood are the letters "NAPOL." When he falls unconscious, he automatically clocks back to Stopwatch.

Daniel was arrested, interrogated and beaten – his equipment confiscated and his note cards taken away (promptly disappearing when they left his focal referent). There was nothing particularly unusual about a set of blank notecards snapping back to Stopwatch; however careful an agent might be, he could always accidentally drop a stack of them and lose them in the timestream. His superiors would not see it as a call for help. As for Daniel, he could snap back at any time, but it would only add insult to injury for him to return without accomplishing his mission. No, he would have to wait in an Israeli jail cell until the damn bomb went off.

During his stay in jail, Daniel has grown more and more disgusted with the whole operation – if it weren't for this plan, he wouldn't have had to spill his guts to Sarah and ruin their future together. When the PCs arrive, he is ready and willing to tell them whatever they need to know to thwart the Stopwatch plan. If they succeed in stopping the bombing, he plans to stay downtime and eventually convince Sarah to love him again.



When the Agents Arrive

Daniel is sitting on his cot, depressed as usual. When the PCs show up, he will ask them who they are. If they identify themselves as Timepiece agents, he'll immediately be interested, but won't start talking right away. Although he's ready to betray Stopwatch, he has to be sure he won't be spilling his guts to agents from his *own* timeline.

Unfortunately for the agents, Daniel is very paranoid and they have no way of proving that they're *not* Stopwatch agents sent to check on him. The conversation becomes a cat and mouse game, with Daniel never revealing anything that the PCs don't already know or have deduced. Right when it seems that he is about to tell the whole story, all hell breaks loose.

Jailbreak

If someone is watching the outside of the jail, he sees a faded green pickup loaded with masked men come screeching around a corner and head straight for the fence gate. The truck plows through the gate, dragging long strips of chain-link with it, and comes to rest on the steps of the jail. The rooftop guards are a little slow to react, but still manage to kill one of the terrorists before they rush inside.

The invaders quickly dispatch the guards in the lobby and get the door to the hall open just in time to meet a hail of gunfire from the stairwell. They lose two more Arabs getting to the cell area, but five still manage to unlock all the cell doors and get in.

What people in the cell area see are ski-masked Arabs rushing in and handing automatic weapons to their newly-freed comrades. Just as this is happening, guards from outside burst through the door. Bullets fly everywhere. PCs who don't take cover in one of the cells have a 1 in 6 chance of getting hit by a stray round. Even in a cell, a 5 or less on 3d indicates someone has been hit.

Daniel was unlucky. A stray bullet hit him in the chest, wounding him severely. He is completely shocked and can't speak; blood flows from his mouth and nostrils. He crawls to a wall and scrawls with his own blood the letters "NAPOL," falling unconscious before he can finish the word. He vanishes, leaving only a greasy, bloody smear hanging briefly in the air. (He had assimilated enough downtime water for most of his blood-scrawled message to remain in the past when he clocked back.)

After about 15 seconds, the shooting stops. The cell area has been sealed and all the terrorists and guards still inside the corridor are dead. A voice speaks over the intercom, "All prisoners return to your cells; anyone found outside of a cell in 30 seconds will be shot on sight."

The agents can then either wait for the guards to keep their promise, though that would be quite pointless, or they can clock back to Timepiece with the little information they have. (If they have any wounded, they may need to clock back). They arrive in the Absolute Now only three hours after they left.

A Side Note

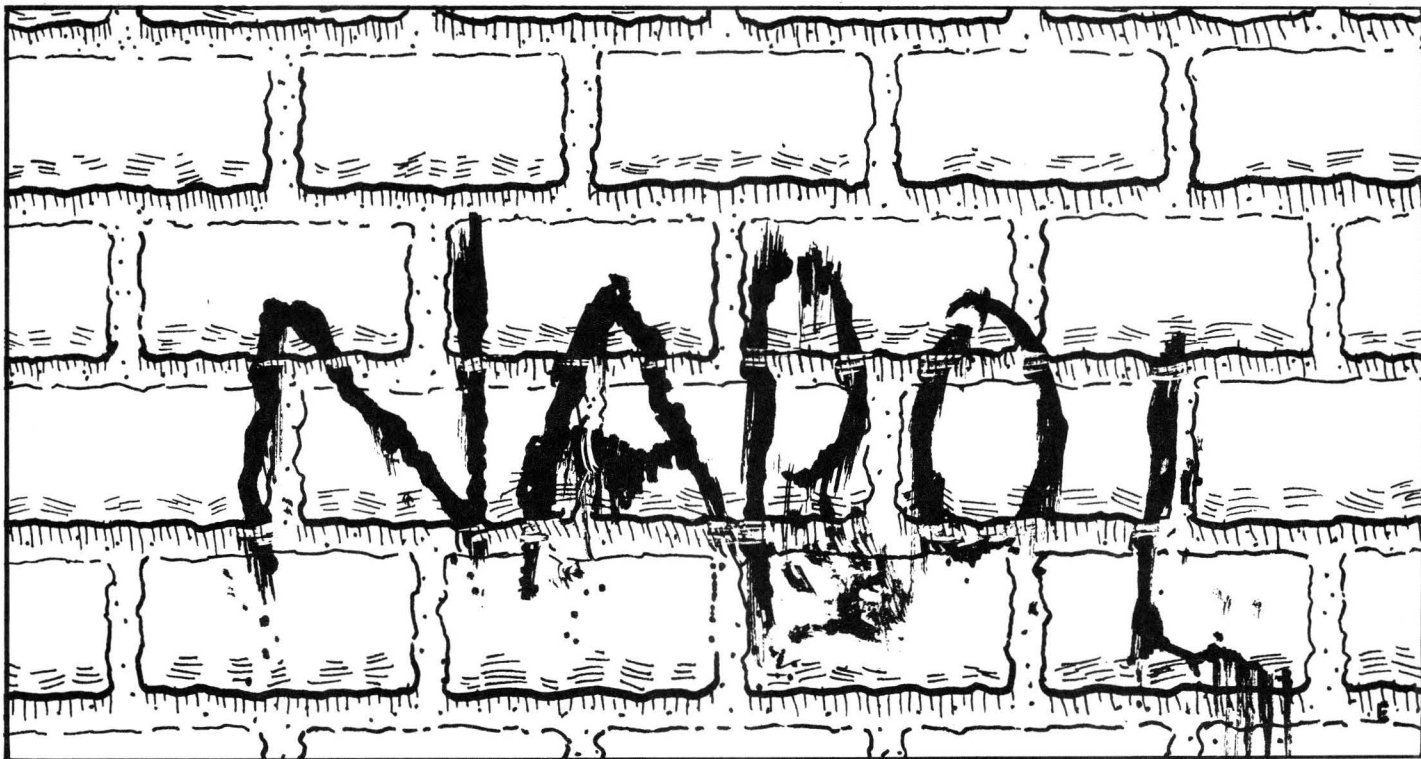
In Israeli pop history, the incident became known as the "NAPOL Mystery." The remaining jail guards arrived to find a missing prisoner in a very bloody cell and the mysterious word "NAPOL" written in blood on the wall. The incident is generally regarded as a hoax perpetrated by the embarrassed jailers, who somehow let their spy prisoner escape.

Debugging the Israel Section

The most likely problem for a GM to run into in this section is for the party to split up. Quite logically, the players may decide to infiltrate the jail with only the one or two characters who are good at espionage work. Once inside (whether by guile or getting caught), the rest of the party merely has to wait.

Not necessarily. The agents inside the jail can leave their radios on an open frequency, so that the operatives outside can hear what's going on and act quickly if necessary. Also, what happens when an Israeli pickpocket chooses the PCs as his targets, and blows his Pickpocket roll? The GM is encouraged to throw minor encounters at the PCs who think they are out of the action.

Another problem the GM might come up with is a group who completely fails to get into the jail, either because of bad luck or plain incompetence. If this is the case, change the ending scene so that the Arab terrorists take the PCs hostage to use as a bargaining chip to get into the jail safely. The PCs are escorted into the cell area with guns to their backs, when all of a sudden, the guards decide they're not going to bargain with the Arabs any more. The scenario resolves itself as usual.



Other Timepiece Teams

The PCs' group is not the only Timepiece team participating in the effort to reverse the Egyptian bombing. A number of other well-trained teams are sent in between or concurrently with the PCs' missions. In fact, if the GM wants to extend this adventure into a full-fledged campaign, he can use the following scenarios to fill in the gaps.

Search Squad

After the PCs return from Israel, a Timepiece team is sent in to 1890s Egypt as part of a Victorian tourist group. The agents carry Geiger counters in their canes and tour every inch of the interior of the pyramid. But they don't find any readings anywhere within the structure (the bomb has been shielded too well).

However, when they emerge from their tour, they do find their entire camp completely covered by a sudden sand storm – a storm that's just beginning . . .

Granite Busters

After the agents return from dealing with Napoleon, another team is sent to visit the pyramid in 640 AD, when it was first explored by Al Mamun and his engineers. The agents sneak in one night to see if the bomb is where the PCs described and find out what they can learn about it.

They discover that it must have been placed there before the block of granite was put in the pyramid – before the pyramid was built! Just as they are about to replace the granite cover, they are discovered by some of Al Mamun's men. If they clock out immediately, Al Mamun will not rest until the secret of the strange metal treasure is found . . . and he could easily set off the bomb trying to figure it out. But the only other option is to kill their discoverers, causing a possible blackout and other chrontal damage.

Hostile Extraction

Although Timepiece has replaced the uranium in the bomb with inert material (see p. 85), they don't want it sitting in the pyramid forever. Some enterprising archaeologist might discover it, and history would be severely damaged.

A small team is sent to the late 1860s with a tourist group headed by Ulysses S. Grant. Disguised as American tourists, the team sneaks in to remove the bomb and return with it back to the United States. They plan to bury it near the future site of Timepiece Central, to be dug up and studied later.

Unfortunately, the crate is damaged while being loaded on the freighter and the nuke falls out onto the deck – the FR field is damaged and all the future materials clock back, still leaving a working nuclear bomb! General Grant wants to know what this mysterious device is, and what it can do . . .

Back to the Drawing Board

As soon as the agents arrive on the ABET platform, technicians and medics rush in to escort them off the stage and check for any injuries. Any agents with wounds are rushed to the medical center; the rest are hurried into a briefing room.

Debriefing

Director Jordan is waiting, looking harried and tired. It's obvious that she hasn't gotten any sleep since the PCs left. She immediately asks them what they learned. She listens somewhat impatiently while they relate the story.

Hopefully, the players will have figured out that "NAPOL" is the first five letters of the name Napoleon, but if they haven't, Jordan will immediately hit upon it. "Yes, of course, Napoleon – that would be a perfect time to plant the bomb. No one would question anything unusual that he did."

She hurriedly types something into her terminal. "Right. Here it is. There is a story that Napoleon spent the night alone in the King's Chamber of the pyramid the night after the Battle of the Pyramids. Just the right moment to plant something in an undiscovered chamber."

Jordan asks for ideas as to what the next phase should be. It's obvious they have to send someone back to monitor Napoleon around the late 1700s. But exactly when and where? She will listen and complement good suggestions and berate agents who come up with silly plans. After about 20 minutes, she tells the PCs to get some rest. She's going to take their ideas and discuss the next step with her superiors and come up with a plan. Then she's going to get some much-needed sleep.

At this point, anyone who was injured will be healed; the next phase of the mission will begin as soon as everyone is back to full HT. The exception to this is someone with crippling injuries, or injuries that would take weeks instead of days to heal. That character is effectively out of the scenario. If this occurs, the GM should allow the player to design a new time agent to go on the next mission.

The Plan

Claudette briefs the agents for the second part of the mission. She has gotten some sleep and seems in a better mood.

"Well, the good news is that your success with Daniel Soma has already raised our probability 1.5%. We're still in a little hurry, but not as much as before. I've talked with control, and we've come up with a plan."

"You are to pose as French soldiers who fought at the Battle of the Pyramids. You aren't actually going to fight in the battle; you'll just show up afterward. We're sending an advance agent in two years earlier. He is an expert on revolutionary France and a very good soldier. He will infiltrate the French army and become an officer and vouch for you as his men when you show up at the scene. His name is François Bonhomme."

If there are women in the party, Claudette will add that they will pose as drummers. It was not uncommon for women to pose as drummer boys so they could get into the army and travel the world. If their sex is discovered, it will probably be ignored. Even at the worst, the female agents would be sent home after the battle, which won't affect the mission.

"Napoleon threw a huge party after winning the battle. Everyone will be drinking and celebrating, and you shouldn't have any trouble getting in to Napoleon's camp. Once there, you will monitor Napoleon and find out if he is a Stopwatch agent, or under the influence of one."

"Now, it is very important that you take no direct action against Napoleon. We can't have him disappearing or dying at that point in history. There's no telling what effect that would have. No, you just have to watch him and try to keep him from planting that bomb. If it comes down to a choice between injuring him and allowing him to plant the bomb, let him do it; we can't allow history to change in unpredictable ways. Besides, we have no idea if he actually planted the bomb.

"There is a distinct possibility that the whole Napoleon trail is a ruse to put us on the wrong track. What you've got to do is keep an eye on him until he makes a move to plant the bomb. If he doesn't, you clock back and we'll go from there."

"You're going in on July 9th, 1798. You are to wait for three days in an abandoned excavated tomb about 2 miles south of the battleground. The battle starts around 10 a.m. on July 12th. It lasts two hours, and the removal of the bodies takes another five. You should arrive from the south no earlier than 6 p.m. on the 12th. The sun will just be going down and the party should be just about started.

"When you get there, say you're with Captain Bonhomme's company and someone should direct you to him. When you see him, one of you should remark that you are grateful to him for saving your life. He should respond that it was his honor and duty. That's the recognition signal. You'll receive further instructions from him then. Got it?"

The rest of the briefing consists of the agents' receiving their false identities and getting any languages they may need (see *Learning Languages*, p. 56). The agents are also familiarized with the Great Pyramid's layout and structure (refer to the map on p. 70 and the sidebar on p. 72).



The Arab Bandits

Ages 24-32, 5' 6", 155 lbs., Black hair, brown eyes.

ST 12, DX 12, IQ 10, HT 10.

Speed 5.5, Move 5.

Dodge 6, Parry 9 (Scimitar).

Cloth armor and Toughness (PD 1, DR 2), no encumbrance.

Advantages: Combat Reflexes, High Pain Threshold, Toughness 1.

Disadvantages: Greed, Enemy (Large group, 9 or less).

Quirks: Like fine wine.

Skills: Area Knowledge (Egypt)-10, Area Knowledge (Cairo)-11, Broadsword (Scimitar)-13, Guns (Flintlock)-14, Knife-12, Merchant-11, Scrounging-11, Stealth-14, Streetwise-10, Survival (Desert)-13.

Languages: Arabic-10.

Weapons: Flintlock rifle (treat as Kentucky Rifle, 4d crushing), Scimitar (sw+2 cutting), Large knife (sw-2 cutting, thr impaling).

These four Arab bandits are celebrating a good day. They started off by stealing the jewels from a middle-aged Englishwoman on her way to Cairo on a tour of the Mediterranean countries. Then, about 3:00 pm, they encountered two Italian tourists who had \$700 in gold and five pounds of fine Italian coffee. They left their victims' bodies to rot in the sun.

They have a total of \$2,500 in gold and jewels on them. After they spend the night in the tomb, they plan to travel to Cairo and take a few weeks off banditry. They are experienced thieves who only rob from foreigners. Despite their practices, they love their country.



Equipment

The agents are dressed as 18th-century French soldiers. If physical disguises are necessary, they will be performed with a skill of 17. Four changes of clothes are provided. The PCs are also each given \$50 in gold and silver to be used only in emergencies; they should have no need for money on this mission. In addition to the clothing and money, each member receives the following supplies:

- ◆ A map of a ten-mile area around the great pyramids, c. 1790.
- ◆ A map of the interior of the Great Pyramid. See p. 70.
- ◆ Four days' worth of water and dehydrated food.
- ◆ Light-intensifying contact lenses, conferring the Night Vision advantage.
- ◆ A flashlight illuminating up to 15 yards, disguised as a hunting knife.
- ◆ .44 caliber handguns disguised as flintlock pistols. Each holds 12 rounds (use stats for IMI Eagle .44 M, p. B208).
- ◆ Hand stunners disguised as functional sabers (See p. B119) or as drumsticks.
- ◆ Medium monocrys armor sewn into the lining of their uniforms (PD 2, DR 18).
- ◆ Two-way radios disguised as snuff boxes.

Stage Two

The scene is much the same as before in the transmission room, though the general atmosphere is less hectic. The agents are prepped for transmission, their equipment given one final check, and the machine twists them up into the fabric of time.

Egypt, July 1798

The agents open their eyes to bright sunlight and blue sky. The only sound is the wind blowing across the dunes. All around them, the desert stretches away to the horizon, broken to the north by some low hills and the massive shape of three large pyramids rising from the sand, and to the west by the distant, serpentine valley of the Nile. The air is swelteringly hot and dry. The temperature is 102° F.

About 30 feet to the PCs' left is a rectangular opening into a short, rocky cliff.

The Tomb

The opening leads to a 50' -long hallway, 6 feet high and 4 feet wide, that slants down at a 15° angle. At the end of the hallway is a 10' by 15' room with hieroglyphs carved in relief on the walls. The walls have cracked and faded with age, and the light from the opening of the tomb barely illuminates them. It is much cooler in here, a crisp 87°. The team's instructions are to wait here until after the Battle of the Pyramids, three days from now.

Desert Thieves

The first day and night pass without incident. At about 8:00 p.m. the second evening, a group of Arab bandits decides to use the abandoned tomb as a place to hole up for the night and count their day's take. If someone is on watch, he will see four figures on the edge of his vision to the south. They are headed directly for the tomb and show no indication of having seen the agent. If he remains in the open, they will attack him, hoping to make a good day even better. Otherwise, they won't see him.

If no one is on watch, a Hearing roll will alert the agents to some voices talking and laughing from the opening of the corridor. The Arabs have set up camp at the opening to the tomb and are pouring cups of fine coffee that they stole from some Italian tourists earlier that day.



Captain François Bonhomme

Age 35, 6' 2", 190 lbs., Black hair, blue eyes.

ST 15, DX 14, IQ 12, HT 14.

Speed 7, Move 7.

Dodge 8, Parry 13 (Saber).

Medium monocrys sewn into uniform (PD 2, DR 18), no encumbrance.

Advantages: Appearance (Handsome), Combat Reflexes, Charisma +3.

Disadvantages: Overconfidence.

Quirks: Thinks of himself as culturally superior to other time agents; Prefers to speak French, even when it's unnecessary.

Skills: Acting-14, Area Knowledge (France)-13, Area Knowledge (Egypt)-12, Beam Weapons-15, Camouflage-11, Climbing-14, Computer Operation-14, Diplomacy-11, Disguise-11, Escape-14, Fast-Draw (Saber)-15, Fast-Talk-15, Fencing-18, Guns (Pistol)-20, Leadership-12, Savoir-Faire-14, Stealth-14, Survival (Desert)-12, Tactics-13.

Continued on next page . . .

If the agents keep quiet and stay in the room, the Arabs won't notice them right away. However, in the middle of the night, one of the Arabs will quietly collect a portion of the loot and try to hide it in the back of the tomb. He feels his way along the wall and strikes a match when he gets to the opening to the room. He will be quite surprised when he sees the group of agents (and if the PCs were sleeping peacefully, so will they). He runs back up the corridor, yelling an alarm in Arabic.

The other Arabs get their rifles ready. They have two already loaded, and a couple of the thieves start loading the other two. If the PCs don't come up the tunnel, the bandits light a lantern and cautiously proceed down the corridor, shooting at anything that moves or looks human.

The outcome of this encounter depends entirely on the PCs. The Arabs are a chance encounter and have no information that would prove useful to the agents. However, if any of them escape, they will report the presence of French soldiers in the abandoned tomb to authorities in Cairo. The place will be swarming with Egyptian soldiers within 20 hours.

Obviously, the Arabs will have to be captured or killed outright. If the GM wants to complicate the scenario, he can even have the Arabs be part of a larger band of thieves, who come the next day looking for their missing comrades . . .

After the Battle

There are no other encounters during the remaining waiting period. At about 10:00 a.m. on July 12, the agents hear the boom of far-off cannons and the faint crack of musket fire. The battle has begun.

It is a short battle, lasting only two hours, after which the sounds of fighting dies away to the silence of the desert. The silence is soon broken as the agents hear a hoarse cheer sent up by the French army. From the tomb, the only things that can be seen of the battle are thin columns of smoke rising near the pyramids.

After six hours, the party can proceed directly north and enter the army camp. There are about 15 large tents pitched about 30 yards south of the Great Pyramid, with another 30 or so smaller, private tents encircling those. Around the cluster of tents for about 1,000 more yards are individual camps with fires already lit, roasting goats and cattle. The men in these camps can be heard talking, laughing and singing cheerful songs. Another 100 yards to the south lie four piles of burnt Arab bones.

The party will be greeted by a sentry of one of the southernmost camps. He asks them where they have been. Surely they haven't shirked their clean-up duties. A Fast-Talk or Diplomacy roll is needed to quell the man's doubts (only one agent may attempt the roll). An explanation as simple as that they are part of a perimeter patrol will work. The sentry cheerfully points out Captain Bonhomme's tent and congratulates the team on their valorious fighting this day.

If the roll fails, the man calls his superior from the nearby camp. The lieutenant is a little harder to convince. The Fast-Talk or Diplomacy roll is at -3. If *this* roll fails, the lieutenant will ask for their names and company. He will take down this information and personally escort them to the tent.

Captain Bonhomme's Tent

Captain Bonhomme is talking to one of Napoleon's colonels when the PCs arrive at the tent. The colonel is chuckling as he describes how, with typical French precision, his cannon squad managed to miss the company of Mameluke horsemen they were aiming for, and instead took the entire nose off the Great Sphinx.

Bonhomme laughs with the colonel and then looks at the visitors. He eyes them curiously until he hears the recognition code. After he makes the correct response, he greets them graciously in flawless French, lavishly commending

Captain François Bonhomme (Continued)

Languages: English-12, French-15, German-12, Italian-12.

Weapons: Fine Saber (sw+1 cut, thr+2 imp), .44-cal automatic (IMI Eagle, 3d cr).

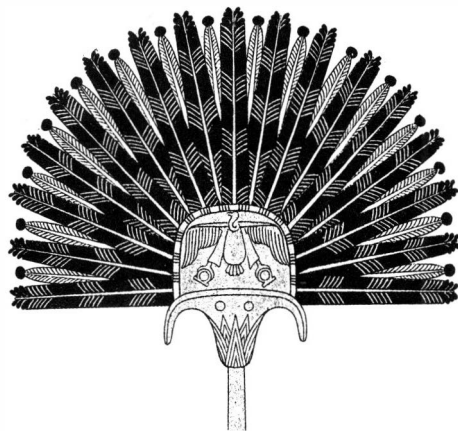
François Bonhomme has wanted to leave the Time Corps for quite a while now. He is a French-Canadian who's been in love with France since his childhood. Despite his lower-class upbringing, he worked his way through college with excellent grades. He applied for a position in Timepiece the day after graduation.

His degree in French history paid off. He was assigned as a local agent in early 18th-century France. He found that he loved it there; the culture was even richer than he had expected. He set up a safehouse in a little town called Monistrol, just south of Lyon.

Unfortunately, after only two years, four Timepiece agents who were staying at his safehouse were defeated by a Stopwatch team. He was snapped back to Timepiece with the agents battling Stopwatch. The entire period between 1703 and 1788 was blacked out to Timepiece travel.

Bonhomme was devastated; he vowed to return to France and begged control to send him in as a local agent to 1789. But routine psychological evaluations showed a slight imbalance since his return – not enough to kick him out of the agency – but enough to put him behind a monitor for a while.

However, he was still the leading authority on 18th-century France, and when the current crisis came up, he was picked immediately. Unfortunately for Timepiece, two years pushing data had only allowed his dream to ferment. He is using this mission to get himself set up in revolutionary France for good . . . whatever it costs.



RNA Bombs

An RNA bomb is a futuristic chemical device that allows a complex suggestion to be planted in a specific individual. The bomb can program an individual's actions and thoughts for up to a 2-hour period. This is the method that Stopwatch is using to force Napoleon to arm the nuke.

An RNA bomb can be placed in any food or beverage, and takes effect 16-18 hours after ingested. The RNA in the bomb meshes with the victim's DNA in his brain cells, causing his genetic program to be overwritten for a short period of time, actually encoding a complex series of instructions that will be followed unequivocally. The bomb can also be set to implant a completely new set of memories in the subject's mind to cover up what he actually did under the influence of the bomb. In Napoleon's case, he will have no recollection of arming the nuke. Instead, he will remember having a vision of being visited by the angel Gabriel and told that he was destined to become Emperor of the World.

RNA bombs are never used by Timepiece and rarely used by Stopwatch. First, an actual cell sample from the subject must be taken and sent forward via time capsule. Second, the cell sample must be used to grow a full clone, and the clone must be brought to enough intelligence and personality to take a "program." Then the clone has to be sacrificed to get the memory RNA – something Timepiece just won't do. Stopwatch does, but it's very costly and time-consuming.

After all this hassle, less than one percent of the population shows a good reaction to the RNA treatment. Susceptibility is highly correlated with megalomania and certain other personality disorders, though, so it was a good bet that it would work on Napoleon. Genetic analysis will show, before the clone is grown, whether a certain subject will be susceptible or not. Because of the expense and unreliability of the bombs, Timepiece agents need not fear RNA bombs around every corner.

When a bomb is used in the past, it must be placed in a container with its own Focal Referent, or the RNA bomb will snap back to the future. In Napoleon's case, the RNA bomb is in the wine decanters that Alacazzar brought him to drink. Each bottle has its own FR field.

them for their excellent fighting during the glorious battle for France. If they were escorted there, he suavely dismisses the lieutenant, seeming to become quite irate when the man protests. Soon after, the colonel excuses himself pleasantly to go check on the party preparations, leaving the team alone with Bonhomme.

François Bonhomme is a handsome, powerfully-built man with a brilliant smile and a charming air. He seems perfectly at home in this era, and looks every bit the dashing French soldier. He casually asks them if they had any problems getting there, showing a definite interest in their story about the encounter with the Arab bandits.

After they inform him of their status, he tells them what he knows:

"Well my fellow agents, I have found our Stopwatch man. Napoleon is not an agent, though I think he would be one if he could. He shows none of the signs – I have even seen him take wounds that would have sent most of us back. But this other one . . . now he's a Stopwatch man if I ever saw one."

"Nigh three months ago, a gaudy Turk named Alacazzar presented himself to the General, claiming to be a magician and jester. Well, Bonaparte took an immediate liking to the man, and I must say, he's good – suave, charismatic and funny as a baboon. Why he once . . . oh, never mind, another time perhaps."

"To continue, the General fell under Alacazzar's spell and hired him as his personal entertainer. I suspected him of course, but could not find any proof, nor did I want to confront him for fear of revealing myself. So I watched and waited."

"Well, one day I had my proof. It appears that Alacazzar brought some exotic wine with him as a present for the general, and during drills one afternoon, the magician brought the case of wine out to show off to Bonaparte, in front of the troops no less! Gods, the man was clever. The wine was stored in crystal decanters and Napoleon, the oaf, let one slip from his grip."

"Alacazzar caught it deftly, but was unable to keep it from knocking against one of the bottles in the open box, causing it to chip. And as sure as I'm standing here, I heard that little bit of crystal snap uptime. And the Stopwatch man heard it too, for I saw him get a little sick look on his face and look carefully around to see if any of us had noticed and changed our expressions. I, of course, held my composure."

"And damn me if that blasted Turk didn't shout, right there and then, that this fine wine was a gift to be drunk to celebrate our certain victory in Egypt, knowing that the General would follow that pledge after it was spoken in front of his men. I joined in the cheer with everyone else, but it was killing me inside not to be able to confront the dervish."

"So here we are. Our innocent Napoleon about to be drugged by a mad Turk from the future, and as far as I can see, very little we can do about it."

Plans

Bonhomme believes that Alacazzar is planning to drug Napoleon with the special wine, causing him to plant the bomb in the pyramid. The wine probably contains some type of hallucinogen to make the General very susceptible to suggestion. Alacazzar stays very close to Napoleon; he would certainly intervene if he thought someone were attempting to thwart his plan.

The agents certainly won't be able to prevent Napoleon from drinking the wine. The Turk has already seen to that. They will have to wait until the General takes his journey through the pyramid and try to prevent him then if they can.

Bonhomme gives the group his best idea. Tonight, while the party is winding down, they should sneak into the pyramid, climb down the well shaft and wait in the grotto (see the map on p. 70) until Napoleon enters to remain for the night. According to history, that will be at 7:00 p.m., the following day. He tours the

pyramid with his *savants* from 10:00 a.m. until 3:00. Then he leaves to wrap up some business in the camp, and at about 6:30, the General is supposed to announce his desire to spend the night in the King's Chamber.

When he goes into the King's Chamber (at about 7:00 p.m.), the group should climb quietly up the well shaft and then up through the Grand Gallery to the King's Chamber to confront Napoleon and keep him from planting the bomb.

Other plans may be considered, but the only ones he will accept are those that have the team somehow confronting Napoleon in the King's Chamber alone. After the plans are discussed and finalized, Bonhomme invites the PCs to join the party in the main tent. He cautions them about drinking too much wine as they will need their wits about them later in the evening.

Party!

The General's tent is crowded with high-ranking officers, Arab consorts, musicians and servants. Napoleon stands on a small footstool, while servants arrange his uniform. Next to him is Alacazzar, an expansive, olive-skinned man with bright black eyes, a thin curled moustache and braided black hair. He is smiling and juggling three tiny cushions with one hand.

The group is announced by a soldier at the tent's opening as "Captain François Bonhomme and his valorious company men." Bonhomme immediately begins carousing with some of the other officers and introducing the PCs as some of his best soldiers. Surprisingly, many of the officers say how they recall the PCs' valor on the field today.

As the agents look around the tent, they see that Alacazzar spends the whole time next to Napoleon with one foot on an unmarked wooden crate. He shows no signs of moving.

The GM should require the players to make a Carousing or Savoir-Faire roll every half-hour while they mingle with the guests. Failure only means that particular agent offended one of the General's guests; he gets ejected from Napoleon's tent and must wait elsewhere for his comrades.

A Critical Failure, however, results in the agent's letting out an anachronism that is overheard by Alacazzar. The Turk whispers to Napoleon that he thinks he saw the agent hiding among the dead, avoiding his duty in the battle. Napoleon, always quick to judgment, has the PC taken away under guard, "to be dealt with tomorrow."

Fortunately for the abducted agent, his guards are eager to be part of the celebration that is happening all over the encampment. They tie his hands behind his back with a leather thong and leave him strapped to a makeshift hitching post (4" thick and embedded 2 feet into the ground). An Escape roll will free the prisoner immediately, or he can work the post out of the sand after 5 successful ST rolls, each attempt taking 15 minutes.

The Toast

At midnight, Alacazzar bellows "*Atención, madames et messieurs!*" And all eyes turn to Napoleon, who has taken his stance on the footstool again. He holds a crystal decanter full of wine in his hand. He speaks, and his voice is high-pitched but somewhat charismatic.

"*Compatriots, once again we have won a decisive victory for glorious France. (Pause for cheers.) The godless Arabs cannot hold Egypt from us. They will fall like cattle before our guns and swords. (More cheers.) When our brothers at sea defeat the English swine, Egypt will be ours.*"

"*I raise my glass for Napoleon, for God, for France and someday, the World!*"

Everyone in the tent echoes the toast "Napoleon! God! France! The WORLD!"

The diminutive General raises the decanter to his lips . . .



Alacazzar

Age 29, 6' 0", 220 lbs., black hair, dark skin and eyes.

ST 13, DX 15, IQ 12, HT 12.

Speed 6.75, Move 6.

Dodge 6, Parry 9 (Scimitar).

No armor or encumbrance.

Advantages: Ambidexterity, Charisma +4, Voice.

Disadvantages: Duty (Stopwatch), Overweight.

Quirks: Truly loves his job; Likes to tell bawdy jokes.

Skills: Acting-13, Bard-14, Blackjack-16, Brawling-17, Broadsword (Scimitar)-16, Carousing-14, Disguise-13, Fast-Draw (Scimitar)-16, Hobby Skill: Juggling-18, Holdout-14, Lockpicking-14, Performance-16, Psychology-14, Riding (Horse)-16, Savoir-Faire-15, Singing-14, Sleight of Hand-17, Streetwise-13.

Languages: Arabic-13, French-14, English-12, Turkish-12.

Alacazzar's real name is Arnold Bokler. He's a dedicated Stopwatch agent who loves his work. He devotes much of his free time to preparing for his missions. He is an excellent juggler, magician and performer, with a rich deep voice. He can make almost anyone smile by belting out a dirty limerick or a tall tale (usually involving a farmer's daughter).

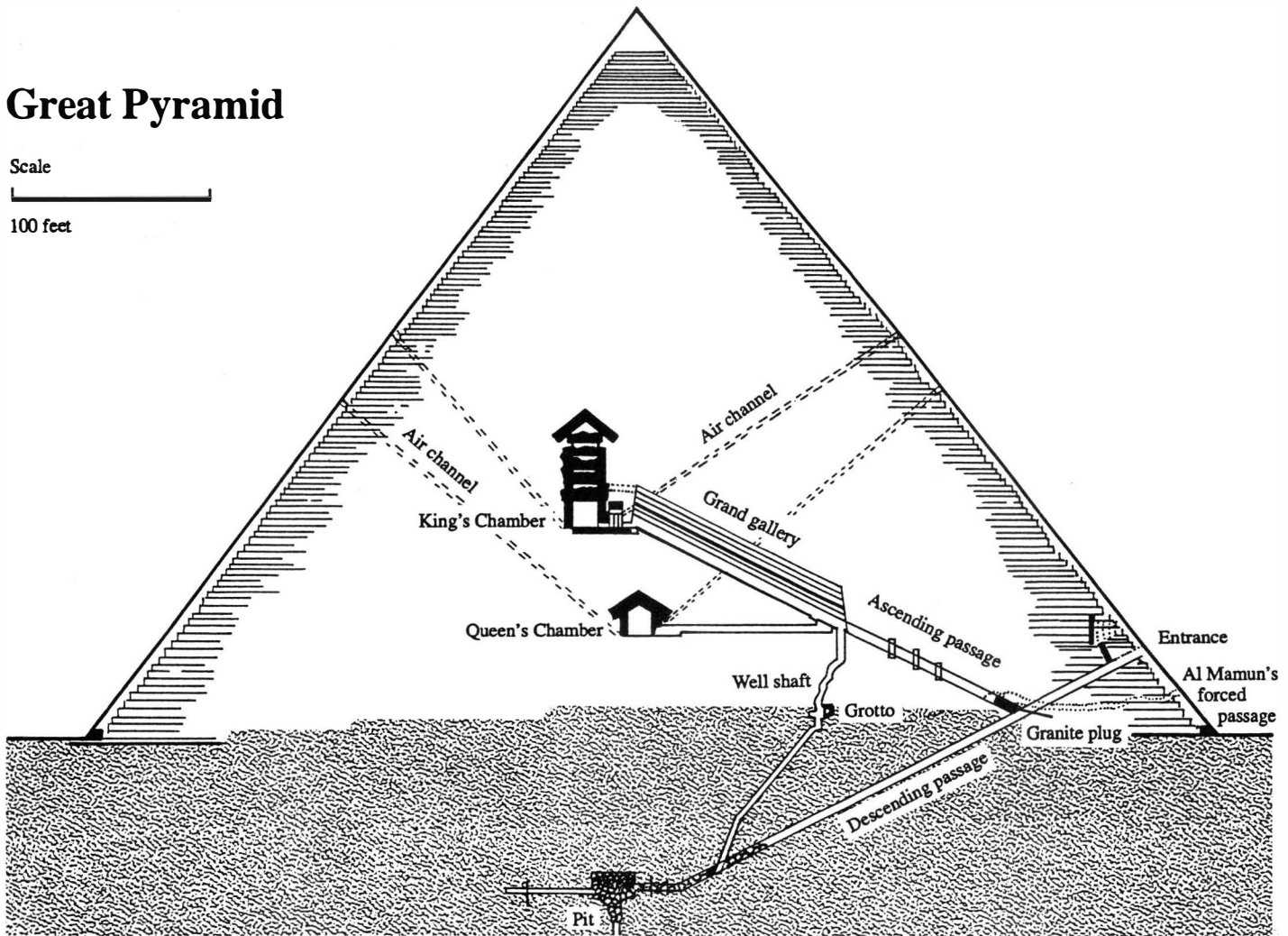
In his current mission, Alacazzar's only goal is to make sure Napoleon drinks the wine that he brought in special decanters from Stopwatch. Once that's accomplished he can take his leave from the General and clock back. He is on the watch as always for Timepiece meddlers and won't hesitate to use his clout or his weapons to deal with them.

Great Pyramid

Scale



100 feet



Napoleon Bonaparte

Age 29, 5' 2", 135 lbs., black hair, blue eyes.

ST 11, DX 12, IQ 15, HT 9.

Speed 5.25, Move 5.

Dodge 6, Parry 9 (Saber).

Cloth armor (PD 1, DR 1), no encumbrance.

Advantages: Charisma +4, Combat Reflexes, Intuition, Military Rank 8 (General), Literacy.

Disadvantages: Megalomania, Overconfidence.

Quirks: Feels unfairly compared to Alexander the Great; Likes burlesque entertainment.

Skills: Administration-15, Area Knowledge (France)-15, Area Knowledge (Europe)-15, Carousing-12, Dancing-14, Detect Lies-15, Diplomacy-18, Fast-Draw (saber)-14, Fencing-13, Guns (rifle)-13, Politics-16, Psychology-14, Riding (Horse)-15, Savoir-Faire-17, Strategy-18, Tactics-18, Writing-15.

Weapon: Saber (sw cutting, thr+1 imp).

Continued on next page . . .

Even though Bonhomme has told the PCs they shouldn't try to stop Napoleon from drinking the wine, the temptation may become too great. There isn't much they can do to prevent it, but the attempt may prove fun. Following are some options the characters may try, and the reasons they won't work.

Telling Napoleon the wine is drugged or poisoned. The General actually is slightly paranoid that someone might make an attempt on his life. Any suggestion that the wine is poisoned will catch his interest. Alacazzar, always the helpful one, will immediately offer to taste the wine – to prove that it is wholesome. Of course, the RNA bomb (see p. 68) has no effect on the Turk, so after a few quiet minutes of waiting for any effect, Napoleon will drink the wine, and have the “drunken fool” who suggested the problem thrown from the tent.

Making Napoleon drop the decanter. Any ruse that involves breaking the decanter is pointless. Alacazzar has brought a case of 24 such decanters “to be shared with the General's worthy colonels and captains.” Such a ruse will also catch the attention of the Stopwatch agent, causing the PC to be taken away as above.

Even if the agents manage to break *all* of the bottles, Alacazzar has a backup: a ring that he wears on his right hand is set up to deliver a dose of the RNA bomb with a good slug, which Alacazzar will do if the situation becomes desperate. Striking the General will get the Turk arrested, but once it's done, he is free to clock back to Stopwatch.

Causing a distraction. This might postpone the drinking of the wine, depending on the degree of the distraction. A loud brawl outside the tent would put it off for about ten minutes while it was sorted out, while setting fire to the tent would put it off for several hours. But the Turk makes sure he has the case of bottles with him at all times. He will see that Napoleon drinks the wine eventually.

Ultimately, it seems that the PCs will have to watch helplessly as Napoleon drinks a long draught of the beverage and sighs with satisfaction. He complements Alacazzar, who smiles humbly and starts passing the other decanters around to the guests.

Into the Darkness

The celebration starts to die down at about 3:00 a.m. The PCs can safely sneak away to the pyramid. Bonhomme is a little drunk, but he doesn't forget to remind the agents to pick up some rope before they leave the camp. There is plenty lying coiled up around the tents. If the PCs have been drinking, the GM should be sure to award any DX and IQ penalties that seem appropriate.

The pyramid is unguarded this night. No one is expected to visit it, and there is nothing to steal. The map shows two entrances, one about 25 feet up the north face, and the other about 49 feet higher. The individual areas of the pyramid are keyed to the map on p. 70. The agents were briefed on the pyramid and would know all the information presented here . . . except one thing. For some reason, the briefing neglected to mention bats.

During this time, the pyramid was plagued with great numbers of large bats. Most surfaces are covered with bat droppings, and any light or movement in the pyramid's chambers will startle the creatures, sending a mass of them out toward the entrance. The GM should roll Fright Checks when necessary.

1. Al Mamun's Passage

In 640 AD, medieval Arab explorer Al Mamun took a team of engineers to the Great Pyramid to find what was rumored to be a treasure of mathematical secrets and mystical devices. In that time, the pyramid still had a smooth limestone facing covering it, and the entrance was hidden by a secret hinged door. He searched for days for this entrance, but to no avail.

Frustrated, he ordered his engineers to burrow straight into the rock. Miraculously, they hit one of the pyramid's interior passages after digging through a full 100 feet of solid rock.

Al Mamun's passage varies from 4 to 5 feet high, with a similar width. It is dark and cramped. After 34 yards, it runs into the descending passage.

2. Descending Passage

The real entrance to the pyramid is nearly 25 yards up the north face. As the PCs enter this sharply sloping passage, they are met by a flurry of bats. Fright Checks are required unless the agents indicated that they were expecting them. The passage is only 4 feet high and 3½ feet wide. It descends at a 26° angle for 30 yards before meeting a rough-hewn ascending passage.

Continuing down, the passage runs another 90 yards and ends in crumbled stone and refuse. The passage was filled by Al Mamun with the stone he dug out circumventing the granite plug in the ascending passage.

3. Ascending Passage

The first part of this passage is rough-hewn and obviously not of the normal pyramid construction. An Archaeology roll reveals that this is a passage carved by Al Mamun to circumvent the granite plug that blocks the original passage. The rough tunnel goes for about 10 yards before joining the ascending passage, which slopes up at the same steep 26° angle as the descending passage and is made of slippery granite. In this tunnel, Climbing rolls are required every 10 feet. The ascending passage runs for 50 yards before leveling off at a small flat area. Above is the entrance to the Grand Gallery, and a level passage leads south 34 yards to the Queen's Chamber. In the floor on the far right side of the landing is a block of limestone covering a 1-yard-square opening – the well shaft.

Napoleon Bonaparte (Continued)

The most famous General and Emperor of France was born in Corsica in 1769. Although as a child he was a Corsican nationalist who opposed the French, he was sent to French military academies, where he learned to love the structure and pageantry of the French army. At 16, he joined the army and became a second lieutenant.

Napoleon's first major victory was in Toulon in 1793, where he performed extraordinarily as leader of the artillery. He was promoted to brigadier general, and then in 1796, he was given command of the French armies in Italy. Throughout the next two years, he achieved a spectacular series of victories. He returned to Paris a hero.

Immediately, he decided to lead the French army into Egypt, where he has just won his first victory. He is unaware, however, that the British navy is decimating his naval compatriots in the Mediterranean. Napoleon will eventually be driven from Egypt after only a year.

Currently, Napoleon is riding on the tide of this unlikely victory. His troops were outnumbered nearly three to one, but his excellent use of his artillery (excepting the shot that removed the Sphinx's nose) saved the day. He is happy with his army and with his new companion, Alacazzar, a very pleasant and funny entertainer who always has a smile on his face and a joke on his lips.



The Great Pyramid

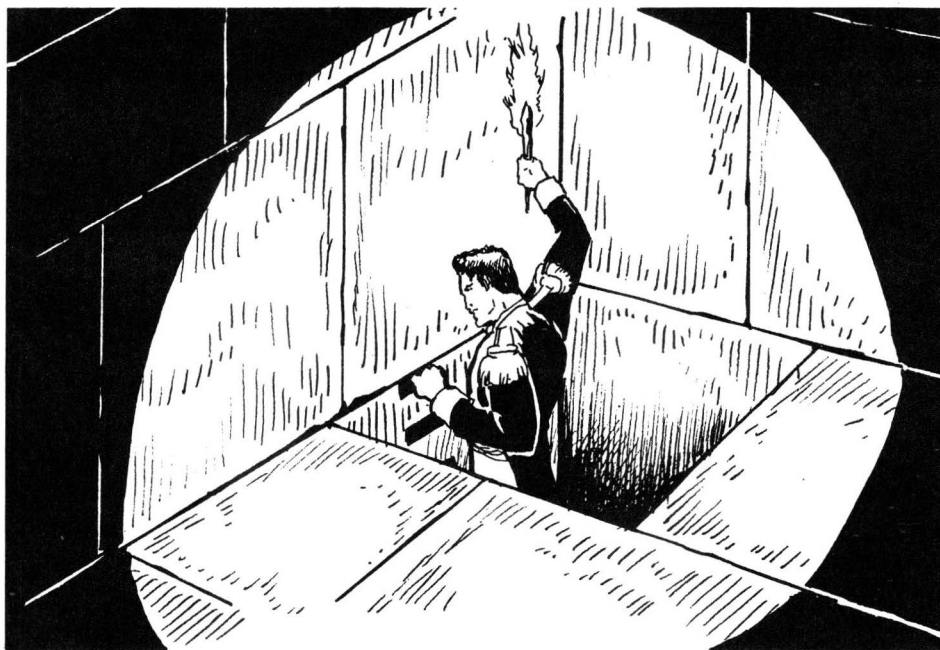
The Great Pyramid of Khufu (Cheops) is a fascinating structure. It indicates that the Egyptians had a much broader knowledge of mathematics than was previously believed. Even the Greeks could not claim the sophistication in geometry and astronomy that the pyramid indicates was known by Egyptian scholars.

For instance, the Great Pyramid is oriented true north so exactly that compasses can be aligned by it. The sides are 755 feet long and so true and square that lines traced from corner to corner are straight within $\frac{1}{4}$ of an inch. The equinoxes and solstices of the year can be accurately predicted by the shadow of the pyramid cast by the sun.

Furthermore, the ratio between the distance around the base of the pyramid and the structure's height is 3.142 – or π . Triangles evenly dividing the dimensions of the King's Chamber are 3-4-5 and $2\sqrt{5}$ -3 triangles, showing knowledge of the Pythagorean theorem (more than 1,000 years before Pythagoras was born). And the sides of the King's Chamber have the ratio 1:1.618, also known as the Golden Mean.

Even more fascinating scientific theories have been put forth as being illustrated by the Great Pyramid, though some of them are highly outlandish (like the idea that chambers in the pyramid form a detailed prediction of the future). Ultimately it seems that as a simple tomb for a king, it displays a vast knowledge of mathematics, astronomy and engineering.

The pyramid itself is huge, constructed of over 2 million limestone blocks, each weighing approximately 2.5 tons each. It is 480 feet high, though the upper 30 feet have been missing since the Arabs stole most of the exterior stone. Inside, the pyramid is a constant 68° year-round. When the air holes are not plugged, the King's Chamber is cool and not stuffy. The interior chambers are fashioned of either polished limestone or granite, some blocks of which weigh up to 70 tons. Originally, it had a smooth limestone facing covering it, but this was removed over the years by Arabs to repair buildings damaged in earthquakes. The Great Pyramid is the second largest man-made structure ever built, surpassed only by the Great Wall of China.



4. Well Shaft

The well shaft had not been discovered at the time Napoleon explored the pyramid; it was covered with a limestone cap. However, since the agents have a map, showing its approximate location, they should be able to find it. The limestone cover can be lifted off with a ST-2 roll.

This shaft is 1 yard square and appears to be dug straight down into the bowels of the pyramid. It is stuffy and close. The tunnel has notches carved into its walls on either side, making climbing strait down it possible with a Climbing+2 roll. A failure, however, causes the agent to fall straight down 25 yards before the shaft starts sloping (causing 25d-25 crushing damage). A DX roll will keep the agent from sliding down any farther (if he is still conscious). Tying rope to the rest of the party prevents such a fall unless *every* member of the group fails a DX roll.

About 20 yards down, a grotto opens off of the shaft, though the well shaft continues down another 30 yards to end in rubble. At the very bottom of the shaft, the air is very foul; anyone remaining there has to make HT rolls every 10 minutes or fall unconscious and suffocate (see p. B91).

5. The Grotto

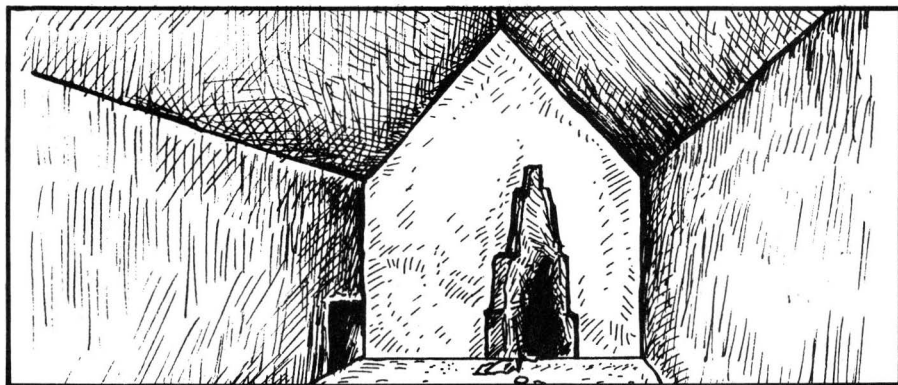
This room appears to be a workstation of some kind, probably used to hold debris while the shaft was being dug. It is approximately 5 yards square. The air in here is close, but breathable. There is a 3-foot-deep pit in the center of the room.

6. The Queen's Chamber

This room is rectangular, 6 × 8 yards. It has a gabled ceiling and was named the Queen's Chamber by the Arabs who first discovered it. It was their practice to bury their queens in tombs with gabled ceilings. There is a niche in the west wall that has been dug into for 1 yard, but nothing else of interest.

7. Grand Gallery

This massive room slopes upward for another 40 yards at the same angle as the ascending passage. The center of the



room is smooth and nearly unclimbable, but along the edges are notches cut into the rock that provide good hand- and foot-holds. The corridor is 3 yards wide and ceiling is 9 yards above the floor.

At the end of the gallery's ascent is a large stone step set into the floor, 2 yards wide by 1 yard high. Beyond this step is a small antechamber and another short passage into the King's Chamber.

8. King's Chamber

This rectangular room is made of finely jointed and polished red granite. In the center of the west end of the room is a 6'6"-long, 3'-wide coffer cut from a solid block of fine chocolate-colored granite. Otherwise, the room is featureless save for a 2" hole in the wall for ventilation. It is in this room that Napoleon plans to spend the night.

9. Davison's Chamber

At the very top of the Grand Gallery is a small passage nearly filled with bat guano. If someone can actually get to this tunnel (there are no hand-holds and the walls are of polished limestone), he would find that it leads to a 2-foot-high chamber directly above the King's Chamber and occupying the same dimensions. There is nothing of any interest in this chamber.

Napoleon's Visit

Hopefully, the PCs have found a safe place to hide themselves while Napoleon takes his tour the next day. The only places that the visitors will not explore are Davison's chamber and the well shaft and grotto. The tour runs from about 10:00 a.m. to 3:00 p.m.. After that, the agents will hear the entourage file out and then silence.

Four hours later, they will hear the sound of boots on the hard echoing rock of the Grand Gallery. It appears that Napoleon has returned for whatever purpose Stopwatch has planned for him.

General in a Daze

As the agents make their way up toward the King's Chamber, they can see the flickering of torch light coming from the small entryway. The GM should make them roll Stealth rolls, though nothing happens to them if they fail.

Inside the King's Chamber is a strange scene. Napoleon is on his knees with his back to the stone coffin, facing one of the granite blocks that makes up the walls of the chamber. He seems to be caressing the stone wall, moving his hands gently across its surface in an oddly rhythmic pattern.

Suddenly, there is a soft click and a seam appears in the granite – a rectangle about 1 yard wide and 1 foot high. Napoleon pushes at the bottom of the seam and it becomes obvious that the rectangle is a block of granite about 2 inches thick covering a hollow place inside the large block. The General strains as he lowers the cover to the floor. Inside the hollow stone is a silver, torpedo-shaped object – the nuke!

If Napoleon is Killed

If the agents disobey their orders and assassinate Napoleon, they will immediately snap back to the Timepiece pad. They are accompanied by a disgruntled Bonhomme, who immediately sprints for the door. He doesn't escape, however, and is arrested by Timepiece.

During the debriefing, Director Jordan informs the agents that they have caused a two-century blackout, added on to the existing 1703-1788 blackout, effectively blocking all travel to any time after 1703. In addition, their probability percentage has dropped another 5%. There is no way to undo this damage, and the agents are placed on probation, pending a thorough investigation. Their adventure is over.

Stopwatch was also adversely affected by the killing. They are blacked out from 1750 through 1815, and their percentage dropped 3%.



What Happened to Bonhomme?

When the agents snap back to the ABET stage following their confrontation with the treacherous Captain Bonhomme, they notice that a few seconds later the man's tangler and .44-caliber pistol appear on the stage. But no François Bonhomme.

After a few days, Timepiece historians are able to piece together what happened after they clocked out.

After the PCs disappeared, the captain immediately took his tangler and pistol and tossed them away from him. Then he pulled a body out of the sarcophagus that he was standing in. It was the drugged and unconscious form of an Arab guide, whom the captain had abducted during the last pyramid tour of the day. Bonhomme quickly shot the Arab in the head with his flintlock and tossed the body on the other side of the room, near the dazed Napoleon. He hopped out of the coffer just in time to greet the first soldiers coming in through the low entrance.

Bonhomme explained to the soldiers what had happened:

"I suspected that one of the guides might make an attempt on the General's life, so I hid in the pyramid before he went in to spend the night, and I waited. Sure enough, one of those godless heathens crept into this room and tried to assassinate Bonaparte. When I arrived, the two were scuffling on the floor, the General bravely holding the scoundrel's knife away from his throat. I shot at the Arab immediately, but sadly missed. I got my pistol reloaded just as the General managed to throw the beast off. My second shot was true."

"Unfortunately, the General seems to have taken a nasty knock to the head. Gentlemen, tend to him!"

Timepiece historians report that Bonhomme was made a hero of the state. He lived a long, pleasant life as a popular figure and respected soldier. The change in history was slight, and actually favors Timepiece. Although his actions are reprehensible, there will be no extraction mission.

Even if the group makes a noise, Napoleon shows no sign of knowing that they are there; he is oblivious. He begins rapidly punching buttons on the side of the bomb, and lights start to flicker across its surface. If nothing stops him the bomb will be armed in 5 seconds.

If the agents make a move to stop him, even by drawing a weapon, a figure rises from the inside of the sarcophagus, his rich baritone voice commanding, "Don't take any action against him, or by the Gods, I'll kill you right here."

Betrayal

Captain Bonhomme stands waist-deep in the coffin, a .44-cal automatic in one hand and a tangler in the other. He fires the .44 into the air to punctuate his sentence. The noise is deafening in the small room. Napoleon continues to work, completely unaware of what's going on around him. If anyone moves toward the General, Bonhomme will shoot at the PC, aiming for the head (-5 to hit); his skill with the pistol is 20.

Bonhomme will shout "It's time to clock back now. We have the information we need. Let's go!" Of course, the captain has no intention of leaving; he's just hoping the agents will listen to him as their contact.

The group may decide that they need to stay, however. If attacked by the group, Bonhomme will fire the tangler at the two closest PCs and fire the automatic at whomever else he can. He will go down fighting. But if the agents cannot get to the dazed General within 5 seconds, Napoleon has done his job. The nuke is armed and the granite block sealed.

If the group neither clocks out nor attacks, Bonhomme will explain himself:

"It doesn't matter whether you stop him or not. Someone else will arm the bomb – I'm sure Stopwatch has dozens of agents waiting at dozens of points downtime to step in and arm it if this time fails. They have almost 200 years to play with. And if you harm him, history will change in ways no one can predict. I know you don't want that."

"Stopwatch has won this one; can't you see that? You might as well go home and hang it up. As for me, I've been waiting years to be sent to this time, and I'm staying. I'm no longer one of you – I am a soldier in the service of Mother France."

"It's over," he says. "Listen."

In the quiet, the agents can hear a mob of soldiers, their sabers clattering against the stone, their voices raised in shouts of alarm. The agents have nothing left to do but clock back.

If they don't, they will be arrested by a swarm of French soldiers and sentenced by Napoleon to be executed by firing squad in the morning. Captain Bonhomme is praised as a hero for saving the General's life from the treacherous traitors.

For the fate of Bonhomme, see the sidebar.

Back at Control

The agents appear on the ABET stage. Less than five seconds later, Bonhomme's pistol and tangler appear. He obviously threw them out of his FR field. There is no sign of the captain, though.

As before, paramedics rush to the stage to check for injured party members, binding injuries and whisking anyone who needs it off to the medical center. Seven days have passed in the Absolute Now since the agents left. Healthy PCs are given time to change their clothes and are then called into the briefing room.

Debriefing

Director Jordan listens to their story with keen interest. She is amazed that Stopwatch went to the trouble to plant and arm the bomb at separate times. She

agrees that it does make sense, though. It means they could have sent the team who planted the bomb back any time in the last five to ten years.

She dismisses the group after their story is told. “Well, there’s nothing we can do until a team goes in and gets a good look at the bomb and its hiding place. Go home and get some rest; I’ll call you when we know more.” (The GM is free to send the PCs on the mission to examine the bomb; see the sidebar on p. 64.)

Again, any injured PCs are healed to full HT by the Timepiece doctors. The agents get their call about three weeks later.

Final Briefing

The agents meet in the ABET briefing room after being flown in from their respective homes. Claudette is there, looking as stern as ever. She starts right in as soon as everyone has sat down.

“I want to start out by congratulating you on your success so far. You’ve done well. Our probability jumped another 2% from after discovery of the location of the bomb.

“However, the observer effect has locked in the fact that the bomb was in the pyramid in 1798, so we can’t just keep it from being planted. We have to find a way to make the bomb inert or replace it with a fake one.

“Our analysts have decided from the evidence that the bomb was encased in the granite block before it was put in the pyramid. The Stopwatch team must have infiltrated a quarry gang and managed to get the bomb in the block without anyone noticing.

“The basis behind our plan is simple: you go in, find out which gang they are part of, quietly eliminate them and locate the bomb. Once the bomb is located and Stopwatch is out of the way, we can send in a team of bomb experts to replace the uranium with inert material and place the bomb in the block. Then we can remove the inert bomb any time between the Battle of the Pyramids and the date of the explosion.

“This is important, so don’t forget it. Once you locate the bomb, drop a notecard out with the precise location and time. We’ll send the bomb squad to meet you there.

“We have a local agent in a small town called Khenet. His name is George Reynolds, but he goes by the name Swetekh. We just sent him a drop of supplies – some kind of furniture I think – with a message about who you were and when you were coming. When you go in, he’ll have been there for six years; he should be able to direct you to the right quarry.

“I don’t know much about Swetekh, just what his file says . . . ‘British, Egyptologist and archaeologist, no failed missions.’ I don’t think we have anything to worry about there. He’s a good man.

“After you find the camp, you’re to join the work force, doing whatever it takes to get you in. Use your skills and your imagination. You should have little trouble getting into the camp this way. Voluntary workers were scarce at that time, but not unheard of. Finding the Stopwatch agents is another matter, and I’m leaving that up to you.

“Unfortunately, we don’t have a lot of information about this time period, and we don’t know exactly when their agents did their handiwork. But they must have been in the gang for a while to be allowed unrestricted access to the granite, especially the granite for the King’s Chamber.

“The local man’s a priest of Anubis in the town. We’ll drop you in a room that he set aside in his temple for this purpose. It’s a closed room; press both eyes of a painting of Anubis to get out – that’s how he’ll know you’re with us. If you have no further questions, that’s all.”

Debugging the Napoleon Section

The hardest part of keeping this section on track is making sure the PCs don’t jeopardize the mission by trying to stop Napoleon from drinking the drugged wine, or stopping him from going into the pyramid.

To prevent this kind of tampering, the GM should play Bonhomme as the strict leader-figure. He is their contact. He knows the situation, and they need to follow his instructions. Most players who know they’re playing loyal time agents will follow orders, even if it goes against their gut instincts.

However, if that fails, the GM can simply allow the PCs to be *seriously* taken under guard by the French. Napoleon spends his night in the pyramid, and the agents aren’t there to find out what he did. This counts as a major victory for Stopwatch, and the agents snap back to the ABET stage – along with Bonhomme, who was there to see Napoleon arm the bomb. With his confession, the PCs are back on track.

Problems With the Observer Effect

Since the PCs saw the nuke in the King’s Chamber of the Great Pyramid, they have made their mission slightly more difficult. The Observer Effect makes it impossible for the agents to prevent the nuke from being planted. The bomb, or something that looks *exactly* like it, must be placed in the granite block before the Battle of the Pyramids for the agents to observe.

Building a fake bomb and replacing the real one is risky. For one thing, to make a good copy, the bomb must be carefully studied. It’s not easy to get an agent in with enough light and tools to study the bomb without being noticed. Also, the more the bomb is studied, the more exact the fake must be (because of the Observer Effect). The act of studying the bomb makes it that much more likely that a fake wouldn’t work.

So Timepiece chose to replace the uranium in the real bomb with an inert metal, thus keeping the bomb almost identical, even in weight. This solves the problem of the Observer Effect in one place, but creates another one – once they have seen the uranium in the real bomb, Timepiece can’t prevent that uranium from being mined. Sadly, that’s a problem that can’t be resolved . . . Timepiece will just have to be on the watch for Stopwatch’s possible use of the uranium for another bomb.

Egypt, 2500 BC

Egypt in the 4th dynasty was in a time of centralization. Resources were funneled away from expansion and put into state monuments, such as the pyramids and the sphinx. The pharaohs of the time were neither tyrannical despots nor loving kings. They provided for their people so that they would have loyal workers.

The climate of Egypt was much as it is today. Dry hot summers and temperate winters. The fertile area around the Nile was bigger than its modern counterpart, mostly because the Sahara desert has advanced steadily over the intervening millennia. In October, during the time the PCs are there, the days are mildly hot, climbing to the low 90s, and the nights are pleasant, in the high 70s.

The culture is a three-class system, with the pharaoh Khufu, members of the royal family and those in their favor holding the lion's share of the wealth. The artisans and craftsmen are beneath them, and at the bottom are the common people working the land for food and meager sales in the city marketplaces. The people are not overburdened with taxes, but are expected to work for the pharaoh, at least during the flood season, when they can't work their crops anyway.

Following this, the PCs can choose their names and acquire the Ancient Egyptian language, if they don't already know it (see *Learning Languages*, p. 56). They are dressed as Egyptian commoners of the 26th century BC – simple linen skirts or tunics for both sexes. They are disguised with a skill of 17, given lightly tanned skin, dark eyes and dark hair (or no hair!).

Equipment

Since it will be difficult to hide, the agents are given little anachronistic equipment. They are fitted with light-intensifying contacts (see p. 66), and each is given a two-way radio disguised as a piece of innocuous jewelry: a string of wooden beads, a woven bracelet or arm band, etc. They are told that Swetekh has some more equipment that they can use once they arrive.

After being dressed and equipped, the team heads to the transmission room, where they are, for the third time, wrenched into the distant past.

Khenet, Egypt, October 2503 BC

The agents feel an intense spinning/falling feeling that lasts only a moment. There is a slight disorientation that fades more slowly than it did on the last two trips. Experienced time agents know that this is a result of traveling millennia as opposed to mere centuries.

The operatives' first impression is that they are in total darkness, but their contact lenses quickly tell them that this is not so. Faint moonlight comes in through three, inch-wide slits in the ceiling. After a brief time, the room can be faintly seen. It is a cubicle, 8 feet square, with a relief painting of Anubis, the god of the underworld, on one wall. The eyes are slits of unpainted stone in the midst of a head of utter blackness.

Pressing both eyes produces a faint click, followed by a sound that sounds remarkably like a hydraulic lift. The wall slides smoothly and quietly downward, opening to a very strange scene.



Swetekh's Home

The room that the characters are staring into looks for all the world like an upper-class Victorian bedroom. A dark wood four-poster with a canopy sits on a scarlet carpet; a Chippendale armoire and dresser are reflected in the mirror on a gorgeous French vanity; and two plush leather armchairs face each other across an oak coffee table, all in front of an ornate fireplace that contains the faint embers of a dying fire. The only thing that keeps the room from authenticity is the obviously Egyptian clay walls.

As the stone door settles with a thud, a figure stirs within the bed. An arm reaches over to the bedside table and switches on a burgundy-shaded lamp, sending a rosy light across the room. The agents can see that the occupant of the bed is a thin, balding man, with a beak nose and dark, squinting eyes. He fumbles on the table some more and finds a pair of round, wire-rimmed spectacles, which he places over his eyes.

"Ah, sorry . . . you're here . . . Dear me, I'd forgotten that the window was tonight, or I would certainly have been up. Please forgive my bad manners." He speaks with a cultured British accent.

"Please, make yourselves comfortable. I'll just put on some tea, and we'll get right down to business." He rises from the bed and walks to a small table with a portable gas burner and a ceramic tea pot and gets the flame going.

A British Gentleman in Egypt

If asked about the odd surroundings, Swetekh will reply, "Oh, I know it seems strange. Most local agents want to immerse themselves in the culture and all that rot. Well, let me tell you; frankly I've had enough Egyptian culture to drown a giraffe. Really, I got to missing England (I did a bit of a stint during the 1890s, you know). Timepiece has been splendid about sending me supplies – all *faux antique*, of course – but it keeps me from losing my bloody mind."

He proceeds to explain that all the furniture and future devices are tuned to one large Focal Referent in the bed. None of the future things can leave the room, and the FR is timed to go out two years from now. There's nothing here that could change the past; even if someone from the past saw this room, it wouldn't make it into the sparse historical record that survives from this time. He has a small nuclear generator for power.

Beyond the door, he explains, is another living quarter that is set up in the traditional Egyptian style, with the door to this chamber hidden by a huge statue of Anubis. That room has a locked door (to which only he has a key) that leads into the temple proper. The only other person who has even been in this room is a eunuch slave named Ahmen, who never saw any of the furniture; he just carved the fireplace to Swetekh's specifications.

After explaining himself, Swetekh asks that they get down to business.

"The message that Timepiece sent came eight months ago and explained your mission, so I snooped around and located the quarry that you chaps are looking for. It's a limestone quarry right on the Nile about three miles south. It seems they mostly work with limestone, but they also bring big rough blocks of granite up the river from Swenet . . . that's over 100 miles away!"

"Apparently, Khufu has brought the most qualified stonecutters here to Giza to do the work on his marvelous pyramid; he couldn't stand to have them so far away, so the blocks have to be ferried up here from one quarry to another quarry to be cut. The pharaoh insisted that no one but his best cutters do any cutting at all on those blocks. So the Stopwatch boys must be there."

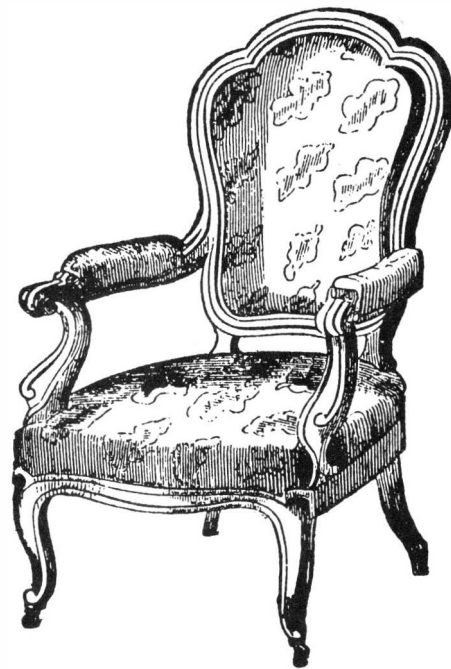
"Sadly, I don't have a map of the work camp, but you won't have any problem getting in. It's run by a brute of a man named Kharfan, who'd put his own mother to work if he hadn't killed her being born. He'll take you right off."

Swetekh gives them each a holdout laser hidden in a small icon of Anubis. He tells them that he's been having a slave carve these small wooden statues, and they've become quite popular. No one should suspect the PCs for carrying them. He tells them that each of the icons also has a notecard rolled up in the base. They are to use them to send back the precise location and time when they find the nuke. Unless they have any questions, the local agent serves them tea and chats about England until morning.

At about 6:00 a.m., he replaces his glasses with brown contact lenses and leads them out of the chamber into the temple. The temple is deserted, but after a minute, a lanky bald boy of about 17 or 18 comes up to Swetekh and asks him for his chores. Swetekh replies in perfect Egyptian to let out the oxen and clean their stables. The boy runs off without even a glance at the agents. Swetekh tells them to get going; there's no use in putting off the inevitable.

The Town of Khenet

Khenet is a small town of about 1,000 people. At this early in the morning, few are out. The first thing that the agents may notice is that the Egyptian landscape is not as dry and sandy as it is in the modern day. The Sahara had not encroached too



***George Reynolds, AKA
Swetekh***

Age 42, 5' 6", 135 lbs., gray, balding hair and brown eyes.

ST 9, DX 10, IQ 15, HT 11.

Speed 5.25, Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Eidetic Memory (level 1), Honesty.

Disadvantages: Duty (Timepiece).

Quirks: Holds a great fondness for Victorian England; Believes that work can be separated from pleasure.

Skills: Acting-15, Administration-16, Anthropology-14, Area Knowledge (Ancient Egypt)-15, Area Knowledge (England)-16, Archaeology-15, Bard-14, Beam Weapons-13, Diplomacy-14, Disguise-14, History-17, Politics-15, Research-16, Savoir-Faire-15, Survival (Desert)-14, Tactics-15, Theology-17, Writing-15.

Languages: Ancient Egyptian-17, Gaelic-14, English-16, French-15, Russian-15.

George Reynolds was recruited into the Time Corps in his early 30s, which is old compared to most of their new agents. However, he showed an aptitude for blending into a culture easily, without losing himself as other local agents are prone to do. He never forgets himself or falls in love with the time period he's visiting.

He does have an attachment to Victorian England, where he worked as a local agent for seven years, but it's a healthy fascination that doesn't affect his work. He has never pressured Timepiece to send him there again, and feels lucky that he was allowed that pleasure once.

He is a dependable, slightly eccentric agent who takes great pride in his work.

Kharfan

Age 26, 6' 3", 260 lbs., no hair, brown eyes.

ST 16, DX 13, IQ 10, HT 12.

Speed 6.25, Move 6.

Dodge 6.

Toughness (DR 2), no encumbrance.

Advantages: Status 2 (Camp boss), Toughness 2.

Disadvantages: Gigantism, Bully.

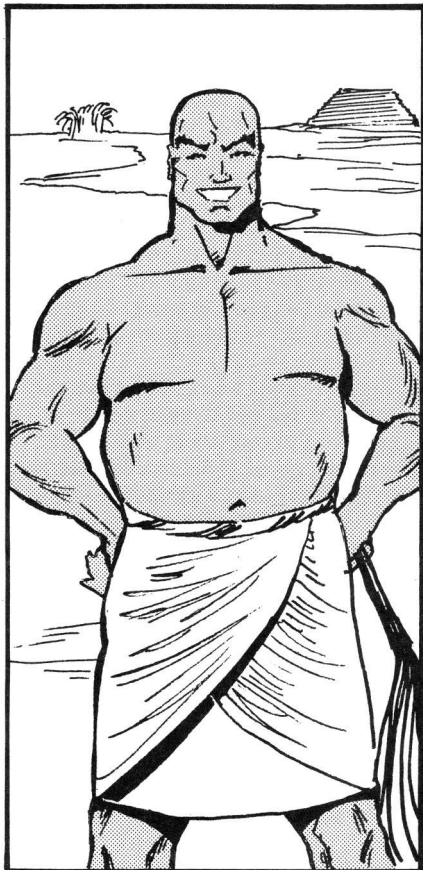
Quirks: Hates whiners; Can't stand to be made to look foolish.

Skills: Agronomy-11, Brawling-16, Ca-rousing-12, Interrogation-12, Leadership-14, Survival (Desert)-13, Sex Appeal-14, Whip-17.

Weapon: Whip (sw-2 crushing).

Kharfan is the boss of the limestone quarry 3 miles south of Khenet and 10 miles south of the Great Pyramid. He is a brutish man, who became that way mostly because of his freakish size. His mother died giving birth to him, and he feels an intense inner guilt because of it.

He deals with his inferiority complex by bullying and beating on others, which makes him a good boss, but a poor friend, which is why he has none. He eases this loneliness by inviting women to his bed, which is a temporary solution. He won't take a wife out of fear that his child would kill her in childbirth, a pain he could never live with.



far upon the land, and this close to the Nile, the land is lush and green, with long grass and flowers covering rolling hills and palm trees dotting the horizon.

Khenet is mostly a collection of brick houses, granaries and temples, surrounding wide streets. There is a large administrator's house in the center of town, with walls painted white and colored with bright murals of gods and pharaohs. Many of the other buildings are similarly painted, but not as austentaciously.

Swetekh instructs the agents to take the main road south out of town.

The Quarry

The three-mile walk is pleasant in the cool air. On the road, the group passes a farmer, driving a bull toward town; he nods to them and speaks a blessing. Soon they can see the quarry in the distance.

A cliff of about 100 feet has been cut out of a hill. Forty feet below the edge, there is a flat area that is already crawling with workers. Another landing sits below that, only 30 feet off the ground. Around the quarry is a stone wall about 10 feet high, with a large wooden gate facing west toward the river. Within the stone wall is a cluster of brick and clay buildings.

At the gate, the agents are met by a short man who calls himself Dhurfu. He asks why the PCs have chosen to visit so early in the morning. If they tell him that they came to work, he laughs heartily and tells them they have drunk too much water rotting on the grain. But he will tell Kharfan they are here, and he sends a slave to do just that.

Meeting Kharfan

Kharfan is a huge bald Egyptian who carries a whip with many ends. He has a confident, almost sadistic, grin on his face almost all of the time, unless he has been made a fool of, in which case his face gets very red and he usually takes out his frustration on the prankster's bones.

"So you want to work for mister Kharfan, do you?" he says, smiling. "Well, I have lots of things that need doing, and you all look healthy. Go to that building there." He points to the bath house. "And get marked."

Kharfan goes on to tell the agents what their jobs will be. Anyone with a ST of 12 or greater will be put to work in the quarry, working with the limestone. Weaker people will either carry water from the bath house to the workers, help in the kitchen preparing the daily meals or tend the livestock (feeding and milking).

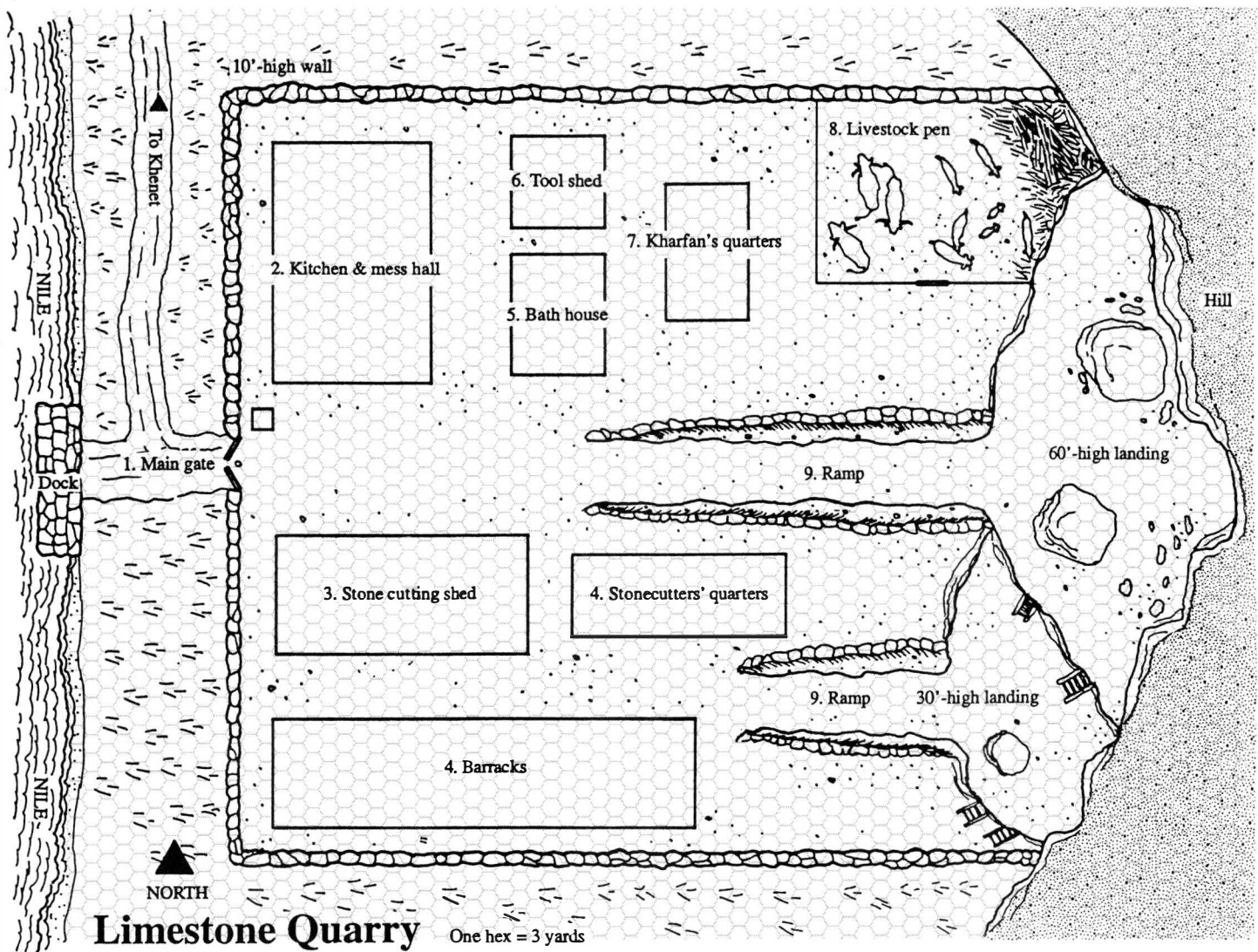
In the bath house, the agents are painted with a dark red stain on their biceps (which is renewed once a week), and put to work at their jobs. Thus go their daily lives until they locate the Stopwatch agents. They work from 5:00 a.m. to 5:00 p.m., taking a two-hour break from 12:00 to 2:00, the hottest part of the day. During this break or in the evenings until 8:00 p.m. (curfew), the agents are free to explore the quarry and try to locate the Stopwatch agents. The map on p. 79 is keyed to the descriptions below.

1. The Main Gate

The main gate to the quarry faces the river and is constructed of two large wooden doors. These doors swing outward and the opening is 10 yards at its widest. At various times, a papyrus boat will land on the Nile and unload a block of granite, which is slid into the camp on goat's milk (slippery because of its fat content).

Next to the gate is the guard house that holds the gate guard, Dhurfu. He has a long, thin sheet of copper that he bangs on in the event of trouble to summon the ten other quarry guards. Most of the trouble involves a laborer trying to leave.

Dhurfu's has ST 12, DX 13, IQ 10, HT 11. In combat, he fights with a cudgel (Skill-15) that does 1d+1 crushing damage. He usually aims for the head, hoping to knock his opponents unconscious.



2. Kitchen and Mess Hall

This long narrow building is completely hollow, with stone columns supporting the ceiling every 3 yards. At one end is a kitchen area with fireplaces and hot flat rocks to fry on. The laborers pick up their food from the cooks and sit on long stone benches that line the hall.

3. Stone Cutting Shed

This building is open on three sides and has a roof of papyrus reeds and palm leaves. Here, the stonecutters work with the big blocks of granite and limestone, creating smooth straight sides with careful precision. The limestone blocks are cut by carving notches along the desired edge and inserting wooden wedges in the notches. The wedges are then soaked in water, causing the wood to expand. The tension created cracks the stone along a fairly straight seam. Irregularities are then removed with tools of hard stone and copper.

The granite is cut in much the same way, except that the area around the seam must be weakened by days of pounding with hard, round mallets. Finally, the blocks must be polished to a shine. All in all, each limestone block takes about a week to finish, while the granite blocks take two to three months.

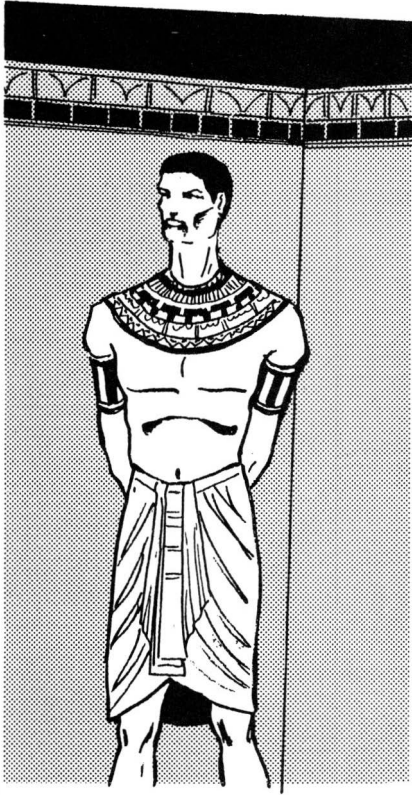
The three Stopwatch team members are part of the group of 20 stonecutters. They have been here for nearly five years and have been very careful never to let an anachronism slip. They are pretty sure there are Timepiece agents nearby. The

The Stopwatch Team

The four agents sent to ancient Egypt to make sure the nuke gets into the Great Pyramid are split into two groups. One is made of three agents (Skarfa, Harsa and Seth) who came in and trained as stonecutters in Nubia (which had recently been annexed by Egypt). From there they made their way to Khenet where they signed on with Kharfan's quarry gang. He was pleased to have them as he only had two stonecutters before they arrived (this was before Khufu ordered all the master stonecutters in the country to within 20 miles of the pyramid).

The other member of the Stopwatch team is Grant Johnson, a tall, well-built man who is the team's ace in the hole. If things go wrong for the other agents, he is to step in with his Anubis disguise and his serious firepower. He came in only eight months ago and spends all his time in a hidden tomb about a mile from the quarry (see p. 84). He stays alive off future food that was clocked back with him. When alerted, he can get to the scene in 90 seconds.

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The Stopwatch Team (Continued)

Skarfa

Age 25, 5' 8", 160 lbs., black hair, brown eyes.

ST 13, DX 12, IQ 11, HT 10.

Speed 5.5, Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Acute Vision +2, Immunity to Disease.

Disadvantages: Duty (Stopwatch).

Quirk: Mutters to himself.

Skills: Acting-13, Area Knowledge (Ancient Egypt)-14, Architecture-13, Beam Weapons-15, Brawling-12, Carpentry-13, Demolition-15, Engineer-12, Nuclear Physics-14, Professional Skill: Stonecutting-15, Savoir-Faire-13.

Languages: Ancient Egyptian-14, English-12.

Skarfa is the leader of the Stopwatch team. He is a competent but quiet man, who keeps to himself and doesn't discuss his personal life with the other agents.

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only unusual things about them are that they keep to themselves and have no close ties to the other stonecutters, and that they claim to be Nubians.

As it turns out, the piece of granite that is slated to hold the nuke just arrived two days before the PCs. Sitting next to the one wall of the shed, it is the next block the stonecutters are slated to work on, and the three Stopwatch team members have made sure that they are closely involved.

4. Barracks

This long brick building houses the quarry's 90 laborers and ten guards. It is of the same construction as the kitchen area, basically a big open room. The floors along each wall are lined with papyrus mats for sleeping, with each worker's few personal belongings wrapped in linen next to his mat. Stealing is considered a killing offense in a labor camp, and this law is enforced strictly. Kharfan has only had to execute one laborer so far, but has no qualms about it.

The barracks are co-ed, and male and female workers sometimes share each other's beds. There is no rape as there would be serious repercussions for anyone who tried. Women are treated as equal workers, and many of them could easily defeat some of the men in combat.

4a. Stonecutters' Quarters

This room is about half the size of the barracks, but holds only one-fifth as many people. The area is still open, but has been divided by wooden partitions, painted with colorful murals and hieroglyphs.

The stonecutters have more privacy and tend to keep more personal items – special tools, jewelry and icons, etc. Each has been given a small clay chest in which to store his belongings.

5. Bath House

This building houses the workers' baths (Kharfan has a personal bath in his quarters). Each worker has a scheduled time and day of the week to bathe, so there are only 10 people in the bath house at any one time. The baths are fed by an underground trench that runs from the Nile. Workers are stained with the red mark after bathing.

6. Tool Shed

This shed holds the various tools used to cut and work the rock. There is a master toolmaker named Afrum who spends most of his time here making and repairing the tools.

Some of the tools that might be useful to PCs are:

Stone Mallet – A large, round piece of stone set onto a long wooden handle. If used in combat it takes two hands to wield and a minimum ST of 13. It has a reach of 2 and does Swing+4 crushing damage. It is used with the Two-Handed Axe/Mace skill (defaults to DX-5).

Stone Axe – A two-handed axe used to clean edges off limestone blocks. The reverse end is used to pound the wooden wedges into the notches in the rock. As a weapon, it has the same stats as a Scythe, except it weighs 7 lbs. (see p. B206).

Copper and Stone Chisel – This is a 2-foot-long stone chisel, reinforced with copper, which has to be regularly replaced. It is used for the more delicate types of carving on the stones and for removing particularly obstinate irregularities. As a weapon it is treated as a Large Knife, except it can only be used as an impaling weapon.

All the other tools are made of wood or copper and are not suitable for use as weapons.

7. Kharfan's Quarters

This is a roomy suite of two chambers. The first room is a combination living area and bath, while the other is a bedroom with a mat, an oil lamp and a window. Kharfan can be found here in the evenings and during the midday break. He does not socialize with the workers, although he has been known to accept the favors of female workers on occasion. He does not, however, reward them with anything more than an unusually well-disposed attitude. See the sidebar on p. 78 for more information about Kharfan.

8. Livestock Pen

The quarry keeps a stable of 20 goats and cattle, for food and for the lubricating qualities of the goat's milk.

9. Ramps

These sturdy earth ramps are used to transport the crude limestone blocks from the quarry's high walls. Although the ramps are well-built, the workers who must stand at the bottom, pulling on the blocks with ropes, as well as the ones who must push from the top, live in fear of the ramps' collapsing. Three workers have been killed, and two others maimed, when the higher ramp crumbled during a move.

The ramps are fortified at the bottom by a ring of 50-lb. stones. It is well known that removing as few as two of these stones from one side will cause the entire ramp to collapse.

Flushing Out the Quarry

The agents' next step, once they have joined the community of the rock workers, is to find the Stopwatch agents. It is harder than it might seem. First, the PCs know that they are probably stonecutters – otherwise, they would not have free access to the granite. But which stonecutters? There are 20 and they all seem very natural. There isn't a suspicious bunch among them.

If the agents choose to discreetly observe the stonecutters and ask the other laborers carefully about them, the GM should allow them to learn some tidbits of useful information.

Have each of them make an IQ-2 or Diplomacy roll (the Common Sense advantage gives a +1 bonus). A successful roll reveals one of the following facts, in order, and allows that PC to attempt another roll. Only the PCs who make the first roll and learn the first fact are allowed to roll for the second fact. The second roll is at -1. Agents who make that roll learn the second piece of information and can try to roll for the third, which is at -2. And so on; agents who fail any of the rolls cannot find out any more useful information.

The items below with asterisks following them are false leads or unconfirmed rumors.

- ◆ The stonecutters tend not to fraternize with the common laborers. It isn't as if there are any hard feelings. Both groups seem to realize that the stonecutters are of a higher status.
- ◆ They form smaller groups among themselves, groups of three or four. There is some mixture among these subgroups, but very little.
- ◆ Three of them are not Egyptians at all, but Nubians, who are here by the grace of Pharaoh Khufu for their great stonecutting abilities.
- ◆ A group of four (not the Nubians) was discovered outside of the camp's walls one night. They were reprimanded by Kharfan, but not severely punished – which is surprising to most laborers who have suffered the blows of his everpresent whip.*

The Stopwatch Team (Continued)

Harsa

Age 24, 5' 7", 155 lbs., brown hair, brown eyes.

ST 12, DX 12, IQ 13, HT 10.

Speed 5.5, Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Alertness +3, Lightning Calculator.

Disadvantages: Duty (Stopwatch).

Quirk: Tends to get lost in thought.

Skills: Acting-14, Area Knowledge (Ancient Egypt)-14, Architecture-13, Beam Weapons-14, Brawling-12, Carpentry-13, Demolition-15, Engineer-12, Nuclear Physics-14, Poetry-15, Professional Skill: Stonecutting-15, Savoir-Faire-13, Writing-13.

Languages: Ancient Egyptian-14, English-12.

Harsa is the artist of the group. A natural writer and poet, he is keeping detailed notes on this mission so he can write about it when he returns to Stopwatch.

Seth

Age 28, 5' 8", 155 lbs., black hair, brown eyes.

ST 14, DX 12, IQ 10, HT 10.

Speed 5.5, Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Common Sense, Strong Will +2.

Disadvantages: Duty (Stopwatch).

Quirk: Likes physical labor.

Skills: Acting-12, Area Knowledge (Ancient Egypt)-12, Architecture-13, Beam Weapons-14, Brawling-12, Carpentry-15, Demolition-11, Engineer-10, Nuclear Physics-10, Professional Skill: Stonecutting-15, Savoir-Faire-12.

Languages: Ancient Egyptian-13, English-11.

Seth is the workhorse of the group. Not extraordinarily intelligent, he has a natural sense for plans, and always seems to get the job done.

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The Stopwatch Team (Continued)

Grant Johnson

Age 22, 6' 3", 215 lbs., black skin, black hair, brown eyes.

ST 15, DX 13, IQ 10, HT 12.

Speed 6.25, Move 6.

Dodge 7, Parry 11 (Karate).

No armor or encumbrance.

Advantages: Combat Reflexes, High Pain Threshold.

Disadvantages: Duty (Stopwatch).

Quirks: None.

Skills: Acting-12, Area Knowledge (Ancient Egypt)-12, Beam Weapons-16, Brawling-16, Demolition-13, Guns (Pistol)-14, Guns (Rifle)-16, Judo-17, Piloting (Mini Copter)-14, Stealth-16, Throwing-14.

Weapons: Military Laser Rifle (2d imp), Grenade Launcher (3d crushing, SS 12, Acc 6, Min 14, Max 400, RoF ½, ST 12, Rcl -2).

Equipment: Mini Copter that straps to back, maximum altitude 2,000 feet, maximum speed 60 mph; Anubis disguise.

Grant Johnson is a Stopwatch commando, plain and simple. His job is to make sure that the mission isn't compromised by acting as a final backup, should Timepiece threaten to eliminate the other operatives. His Anubis disguise is designed to lessen the effect on history, should he be forced to act. A legend about Anubis descending on a limestone quarry may make it into the story books, but it wouldn't be *believed*.



- ◆ Another group of four is known to forgo worship of the Egyptian gods and only worship the sun.*
- ◆ One of the Nubians leaves the camp every week or so to visit some relatives. This is allowed by Kharfan.
- ◆ One of the non-Nubian stonecutters never seems to sleep, but stays awake all night humming to himself.*
- ◆ One of the female laborers who slept with one of the Nubian stonecutters says he has a bracelet that can speak. It spoke in a strange language that was not Nubian.

If they learn enough, the agents will soon suspect the three Nubian stonecutters. But how can they be sure? Timepiece ethics discourages them from simply slitting the three men's throats in the *hopes* that they are the agents. The agency frowns on such hit and miss tactics.

Below are some of the other tactics the PCs might use.

Searching the Stonecutters' Quarters

If the PCs can find out which partitions belong to the Nubians somehow (perhaps sneaking in during the night), they could search through their belongings for futuristic devices. Both these attempts should require several Stealth rolls to avoid being heard, and perhaps a secret IQ roll to be sure the PC got the right cubicle. However, if an agent manages to get into the right cubicle, he will find something of interest.

Most of the personal items in the Stopwatch agent's chest are truly Egyptian knick-knacks: icons, beads and papyrus scrolls. But with a successful Holdout roll, the PC will notice that one of the scrolls is actually a disguised stunner. The agent has his proof and the group can proceed with their plan. Except for one small problem. A guard on his routine patrol thought he saw some movement inside the stonecutters' quarters and is coming to check it out. The agent had better make some good choices for places to hide (hint: the chests are just big enough to hold a human).

If the agent gets caught, he will be brought before Kharfan, who will attempt to publicly execute the thief the following morning.

The Direct Approach

Clever PCs may just approach the Nubians and ask them straight out (away from prying ears, of course) if they are Stopwatch agents. This could work. Roll a Quick Contest of Skills between the questioner's Detect Lies skill (defaults to IQ-6) and the subject's Acting skill (see the agents' stats in the sidebars, pp. 79-82). If the PC wins, he knows the Nubian is lying and can safely plan whatever he has in mind for the villainous Stopwatch men. If he doesn't *tell* them he knows, they will think they have fooled him. If he does tell them, they will immediately call in their backup (see *Descent of Anubis*, p. 84).

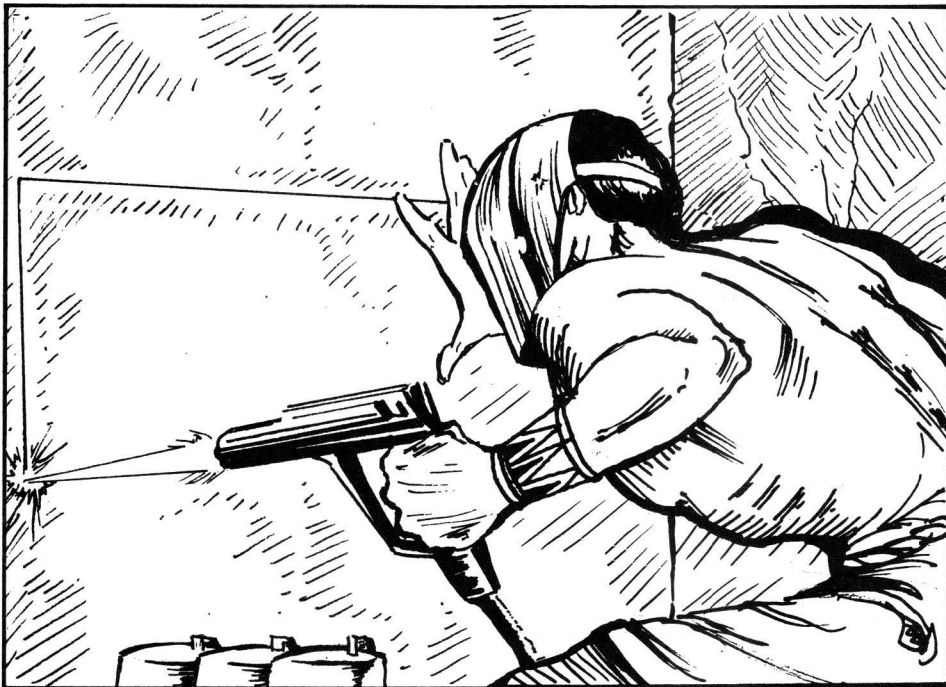
Looking for a Hideout

As the PCs may suspect, the Stopwatch team members have a hideout, where they are storing the nuke until the time comes to plant it in the granite block. The hideout is a hidden tomb a mile east of the quarry.

If the agents search the area around the camp, have them roll against Vision every hour at a +1 for each hour after the first spent searching. A success by 5 or more indicates that they have found the tomb. They have also found Grant Johnson.

Grant is the fourth member of the Stopwatch team, sent as a backup in case things go wrong; he is also the guard of the nuke's hiding place. He will notice anyone approaching (the tomb can only be approached from the west), and he'll wait until the PCs enter the mouth of the tomb before he starts firing his military laser rifle at the agents.

If the operatives manage to defeat Grant Johnson, they still have to find the bomb. It is hidden in a trapped sarcophagus. See *The Hidden Tomb*, on pp. 84-85, for more information about the Stopwatch team's hideout.



Last Resort: Causing an Accident

This plan is highly risky, slightly unethical (see p. 82) and difficult to pull off, but it would leave no room for doubt. If the agents could somehow manage to get one of the Nubians involved in a fatal accident, the Stopwatch agent would disappear, snapping back to the future. One such idea is to sabotage one of the ramps (see p. 81), while making sure that one of the Nubians was present (“You’ve just got to see the strange shape of this limestone block. It’s on the ramp right now.”).

Alternately, the agents could just see that one of the Nubians lost a finger or toe, through the judicious misuse of a stone axe. If the stonecutter is a time agent, his digit would disappear, confirming it. This is more moral than simply killing the agent, and just as sure.

If the agents end up completely stumped, have an accident happen anyway, killing two workers and a Stopwatch agent. The PCs clearly see the three men get buried under a 2.5-ton limestone block, but when the rock is removed, only two dead men are there. Conclusive proof.

Stopping the Stopwatch

Once the agents are sure of their prey, they can plan how to eliminate them. It shouldn’t be hard. Sneak into the stonecutters’ quarters, put a holdout laser behind the ear and pull the trigger, or draw a sharp knife across the wrist. The blood loss would quickly snap them back to the Hive . . . or maybe not.

The Stopwatch team members are a paranoid bunch. They keep a sleep cycle in which one of them is awake at all times. During the night, Skarfa is awake from 8:00 until 11:00, Harsa from 11:00 to 2:00, and Seth from 2:00 till 5:00. They manage this with timer implants that prevent them from falling asleep during those times. It was very unpleasant at first, but they have grown used to it during the years.

If a PC attacks just one of the agents and is *very* quiet about it (Stealth-3 roll), he will be able to deal with that one, but the one who is awake will hear the body

Character Points

The players should get 2 points each for successfully completing each section of this adventure, or 1 point if they had to be helped along by the GM. In addition, the GM should give bonuses for clever solutions to the problems and excellent roleplaying. Character point bonuses can also be given for the following:

- Sneaking into the Israeli jail without getting arrested.
- Apprehending Bonhomme or making him clock back to Timepiece.
- Stopping Grant Johnson before he kills any innocent laborers.



The Anubis Incident

An excerpt from *Incarnation and Epiphany in the Egyptian Religion* by Dr. Hilary G. Trodhome, PhD, Cambridge University Press, 1984.

One of the more dramatic accounts of a visitation from an avenging deity is found in a fragment from the early 18th dynasty, which appears to be a section of a long propitiatory hymn addressed to Anubis, attributed to the pharaoh Amenhotep II.

The relevant passage reads:

Visit me not, dread lord, as you visited Khufu.

Rain not thy vengeance on my people, as you did upon his,

When you came upon the workers with the sound of a great multitude of locusts,

When you came from the sky with the thunder in your right hand, and the lightning in your left

When you cast down the gate of the work camp (lit. "place of artisans and slaves") and slew the stonecutters.

The sacrifices and hymns with which Khufu turned away thy wrath, I make to you now, Dread Lord.

I am not proud on earth (lit. "I have not taken upon myself status unsuited to earthly flesh"). Look not on me in wrath.

The poem seems to record an incident attributed to the reign of Khufu, the builder of the Great Pyramid, a millennium before the hymn's composition. The references to "work camps" and "stonecutters" are usually taken to imply that the incident actually interfered with the construction of the Pyramid.

Most scholars consider the story of Anubis' attack on the stonecutter's camp a simple folk tale composed by serfs with a superstitious dread of the pyramid, which eventually caught the fancy of a royal hymnist. It seems to me, however, that there is at least a possibility that the tale reflects historical fact. Perhaps a whirlwind or meteor struck a large work camp during the construction of the Great Pyramid (or some other large monument; often in hymns written about events separated by great temporal distances, background details become interchangeable). The whirlwind especially would have created the sound "of a great multitude of locusts."

Such an event would, of course, have been taken as an evil omen and logically associated with Anubis, the god of the dead. Instead of simply abandoning his beloved pyramid project, however, the hymn suggests that Khufu undertook an intensive program of sacrifice and ritual cleansing, to propitiate the angry god.

All of the above, however, is pure speculation, and strictly speaking, outside the parvenu of this inquiry. Whether or not the hymn represents pure myth or the echo of some ancient disaster, however, it contains several unique motifs which bear further exploration . . .

snap back and raise an immediate alarm, waking the other. He will also pull out his stunner and use his wristband/radio to signal for help from their backup. Basically, this team is not a combat team, but instead relies on Grant Johnson, the fourth Stopwatch agent stationed in a hidden tomb about a mile from the camp. If the enemy gets in serious trouble, they will try to keep themselves alive during the minute and a half that it takes for their backup to arrive. And when he arrives, things get really serious.

Descent of Anubis

A minute after the Stopwatch team signals for backup, whether there is combat still going on or not, the GM should ask the characters to make Hearing rolls. What those who make their rolls hear is a soft thrumming noise in the distance, growing closer. Soon everyone can hear the loud noise that the agents will be sure is something man-made. IQ rolls allow them to realize that it is the sound of whirring helicopter blades.

Outside, flying over the horizon is a figure with a large pack on his back sprouting a pole attached to helicopter blades; he is approaching very quickly. He disappears for a second as he lands beyond the wall, near the gate. Just before he goes out of sight, PCs who make Vision rolls can see that he looks exactly like the god Anubis – a large man's body and the sleek black head of a sinister dog.

The next sign of his presence is the gate to the camp exploding into fragments. When the smoke and wood splinters clear from the air, Anubis can be seen walking through the former gate, holding a gun in each hand. One appears to be a high-powered laser rifle and the other a grenade launcher (with 20 rounds).

If any Egyptian occupants of the camp came out to see what was happening, they scurry to shelter when they see the dreadful form of Anubis carrying death and destruction in his hands. They don't know what brought about his wrath, but they aren't going to tempt him with their pitiful lives.

Obviously the characters have a fight on their hands. The Stopwatch agent dressed as Anubis has a specific mission: kill everyone in the camp except for his own men. If the PCs don't stop him, there will be a terrible massacre – especially since they will be among the victims.

One way to defeat him is for one agent to lead him up the ramp leading to the highest landing (#9 on the map on p. 79). This gives him a few open shots at the PC's back, but while he nears the top of the ramp, the agents at the bottom can remove two of the supporting blocks that keep the ramp stable. Two ST rolls will achieve this. The ramp crumbles and drops the Stopwatch killer 60 feet. The GM should assess normal falling damage (20d-20 points) – anything more than 20 points causes him to snap back.

Clever PCs may also realize that the Anubis impostor doesn't know who they are. If they can slip out of the camp unnoticed (contest of Stealth vs. Grant's IQ), he will spend at least 20 minutes turning the quarry into a bloodbath. They can use this time to search for the enemy's secret hideout. Once Grant has killed everyone in the quarry, he will clock back to Stopwatch.

Whether the agents manage to send Grant Johnson back to the future or not, they must locate the bomb, so that a team of bomb experts can replace the uranium with inert material.

The Hidden Tomb

A mile east of the quarry is a short cliff face that is too small to provide any good limestone for the pyramid. At the lower left side of the cliff is a slight depression that looks like a natural fissure in the rock. A Vision-5 roll, however, identifies this as deeper than it looks. Upon closer inspection, visitors can see that it is actually the mouth of a long corridor leading into the darkness.

The First Trap

The corridor slopes down into the cliff for 75 feet, where it opens up into a large room, dominated by two statues along the right wall and a sarcophagus in the center. If Grant Johnson is here (not at the quarry) he will open fire with his laser rifle, gunning down the agents as they near the opening. If he is *not* here, the first intruder to enter the room will trip an optical sensor, causing a holographic projection to appear in front of the coffer facing the PCs.

The projection is of Anubis, who lets out a deafening roar and brings his staff down to bear on the nearest PC. Of course, if the agents just came from dealing with Grant Johnson, Fright Checks will be required as a simulated bolt of energy spouts from the god's staff and engulfs the encroaching agent. The trap inflicts no damage – it is designed to scare off tomb robbers and curious townsfolk.

The Sarcophagus

The coffer in the center of the room is made of finely polished red granite. Its lid has a relief painting of an Egyptian noble and weighs 400 lbs; a ST roll vs. 20 is required to lift it off (combining STs will work). However, the sarcophagus is trapped as well.

Whoever is touching the lid when it is lifted, even as little as an inch, is hit with a surge of electricity doing 4d crushing damage (armor does not protect). Anyone hit must make a HT-2 roll to avoid falling unconscious and instantly snapping back to Timepiece.

Inside the coffer is the mummified remains of the Egyptian noble depicted on the lid; the nuke is not there! However, if the PCs check the bottom, they can tell easily that it is false, made of painted wood. Beneath the false bottom is the shiny, oblong bomb.

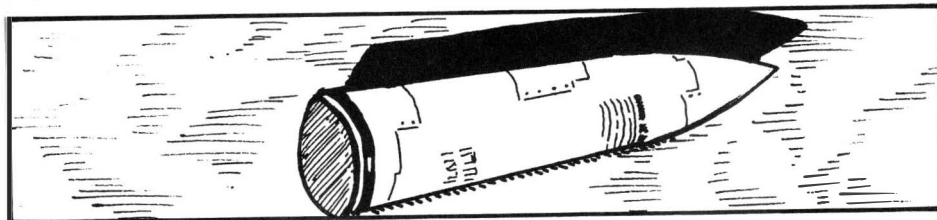
The agents should write down their location and the exact time on a notecard and send it to the future. Seconds after they do, a group of Egyptian men walks into the room (setting off the Anubis trap, if the PCs didn't mention it on the card).

At this point, the PCs can clock back, or they can stay to see the bomb squad work on the nuke. The demolitions team successfully defuses the bomb. Two of them will remain in Egypt, disguised as stonecutters to make sure the inert bomb gets planted in the pyramid as it's supposed to.

Finishing Up

If the agents succeed, they are met with cheers and complements back at Timepiece. The computer immediately shows that their probability went back up to normal and a half percent beyond (due to the historic trivia that a legendary appearance of Anubis occurred in a ancient Egyptian mining camp; see the sidebar on p. 84). Analysis predicts that Stopwatch will be blacked out of at least a century and a half surrounding that time frame. (If the PCs fail, they are debriefed and commended briefly for doing their best.)

One final team is sent back in time to seal the victory for Timepiece. The team is sent to Cairo in 1973 to lock in the Observer Effect by watching the pyramid *not* explode. Of course, if it does . . .



Further Adventures

The Poisoning of Napoleon

Tests done on the hair of Napoleon's corpse revealed that he was slowly poisoned with arsenic during the last years of his life. This is a well-known piece of Napoleonic trivia. But suddenly it's not true anymore in the Timepiece timeline; Napoleon lived another ten years and managed to subtly influence the structure of the French government before dying of natural causes. Was Stopwatch responsible? Or did someone else who knew of the poisoning save Napoleon's life? Perhaps the traitorous francophile, François Bonhomme . . .



The Forgotten Computer

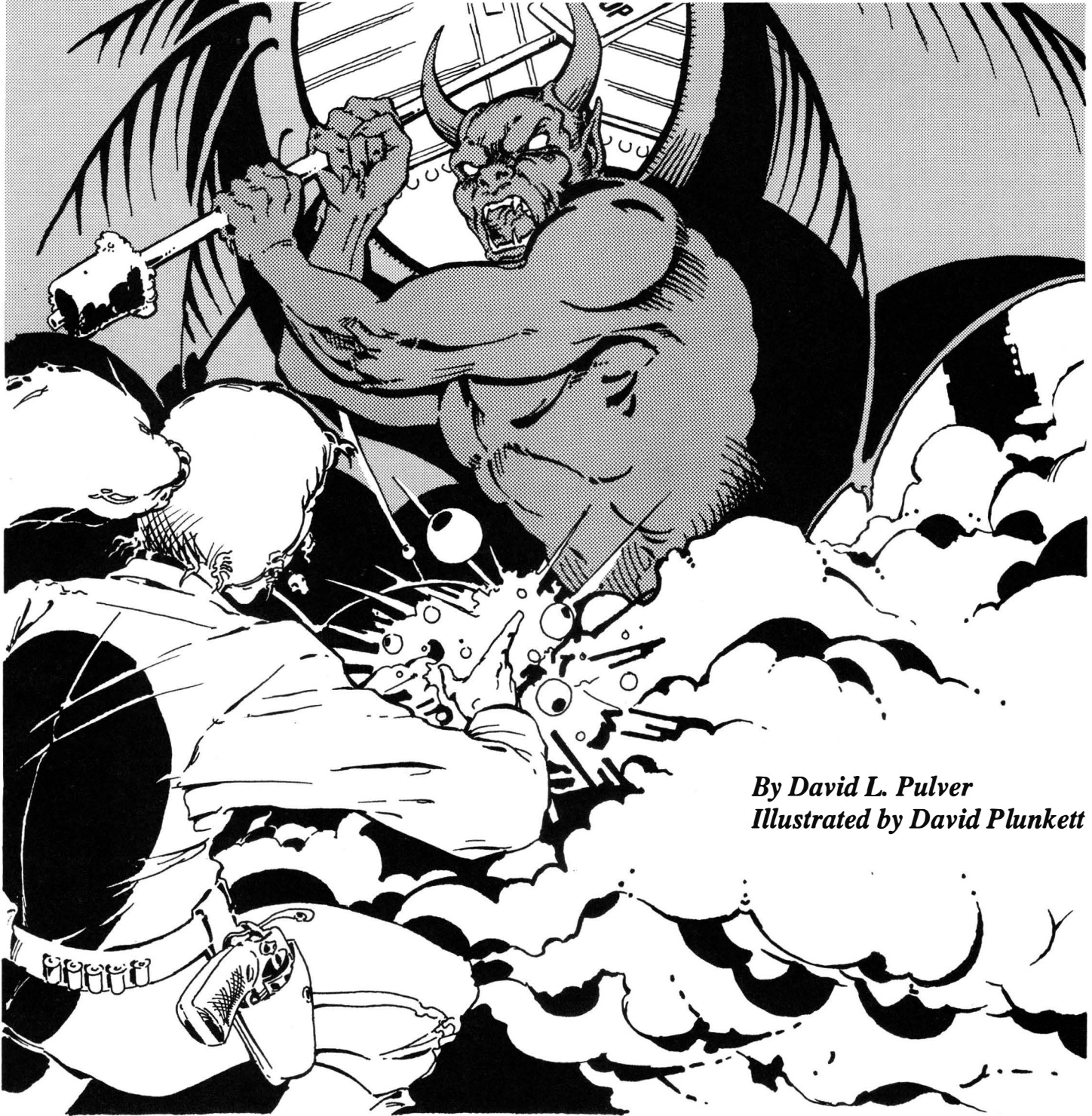
One of the items found in Daniel Soma's apartment was a notebook-sized computer. It was one thing that led authorities to believe he was a spy. It was definitely of future construction and had its own Focal Referent. Although the Israeli government couldn't get past the password programs and into the data, they took it apart, photographed it extensively and studied it rigorously until they managed to break the Focal Referent and send the whole mess back.

They did get enough knowledge to begin research and development on computer chips, launching a new industry for the country and propelling it into leading-edge technologies. Now both future societies have to go back to keep the computer from being studied. Timepiece also wants to see what information about Stopwatch is stored on the computer, and Stopwatch wants to retrieve the device before Timepiece can acquire any damaging information.

3

SOULBURNER

This is a dimension-hopping adventure set in the "Infinity Unlimited" milieu from *GURPS Time Travel* (see p. TT84). The PCs are members of the Infinity Patrol (the I-Cops) – either agents or troopers. It is designed for three to five 100- to 150-point characters, or two characters with point totals of 200 or more. Although not essential, it will be to the party's benefit if someone among the PCs has some points invested in Occultism and Streetwise.



*By David L. Pulver
Illustrated by David Plunkett*

I-Cops Briefing

The PCs' team is sent to the New Mexico Regional Headquarters of the Infinity Patrol, in the city of Albuquerque. The city sprawls on a mile-high plateau on the eastern bank of the Rio Grande River, under the shadow of the Sandia Mountains. It's the economic hub of New Mexico, a vibrant city with a mixed Anglo-Hispanic-Indian population. The briefing officer is Captain Manfred Biehn, a tall, mustached man with ramrod-straight military posture and a grave expression. He greets the PCs, and asks them to sit down. When they are settled, he begins to speak, in a calm, measured voice trained by years of military briefings.

"Good afternoon. A potentially serious situation has developed. Forty-eight hours ago, conveyer PS-211 in Albuquerque, New Mexico was leaving Homeline for the Nazi-America of Reich 5 in Quantum 3. The projector in this installation was assisting their jump. Aboard was trooper Marie Kingfisher. She was being sent to reinforce an ongoing operation on Reich 5.

"The parachronic jump should have been routine – in fact, it was routine. But something went wrong. We had a viewer monitoring the arrival site in Reich 5, and the conveyer never appeared. After two days of analysis by our computers, we have reason to believe it slipped into a previously unknown Quantum 3 timeline. We also believe it somehow underwent a massive positional error, and may have actually moved up to ten miles geographically from the arrival site. Unfortunately, we don't know where. All we know is that it materialized somewhere within five miles of Albuquerque.

"We don't know why or how this happened – it may have been a bizarre malfunction. We're pretty certain it had nothing to do with Reich 5.

"After 48 hours of number crunching and theorizing, the projector operators on Homeline believe they have tracked its time-space vector, and we think we know where it went. That's the good news. The bad news is we don't know why it was pulled off course. The worse news is where it turned up.

"We've designated the timeline 'Merlin.' We dropped a robot probe in yesterday. We took atmospheric samples and listened to radio and TV. Superficially, it resembles Homeline's Earth in 1992, just like Earth Beta. However, the atmospheric samples showed a lower level of pollutants, especially carbon monoxide. Most radio broadcasts were consistent with 1992 on Homeline. But some were not. Here are some of the transmissions we picked up on local radio."

Biehn clicks on a recording:

TV News: "Now for our top story. Mutant killer penguins have finally overrun Ice Station Zhukov, the Russian enclave in the South Pole. Long the center for secret Soviet magical research throughout the Cold War, Ice Station Zhukov was the last human enclave to remain in Antarctica after the creation of the Polar Hellstorm in 1948. Now it has fallen at last. Live from Moscow television, we bring you footage of the tragic last stand of the Russian garrison against the thousand-strong swarm that stormed the electric fences and guard towers. We warn you that some scenes may be unsuitable for young viewers . . ."

TV Soap: "Cynthia, I'm sorry – but I can't live with a vampire any more. You only want my blood, not my love. I'm moving out tomorrow." "John, wait – I've got something I have to tell you." "It won't change a thing, Cynthia." "I'm pregnant. They did the test, and the doctor says she'll be a mage. John? Answer me, John . . ." (Fadeout.) "Tune in next week for another episode of *Trinity's Shadow*."

News: "In international news, more tension in the Gulf as Dragons from the elemental-powered aircraft carrier *USS Ranger* continue to patrol the 32nd parallel. Meanwhile, in famine-stricken Somalia, mages from the Army's quartermaster corps have set up camp, and have already begun casting spells to bring rain and accelerate crop growth."

About the Author

David Pulver is a full-time game designer from Kingston, Ontario. He is the author of *GURPS Ultra Tech*, *GURPS Psionics* and ICE's *Aliens and Artifacts* sourcebook, and the co-author of *GURPS Space Atlas 4* and TSR's *Marvel '92 Update*. His work has appeared in the *GURPS Fantasy*, *Space*, *Supers* and *Cyberpunk* adventure books.

There are now once more cats in the house he lives in.



Marie Kingfisher's File

The hologram shows a tall, attractive, athletic-looking woman with long black hair and blue eyes. According to her file, she's 35, 6'1", 155 lbs. She was born in 1980 in Albuquerque, New Mexico. Her parents were Isobel and James Kingfisher, who ran an auto parts and scrap metal business. When she was nine years old, her parents were returning from the state fair when they became victims of a brutal mugger named Eliot Strange. Both her parents were killed, and Marie was briefly taken hostage by Strange, but was later rescued by a local police SWAT team, who shot and killed her abductor.

Marie had no close relatives, and went through a string of foster homes and orphanages. Her rescue by police influenced her career choice, and in 1998, after graduating from high school, she entered the regional police academy. In 1999 she joined the state police, and was soon part of its SWAT team. In 2004 Kingfisher resigned from the force with the rank of sergeant, and enlisted in the newly-formed Infinity Patrol as an I-Cops trooper. She soon saw action in several echoes and parallels, attained a degree in mechanical engineering from Cal Tech, and rose to the rank of Lieutenant. When her conveyer vanished, Lieutenant Kingfisher was enroute to Reich 5, joining an infiltration operation that had requested someone capable of impersonating a trained police officer.

She is described as a skilled officer with a quick, adaptable mind. Her psychological profile indicates she is aggressive and self-confident tempered with a sense of justice and deep loyalty to the Patrol. She is unmarried but likes children.

A hastily-typed addendum says that Kingfisher boarded the conveyer wearing the Reich 5 uniform of the neo-Nazi American Security Police (ASP), a black and silver-visored helmet and full-body kevlar suit. A color picture of a square-jawed, blond young man wearing a similar uniform is clipped to the note. She was reported to be armed with a H&K 9mm submachine-gun and a concealed I-Cops stunner.

Commercial: "It's DuPont Albuquerque's sale of the year, and for two days only we've *slashed* prices on *Ghostrider 202* two-seater sportscarpets! Sportier than the '91 *Spectre*, *Ghostrider* features full entity control, so you can sit back and let your spirit do the driving. Factory fresh and fully warranted! If you want power and comfort on an affordable budget, the *Ghostrider 202* is *just for you!* Hurry – at Albuquerque GMT showrooms only."

Commercial: "Are your gifted children falling behind in school? Can't their teachers cope? Enroll your child in Cibola Spellcamp! Studies prove that mage-born who graduate from spellcamp finish school and grow up to become someone. Call 1-800-MAGEKID and find out why Cibola Spellcamp is for your child."

Sports: "Dragon racing season begins Saturday, and we'll give you live coverage as 18 Dragons master the monster five-mile pylon race! Tune in to this station for all the racing action you'll ever want, at 8 p.m. Tomorrow!"

Commercial: "The crime rate's rising, and ordinary burglar alarms aren't enough. But Necrotech has the answer. The NS-2000 Hand of Glory. Endorsed by 10,000 police officers across the nation, the Hand of Glory offers nonviolent protection against intruders. Put one in your living room and light its candle. One look and burglars will be frozen solid. Necrotech – we bring dead things to life."

Weather: "And now for the weather report. The City Weather Service has tallied your votes, and today will be sunny, with a mild breeze and a brief drizzle after dark. Please phone in your requests for tomorrow's weather before 9 p.m."

Biehn turns off the recording.

"While the probe was monitoring that radio station, a low-light camera spotted a flying object at an altitude of 20 feet and a speed of 15 mph. It turned out to be an airborne carpet manned by two very intimate teenagers. American clothing fashions – and also male-female courtship rites – are substantially the same as Homeline's for the period. The probe also took close-up movies of normal field mice and a large antlered jackrabbit which our literary researchers soon identified as the mythical jackalope."

*"At the moment, the working assumption is that magic and supernatural creatures coexist in Merlin with an advanced technological civilization. Unfortunately, we know little else beyond what the initial probe picked up. We picked up some commercials on South Korean and German radio for "DuPont flying carpets," but the rest of the world seems largely untouched by the strangeness infesting America. Parachronic viewing of Merlin has been almost totally impossible, again for reasons unknown. The Infinity Council decided that sending either robot probes or manned missions into what **appears** to be a techno-magical civilization would be too great a risk, especially in distant Quantum 3. As a result, Merlin has been declared a closed world and classified top secret. But we have to get Kingfisher – and especially her conveyer – out."*

"We have one bit of luck. Kingfisher had a transponder disguised as a wrist watch. If it has been activated, you can home in on it like a beacon. We'll give each of you a scanner display disguised as a watch, with a street map of the city and surrounding area. If Kingfisher's transponder is in range and hasn't been damaged, or isn't buried under solid rock or metal, it will show up. An arrow will show you the direction. It's accurate down to about 50 yards."

"It could be a simple matter of following the signal and picking her up. But it's also possible the conveyer has fallen into hostile hands, and Kingfisher may be a prisoner or dead. If so, your orders are to protect the parachronic secret – locate the missing conveyer and either recover or destroy it, find out what happened to our agent, and take action to deal with any natives who may have learned about cross-quanta travel. As the danger exists of our parachronic technology being duplicated technologically . . . or possibly even magically . . . I don't need to tell you that Merlin is one of the places we'd least like to lose a conveyer."

"Thirty minutes ago we completed a parachronic viewing of the area occupied by the parachronic projector stage in Merlin. It's predawn there – 0330 hours. As expected, there was no sign of the conveyer, but there wasn't anyone else around either. We lost the picture to the usual two-quantum interference five minutes ago, and the techs don't think we'll gain a new picture for about 32 hours. But at the moment we know there are no witnesses. It's a good time to send you in."

"That's all. Here's Kingfisher's dossier and a photo of the conveyer. You leave in 15 minutes. Report to the quartermaster for outfitting, and then the crew chief on the projector stage."

"Any questions?"

Here's some possible questions the PCs may ask, and how Biehn will answer:

***Why the rush?** "We've lost two days already. The longer we wait, the bigger the area we'll have to search and the more chance the conveyer might move out of range. And if the conveyer is in hostile hands, we don't want to give them time to learn anything! Also, we've got a good launch window and a secure landing zone now. With the usual two-quantum interference, it may be hours before we can be sure of that if we wait."*

***What about our conveyer and equipment?** "You'll be assigned a mobile conveyer and standard gear."*

***What about Centrum?** "You're going to Quantum 3. There is no way Centrum can reach you."*

***Can anyone detect the transponder signal except us?** "Unlikely – they are coded, scrambled and frequency-agile. It's possible Centrum could, which is why we don't usually use them past Quantum 4."*

***What was Marie Kingfisher's mission on Reich Five?** "If you can demonstrate a concrete need for that information, ask me again. Until then, it's better that you don't know."*

"In Merlin's timeline, the space occupied by Patrol headquarters and the projector stage is a school yard on 1212 Lomas Boulevard. We'll drop you in at 0400 hours – no one should be out."

Biehn passes out several file folders.

"These documents contain a dossier on Kingfisher and the conveyer plus her personnel file. You have ten minutes to study them (see Marie Kingfisher's File, sidebar, p. 88). After you've done that, see the quartermaster for equipment and costuming. Then report to the crew chief on the projector stage."

Ready?

The quartermaster can provide whatever 1990s clothing and accessories the PCs feel comfortable with. They will be given a cover identity of their choice and forged identity papers (skill 20). Since the team won't be familiar with magic, the Patrol documents office suggest they select cover identities explaining this: recent immigrants, foreign tourists, journalists or businessmen, or American citizens visiting from the low-mana states of Hawaii and Alaska. All the PCs are assumed to have been briefed on late 20th century Earth culture and history (since that's what the timeline seems to resemble), giving them the same information the players have about modern Earth.

The I-Cops should choose their equipment, within the weight limits (2,000 lbs. including themselves) of the conveyer. The emphasis should be on small, easily concealed devices that don't have to be explained and fit any cover. If the PCs don't already have equipment, assign them the *I-Cops TL7 Covert Agent Kit* from the sidebar, and assume the conveyer itself carries a repair kit.

The team is issued one 1992 street map of Homeline Albuquerque, with instructions to find a local replacement as soon as possible, and to destroy the Homeline map as soon as they can.

I-Cops Covert Agent Kit

Wallet: With false ID papers and \$1,000 cash in large bills. All are good on this world – the U.S. never seems to change its money.

Sunglasses: Appear normal, but have passive infrared and anti-glare lenses. At night, they see in infrared, so the user suffers only a -1 on rolls to fight or spot living things or active machines, even in total darkness. In bright light they polarize, adding +5 to HT to resist light blindness. Negligible weight.

Wristwatch: Functions as digital watch, but flashes green if a parachronic conveyer is within 10 yards or red if it detects an electronic bug or surveillance device within the same range. It has a two-way, scrambled, multi-frequency radio (50 mile range). It can also broadcast a distress signal, transform into a small monitor screen that can show a street map (if programmed in) and track and locate other I-Cop signal watches broadcasting a distress signal that are within 50 miles.

Mini-Medkit: Looks like small bottles of suntan lotion and deodorant. Contains spray-on bandages, antiseptic creams, etc. Provides TL8 first aid treatment at +1 to skill. Its special drugs and plastiskin grafts are good for five First-Aid treatments, after which it functions as a TL7 first aid kit. Fits in a handbag or jacket pocket. ½ pound.

Ballpoint Pen: Functions as a sonic stunner (p. B208) except has half range and gets only 9 shots. Can also project a low-power, highly tunable sonic beam (one charge per minute) useful as sonic toothbrush, hair-styler, duster or lockpick (+2 to pick TL8 or less locks). Powered by internal battery-capacitor, not power cell – recharges off solar energy at 1 charge/hour if exposed to bright light. Negligible weight.

Aspirin Bottle: 10 doses of Eraser Drug in pill form, disguised as aspirin (see *Time Travel*, p. 103).

T-Shirt and Briefs: Normal-looking but woven of monocrys-polykev fiber. Gives PD 2, DR 8 vs. crushing and cutting attacks and PD 1, DR 2 vs. impaling attacks. If the damage of a cutting/crushing attack is absorbed, the wearer still takes a minimum 1 hit for every damage dice that comes up a 6. T-shirt protects abdomen (area 10), vitals (areas 17-18) and chest (area 9); briefs protect groin (area 11). Negligible weight – worn as clothing.

The wristwatch and pen are designed to self-destruct, melting into slag if someone tries to take them apart.

Latent Magery

If the GM wishes, and assuming the PCs have never been to a normal or higher mana continuum before, there is a chance that they may be mages and never knew it! When the team first arrives in Merlin, each player should roll 2d. On a natural 12, they have some level of innate Magery. On a natural 11, they have Magic Resistance.

In either case, the player should then roll 1d. On a 1-3 he has Magery or MR 1, on a 4-5 he has two levels, and on a 6 he has Magery or Magic Resistance 3.

If the GM wants the PC to pay earned experience for these unexpected talents, he may require the player to devote some or all experience earned on Merlin (or another highly magical continuum) to his new advantages. The PC should never be required to devote experience earned in non-magical continua to his magical abilities.

The GM is free to ignore the above option, if he feels it may unbalance his campaign.

Dark-Without-Stars

Male Dragon, age 39, crimson and black scales, yellow slit-pupiled eyes, 15' long (or tall), 800 lbs., 7 hexes.

ST 30, DX 12, IQ 9, HT 14/25

Speed 8.5 Move 12

Dodge 6

PD 3, DR 6

Damage: 2d imp. or 2d cr.

Advantages: Claws, Double-Jointed, Fangs, Winged Flight.

Can breathe fire as the Fireball spell at skill 15.

Quirks: Enjoys flying over desert at night; Collects gold jewelry; Hisses while talking; Missing most of tail – sensitive about it; Spends free time cataloguing museum.

Skills: GM's option. Should include Research, History and various military and combat skills.

Dark-Without-Stars is an aging but loyal member of the U.S. Air Force who collects odd curios. His life story can be found on p. 93.

Get Set!

The I-Cops are directed to an open garage area outside the building, the projector stage (the actual machinery is underneath it).

The stage is covered with signs reading "Danger! Parachronic Transit Area – Keep Clear!" Standing in the middle of the danger area is a red-helmeted woman dressed in blue fatigues. Her name tag reads "Alice Rice." She's standing next to a large station wagon. Chief Rice tells the team:

"Here's your vehicle. Because the target is in Quantum 3, a two-quantum mobile conveyer has been assigned to you. Most automobiles in New Mexico – which appears to have a remarkably intense magical field – are silent electric craft that seem to run on magic rather than batteries. We can't duplicate that, but we've used advanced power cells and solar cells to create something that resembles a Merlin vehicle – a General Manadynamics Ifrit mini-van. It will reach 80 mph and operate for 5 hours continuous driving; the black roof panels contain a solar cell that will recharge one hour of power per 2 hours it sits in the sun. As long as you don't let any natives look at the power cells we've hidden under the seats, it should pass."

"One more thing: remember, since Merlin is two quanta away, we can only pick you up if you move the conveyer back to the zone you arrive in, so mark the location! We'll attempt pickup there once per day, at 0400. If you want to go home, just activate the conveyer at that time."

"It's a Thursday morning, local time. Your watches have been set. Now board your conveyer."

After the team boards and stows their gear, the projector begins to thrum with power. The crew chief steps back from the stage. Over the radio, a warning siren sounds, and a loud countdown starts.

"Prepare for projector activation. Prepare for parachronic departure: Target: Merlin, Quantum 3. Ten, nine, eight, seven . . ."

Now it's time to make Parachronic Operation skill rolls. Chief Rice has skill 16 with the projector (the GM may assume her roll succeeds, unless he has something sneaky in mind); one of the characters will have to be designated to pilot the conveyer. On a failed roll the team will have to live with any delays. To expedite the adventure, the GM may wish to replace misjumps to other parallels with different events!

"Two, one, zero . . ."

Flicker.

A Left Turn at Albuquerque

The conveyer platform winks out of existence, and is instantly replaced by a very different scene. Instead of being in a hangar, you are outside, the conveyor sitting just within the grounds of a school yard, fenced off from a quiet street by a wire and chain fence. No one seems to be out. Although it's dark, you can make out the name on the four-story brick building – Quentin Elementary School – and the shapes of playground equipment.

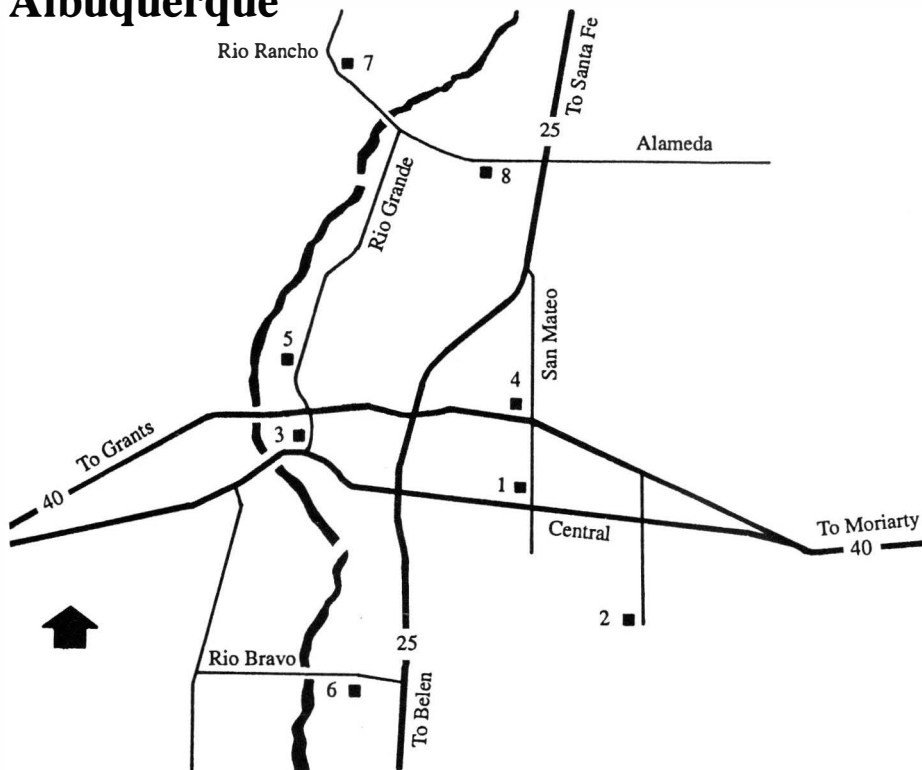
You can see the dim outline of the Sandia Mountains rising to the east. There's no traffic on the roads, and you don't see anyone about. In the sky you can see moving lights to the south, possibly aircraft landing or taking off at the city's airport. According to your map, you are just east of the downtown core of Albuquerque, in a residential district. You can see Lomas Boulevard just outside the school fence, so to get on the road you need only unlock the padlocked school gate.

Before driving off, the PCs should mark their arrival site, since it corresponds to the projector stage back in Homeline, and they'll need to return to it to leave.

The characters will probably want to drive or walk somewhere. Nothing much

is happening at 4 a.m. – Merlin’s Albuquerque seems like any other late-20th-century American city at night, until a long shadow passes overhead. If they look up, they’ll see a huge 30-foot carpet moving eastward at about 30 mph. It’s painted red and the underside is emblazoned with a glowing white swirl and the words “Coca-Cola.” The glimpse they get before it passes out of sight shows it is heavily laden with crates of soft drinks; the driver is perched on a cushion at the front. As the agents will probably guess, this is just a sky-truck delivering cola to a local convenience store.

Albuquerque



- | | | | |
|-------------------|-------------------------|-----------------------------|---------------------------|
| 1 = Arrival Point | 3 = Vixen Surplus | 6 = Hernandez Refried Beans | 8 = Necrotech Corporation |
| Quentin School | 4 = Coronado Center | 7 = Chavez' Villa | |
| 2 = Kirtland AFB | 5 = Kingfisher Junkyard | | |

The City

This parallel closely resembles the “real world.” The city of Albuquerque is a city of 450,000 people. It sprawls on a mile-high plateau at the nexus of two main interstate highways, the north-south I-25 and the east-west I-40. The western side of the city is bordered by the mighty Rio Grande River. To the northwest is a range of hills, while looming over the eastern side of the city are the Sandia Mountains, rising as high as 10,000 feet.

Albuquerque is laid out in a grid pattern; the downtown buildings are a mixture of old adobe and modern glass and steel. Cheap land is attracting technomagic and electronics firms from out of state, and the influx of new workers is leading to a boom in population, service industries, and housing construction – as well as crime.

Albuquerque is the largest city on Earth in a high-mana area. As such, it is a major center for mages and magical industry. Many non-mage citizens of the city have picked up a few spells for daily use.

Except for the presence of non-humans and flying carpets, the city seems perfectly normal. Anything the I-Cops could do in a big city – rent rooms, hire detectives, buy guns – they can also do in this timeline’s Albuquerque. The population is a mix of Hispanic and Anglo. Once the characters get into the heart of the

Lady Fox

Fox-woman, age 27, 5' 7", 130 lbs. A fox-like head with steel colored eyes, body covered with fur, bushy tail.

ST 9, DX 14, IQ 14, HT 10.

Speed 6, Move 6.

Dodge 6.

DR 1 fur; no armor or encumbrance.

Advantages: Alertness+3; Attractive; Claws (+2 damage); Fangs (1d-3 cutting); Fur (DR 1); Illusion Disguise (see Chimeras, p. 125); Magery 1; Reputation (+2, among criminals); Wealth (Comfortable).

Disadvantages: Greedy; Impulsive; Lecherous; Vulnerable to silver (+1d damage after DR).

Quirks: Affects English accent; Dislikes physical danger; Elegant dresser; Rarely hides her fox-woman shape; Very inquisitive.

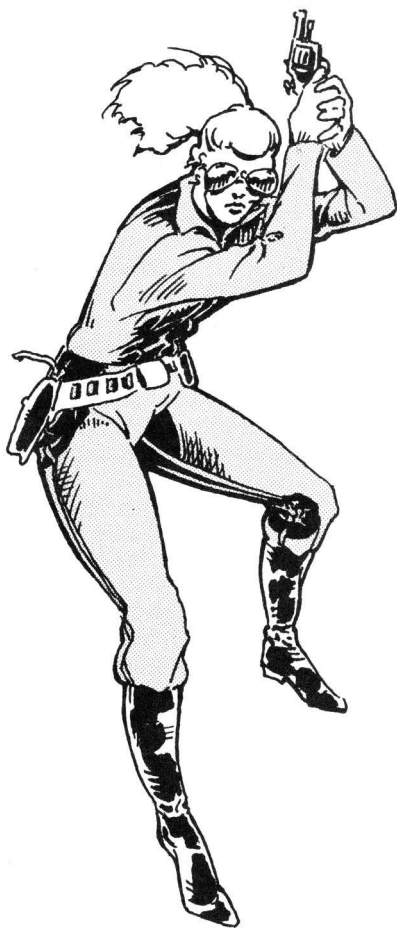
Skills: Administration-12; Area Knowledge (Albuquerque)-14; Diplomacy-14; Drive (Auto)-13; English-12; First Aid-13; Guns (Pistol)-14; Merchant (Antiques)-18; Photography-13; Psychology-15; Riding (Carpet)-13; Savoir-Faire-15; Sex Appeal-12; Spanish-14; Stealth-13; Streetwise-14.

Grimoire: Death Vision-14; Detect Magic-13; Mammal Control (Foxes only)-14; Sense Spirit-14.

Equipment: AMT backup pistol; elegant clothing; Ghost rider (a fast two-seat sports car); 4-point Powerstone (opal ring).

Lady Fox is a fox-human Chimera – her parents were living too close to the Hellstorm. Her nickname, “Lady Fox,” comes from both her imperious attitude and her aristocratic tastes – she always spends beyond her means, and is up to her furry ears in debt. She always dresses in fashionable, feminine clothing and drives expensive cars.





Sergeant Bethlehem Jones

Female, age 28, 5'6", 140 lbs.
ST 10, DX 12, IQ 16, HT 12.
Speed 6, Move 6.
Dodge 6.

Advantages: Ambidextrous; Attractive; Legal Enforcement Powers (local); Magery 2; Patron (Police Department).

Disadvantages: Bad Sight (Correctable); Dependent (Solomon, her cat); Duty (Police); Minor Delusion (she's talked to Jesus with her Summon Spirit spell); Sense of Duty (Police); Social Stigma (minority group – Rachelites).

Quirks: Prefers justice over law; Likes children; NRA member; Idealistic; Devout.

Skills: Area Knowledge (Albuquerque)-14; Beam Weapons (Magical)-14; Criminology-14; Diplomacy-13; Driving (Auto)-11; Electronics Operation (Magic)-12; Forensics-12; Guns (Pistol)-15; Interrogation-12; Judo-13; Law-13; Piloting (Carpet)-14; Shortsword (Baton)-11; Streetwise-13; Throwing-14.

Continued on next page . . .

city, they'll notice that about one percent of the people on the street seem to be anthropomorphic animals, with fur or scales and often tails, and an animalistic head, but an upright body posture and hands instead of paws. There are snake-people and puma-people and fox-people – all of them speaking English (or Spanish), holding down jobs and acting like normal citizens. If the characters ask about them, they'll be told that these creatures are "chimera," the result of "atomic radiation."

Restaurants, computer shops and video stores abound. Most shops and stores seem normal, although prices of farm produce are fairly low, and there are many outdoor stalls and markets. Gas stations and auto repair shops are nowhere to be seen, but there are a lot of drycleaners and tailors advertising carpet repair and maintenance. Visitors will also notice several shops offering unusual services. Billboards advertise "DuPont Flying Carpet Dealerships," "Rainmakers Incorporated" and "Sunspark Opal Powerstones." Shops offer "animate sales, servicing and repair," and seem to be selling humanoid robots. Other shops offer "elemental summoning and rental."

World of Magic

Hiring Mages: Mages specializing in each college of magic or in certain applications (e.g., the construction trade, detective work, etc.) can be found in the phone book. Most mages charge \$25 per hour *and* include in that charge all the time it takes them to recover lost Fatigue and recharge their Powerstones. Assume any mage hiring himself out knows the spell at level 15. If the PCs want an expert, double the cost per point of skill over 15. Magic items sell for \$1 per energy point: they are produced "quick and dirty" in NEMA reactors, but the extra cost covers the cost of dealing with backfires.

Carpet Rental: Costs are the same as renting a modern automobile, with similar requirements – credit card, flyer's license. The latter the PCs won't have – but that's why I-Cops learn Forgery. Or they can rent a taxi, or steal a carpet.

A few carpets are black and white, and carry police officers.

Construction Gang: A building's foundations are being built. The work gang are granite statues (animates – see p. 113), and the supervisor is a young Hispanic man in a hard hat who is gesturing at the ground and speaking rhyming Latin verses. As he does so, the asphalt turns into vapor and drifts away. The statues begin laying down lengths of pipe.

Radio and TV: The I-Cops' conveyer has an AM/FM radio, and it will pick up local stations. They can watch TV if they buy one or check into a hotel or motel. See the *Radio and TV* sidebar (p. 00) for items that will catch the PCs' attention.

Kirtland Air Base

When the PCs check their monitors, the directional arrow will point towards Kirtland Air Force Base, located on the southwestern edge of the city, at the south end of Wyoming Street (see *City Map*, p. 91), past an area dominated by sports stadiums, hospitals, factories and the large Albuquerque International Airport. As the characters approach, they will see strange aircraft taking off and landing: besides carpets, there are flying saucers and giant winged reptiles!

Closer up, it is a typical air base, with heavy fences and guard towers surrounding concrete runways. The gates are open, but are watched by armed Air Force police. Inside the fence is the usual organized chaos of a military installation.

The locator signal points within the base. During the day it points to a large building a short distance inside the gate. Signs identify it as the Atomic Energy Museum, visiting hours 9 a.m. to 5 p.m. During the hours it is open, the Air Force guards will let visitors through if they say they want to see the museum. Of course, they won't let in anyone who seems to be carrying weapons or otherwise looks suspicious.

During the night, the locator will point to a different base building, a block of apartments posted as bachelor officer quarters. Visitors aren't allowed in (they will be politely told, "Please give us the name of the officer you want to reach, and we will call him for you"). The GM will have to judge the chance of sneaking in: the officer quarters aren't a secure installation, but it still should require a few Stealth, Fast-Talk or Forgery rolls to get past alert Air Force guards. If a guard is encountered, make a Potential Combat reaction roll. They carry 9mm pistols and M-16 rifles (assume average statistics and skill-12 or so in Brawling and Guns). Furthermore, even when they find Dark-Without-Stars (see below), he'll be very suspicious (-4 on Reaction).

Upon entering the base, visitors can get a closer look at the aircraft and creatures. The saucers are painted black and are about 20 feet in diameter, with one-man cockpits. They dart about without visible means of support. If the characters ask a guard, they will proudly tell them these are Lockheed F-119 Foo Fighters, lifted with magical levitation spells. More impressive than the saucers are the large winged lizards that flit about the base . . . the close air support Dragons – 30 feet long, bodies dabbled with camouflage paint, wearing menacing strap-on mini-guns, rockets and sensor packs.

National Atomic Energy Museum: This is a large, two-story hangar building just inside the gate. Admittance is free, but all tours are guided. Once their tour is ready, they will be met (3d-3 other people will be waiting) and shown around the museum by an Air Force lieutenant. The displays tell the story of the Manhattan Project and the Trinity Event. The guide is as interesting as the tour, for the team will be met by a small Dragon, 15 feet long, with patterned red and gold scales and dark wings furled behind his back – who is wearing the transponder watch on one of his claws! He introduces himself as Lieutenant Dark-Without-Stars, the museum's assistant curator. He is partly disabled: his tail ends in a stub, and there are scars on his wings and head. If asked, he will hiss, "was flying close support in 'Nam – didn't see rocket coming fast enough to duck." His uniform consists of strapped-on patches with insignia and medals.

The other people on the tour will be mostly out-of-town tourists. The tour gives the history of the Manhattan Project. Displays show the two Hellstorms – vast, slowly rotating hurricanes shot with lightning – and the documents of the 1953 Comprehensive Atomic Test Ban Treaty which banned all nuclear testing. Other displays show the development of magic at places like Los Alamos and Cal Tech, the first Powerstones, and how the Dragons were created using DNA from demon animals crossbred with Earth crocodiles.

There are samples of necronium, a magical element produced from uranium in enchanted fast-breeder reactors, and examples of necronium bullets used by anti-demon squads. There's a model of a Harmonic Converter power station that converts ambient magical energy into electrical power. There are exhibits of mutant animal species, the results of conception in close proximity to the Hellstorm (including a New Mexico basilisk, looking like a spiky Gila monster – the exhibit says it turns carbon into silicon, somehow draining life energy in the process) and a stuffed killer penguin chimera caught near the Antarctica Hellstorm.

The Watch: The characters will probably want to wait until the tour is over before inquiring about the watch Dark-Without-Stars is wearing. Roll the Dragon's Reaction modified by how they go about inquiring. Modifiers:

Sergeant Bethlehem Jones

(Continued)

Grimoire: Analyze Magic-13; Aura-15; Continual Light-13; Create Air-13; Darkness-13; Death Vision-13; Detect Magic-13; Flash-14; Foolishness-13; Lend Health-13; Lend Strength-13; Light-13; Lightning-21; Minor Healing-14; Missile Shield-15; Identify Spell-13; Purify Air-13; Recover Strength-15; Seek Earth-13; Seek Water-13; Seeker-14; Shape Air-13; Shield-14; Walk on Air-13.

Equipment: Pocket Bible; Colt Hydra (treat as Colt Python) .357 magnum with silver bullets; 3 sets of necronium handcuffs; 10-point Powerstone opal earring; Flying Carpet. For the carpet and necronium handcuffs, see *Technomagic Items* sidebar on p. 111.

Sergeant Bethlehem Jones is a youthful but dedicated police officer. Beth belongs to the Rachelites, a post-Hellstorm Christian heresy that considers the Hellstorm a divinely-sent manifestation of God. A "Voice of the Whirlwind" spoke to church founder Rachel Curwin, telling him to grasp the sword and smite the enemies of God and man.

Jones joined SWAT to do the Lord's work by stamping out necromancers and other unrighteous sorts. She zealously pursues her duties with a joyful intensity that frightens her fellow officers.

In combat, Beth will always cast Missile Shield first, then use her gun. She will always engage supernatural beings or known mages first, leaving it to her backup to deal with more mundane threats.



Bethlehem's Vision

A central part of Rachelite worship is ecstatic visions brought on by singing and chanting in a magically-charged sanctuary. Usually these visions are completely random, or they bear "messages" that consist of traditional homilies on virtue and piety – like the vision of Jesus Christ that appeared to Beth in her teens, when she was just beginning to study magic and Rachelite theology in earnest.

But the Sunday before the I-Cops arrived, Beth had a vision that was *different*. A spirit like no other she had ever experienced came to her and spoke in a clear, soft yet forceful mental "voice." Its message was direct and unambiguous. "Visitors will come from afar, seeking that which is lost. Seek them in the den of the fox-woman. Give them what aid you can, without question or regard for your worldly responsibilities."

Only Bethlehem heard the voice's message, but all the congregation agreed that they had been visited by a spirit of exceptional power, and one which could not possibly be evil in intent. Several members of the congregation believe, for mystical and ambiguous reasons, that the presence was that of John the Baptist.

Beth instantly thought of Lady Fox – whose traffic in hot electronics is tolerated by the police because she's frequently a useful street-level contact – and began to watch her shop, with the help of her partner and Magog the animate. When the I-Cops appeared, she was ready.

Beth has total faith in the voice, and will follow its instructions implicitly. She's still a bit uncomfortable, though, with the part about "without regard for your worldly responsibilities." She'll stretch the law a little for the team's benefit, but will try to avoid being present if the PCs plan anything blatantly illegal. She'll have no tolerance whatsoever for anything she thinks is needlessly cruel, violent or destructive – particularly if perpetrated against innocents. If the team does anything Beth considers immoral, as opposed to merely technically illegal, she'll turn against the I-Cops, voice or no voice.

Apart from her theological speculations, she knows nothing whatsoever about the nature of the spirit that told her the team was coming – and the PCs should likewise have no idea what it was (the GM may make of it what he will). Needless to say, Homeline will be deeply disturbed at the thought of a psychically powerful, unknown entity that has advance knowledge of its cross-continua activities. Beth will be happy to return to Homeline with the PCs, to discuss her vision with the team's superiors. She'll even go willingly into exile on Coventry, if that's what the PCs want. If recruited as an Infinity Unlimited agent on Merlin, she'll prove completely reliable and highly useful.

Military Rank, +2 if the characters went on the tour and expressed interest in what they saw – he's proud of his museum; -4 if they simply ask him out of the blue or try to bribe him, since he will be suspicious. Polite expressions of interest are likely to get him to talk, revealing the Dragon to be interested in curios – especially ones made of gold. He would not sell it, but *is* interested in its provenance, and would be happy to discuss its history with a "former owner," if someone gives him a good story. On a Neutral or better reaction, he will reveal he found the watch in Vixen Electronics in the Old Town (corner of Rio Grande and Central Avenue) and paid \$400 for it.

If Dark-Without-Stars' reaction is worse than neutral, the characters will have to find some way to change his mind (or sneak him off base, drug and interrogate him . . .). Buying him dinner (about \$100 – Dragons eat a lot) might work – so could a gift of an antique from one of the city's gift stores. Bribes won't be effective and are most likely to be reported. Dark-Without-Stars is a dedicated military officer, and on a bad reaction roll will be suspicious of strangers coming all this way just to see a watch, especially if they don't know who he is or where he bought it! However, unless the PCs make him *very* suspicious (e.g., break in and get arrested), he won't look inside the watch and notice the electronics. If this happens, the GM will have to decide whether Dark decides to confront the PCs himself, or go his superiors.



Vixen Electronics

To get there, the I-Cops will have to head into the Old Town, tourist country, with narrow back streets dating to the 18th century, filled with old adobe homes. Around it are restaurants offering New Mexican cuisine, and numerous galleries and gift shops that compete with Indians selling jewelry and baskets on blankets spread out on the sidewalks. Vixen Electronics is a small brick shopfront nestled between a shoe shop and a used clothing store. The barred shop window reads, "Televisions, VCRs, Electronics & Manatronics: Bought and sold – 24 hours a day." A smaller sign on the door reads, "Protected by Animate Security." Inside is a clean, well lit shop. Both shop walls are lined with shelves holding used TVs and VCRs. In the center is a bin piled high with transistor radios, walkie-talkies and VCR controllers. In a glass display are several digital watches.

The cash register is attended by a furred fox-woman wearing a crushed velvet dress who is reading a newspaper. The headlines read: "Dragons to be Included in START Talks," and "Zombie Prostitution on Rise In City, Police Say." She'll put down the paper, nod and watch the visitors as they enter with wide, steel-colored eyes. On a shelf *behind* her counter (out of reach of shoplifters) are what look like music cassettes, but the sign says "used spellsongs." Behind the counter is a curtain marked, "employees only." It conceals a black-market Police Animate (see sidebar, p. 96), armed with a S&W M29 .44 magnum, which will immediately come to the fox-woman's aid if she calls for help – she'll do this if she thinks she's being robbed or threatened. Behind the animate's post are a washroom and store-room (more boxes of TVs, etc., some of them stolen and still "hot"). There's also a locked back door.

The proprietress of Vixen Electronics is a mercenary fox-woman who calls herself Lady Fox (see sidebar, p. 91). Lady Fox remembers Dark-Without-Stars visiting her store (she doesn't get many Dragons), and will ask to see the watch in question. She'll recognize it at once, but will pretend to examine it, remarking that it *could* have come from her shop. If the characters hint it was stolen or otherwise illegally acquired, Lady Fox will raise an eyebrow and say, "Gold watches have no provenance on Central Avenue."

If they ask her where she got the watch, make the usual Reaction Rolls or Influence Rolls, but use Commercial Transaction instead of Request for Information; Lady Fox also works as an information broker, and never tells anyone anything for free! Note that Lady Fox is both Greedy and Lecherous – check these disadvantages to find her weaknesses for both bribery and Sex Appeal. Payment will depend on who the PCs are and what story they tell her! She'll ask why they are interested – if the investigators refuse to say, her furry ears will prick up and she'll say, "It is customary to make up a plausible lie. Use your imagination." Lady Fox will quote them a price. "If you want to know who I got the watch from, that's \$500" (modified by her Commercial Transaction reaction).

What Lady Fox Knows

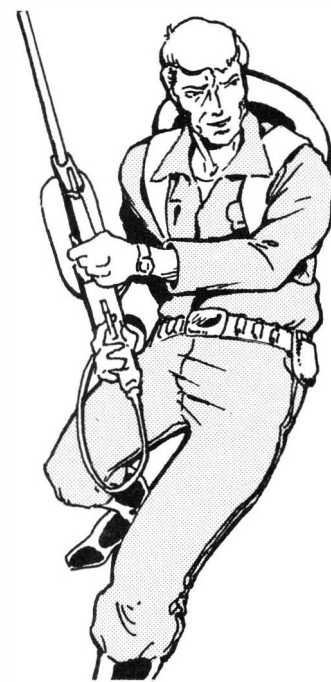
Lady Fox doesn't know anything about Marie Kingfisher and won't recognize a description of her or, for that matter, her conveyer.

If she's convinced to talk about the watch, she'll explain, "I bought it Tuesday night from a little girl with a lollipop." If pressed, she'll admit that actually there were two girls: a shy child of maybe nine or ten years, with straight black hair and big blue eyes, dressed in a frock, who said she was Shiny Malone, and another girl, about 16 years old, with fluffy blond hair and too much makeup.

Lady Fox recognized them both. She'd seen them a few months ago in company with a man named Bellwether, who claimed Shiny was his niece. Bellwether acted like an Southern gentleman and claimed to be a movie producer. He liked to look around and was fascinated by technomagic – he sometimes bought spellsongs and necronium film (see *Necronium*, p. 113, if the PCs ask what this is) from her. But Lady Fox soon guessed that wasn't the only reason for the visits.

"I'm somewhat . . . exotic, and he offered me a rather unspeakable sum of money to do movies with him. But I didn't like the smell of him and asked around. He wasn't a movie producer. He was a pornographer, with a high-paying clientele; he made hard-core adult movies, and his favorite stars were chimera. There are rumors he's into snuff films. He might be into child pornography – I doubt Shiny was really his niece. After that, I didn't deal with him, and I tried to talk Shiny out of it. Bellwether stopped coming around, and I figured I'd seen the last of them. Then Shiny showed up again yesterday with the watch, in company with a young blond woman who looked about 16."

Lady Fox doesn't know who the blond girl was, but can describe her as having fluffy blond hair, wearing heavy makeup, and dressed like – ahem – a lady of the



Officer Daniel Weaver

Male, age 28, 5'10", 155 lbs., black hair, blue eyes.

ST 11, DX 13, IQ 12, HT 11.

Speed 6, Move 6.

Dodge 6.

Advantages: Charisma +2; Combat Reflexes; Legal Enforcement Powers; Patron (Police Department).

Disadvantages: Duty (Police).

Quirks: Dragon racing fan; Mildly lecherous; Loves target shooting; Tries to get Beth to loosen up.

Skills: Area Knowledge (Albuquerque)-12; Beam Weapons (Laser)-15; Brawling-14; Driving (Auto)-11; Electronics Operation (Security)-14; English-12; Fast Talk-12; Guns (Pistol)-15; Guns (Rifle)-16; Interrogation-12; Law-11; Shortsword (Baton)-12; Streetwise-12.

Equipment: Walkmage (see p. 111); 3 handcuffs; emergency medkit; .38 revolver enchanted to +1 Accuracy; Mana disrupter (see *Technomagic Items*, p. 111); Infrared Goggles; Magog (police animate, see p. 96); three spelltapes (Truthsayer, Daze, Missile Shield).

Daniel Weaver is a cool, calm and dedicated police officer who sometimes thinks Jones goes too far. Demons, magic, spirits – he's seen it all, and will calmly deal with the situation or contain the trouble and call for backup.

Normal procedure is for him to cover an enemy while Beth casts an interrogatory or subduing spell.

He neither knows nor cares about Beth's religious experience, but he trusts his partner's instincts. He's willing to bend the rules a little bit if Beth says it's important, but he'll never, under any circumstances, Cross That Line. If he finds out about Infinity Unlimited, he'll consider it his patriotic duty to report it to the proper authorities.



Police Animate

6'6", 300 lbs., sexless silver metal body.
ST 30, DX 12, IQ 9, HT 15/45.
Speed 6, Move 6.
Dodge 6.
PD 4, DR 40.

This is a Manadynamics H-100 Police Animate, an articulated steel and titanium-alloy statue animated by necromantic magic. It looks like a sculptured humanoid metal statue wearing a police uniform. It has intelligence but no will. It can speak (in a flat metallic voice), and obeys its owner's every command. In combat, it can carry weapons (usually a shotgun), or strike with its fist for 3d damage.

Bethlehem Jones' SWAT Unit 1 contains one animate, called Magog (Gog was killed fighting a giant animate that rampaged across town, and they haven't got a replacement yet).

evening. She doesn't know where to find Shiny or Bellwether, but does know that some of Bellwether's movies used to be sold under the counter at Classic Family Video in the Coronado Center.

Asking About the Spellsongs

The spellsongs on display are an example of technomagic. If the PCs want to look at one or ask her about them, Lady Fox will pull down a sample tape. To avoid shoplifting, she'll show them, but won't let go of it. A typical pick is titled "Blur Seven by Grey Noise." The back reads *Performed by Grey Noise, enchanted by Manadynamics and EMI-USA, subliminals by Mindwarpers Inc.* The price is \$250. There are about 30 other tapes, each matching a magic spell in *Basic Set*. If the PCs want a specific spell, roll 1d: on a 1-2, it's in stock. Cost is half the energy point cost of a magic item.

If the I-Cops want to see a demonstration, Lady Fox will say, "First, you need a Walkmage." She'll reach under the counter and produce what looks like a Walkman player but with only eject, on and off controls – no tuning or volume. She'll stick the tape in the machine, and the PCs will hear what sounds like rock music played backwards coming from the headphones. Then she'll put on the headphones, concentrate for a second, and her body will shimmer, becoming blurred and out of focus. A moment later she'll eject the tape and return to normal. She'll smile a toothy grin and say, "\$999.99 for a Walkmage. Cash only, please." For an explanation of how spellsongs work in game terms, see *Walkmage* sidebar, p. 111.

Bethlehem

As the PCs are concluding their conversation with Lady Fox, the door opens and a uniformed, female police officer walks into the shop, accompanied by a large black cat. The cat will arch its back at Lady Fox (without hissing or spitting), and curl up suspiciously as near as possible to the door.

The officer smilingly asks Lady Fox to please excuse her familiar, and ask her if she has any microwave ovens for sale. Lady Fox replies, with a somewhat cool politeness, that she's sorry, but she doesn't carry kitchen electronics.

Once that exchange is over, the officer turns her attention to the I-Cops. With her brightest smile, she says, "Pardon me for asking, but are you visiting Albuquerque from out of town?" When the PCs reply that they are, she'll ask them if they're enjoying their stay, and recommend a Mexican restaurant one block over.

If asked about the cat or the large, apparently out-of-uniform earring she wears, she'll explain that she's a police mage, that the cat is her familiar and the earring is "special equipment." She'll politely sidestep any detailed inquiries about her duties.

If the party asks if there's some sort of police-related problem prompting her interest, she'll immediately deny it. "Oh, no! Not at all! The Albuquerque PD just likes to ensure that visitors feel welcome and secure in our town. I hope I didn't seem to pry."

Once these pleasantries are out of the way, the officer will excuse herself. "Please give me a call if you have any problems at all here in town. Just call the station and ask for Officer Bethlehem Jones. By the way, what did you say your names were?"

If the team members give their names, Officer Jones will cheerfully leave. If they refuse, her demeanor will become noticeably more official. "Is there some reason you don't want to give your name to a police officer?" If they still refuse, she'll leave – rather coldly, but without further pressure.

Classic Family Video

The Coronado Center is a medium-sized shopping center, home to 140 shops and five department stores (Sears, Foleys, etc.). There are a wide array of shops

spread out on two levels, decorated with beautiful flowering plants, cacti, fountains and skylights that open for flying carpets. It is usually packed with crowds of people.

A glass storefront says, "Classic Video: Wholesome Family Entertainment." Inside are lots of video tapes, ranging from children's tapes to lots of normal movies. There's no adult section. There will be 1d-2 people here looking around. There's a door into a back room, but the sign says "employees only."

The manager is a fat man in an ill-fitting polyester suit. Getting him to reveal he sells hard-core tapes requires a Streetwise roll. In addition to normal triple-X fare, he has a list of various grim-sounding titles – snuff movies – such as *Splatterfox* and *Dissection Class*. Most feature chimera being killed, or killing women, children and teenagers. One of the titles is *Shiny 2: Craig and Alice Are Late For Dinner*. Each tape is \$200-500. *Shiny 2* is \$500. That's to rent. To buy, triple price.

If the characters ask about *Shiny 2*, the proprietor says he enjoyed the tape, and there has been a lot of demand for another sequel, but the tape is two years old and *Shiny 3* wasn't made. He's never seen *Shiny 1*. He has no idea of Bellwether's address. He has heard that Bellwether is dead, but some of his girls are now working nights as prostitutes on the bad part of Central Avenue. Perhaps one of them could find Shiny.

If the PCs made their Streetwise roll by more than 5, the proprietor will mention that his source for snuff films is named Malthus Black. He'll also mention that he hasn't seen much of Black lately – he thinks Black has found a new racket, but he's not sure what it is.

As the PCs leave the store, a dark-haired, uniformed policeman is standing casually near a bench in the mall. He smiles genially at the PCs as they pass.

Shiny 2: Alice and Craig are Late For Dinner

By Infernum Video, 1989, starring Shiny Malone

It's amateur video, but it doesn't look like a porn flick. The picture shows nine-year-old Shiny Malone, and three other girls aged eight to ten. They are all wearing summer dresses. It's early evening. They seem to be in a school playground, and are skipping rope, singing, chatting about school and rock music and other friends. No adults are about. It doesn't look rehearsed, except that Shiny keeps looking in the direction of the camera and smiling. The smile looks a little sad. The other girls seem unaware of the unseen cameraman.

A young boy of ten, wearing a red shirt, jeans and running shoes, enters the picture, running toward the girls. He's out of breath. He goes up to the youngest girl. Addressing her as "Sis" he scolds her for being out so late. She pouts, and says, "Shiny said I could play."

He glares at Shiny and says, "Shiny isn't your Mom. And Mom said if you were late again you'd get a spanking. She told me to fetch you. Come on – you're late for dinner."

He grabs her by the arm, and pinches her. Sis starts to cry. The other two girls glare at him. Shiny steps forward and says, "Let go of Alice, Craig. She isn't late for dinner . . . We haven't even started dinner yet."

Craig says, "Huh? Shiny, what do you mean?" The girls move around him, forming a semi-circle, pinning him between their bodies. He tries to back away; "Hey, what's going on?" Shiny grabs him and pulls him effortlessly to the ground.

"You shouldn't have bullied her, Craig. Time for dinner." Craig yells but Shiny kneels on his chest. Craig starts to struggle, but she's using one arm to yank the boy's hair back, exposing his throat. Now the little boy is crying and pleading, "No,

***Marie Kingfisher* (AKA "Patch")**

Age 28, 6', 155 lbs., white female; black hair, blue eyes.

ST 22, DX 15, IQ 11, HT 17 (down to 14 due to loss of blood).

Speed 8, Move 8.

Dodge 9.

No armor or encumbrance.

Advantages: Attractive; Combat Reflexes.

Disadvantages: Absent Minded; One Eye; One Hand; Sense of Duty (people in distress).

Quirks: At present – Do what people tell her; Smile vacantly. Normally – Protects innocents.

Skills: Beam Weapons (Stunner/TL9)-16; Camouflage-12; Drive (Stock Car)-14; English-11; Fast Draw (Pistol)-14; French-11; German-11; Guns (Pistol/TL7)-18; Guns (Rifle/TL6)-16; History (Military, Homeline and Echoes)-12; Karate-18; Knife-14; Motorcycling-12; Riding-11; Sex Appeal-16; Spanish-9; Spear-14; Shortsword-16; Stealth-15; Survival (Plains)-10.

Equipment: Sexy clothing; purse with makeup and deodorant perfume.

Marie's biography previous to her arrival on Merlin is given in the I-Cops briefing on p. 87. Instead of arriving on Reich 5, Marie Kingfisher found herself in a technomagic laboratory, summoned by a hostile necromancer. Marie fought her way out. Stealing a carpet, she fled to the only place of refuge she could think of – the old junkyard where she had grown up. Since this was a close parallel to Homeline, she found it, and hid herself amidst the waste of dead cars. While she was in the yard, she met a little girl: Marie "Shiny" Kingfisher, the nine-year-old version of Marie Kingfisher who existed in this 1992 timeline.

But their meeting was short-lived. Marie had been tracked by her enemies' magic, and was soon attacked by armed thugs. When she fought back she suffered multiple wounds, including a bullet in the brain.

Continued on nextpage . . .



Marie Kingfisher (Continued)

But Shiny was a vampire. She drove off the killers. Intrigued by the woman who looked like a much older sister, Shiny tried to save her in the only way she could: by turning her into a vampire.

Marie Kingfisher is now a vampire, but she's a flawed one. Shiny changed Marie into an undead as Marie lay dying with a bullet in her brain, and Marie suffered severe brain damage that even her undead metabolism hasn't been able to heal. Her intellect is temporarily IQ 7. Her mind is that of a gentle but retarded child. The memories of what happened to her before her death are blank, the result of traumatic amnesia.

Marie has all vampire advantages and disadvantages, but will normally not do anything, even feed herself, without instructions. She loses 1 HT per day if she doesn't feed on human blood, and must drain 3 HT per day to sustain herself. She will not use any of her powers except Steal Health, and only on willing people, and she must sleep in her native New Mexico soil each night.

Marie has been feeding from the veins of Tamara and two other prostitutes, Billie Jean and Andrea, who normally take turns (every third night) donating blood. However, Billie Jean and Andrea don't want to do this any longer, and Tamara herself is getting a little weak. Marie obviously needs to be up and feeding for herself. If the characters claim responsibility for Marie, Tamara will be happy to let them take over feeding her . . .

Underneath, her personality exists – she will act to save a child from harm, for instance, and wouldn't hurt an innocent person. If Shiny, Tamara or any of her new friends are threatened, she will defend them with all her vampiric abilities and I-Cops training.

She will gradually become more human as the shock wears off, give her a roll vs. (current) IQ-2 each day. On a success, she'll regain one point of IQ. Once she reaches IQ 9, she'll start to recognize anything or anybody familiar from her pre-Merlin days (GM's option whether she knew any of the PCs before the adventure – she'd definitely recognize their equipment). However, to recover she must be fed regularly!

Marie can survive in a low-mana area like Homeline, but her recovery will be slowed – roll vs. current IQ -4 to recover IQ. When her faculties return to normal, she'll have her eye and hand replaced with (probably enhanced) cybernetics, and the scar in her neck cosmetically removed. As a vampire, she'll never be really comfortable in a low-mana world, and once her recovery is complete she'll badger her commanders to allow her to return to Merlin as a permanent agent. If her request is granted, she'll "adopt" Shiny, and try to reform her.

please, don't, stop. . . "Shiny opens her mouth wide open, revealing large white fangs. "Don't stop?" she murmurs. "O.K."

Alice is looking away, but the other two girls are watching intently as Shiny leans in and bites down on the boy's throat. Bright red blood splashes out. She starts to slurp, the boy's cries turning to moans of pleasure as she feeds. After a few minutes, Craig stops moving. Shiny drops the now-pale body and raises her eyes to the camera. A close-up shows blood crusted on her lips and dripping down her chin, which she licks at with a long pointed tongue. Shiny tosses her dark hair, and transforms into a cloud of mist, which expands to fill the screen. The video ends and the credits say, "Filmed in Necrovision."

Public Information on Vampires

A check of any encyclopedia will reveal that Necrovision is a film process that allows spirits and vampires to be captured on film. It was developed for the National Security Agency during the '80s, for satellite surveillance of the Hellstorm, and became commercially available in the '90s. It involves use of necronium oxide, an enchanted material.

If the characters want to research vampires after watching the tape, possible sources for information are Doctor Johnson, the University of New Mexico's Zimmerman Library, or any kid on the street. Since this timeline has known of vampirism for years, the I-Cops can research it and expect to find real information. On a successful Research roll (one roll per hour doing research), the PCs will discover that the Center for Disease Control puts out a pamphlet, "Vampirism: Eradicating the Plague." It contains all the information in the *Vampire* section on p. 125. It also contains the cheerful statement that a vampire is, legally, a dead body contaminated by a contagious magical disease; it is not a person. As such, it can be destroyed by anyone without trial.

Central Avenue

This part of Central Avenue is a low-rent district: visitors will pass by old motels and movie theaters, dime stores, cheap shoe and hat shops. The street corners are lined with homeless people, beggars and religious solicitors. Carpets flit about overhead.

If they visit the stretch of Central Avenue between San Pedro and San Mateo, they'll find the street bustling with illicit action – cheap hookers, hustlers and drug dealers, adult movie theaters, strip joints and motels that rent by the hour.

Asking on the bad part of Central Avenue after Bellwether will reveal that Lady Fox told the truth: he is indeed notorious as a pornographer and purveyor of exotic women. Asking about his girls will provide the information that a woman named Tamara used to work for him. Tamara is described as 16, pretty, with a mane of blond hair and big brown eyes. She's unusual for a hooker – she doesn't have a pimp. People who've harassed her have turned up dead. Anyone who knows about Tamara will be able to tell the PCs which corner she does business on.

Tamara and Marie Kingfisher

When the team locates Tamara, they get an unexpected bonus. With her is Marie Kingfisher.

Marie is leaning against a lamp post. She's paler than she was in her hologram, her expression is dead, and across her throat is a big raggedly-stitched scar. She's dressed in a sleeveless t-shirt, a brief black miniskirt, fishnet stockings and high-heeled boots. She keeps one hand behind her back. If the characters maneuver to look, they will see it ends in a stump.

If approached, Marie will step forward, stretch her mouth into a vacant smile, breathe in, and whisper, "Hello, want to party?" in a soft, dead voice. Her one eye is unblinking, and on a successful Sight roll, the PCs will notice she doesn't breathe except to speak. She smells of perfume, but a Smell/Taste roll will reveal a faint whiff of dirt.



Next to her is a tanned young woman with a frizz of blond hair, wearing a bikini top, miniskirt and high-heeled boots. She might be 16. She pulls Marie back and says:

“Hey, Patch, stay away from them. I’m in the business, you aren’t.”

She smiles and apologizes, saying, “I’m her keeper. Patch is a little retarded at the moment, and does everything I do. Can I . . . interest you in something?”

Tamara’s Story

The girl is Tamara Lopez, a hooker – see sidebar for her background and statistics. She doesn’t know Marie’s name, but calls her “Patch” because of her missing eye. Tamara is a friend of Shiny. She was the young woman whom Lady Fox saw with Shiny at Vixen Electronics.

Tamara will talk to the PCs only if they can convince her that they mean no harm to Shiny or Patch – a reaction roll of “good” or better is required. Bribes will markedly improve Tamara’s opinion of the I-Cops – +1 for any offer of \$20 or more, +2 for \$50 or more, or +3 if more than \$100 is offered.

Tamara Lopez

Age 16, 5’2”, 115 lbs., white female; brown hair dyed blonde, brown eyes, bikini, mini-skirt and spike-heeled boots.

ST 8, DX 12, IQ 10, HT 11.

Speed 5.75, Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Attractive; Patron (Shiny Kingfisher).

Disadvantages: Sense of Duty (Shiny); Status -1; Struggling.

Quirks: Chews Bubblegum; Distrusts police; Likes exotic pets.

Skills: Area Knowledge (Albuquerque)-12; Brawling-12; English-10; Knife-11; Merchant-11; Sex Appeal-13; Spanish-10; Streetwise-11.

Continued on next page . . .

Tamara Lopez (Continued)

Grimoire: Sense Emotion-9; Sense Foes-12.

Equipment: \$20; Small knife.

Tamara ran away from home four years ago. Alone in the big city, she had the misfortune to be picked up by pornographer John Bellwether as an actress in his snuff films. At the time, the little vampire Marie “Shiny” Kingfisher was working for Bellwether, and Tamara became Shiny’s friend. When Shiny learned that Tamara was scheduled for a bloody demise in Bellwether’s latest epic, “Dissection Class,” she told Tamara, and they both ran away from Bellwether’s “studio.” The night they left, Shiny murdered Bellwether, and hid the body outside of town. It’s never been found – on the street, most people believe that Bellwether simply skipped town before the cops could close down his operation, though some suspect the truth.

Tamara drifted into hooking, which she regards as a step up from being a snuff-film actress, while Shiny became a recluse in an old junkyard. Tamara doesn’t have a pimp; Shiny (and, for the last few days, Patch) watches over her on the street, and after a few would-be pimps ended up dead after not taking no for an answer, word got around that she had a powerful protector. In return, Tamara lets Shiny feed from her veins, and helps Shiny acquire blood from other hookers.

Tamara would characterize Shiny as slightly crazy, but she owes the vampire her life. She thinks Shiny is about 14, but isn’t sure. Tamara knows Shiny feeds from willing or paid donors – herself and a few other people. In fact, it’s unusual for Shiny not to come by every other night.

Tamara saw several wounds on Patch, and thinks her brain was damaged by whatever pierced her eye. She’s right: it will take several weeks for Marie to regain her mental faculties.

Tamara Lopez lives in a cramped two-room basement apartment four blocks from Central Avenue with peeling blue wallpaper, a pet snake and lots of mice and cockroaches. In her room are her various working outfits and Patch’s old clothes – a badly damaged suit of light body armor and her one-piece body suit, both peppered with shrapnel and 9mm bullet holes. There’s also a sleeping bag with the lining filled with dirt for Patch to use as a bed.

If the team tries to threaten Tamara with going to the cops, she’ll clam up, grab Patch and hurry away. If the PCs follow, or offer any sort of physical threat, she’ll order Patch to attack. If the team can somehow subdue Marie or separate her from Tamara, Tamara will spill her guts at the first hint of any physical threat.

All Tamara knows is that on Wednesday night, her friend Shiny Kingfisher appeared on her doorstep. Shiny asked her to do two favors. The first was to go with her to Vixen Electronics, to help sell some junk Shiny had somehow acquired. The second was to look after Patch.

When Tamara first saw her, Patch was a bullet-riddled, one-eyed corpse with a mangled throat, who was wrapped up in a sleeping bag full of dirt. But Shiny told Tamara that the corpse would get better – the little girl had performed “a very potent blood transfusion” to save her. Tamara knows that means Shiny turned Patch into a vampire. Shiny asked Tamara to look after the woman, clothe her, and watch over her until she recovered. Sure enough, a day later most of Patch’s wounds began to close. Soon she rose from the dead, though her missing eye didn’t grow back, and she still had many scars. Obedient to Shiny’s request, Tamara has tried to take care of her.

This has been difficult: Patch is now awake but seems to be in a trance, with no more mind than a child. She needs blood to survive and can’t go out in the daylight. Tamara has let Patch drink from her blood and has paid two other prostitutes – friends of hers – to do the same. But she’s starting to worry. Shiny had said Patch would probably get better in a few days and be able to fend for herself – but she hasn’t. Tamara is getting a little weak from blood loss, and the money that was hiring the other “donors” is running out.

Tamara knows Shiny lives in the old Kingfisher Junkyard near the Rio Grande river, inside a silver VW microbus – but she doesn’t have a phone and Shiny has told Tamara to *never* go there, *especially* during the daylight, saying it is very dangerous. Tamara is worried about Shiny – and Patch – but she’s inclined to take her friend’s advice.

At some point during Tamara’s story, she’ll break off and say, “Act like you’re not talking to me, OK?” Then she’ll grab Patch’s arm and move away a few feet, as a massive metallic statue in a police uniform clumps past, wordlessly. Once the police animate has passed, she’ll return to the party and resume her story.

Kingfisher Junkyard

The junkyard address is in an industrial district near the Rio Grande River. 1112 Rio Grande is a padlocked gate and a sign reading “KINGFISHER PARTS AND SCRAP METAL – TRESPASSERS KEEP OUT.” The gate is set into a long chain-link fence surrounding a junkyard. Piles of garbage and high-stacked rows of junked cars form a maze of trash and rusting metal that sprawls over three acres. The pungent scent of burned rubber and rusting metal fills the air.

The gate is padlocked, but no one seems to be around. Climbing the fence is easy (no roll required under normal circumstances). Searching this automotive graveyard for a VW microbus is time consuming. The GM should require a Vision -4 or Scrounging -2 roll every 10 minutes (only allow separate rolls for different characters if the team splits up). An additional -3 applies at night, or if none of the characters have acquired familiarity with the automobiles of this period. Even a slow aerial search by carpet is difficult, due to the difficulty of telling one closely-stacked car from another: subtract ranged combat speed and range (height) modifiers from any vision roll.

While the intruders are hunting through the scrap yard, something may be hunting them: Shiny has a few pets she keeps as watchdogs and, day or night, they are out in force.

Every 10 minutes in the yard, roll 1d to see what they find. Add +2 to roll if the characters are scouting by air.

- 1 – Booby Trap.
- 2 – Shinytoy (see below).
- 3 – Feral dogs (roll 2d for numbers, see p. B142).
- 4 – Swarm of feral rats (roll 3d for numbers, see p. B143).
- 5 – Undead guards (see below).
- 6-8 – Nothing

Booby Traps: A concussion grenade on a trip wire. Make a Traps skill roll to spot it, at -2 if the PCs aren't looking for traps. This works out to IQ-7 if unskilled, but Vision bonuses help. Failure means someone triggers a 5d+2 concussion explosion, affecting himself and anyone else within 2 yards. There are only five booby traps in the junkyard.

Feral dogs will attack if they outnumber or surprise a group, but will flee once a member of their pack is wounded or killed. Animal Handling skill is useful vs. them.

Shinytoys and **Undead Guards** are described below.

The stacked cars block lines of sight, so during any encounter on the ground the characters should make a Hearing roll. If they fail, the characters have been ambushed and the encounter starts within 1d yards – check for surprise. Otherwise, the encounter is 2d yards away. Multiply distances by the characters' altitude if they are scouting from the air.

Shinytoys

These are undead (zombie or skeleton) animals or people, covered with plastic, tin foil, organic parts and metal, that Shiny creates as pets, guards and rat-hunters (see the *Zombie* spell on p. 126). If the investigators are hunting at night with infrared goggles, they show up cold and metallic.

The first Shinytoy they meet is a zombie cat with rotting flesh, fine copper wires as fur, alloy metal teeth and real human eyeballs wired into its sockets, statistics as a real cat with *Zombie* modifications (see *Zombie* spell) to ST 4, DX 14, IQ 3, HT 18/8. Teeth do 1d-2 cutting damage. It doesn't talk, but has a dry mechanical purr.

The next is a skeletal snake, 20 feet long, gliding with inhuman speed and silence through the rubble, two small silver dimes in its eye sockets. It is wearing infrared goggles (not that they provide any benefit). Treat it as a python (see p. B143) but with ST 20, DX 15, IQ 3, HT 15. It has DR 2 vs. impaling attacks, and cutting/impaling attacks get no damage multiple. Crushing attacks other than bullets do double damage.

Undead Guards

These are people who attacked Shiny, and whom she animated to protect her turf. They move in pairs. There are two pairs (four guards total). Each is a human skeleton wearing gray/black urban camouflage, night vision goggles, and an Uzi submachine gun (only one magazine) equipped with laser sights (SS down to 5, Accuracy up to 9) and large knives. See the *Skeletons* sidebar on p. 110 for statistics.

The Volkswagen Minibus

The VW bus is missing all its wheels, and its silver paint job is covered with scratches and dents. The windshield is cracked. Both the front doors and the double doors at the back are intact, but the driver-side window is painted black. The license plate is gone. Faint Japanese technopop music drifts from somewhere



Shiny Kingfisher

Female vampire, looks 9, actually 13, 4'10", 95 lbs., black hair, blue eyes.
ST 16, DX 14, IQ 12, HT 14.
Speed 7, Move 7.
Dodge 8.
DR 2.

Advantages: Combat Reflexes; see *Vampires* on p. 125.

Disadvantages: See *Vampires* on p. 125. Also, Code of Honor (never breaks word); Enemy (Police); Impulsive; Social Stigma (Outlaw); Stubborn; Youth.

Quirks: Loves making strange flesh/bone/metal sculptures and animating them as zombies; Prefers solitude; Ruthless; Sucks lollipops.

Skills: Acting-12; Area Knowledge (Albuquerque)-11; Brawling-15; English-12; Intimidation-15; Metalworking-12; Scrounging-12; Shadowing-12; Spanish-12; Stealth-15; Streetwise-12; Traps-12.

Grimoire: Death Vision-12; Summon Spirit-12; Zombie-13.

Equipment: Small knife (very fine necronium alloy).

Marie "Shiny" Kingfisher's parents were Isobel and James Kingfisher, who ran an auto parts and scrap metal business in Albuquerque. Her nickname as a kid was "Shiny," because she liked to make toys in the scrapyard using bits of shiny metal. When she was nine, her parents were taking her to an evening movie when they were victims of a vampire named Eliot Strange. Both her parents were killed. Marie was taken hostage by Strange, who fought his way past police SWAT teams to safety.

For his own perverse reasons, Strange turned Shiny into a vampire. After tiring of her, Strange gave her to a friend, John Bellwether, maker of pornographic movies. Shiny appeared in Bellwether's snuff films, but eventually became disgusted and left the business, rescuing another victim, young Tamara Lopez. She returned to her family's junkyard – closed and abandoned after their deaths – and has been living there as a recluse ever since.



Malthus Infernum **(AKA Malthus Black)**

Demon male, age 32, 5' 10", 172 lbs., black hair, brown eyes, small horns on head, pointed tail, cloven hooves.

ST 11, DX 11, IQ 12, HT 12.

Speed 5.75, Move 5.

Dodge 5.

No armor or encumbrance.

Advantages: Magery 1; Regeneration (1 HT/turn).

Disadvantages: Addiction (cigars and crushed Powerstones); Greedy; Laziness; Lecherous; Reputation (as demon, -2 from police); Sadistic.

Quirks: Dislikes women; Licks Powerstones; Smokes bad cigars.

Skills: Area Knowledge (Albuquerque)-15; Broadsword (light club)-10; Carousing-11; Driving (Auto)-12; Fast-Talk-13; Guns (Pistol/TL7)-12; Merchant-13; Streetwise-13.

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within. The windows are covered with aluminum foil and black duct tape and wire mesh – it will take several minutes to pry everything off.

Inside is a '60s customization job: seats covered with torn and faded plaid upholstery and once-bright colors, and concert posters for the Doors and Nazghul are peeling off the metal walls.

In the front is an expensive stereo, last year's model, currently playing the Japanese pop song "Soldier of Roses," by Tsubokura Yuiko, a sentimental favorite of Shiny's.

In the middle of the bus, the seats have been removed, but there are several futons and rugs scattered on the floor.

Finally, in the back of the bus are a work bench and several soldering irons – and a little girl in a dirty dress, hard at work soldering together what looks like a skeletal bird with a long metal beak (if she animates it, treat as a Strix, p. B145). As she's doing so, she's humming a snatch of song and sucking on a lollipop. Also on the bench is a portable television, currently showing *Trinity's Shadow*, a soap-opera set in a country-and-western radio station in Clovis, New Mexico, ten years after the Hellstorm.

Under the desk is a green plastic garbage bag, filled with earth. This is used by Shiny when she feels a need to sleep.

Searching the seats will yield \$6,230, stashed in the lining of the driver's seat.

Shiny is rather cocky about her vampire abilities, with little fear of the living. So unless the team does something overtly threatening or destructive, she will usually stop to talk to the party before attacking. On any reaction of "Good" or better, she'll invite them into her van and tell her story. Shiny's not interested in money, but the reaction roll is at +3 if the team has Marie Kingfisher with them, and she seems unharmed. Shiny's also getting a bit peckish – +3 to the reaction roll if one of the characters volunteers to donate a "snack" to Shiny (she won't take much blood – the donor will be at HT -3 for 24 hours).

Shiny's Story

Marie "Shiny" Kingfisher is this world's version of Marie Kingfisher . . . who, instead of being abducted by a mugger, was turned into a vampire. When the I-COP Marie went to ground in her childhood home, she ran into the nine-year-old Marie-vampire. Here's how it happened from Shiny's perspective.

It was just after midnight on Monday when Shiny had the unexpected guests. A strange figure climbed the fence into Shiny's junkyard, zig-zagging between heaps of ruined cars as if the yard were familiar to her. Shiny could see her guest was very tall, wearing a full body suit of what looked like armor. She had a slung gun. It made Shiny curious. Most people knew enough not to come into places like this. Shiny became more curious when the woman headed straight for the old Volkswagen minibus that Shiny had made into her home – oddly, she remembered that when she was little, the VW had been her secret hiding place.

Shiny stepped out of the shadows and appeared next to the intruder. The lady was startled, but she pushed up her helmet visor, and Shiny saw it was an adult woman with a strangely familiar face – it reminded Shiny of her dead mother, or of the older sister she never had.

The woman was equally surprised, but then she said something like "close parallel" and shook her head. She called Shiny "Marie," and told her to run and hide, quickly – walking dead and armed men were hunting her, and if Shiny stayed put, they might hurt her as well. The woman said she would head in the opposite direction, to draw them away.

Shiny was touched by this concern, and offered to lead the woman to safety. But then the woman's pursuers appeared: heavily armed men in black-and-gray camouflage clothing, their faces masked by night-vision gear. The men shouted and fired. Bullets bounced off the woman's body armor. She returned fire with her

machine pistol, yelling for Shiny to take cover. Then one threw a grenade. It landed next to Shiny. The woman gave a cry, pushed Shiny aside and threw herself upon it, shielding Shiny as the explosion went off.

Shiny was angry. She hadn't had a chance to ask the friendly woman how she knew her name or why she seemed so familiar. Now her promise of help had been broken. As the men moved in, aiming their guns at her and telling each other in Spanish to leave no witnesses, a mist flowed away from Marie Kingfisher's body. Then it solidified and began to kill.

Twenty seconds later, Shiny knelt over the woman. One hand had been blown off, her eye was gone, and although her body armor had kept her from being blown apart, it was ripped and shredded. From the small wet sounds the woman was making, Shiny knew she was dying. She had first heard those sounds when her parents had been killed three long years ago – sometimes, since then, her victims had made the same sounds.

Shiny reviewed her promise. There was only one way to help. She knelt by the woman's throat, and began to drink.

Shiny wrapped Marie's body in an old sleeping bag filled with dirt – she hoped that New Mexico soil would do – and then examined the bodies of the thugs. Most were unfamiliar. One she recognized: Ramón Garcia, a thug who had worked for the late John Bellwether.

After some thought, Shiny decided to bring the new-made vampire to a friend of hers to look after. She took the lady's expensive-looking watch, to sell to raise money to support her new "child."

The Eavesdropper

As Shiny finishes her story, she reaches into a cigar box on her workbench and pulls out a fresh lollipop, which she peels and pops into her mouth insouciantly.

If asked about Bellwether, she'll boast proudly about killing him. If asked about Shiny 2 or any of her other work for Bellwether, she won't talk, except to mumble rather defensively that she never killed "Craig," just took enough blood to make him pass out.

Suddenly, there's a soft but firm knock on the door. Shiny sits up straight and bares her fangs at the PCs, hissing, "If this is some kind of set up . . ."

The PCs can't see the door from where they're sitting, but when Shiny opens the door she leaps – almost flies – violently back to the far end of the van, where she crouches, hissing. Then they hear a familiar, cheerful voice say, "Hello, Shiny, my name is Bethlehem. May I come in?"

Officer Jones walks into the van. She is not in uniform – she's wearing black sweat pants and a lightweight black turtleneck. She is wearing her gunbelt. In her right hand is her revolver, and in her left is a large, silver crucifix.

Jones tells Shiny, "I understand why you're suspicious, but I'm not here to hurt you or to make you leave . . . I just want to help your new friends here. And I want to get the people who hurt your friend Patch."

Shiny remains suspicious, but takes no action against the intruder. Once she sees the young vampire is calm, Bethlehem turns her attention to the I-Cops.

"I don't know who you are, or what you're doing here, but please believe me – I only want to help you." She'll tell the PCs about her vision (see sidebar, p. 94), and reveal that she and her partners have been shadowing the PCs since Lady Fox's. She followed them to the junkyard, then when they went into the minivan, she cloaked herself with her Darkness spell, and pressed her ear against the van's body – she heard Shiny's whole story.

She'll ask the team, "I don't suppose you can tell me exactly what you're doing here?" Surprisingly, she'll accept anything the PCs tell her – or nothing – without pressing for more information.

Malthus Infernum (Continued)

Grimoire: Create Fire-12; Fireball-15; Ignite Fire-12; Seeker-13; Seek Earth-12; Seek Water-12; Shape Fire-12; Trace-12.

Equipment: \$200 cash; S&W .44 magnum with necronium bullets; walking stick (treat as light club); two one-point Powerstones in his pocket; flying carpet (4-hex); Pinkie ring with permanent Alter Body spell; Walkmage with two tapes: Missile Shield and Truthsayer.

Twenty years ago Malthus was summoned to Earth to do a job for a sorcerer, but he liked the climate and decided to stay. Most demons can only remain on Earth for two hours, but Malthus found a way to exist in the world. By devouring Powerstones – or the new drug Spelljack – he can extend his stay in this dimension. He's found that each point of Powerstone energy lets him remain for one day, as well as acting as a stimulant (similar to cocaine).

As he's a demon, Malthus gains sustenance on human greed, lust and misery. Recently he worked in the snuff-porn industry, but when Bellwether went out of business, he turned to drug-dealing, work he enjoys, to pay for his Powerstone fix.

Malthus is loyal to Chavez, but will talk to save his life. He lives a few blocks away in a well-appointed but messy apartment (he has a cache of ten one-point Powerstones hidden in icecubes in his fridge).

Malthus has a magic ring that allows him to look like a normal human – his appearance is substantially the same with the ring, only without the horns, hooves and tail. When he's secure in the Hernandez Cannery, he's usually in his natural form – he feels it helps remind the El Muerte guards who's boss.



Gang Member

Male, 20-30, tough looking, wearing black-and-gray urban camouflage coveralls and night-vision rigs.

ST 12, DX 12, IQ 9, HT 11

Speed 5.25, Move 5.

Dodge 6, Parry 5, Block n/a.

No armor or encumbrance.

Advantages: Combat Reflexes, Toughness-1.

Disadvantages: Bloodlust; Sense of Duty (to Bleys).

Skills: Area Knowledge (Albuquerque)-12; Brawling-14; Guns (Submachine Gun)-14; Guns (Pistol)-14; Guns (Rifle)-14; Knife-12; Stealth-13; Streetwise-10; Thrown Knife-12.

Equipment: Infrared goggles (suffer only -1 penalty in darkness); IMI Uzi 9mm submachine gun with infrared laser sight (gives gun SS 5, Acc 9); Beretta 92 automatic pistol; large knife; walkie-talkie; 2 US M59 offensive grenades; 2 spare magazines for Uzi; Walkmage (see p. 111) with three spelltapes: Sense Foes, Shield and Daze.

These are members of a street gang that has been armed and equipped by Chavez as soldiers. Not all Chavez' men are members of this gang, but many are. The guards at the Hernandez Cannery don't have grenades, IR goggles or Walkmages.

Some of the enforcers on Chavez' household staff include Montoya, Drake, Mendez, Carlos, Stine and Hegel, if the GM needs a name.

They know that on Monday night, a group of El Muerte soldiers led by a man named Rico Monaco were given a special mission: to fly down to a junkyard on the edge of town, and hunt down a woman wearing an armored black-and-silver bodysuit. Their orders were to capture if possible, kill if necessary. None of them came back . . .

In combat they will usually activate a Shield spelltape.

Muerte and Zombie Workers

6', 160 lbs., obviously dead.

ST 13, DX 12, IQ 7, HT 16.

Speed 7, Move 7.

Dodge 7, Parry 7, Block n/a.

No armor or encumbrance.

Advantages and Disadvantages: Dead – see *Zombie* spell, p. 126.

Skills: (all) Brawling-14; (Muerte) Driving (Auto)-12; Guns (Pistol)-12.

Equipment: (Muerte) suit and tie, .38 revolver.

Use these statistics for the zombie workers and for Chavez' guard Muerte.

El Muerte

Unless the PCs think of it first, Bethlehem will ask Shiny what happened to the men who shot Marie. Although still suspicious, Shiny will allow herself to be convinced to show them where she hid the bodies – after all, Bethlehem *says* she has no interest in busting her, and she's already admitted to the killings, so she might as well cooperate.

The four gray-suited bodies in the shallow grave are still identifiable. Shiny will point out Rico Monaco, the sadistic punk who used to work for John Bellwether as a bodyguard.

Police keep records of known criminals, and Bethlehem can compare the faces to mugshots. APD has criminal records on two of the four bodies: Eric Hogen, 21, with a record of gang-related offenses, assault and petty theft, and Rico Monaco, age 24, with a record involving statutory rape, theft, weapons charges, and resisting arrest.

Both are currently rumored to be working for a gang called El Muerte.

Meanwhile, if they think of it, the PCs can ask around on the street. Make Streetwise rolls every hour; at -2 if they have only the name of Monaco, and unmodified if they have the names of both Hogen and Monaco and the information that they are part of El Muerte.

Successful rolls will reveal that El Muerte is a well-organized street gang involved in drug trafficking. Recently El Muerte lost several senior members in a mysterious "gang incident," although no one knows what happened. El Muerte's headquarters is a bean cannery in the industrial park south of the city.

Failure means they don't find out anything. Any critical failure means the gang has heard people are looking for them, and gotten descriptions of the PCs. They'll use one of their skull-spirit items to send a ghostly assassin after the PCs, which will attack while they are talking to an unhelpful informant (see the *Skull-Spirit* description on p. 127).

Hernandez Refried Beans

This is the building reputed to be El Muerte headquarters. It appears to be a two-story factory made of red brick. On the outside, a small sign says "Hernandez Refried Beans Cannery." It has a double row of windows, but only one story inside. The ceilings are seven yards high. The windows are two yards and five yards off the ground, reinforced with wire mesh (they won't break), and do not open.

Entrances: There is a large elevator on the flat roof and small doors on the right and left sides.

Guards: Use the *Zombie* and *Gang Member* statistics for the workers and guards.

This a drug factory. Operations run 24 hours a day. Every midnight, a pair of 6-hex carpets, manned by three human enforcers each (see *Gang Member* sidebar), arrive to pick up the day's production and change shifts with the three human guards in the lab. The workers in the Shipping Room take the cans up the elevator and spend ten minutes loading it aboard the carpets. It is then flown off to street-level distribution centers.

If a guard thinks he has the advantage (e.g., he's got his gun and is facing a man without a ready weapon), he'll ask for a surrender. Otherwise he'll shoot to kill. If things are desperate, the guards will grab a carpet and try to escape. Guard morale is good as long as their leader is with them. Once he falls, they will flee or surrender if they suffer more losses than their enemies.

1. Guard Room

There are four human guards stationed here (see *Gang Member* sidebar). A window observes the work floor. There is an intercom to the foreman's office.

2. Work Floor

This room smells of chemicals and disinfectant, and is lit by fluorescent strips in the ceiling. There are four work tables, each manufacturing some kind of off-white powder (synthetic cocaine) and strange sparkling crystal powder (crushed Powerstones). At each table are three workers. The workers are wearing old clothes and pink plastic surgical gloves. A close look at, or a whiff of the eight workers will reveal they are dead men and women (about a week old). These zombies will normally ignore anything (even an attack) and just keep on packing, but they'll fight if the guards order them to.

Zombie statistics are in the *Zombie Worker* sidebar on p. 104. Besides the zombies, there are three living guards – grim young men in black-and-gray coveralls, armed with submachine guns (see *Gang Member* sidebar, p. 104), at each outer door.

There is a sprinkler system in the roof that will put out fires before they get started. There is an intercom to the foreman's office.

The zombies are making Spelljack, a magical drug. A dose lasts one day and provides extra energy, *halving* the energy cost to cast all spells! It also makes the user feel powerful and self-important (gain the Overconfidence disadvantage). Side effects: warm skin, eyes glow like hot coals, totally addictive (-10 to withdraw). Spelljack is made from a mix of cocaine and Powerstones, using a formula provided by Andrew Bleys.

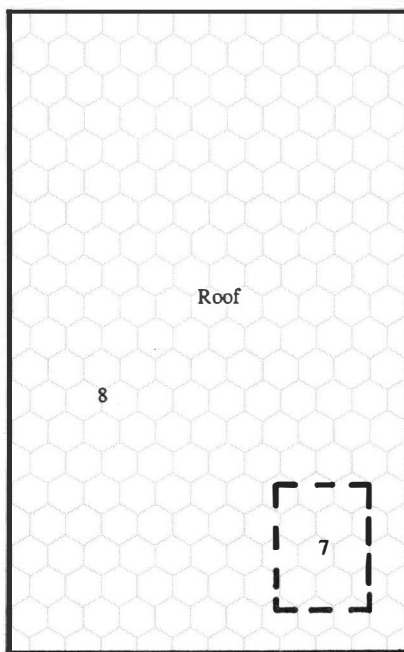
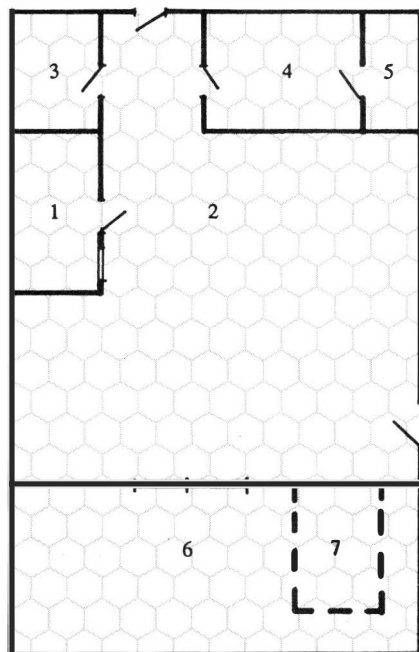
3. Foreman's Office

Features a big desk with a phone, and only one chair. There is an intercom to the guard room and work floor. In the room are Malthus Black (see sidebar, p. 102) and two gang members.

4. Cafeteria

This is a small cafeteria/lounge for the human guards and Black. There are tables, chairs and coffee, drink and snack machines. Note that once in a while they do let a vending repair person in. In the room are one of the gang members and a street pusher. (Use the *Gang Member* stats for the pusher, but at any sign of trouble, he'll run away if possible. If cornered, he'll surrender.)

Hernandez Refried Beans 1 hex = 1 yard



Enrico Chavez

Age 30, 5'9", 169 lbs., curly black hair, brown eyes.

ST 11, DX 12, IQ 13, HT 12

Move 6, Speed 6.

Dodge 6.

Advantages: Reputation +2 (among criminals, as eccentric but effective crime boss); Very Wealthy.

Disadvantages: Compulsion (Gun Collecting); Lecherous.

Quirks: In love with Carmen Cazotte; Never mentions his past.

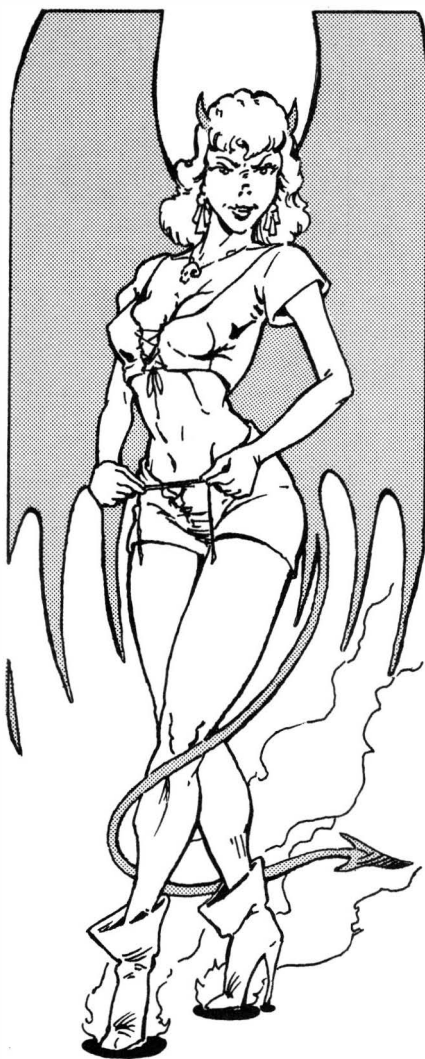
Skills: Administration-14; Area Knowledge (Albuquerque)-12; Armory-12; Driving (Auto)-12; Guns-14 (Pistol); Guns-13 (Rifle); Guns-14 (Submachine Gun); History (Weapons)-12; Leadership-13; Merchant-14; Sex Appeal-12; Streetwise-11.

Equipment: Fine clothes, and one Walkmag with four tapes: Missile Shield, Truthsayer, Daze and Fireball. If he needs to carry a gun, he goes to his gun collection. He has an AMT backup pistol under his belt.

Publicly, Enrico Chavez is the millionaire owner of Sandia Developments, a prosperous real estate development company that he built up from nothing ten years ago. Chavez is known as a fair but ruthless businessman. His current contract is the development of a new shopping mall in the Rio Rancho suburbs.

Privately, Chavez' real estate deals are a front for his real business; he's a former soldier turned drug lord who got his start in the black markets of Saigon and took the trade back to America. His alliance with his old friend Andrew Bleys makes him one of the most powerful criminals in the Southwest.

Bleys provides Chavez with necromantic minions and other toys. He is presently addicted to one of Bleys' latest gifts, the succubus Carmen Cazotte.



Carmen Cazotte

Succubus, looks 18, 5'4", 130 lbs., blond fluffy hair, bat wings, small curving horns, tanned skin, pointed tail.

ST 15, DX 15, IQ 11, HT 15/20.

Speed 7.5, Move 7 (14 flying).

Dodge 7.

Skin has PD 3, DR 8; No encumbrance.

Advantages: Claws (retract from fingers, inflict 1d+1 impale, 2d-1 cut); Damage Resistance 8; Night Vision; Passive Defense 3; Very Beautiful; Unaging; Voice; Winged Flight.

Disadvantages: Dissolution (if reduced to 0 HT, dissolves into white goo and vanishes); Duty (Serve Chavez as long as she wears amulet and he lives); Impulsive; Lecherous; Sadism.

Quirks: Homesick; Likes to sketch landscapes; Playful; Purring voice; Smells of roses.

Skills: Artist-18; Brawling-20; Savoir Faire-15; Sex Appeal-25.

Powers: Carmen can cast the Steal Strength spell (p. 127) via kissing, etc. The victim must win a Contest of Skills vs. Carmen's Sex Appeal to realize what is happening – one roll allowed per minute she is draining him.

Continued on next page . . .

5. Washroom

The stalls are dirty and scrawled with graffiti.

6. Shipping Area

This room contains several green shipping crates marked "Hernandez Refried Beans," and two large tables. Four zombie workers are loading plastic bags full of white powder into cans. There are 200 pounds of synthetic cocaine here. The zombies are identical to those on the work floor. An armed gang member supervises the zombies.

7. Elevator

A simple open-cage lift goes up to the roof. It takes seven seconds to reach the roof, rising at 1 yard per second. Anyone in the cage has partial cover against attack.

There are two enforcers – hard-faced young men in suits, carrying automatic weapons – posted next to the elevator.

Next to the lift is a small crimson sheet that seems to ripple of its own accord. This is a four-hex flying carpet (see p. 128). It is bored, and would like to fly somewhere. It will obey the first person who gets aboard.

8. Trapdoor

The trapdoor leads to stairs going down to the basement. Anyone opening the trapdoor will be hit with a smell of sweat, fear and human waste. From somewhere in the darkness is a low sobbing.

There's a light bulb with a pull switch hanging near the entrance. As the raiders descend the stairs, the first thing they notice is large piles of rusty, half-disassembled heavy machinery. These are the remnant of the days when the factory really canned refried beans.

Behind the machinery is a horrible sight – a large cage with thick, rusted iron bars, locked with a thick chain and padlock. Inside the cage are four humans. The sobbing is coming from a young man of about 14, who looks up at the PCs with hopeful, frightened eyes. Two others are a boy and a girl, a year or two older than the crying boy. They sit unmoving, staring at their rescuers with glassy eyes. The final occupant of the cage is a man of about 40. He's been dead for at least 12 hours. All four are filthy and look like they've been beaten.

El Muerte has a policy of extending addicts a few days credit if they're out of money. If they don't pay up in time, they're brought here. Eventually, they end up doing the production work upstairs.

If Beth is with the PCs, she'll encourage them to *not* let the prisoners out immediately. She'll argue that if they're released, they'll just fade back onto the street. Her plan is to wait until the raid has rounded up the rest of the gang (if they haven't already), then call a social services team to come get the prisoners. That way they can be given medical attention, and possibly be convinced to testify against El Muerte.

9. Roof

This is the flat roof. It is normally unguarded. During carpet arrivals, six men will be on the look-out for trouble.

The Raid

Beth will insist on accompanying the PCs to the cannery. Furthermore, she'll want to bring in Dan Weaver (whom the PCs will recognize as the cop in front of the video store on a successful IQ roll) and Magog, the animate. By calling in a lot of favors, she'll be able to get a warrant to enter the building without turning the raid into a major department operation. She'll tell Weaver that the I-Cops are,

“Feds . . . very, *very* high up.” She’ll convince him that the PCs are legit, and that he must not talk about their involvement in the operation to anybody, even department superiors.

This help is a mixed blessing. On the one hand, three trained, armed cops will be a big help against the desperate characters in El Muerte. On the other hand, Beth will insist that everything be done “by the book.” She’s willing to let the PCs come along, and probably wouldn’t object to some discreet roughing up of a captive for information, but that’s as far as she’ll bend the rules. Also, with Beth and Weaver along the PCs will have to be very careful about using their stunners, medkits and sunglasses. Beth (who half believes the PCs are supernatural beings) will let anachronistic tech pass without comment, but Weaver will be very curious. On a successful Fast-Talk roll, the PCs can convince Weaver that a particular bit of ultra-tech is a new top-secret government toy.

If the PCs simply sit out the raid, letting the police handle it, the operation will be shut down and the hostages will be freed; Beth will be able to pocket Malthus’ Black’s address book (see below), but Malthus himself will get away, and will join the staff of Enrico Chavez.

What El Muerte and Malthus Know

If interrogated, they can tell their captors who their boss is. They are street-level members of the criminal organization. Their boss is Enrico Chavez, the “big man” on the streets of Albuquerque.

To get Chavez’ name out of the gang members will require a roll vs. Interrogation -3. If the hoods don’t know that the raiders are cops, they can get Chavez’ name on an unmodified Interrogation roll, or a Streetwise roll, but that’s unlikely with Beth and Weaver shouting, “Freeze, Police!” every time they confront a gang member.

In Malthus’ top desk drawer is a small, red address book. Anyone spending at least ½ hour examining the book will notice that the number at the top of the first “C” page has no name or address with it. This is Enrico Chavez’ home number.

Enrico Chavez

The map on p. 110 shows Enrico Chavez’ house and grounds.

Visitors will be politely told to leave. Very official visitors who seem to know too much will be invited into the house and then ambushed. A full-scale commando raid will be resisted to the death.

Beth will not be able to get a warrant to raid Chavez; he knows too many people in city hall.

What Chavez Knows

During the Vietnam war, a young Hispanic supply sergeant named Enrico Chavez served with Captain Andrew Bleys, a member of the elite Magical Operations Command. Chavez found Bleys a ruthless, intelligent commander who showed the enemy no mercy while turning a blind eye to any excesses of his own men. Bleys was equally appreciative of Chavez’ ingenuity in locating whatever exotic ingredients Bleys needed for his necromantic battle magic – herbs and spices, psychoactive chemicals, virgins for sacrifice to demons . . .

After the war, each went their separate ways. Chavez became involved in the drug trafficking which formed the foundation of his criminal organization. Bleys founded a more legitimate business – Necrotech, a magical research and development corporation. But they maintained their connections. And for the past five years Enrico Chavez has provided Necrotech with live subjects for experimentation – a dozen people a month, usually illegal Mexican immigrants who think they

Carmen Cazotte

(Continued)

Equipment: Around her neck hangs a small silver pendant shaped like a skull. This amulet lets her remain indefinitely on Earth and binds her to Chavez’ service. It has DR 5, HT 1. She can’t remove it herself, but if someone else removes – or destroys – the pendant, she will be freed of Chavez’ service, and will fade away an hour later.

Carmen Cazotte is a demon whom Andrew Bleys summoned at the behest of Chavez. She is bound to follow Bleys’ commands – which are to obey Chavez in all things. Carmen is a forward, sensual creature – witty, playful, but always eager to please her master. If the PCs meet her socially, she will glide up to the most attractive person in the group and tell them she admires their body, remarking that she would like him (or her) to become part of her sketchbook. If Chavez is present, he will smile indulgently, and remark that Carmen is quite the *artiste*. Her landscapes hang on Chavez’ walls. Chavez uses Carmen as mistress, secretary and bodyguard, and has unwittingly fallen in love with her.

The succubus is amused by Chavez’ devotion to her, but she’s just doing a job, one she is very good at, but which she became bored with weeks ago. Her real joy is pen-and-ink drawing. She draws the wasted landscapes of her demonic homeland, using human blood as the ink. Her sketchbook is made from the flayed human skin of people she’s been attracted to. If the PCs are unfortunate enough to fall into Chavez’ hands, he will give them to Carmen to play with. If she’s ordered to, she’ll defend Chavez with her life, attacking in a whirlwind of claws and battering wings: her favorite tactic is to strike to impale the eyes or vitals.

If Chavez is killed despite her efforts, or her amulet is removed, Carmen will shriek, “Free at last!” and stop fighting. If the PCs have also ceased hostilities, she’ll ask for a truce, and will turn against any of Chavez’ people who are still fighting. If the I-Cops talk to Carmen, she knows how to find Necrotech and has a grudge against Bleys. Carmen had only expected to serve for a single hour when Bleys summoned her, but he bound her into an indefinite period of slavery.

Carmen would love to pay the necromancer back by turning him into art supplies. Otherwise, she’ll simply fly out the nearest window, seeking to pursue her own destiny as an artist, or, if the amulet was destroyed, to vanish back to her own dimension.

As long as she wears the amulet, she cannot be removed from this plane by the Banishment spell. However, if Banishment is successfully cast at her, she will take 1d damage, due to the stresses the contradictory magics place on her physical form.

Fritz Simmons

Male, 38, 5'9", 150 lbs., wearing sports shirt and slacks, with blond hair and glasses.
ST 12, DX 11, IQ 13, HT 12
Speed 5.25, Move 5.
Dodge 6, Parry 5, Block n/a.
No armor or encumbrance.

Advantages: Eidetic Memory 1; High Pain Threshold.

Disadvantages: Poor Sight (correctable); Sense of Duty (to Chavez); Skinny.

Quirks: Has no hobbies; Rarely sleeps; Speaks precisely in rapid monotone.

Skills: Administration-16; Area Knowledge (Albuquerque)-15; Brawling-11; Economics-16; Driving (Auto)-11; English-13; Guns (Submachine Gun)-12; Knife-11; Law-16; Spanish-13; Streetwise-11; Thrown Knife-12.

Equipment: Uzi 9mm, large knife. One magazine of 9mm ammunition and one magazine of silver bullets.

Fritz Simmons is Chavez' secretary, legal advisor and deputy. He lives for his job, and has little social life outside of it.

are going to the United States to work. In exchange, Necrotech has provided Chavez with under-the-counter bound demons, zombies, and other magical goods.

On Monday at 2 a.m., Bleys called Chavez to tell him a burglar had broken into his lab; Bleys himself had been wounded, and after healing himself he was too drained to organize any kind of magical pursuit. Bleys described the intruder – a woman wearing black-and-silver body armor – and asked Chavez if he might trouble Chavez for a squad of soldiers to hunt her down. They were to capture if possible, but if not, shoot to kill. Bleys told Chavez that his magic suggested the intruder could be found on the edge of town. Chavez agreed to the request – having Bleys in his debt seemed to be a good thing – and phoned one of his lieutenants, a man named Malthus Black, and asked him to send out some soldiers. Black sent out Rico Monaco and three other men.

But something went wrong. Four heavily-armed men went into the junkyard – but they never reported back. Fearing that they might have been killed, Chavez had Bleys make contact with the dead men's spirits. The necromancer pieced together the information that they had located and killed their target, but had themselves been killed – not by the woman, but by something else that lived in the junkyard. After close interrogation, Bleys guessed it had been a vampire.

Bleys told Chavez he was unable to contact the fugitive woman's spirit – something that didn't surprise him, since he had neither her name nor her face. But Bleys told Chavez that as long as she was dead, that was good enough for him – the next \$100,000 worth of magic would be provided *gratis*. Chavez considered hunt-



ing down the vampire to avenge his people, but decided that he had lost enough men. Just to be sure, Chavez issued his personal guards with necronium bullets . . .

Inhabitants

Chavez' villa is inhabited by . . .

Enrico Chavez: The crimelord of Albuquerque (see sidebar, p. 105).

Carmen Cazotte: His mistress and demon-lover (see sidebar, p. 106).

Sidewinder: Trusted lieutenant and snake chimera (see sidebar).

Fritz Simmons: Secretary and legal advisor (see sidebar, p. 108).

"Bones": Animated skeleton bodyguard (see sidebar, p. 110).

"Muerte": Zombie bodyguard (see sidebar, p. 104).

Guards: Twelve "El Muerte" enforcers complete Chavez' security.

Arranging an Appointment

Chavez has an unlisted phone number. If they got his number from Malthus and choose to call it, it will be answered by Fritz Simmons by day and Sidewinder by night. Either way, a male voice will say: "This is the Chavez residence. What is it?"

Fritz Simmons screens calls for the crime boss – Chavez rarely talks on the phone to people he hasn't personally met. The two assistants will never reveal any information by phone, and since their job is to guard Chavez' privacy and prevent people wasting the boss's time, the PCs will have to sound very threatening or very persuasive to get a meeting with Chavez (GM's option, but it should be a Very Good or better reaction). Chavez will want to meet with anyone who has been interfering in his operations, but won't leave his villa: if they want to see him, they'll have to come to him. Give a +3 bonus if they appeal to any of Chavez' interests, e.g., his gun collecting. If they are successful, they'll get a lunch or dinner appointment.

Chavez' Daily Schedule

Mornings: Chavez rises early to work in the study, talking on the phone to subordinates. Simmons is in the communications room. Sidewinder will be having breakfast.

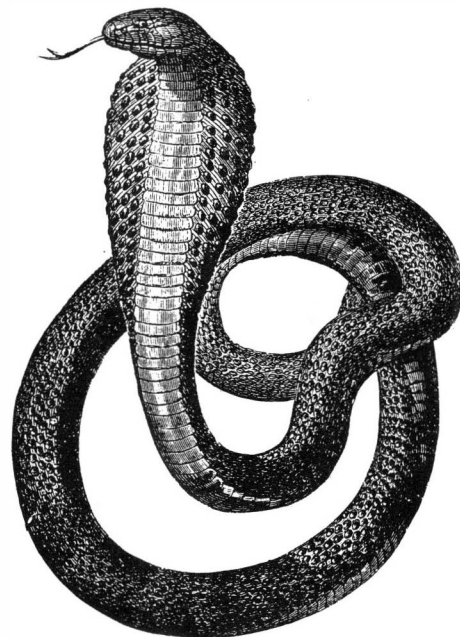
Meal Times: Chavez is served breakfast in bed, while Simmons gets breakfast in the kitchen. For lunch and dinner (6-7 p.m.), Chavez, Carmen, Simmons, Bones and Muerte will all be together in the dining room, Simmons and Chavez usually discussing the day's business. Sidewinder will be asleep in his room. Of course, only Chavez and Simmons eat much . . .

Afternoons: Chavez is sitting beside the pool or soaking in it with Carmen, Bones and Muerte in attendance; Chavez will have his cellular phone, and be conducting business deals from poolside. Simmons will be manning the communications room. Sidewinder will be asleep.

Evenings: After dinner, Chavez normally discusses the day's events with Carmen, while watching TV in the living room. Bones and Muerte will be with him; Simmons will be in the communications room. Sidewinder will be using the bathroom or in the kitchen.

Late Evening: Between 10:30 and 11 p.m., Chavez is in the private bath area with Carmen, having a leisurely soak in the tub. Simmons will be watching the news in the living room. Sidewinder will be on duty in the communications room.

After Dark: From about 11 p.m. to 6 a.m., the household sleeps. Chavez and Carmen will be in bed together in the master bedroom. Simmons will be asleep in the staff bedroom. The nocturnal Sidewinder will be on duty in the communications room, but at irregular intervals (1 in 6 chance per hour), he'll leave his post, use the washroom, walk around the house or get a snack from the kitchen. Muerte and Bones are at the security post outside Chavez' bedroom.



Sidewinder

Age 26, 5'10", 170 lbs., curly black hair with green streak, handsome face spoiled by beady black eyes with unblinking gaze.

ST 11, DX 14, IQ 11, HT 12.

Speed 6.75, Move 6.

Dodge 6.

PD 1, DR 1 armor; No encumbrance.

Advantages: Attractive; Combat Reflexes; Reputation +1 (among area criminals, as someone tough and nasty); Snake-man.

Disadvantages: Bloodlust; Sense of Duty (Enrico Chavez).

Quirks: Bites his victims; Hisses while talking; Dyes hair green.

Skills: Area Knowledge (Albuquerque)-12; Brawling-15; Drive (Auto)-12; Electronics Operation (Security)-13; Guns (Pistol)-15; Knife-14; Leadership-10; Motorcycle-12; Sex Appeal-12; Stealth-14; Streetwise-13.

Equipment: Leather jacket (PD 1, DR 1); Large knife with silver blade; .357 Colt Hydra revolver (like Colt Python).

Sidewinder is Chavez' night security chief. He's a rarity – a snake-man Chimera with the power to shift from human to snake-man form. His statistics stay the same in both forms, but as a snake-man he gets his venom attack. Sidewinder's tough, mean and nasty. Sidewinder knows about the connection between Bleys and Chavez – he's usually given the job of driving the truck out to Necrotech to pick up whatever Chavez has ordered.

If Malthus has joined Chavez' staff, he'll be with either Simmons or Side-winder, whichever one is on duty at the moment.

The Grounds

The Wall: The wall is stone, and is nine feet high. Broken glass is embedded in the top of the wall (1d-3 cutting damage to hands or feet if climbing over).

The Gate: Made of wrought iron with bars half an inch thick. It is electronically controlled from the house security room. There are two guards stationed here at all times, just inside. The characters can see they carry automatic weapons.

The Grounds: A well-tended grassy lawn, with clumps of olive, juniper, oak and cedar trees and a small fish pond filled with exotic goldfish. At night several lamps illuminate the grounds.

The Garage: The garage doors are electronically locked, again controlled by the security room; the roof also opens. Inside the garage are three vehicles: a four-person GM Spectre sports car, a six-person Dodge-Manadynamics limousine with a rainproof plexiglass bubble top, and two obsolete land vehicles, a Rolls-Royce Silver Ghost enchanted with the Ghost Driver spell, and a Land Rover truck.

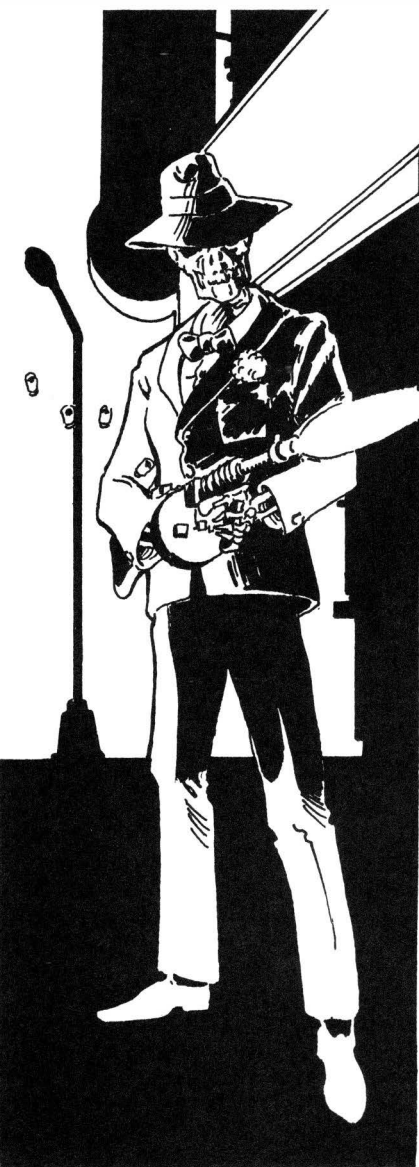
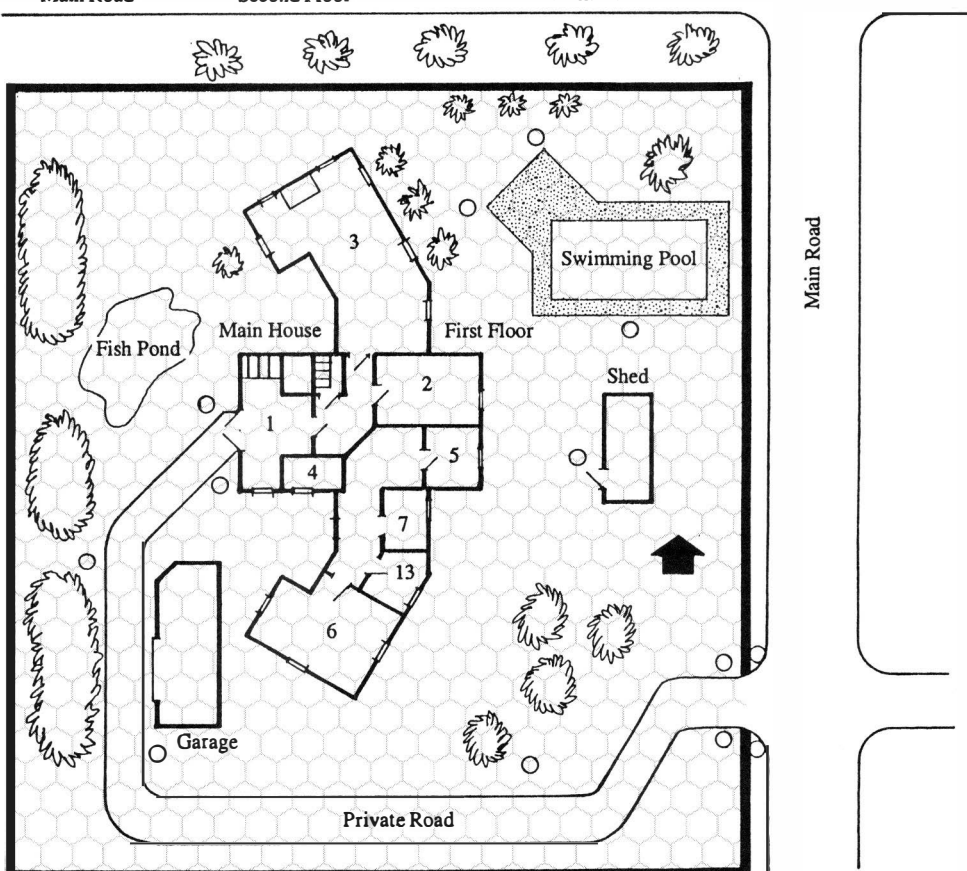
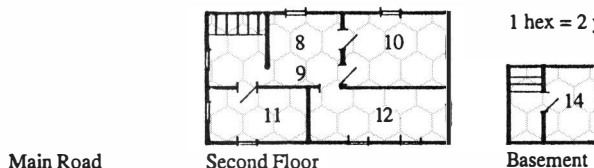
Pool: On a hot day, Chavez and Carmen may lounge around the pool, accompanied by Muerte, Bones and his two human enforcers.

Enrico Chavez' Villa

Key

- Lamp
- ↔ Doorway
- ⬆ Window
- ▨ Stairs
- ▩ Patio

1 hex = 2 yards



Bones (Skeleton Bodyguard)

Animated skeleton, 6', 80 lbs.

ST 11, DX 14, IQ 7, HT 11.

Speed 7.25, Move 7.

Dodge 7, Parry 8, Block n/a.

No armor or encumbrance, but any bullet, beam or impaling attack does -2 damage and no bonus damage. Crushing attacks (except bullets) shatter its bones and do double damage.

Advantages and Disadvantages: Dead – see *Zombie* spell, p. 126.

Skills: Brawling-15; Driving (Auto)-14; Guns (Submachine Gun)-14.

Equipment: Thompson .45 ACP submachine gun with 3 magazines.

Guard Posts: Each of the four guard posts has two human guards dressed in casual clothing and carrying assault rifles. They are wearing Walkmages (see sidebar). Use the *Chavez' Enforcers* statistics in the sidebar, p. 104. The guards work in pairs, one always having a gun trained while the other talks, performs searches or casts spells. They will shoot to kill vs. armed and dangerous enemies; otherwise, they'll stop intruders and cast *Sense Foes* followed by *Daze*. Subjects with hostile intent at the main gate will be refused entry; intruders found inside will be disarmed, searched, cuffed and taken to the shed as captives, to be interrogated by Sidewinder and Carmen Cazotte. People who don't test hostile will be allowed to explain to Sidewinder or Simmons why Chavez should see them. They change shift every six hours. Five hours into the shift, they will be less alert (-2 on rolls to notice intruders). The guards don't enter the main house: when their shifts end, they take their carpets out of the garage and convoy back (two to four on a carpet) to their homes elsewhere in the city.

The Shed: Contains gardening tools and boxes of food. It's hot inside. Jammed into necronium metal cages (identical to the one in the Hernandez cannery, except in slightly better repair) are a dozen people. All are malnourished, frightened and dirty. The only furnishings in the small cages are some straw and buckets of water. When the characters enter, they'll look up with expressions of mingled fear, hope and dejection. Roll Reaction. Add +2 if they are addressed in Spanish (successful skill roll), but reaction won't be any less than Neutral if the PCs free them! On a Neutral or better reaction one of them, Paco Montoya, will explain that they are illegal Mexican immigrants who were promised jobs in a carpet factory in California by sweet-talking salesmen. Instead, they wound up here. There were once 20 of them, but every day two of them were led away – whoever was weakest from hunger.

They are all down to ST 3-5 from starvation. The I-COPS may want to help the Mexicans. They are too badly weakened by hunger to help the PCs, but they can stumble after them if the PCs promise to lead them to safety.

If Beth is present, or if the PCs can report the prisoners in the shed to her, she'll be able to get the warrant to raid Chavez' home – but it won't work. One of Chavez' bought policemen will alert him to the raid, the prisoners will be killed and dumped on the outskirts of town, and the cages will be disassembled and hidden. Beth's superiors will regard the whole incident as an embarrassment to the force, and ask some very disturbing questions about her investigation of Chavez.

The Main House

A handsome, two-story, peak-roofed adobe villa dating to the '20s, with two one-story wings.

Windows: All windows open only from the inside. They have a magic rune painted on them. If they are cut or broken, they scream loudly.

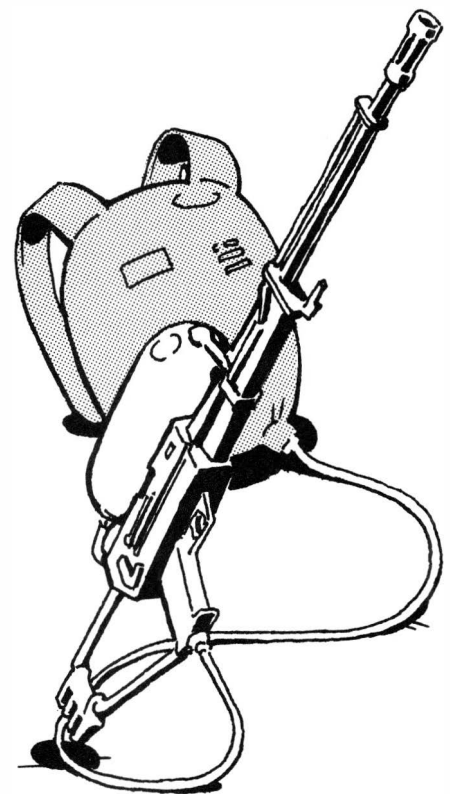
Doors: All inner doors are unlocked. The front door is locked electronically (TL7 lock designed to use magnetic card, -4 to pick).

Power: Power lines run from outside into the compound. These can be cut, plunging the house into darkness.

If Attacked: If trouble is spotted, the guard posts will notify Security and then converge on the threat; they aren't soldiers, so a diversion in one area may (if skillfully executed) draw in most of the guards. First priority for anyone is to notify Chavez. Chavez' three bodyguards (Carmen, Bones and Muerte) remain with him. Chavez will avoid personal combat, but won't panic. If his followers are obviously outmatched, he'll try to make a deal.

1. Entrance Hall

This hall has a dark, wood-panelled interior and spice-colored carpets, with antique furnishings. The walls are decorated by Carmen Cazotte's glass-framed



Technomagic Items

Mana-Disruptor

A rifle-like weapon (also called a mana-laser). It has the same statistics as a laser rifle, but does no damage. However, any mage struck by it must make a IQ-3 or ST-3 roll or lose his ability to cast spells for one hour per point the roll was failed by! Against a demon, zombie or skull-spirit, failing the roll means banishment (Carmen Cazotte is affected as per the Banishment spell; see her description, p. 106). Zombies and vampires are not destroyed, but take damage as if hit by a normal laser rifle.

Walkmage

Looks like a Walkman but has simple controls – only on/off/eject and a set of attached headphones (the headphones must be specifically made for a Walkmage – replacements cost \$200). A Walkmage will only play special tapes, and the music can only be used by the person wearing the headphones. Each cassette contains a different spell-song: a spell formula expressed musically, e.g., Fireball or Walk on Air would be separate tapes. The music varies by the tape, but most sound like rock played backwards, and send subliminal magic formulae straight into the brain.

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Technomagic Items

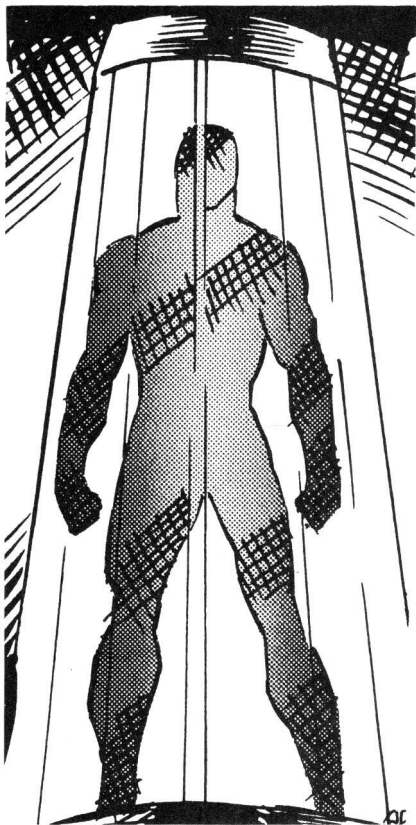
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While listening to the music, the wearer can cast the spell. Fatigue cost is normal. If the caster is the subject, or is touching the subject of the spell, no skill roll is required. Otherwise, treat the skill as 15 (no reduction to fatigue cost applies). Ejecting a tape, drawing a new cassette, inserting it and turning the Walkmage on takes 4 seconds if a cassette is handy. A Walkmage is usually kept in a jacket or coat pocket.

A Walkmage costs about \$2,000 new. A spellsong tape costs \$.5 per energy point required to create the magic item version of the spell, or \$1 per energy point if the item is normally usable only by a mage. Walkmage tapes can't be copied.

Enchanting a spellsong tape requires a good recording studio and a mage who knows the spell and can play music. Assistant enchanters must also play on the recording. Each casting in the enchantment requires a successful roll vs. the casting mage's Spell skill (modified normally for any assistants) and every participating mage's Musician skill (unmodified). Energy cost to create a master tape is the same as the cost to enchant an item of the appropriate sort, and a master cannot be used to cast the spell; energy cost to copy the master onto an actual spellsong tape is 50% of the item's energy cost. As usual, the prices given above reflect the use of Very High Mana.

Continued on next page . . .



pen-and-red-ink (actually, the pigment is blood) paintings that depict weird fantasy landscapes, reminiscent of a Mars inhabited by strange insectoid entities. Doors lead into a coat closet and hall. A stairway winds upward.

If the PCs manage to arrange a social call – or come to the front door and convince Chavez to let them in – he'll have the elegant Carmen Cazotte meet them here and show them around, having them wait a few minutes before deigning to see them.

2. Kitchen

A normal kitchen with all the modern conveniences. Chavez favors traditional Mexican food.

3. Formal Dining Room

A very large room with solid oak floors, a long hardwood table, a crystal chandelier, and many chairs. At the end of the room is a fireplace and mantelpiece featuring an antique clock.

4. Security and Communications Room

This white-walled room is dominated by a large desk with a multi-channel radio, a bank of three telephones and buttons controlling the gate and the garage door. A TV monitor displays the view from the gate camera.

5. Study and Office

Featuring a large wooden desk and three phones. There's an attractive Indian rug on the floor, but it's actually a flying carpet (2-person). Chavez will use this for a getaway if he thinks it's necessary.

Chavez' gun collection hangs from brackets on the walls. Assume he's got one of every TL5-7 rifle, pistol, submachine gun and shotgun in the *Basic Set* weapons list; standing out, however, is the pride of his collection, a sleek, ultra-tech Mana-Disruptor Rifle (see p. 111), all gleaming plastic and black necronium alloy. Next to each weapon is a plaque giving its name, country of origin and date. A closet contains gunsmithing tools and books on gun collecting.

6. Living Room

Nicely appointed living room with sofas, a couch and a wide-screen television.

7. Bathroom

Used by staff and guests, this modern bathroom features a bath, shower, and Jacuzzi with built-in bound water-elemental (ST 5, DX 10, IQ 7, HT 7). The elemental pours out of the taps like a snake, then assumes a watery humanoid form; it doesn't talk, but it does splash and gurgle gently, flowing over the body to rub off dirt, perform water massages, and adjust its temperature as desired. The elemental is a gentle entity, and will never attack humans of its own free will.

8. Private Bathroom

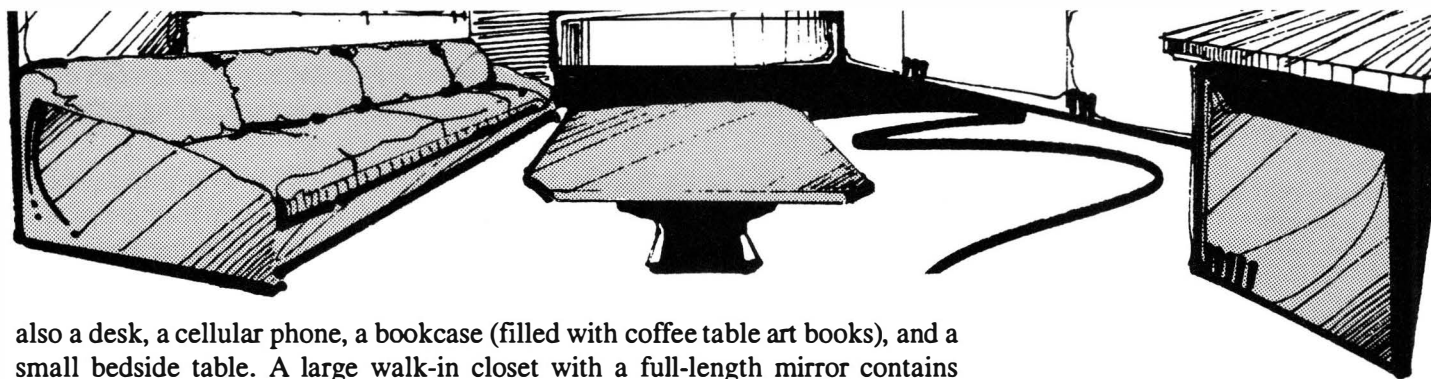
Chavez' private bathroom, fancier than 7 (with lots of plush towels and silver and gold fittings) but otherwise the same (including an elemental). He and Carmen Cazotte can be found here just before going to bed (10:30-11 p.m.) and just after getting up (7:30-8 a.m.).

9. Security Post

Between 10:30 p.m. and 7 a.m., Bones and Muerte will be stationed here. They have standing orders to rush to help Chavez if he or Carmen calls them.

10. Master Bedroom

A large four-poster bed with black silk sheets dominates this room. There's



also a desk, a cellular phone, a bookcase (filled with coffee table art books), and a small bedside table. A large walk-in closet with a full-length mirror contains Chavez and Carmen's extensive wardrobe. Behind another alien landscape like those in the entrance hall is a combination safe (-4 to Lockpick skill).

Even when they are in bed together, Carmen never sleeps – when Chavez is asleep she sketches. Chavez will be asleep two-thirds of the time.

Most of the items in the safe are business and shipping documents. Anyone taking an hour or more to read them will find enough data on the multi-million-dollar drug distribution and prostitution network run by Chavez to send him up for life and shut down his organization. Of more immediate interest are book-keeping entries for "magical support and sanctions," which indicate payments totaling over half a million dollars over the last six months were made to one Andrew Bleys. The most recent purchase was worth \$200,000, and was made within the week.

11. Guest Room

When Chavez has guests, this is where he puts them. The bedroom contains double beds and closets. The furniture is nice, but otherwise unexceptional.

12-13. Staff Quarters

A basic furnished bedroom. Sidewinder and Fritz Simmons sleep here when they aren't eating meals or on security duty. Fritz is usually sleeping here at night and Sidewinder during the day.

14. Basement

There are two guards stationed here (see Chavez' enforcers, p. 104). The basement is normal, with dripping pipes and furnaces.

Dealing With Chavez

The I-Cops may try to burglarize or attack Chavez' villa – if so, use the floor plans and descriptions of his security procedures to play out the resulting combat. Or they may decide to pay him a social call.

Chavez will politely receive any guests who have managed to finagle an appointment. He'll be a charming host – a spicy New Mexican dinner, a swim in the pool, a tour of his mansion and perhaps a game of chess. All the time he will be verbally fencing with them, attempting to find out what they really want. Unless they convince him they are fellow criminals (roll vs. Streetwise -4) he will admit to no criminal acts, claiming to be simply a property developer. As for the excessive security, "A successful businessman like myself has many enemies, rivals far less scrupulous than myself. And there are always kidnappers, after all, or people who want things from me I may not be prepared to hand over." If the PCs ask what kind of things, he will simply laugh, point to his succubus, and suggest that Carmen Cazotte is a prize many men would kill for.

Chavez has information that could lead the I-Cops right to the missing conveyor – but he and his lieutenants have no intention of ruining their good relationship with Necrotech. They are tough customers, and would bear up well under all

Technomagic Items (Continued)

Animates

Permanent enchantment with the Animation spell (p. 126) has been used to create necromantic robots called "animates." An animate's statistics vary depending on its material. All have IQ 9, but no will or skills. Some examples:

Mannequins: Life-size and life-like plastic dolls (of both humans and animals) animated by this spell are used in store-front displays, theme-parks and movies. A typical humanoid mannequin has ST 8, DX 11, IQ 9, HT 9, Move 5, PD 1, DR 1. \$500 plus normal energy cost.

Labor Animates: Usually built out of stone or ceramics, and used for digging, lifting, fire-fighting, etc. Typically ST 20, DX 9, IQ 9, HT 13, Move 5, PD 2, DR 4. \$1,000 plus double energy cost.

Police or Metal Animates: These are normally used by police and the army. Typically ST 30, DX 11, IQ 9, HT 15/30, Move 6, PD 4, DR 10. \$2,000 plus triple energy cost.

Necronium

Discovered in 1974, necronium is a magical radioactive material produced by casting the Enchantment spell upon normal uranium, then using the uranium in fast-breeder reactors. A normal fast-breeder reactor produces plutonium as a byproduct. However, when enchanted uranium is used, the byproduct is not plutonium but necronium, the new wonder-metal . . .

Necronium is used in a variety of exotic spells and items. Necronium oxide film can photograph spirits and vampires (this is what Bellwether used when filming Shiny). A thin layer of necronium plated over silver is proof against demons and spirits. Necronium-silver chains or containers can bind a spirit, demon or vampire, preventing it from using its powers. A necronium-silver weapon is poisonous to undead or demons, generally ignoring any supernatural DR and doing twice normal damage. However, necronium alloy is very expensive (20+ times cost for bullets, handcuffs, chains, knives, etc.).

Andrew Bleys

Age 42, 5'10", 160 lbs., light complexion, bald with black and gray beard and mustache, green eyes.

ST 12, DX 10, IQ 13, HT 11.

Speed 5.25, Move 5.

Dodge 5.

No encumbrance.

Advantages: Ally (Eligor Malacoda); Magery 3; Strong Will +2; Wealthy.

Disadvantages: Bloodlust; Fanatical.

Quirks: Believes he is serving his country.

Skills: Computer Operation-15; Computer Programming-18; Electronics (Medical)-17; Detect Lies-14; Guns (Pistol)-12; Mathematics-17; Physician-15; Merchant (Death)-17; Physiology-16; Research-15; Surgery-15; Streetwise-14.

Grimoire: Animation-16*; Aura-16; Banish-17*; Continual Light-16; Control Zombie-16*; Darkness-16; Death Vision-21*; Detect Magic-16; Enchant-18; Fear-21; Ignite Fire-16; Foolishness-16; Lend Health-16; Lend Strength-16; Light-16; Minor Healing-16; Planar Summons-15*; Power-18; Powerstone-18; Purify Air-16; Recover Strength-16; Seek Earth-16; Seek Water-16; Sense Emotion-16; Sense Life-16; Skull-Spirit-16*; Soulburner-16*; Staff-16; Steal Health-16*; Steal Strength-16*; Summon Demon-23*; Summon Spirit-16*; Zombie-17*.

*spell described in this adventure.

Equipment: Beretta 92 automatic pistol in shoulder holster. Staff tipped with a skull. When Bleys speaks the password ('Beatrice') the skull on his staff dissolves, releasing a skull-spirit to serve him. Bleys also wears a black opal amulet with a 30-point Powerstone.

Andrew Bleys was born with magical talent and a ruthless competitive spirit. If he had come from a wealthier family, he would probably have gone to one of the colleges of magic that had started to appear in the late '50s and early '60s. As it was, he joined the army, and soon gravitated toward the Special Forces and the fledgling Magical Operations Command. He learned military magic – chiefly necromancy – under the shadow of the Hellstorm in "Camp Merlin" Alamogordo. As a magician, he was automatically commissioned. After some time as an instructor stateside, he went to Vietnam in 1971. He saw the U.S. was losing the war, but was optimistic that magic could turn it around.

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but the most extreme torture. Of course, the PCs could simply drug them. But there are subtle ways to make Chavez talk.

First, he's interested in increasing his power – for instance, if he learned of a conveyer, he'd think of the cross-dimension and cross-border smuggling possibilities.

Second, he likes weapons. An ultra-tech gift like a TL8 laser pistol could intrigue him enough to trade information. If the PCs convince him they are criminals, and tell a (convincing) lie as to where they got their toy, he could be persuaded the PCs are legitimate customers of Necrotech, and will point them to Andrew Bleys.

Third, seduction. Chavez is a lady's man. Any female I-Cop may try to seduce him. Chavez will respond to flattery (+1 on Reaction) but unless the seductress scores a truly marvelous success on a Sex Appeal or Reaction Roll, he's too infatuated with his succubus to be affected.

Fourth, dealing with the hired help. Sidewinder and Simmons are both fanatically loyal. Each will report any attempts to subvert them. Cazotte is magically bound to Chavez' service. For ways to break the spell, see her description (p. 106). The El Muerte guards know nothing.

Beth will not make any attempt to get to Chavez without a warrant, but she will not try to stop the I-Cops from doing so.

Necrotech Labs

Necrotech is a small R&D corporation. The publicly available information on Necrotech labs (see the brochure "Necrotech: New Life for Old Ideas") is shown below:

Two Manadynamics researchers, Andrew Bleys and Henry Johnson, decided they didn't like their company's cautious approach. They quit to found Necrotech Corporation. Necrotech Corporation's greatest success to date is the creation of the artifact its creators call *Soulburner*, a huge necromantic gestalt that taps half-alive human souls for magical energy.

To build Soulburner, Necrotech needed a source of live bodies. To get them, they made a deal with crime lord Enrico Chavez. In exchange for under-the-table supplies of magical weapons, Chavez has procured nearly five hundred people – mostly homeless people, unwanted babies, illegal immigrants, prostitutes and junkies – through criminal connections (like El Muerte's credit operation). Kept half-alive by an arcane fusion of science and sorcery, their severed heads form Soulburner's power source.

Six months ago Soulburner became fully operational. With a tremendous source of magical energy at their fingertips, Necrotech was able to sell talismans at less than half the going rate. With Soulburner's power, Necrotech began to perform new necromantic experiments.

Bleys' pet project was something called Mirror Ghostlight, a necromantic "ghost-dynamic" laser weapon. Dr. Johnson's interests were more theoretical. To test his theories on the relationship between quantum physics and magic, last Monday he crafted a variant of the necromantic Planar Summons spell (see p. 126). Dr. Johnson hoped to summon an angel capable of carrying humans into other worlds. Instead he intercepted an Infinity Unlimited conveyer, complete with Marie Kingfisher. The conveyer appeared smack in the middle of Necrotech's Albuquerque laboratory. Dr. Johnson was prepared to trap angels, demons or spirits, but didn't expect to find a metal box containing an armed woman. When Bleys' security spirits attempted to subdue her, Marie Kingfisher shot her way out of the laboratory, wounded Bleys, stole a flying carpet, and escaped.

Although he was injured, Bleys reacted quickly. He wanted his fallen angel back, for interrogation. After healing himself and casting a Seeker spell to fix her

location, Bleys placed a call to Enrico Chavez. Within an hour of Kingfisher's escape, Chavez' men were hunting her.

Believing their "lost angel" problem to be resolved, Bleys and Johnson are now busy studying the conveyer, which they've decided is some kind of technomagical planar-travel machine. Several key components and circuits were melted, and they concluded they had burned out when the spell had summoned it.

Necrotech: New Life for Old Ideas

"Founded six years ago by two University of New Mexico graduates, computer engineer Andrew Bleys (37) and physicist Henry Johnson (32), Necrotech is one of the new breed of privately-funded magical research and development corporations. Necrotech's goal is to investigate the frontiers of magical science, probing the boundaries of life in search of ways to make our world a better place.

"Necrotech holds basic patents for several spell formulae, such as necronium film, which can show normally invisible beings such as vampires and spirits, and which is already being used by the Center for Disease Control. In addition, Necrotech also does specialized research and development for large defense contractors, helping to protect our nation from foreign aggression. Necrotech research was instrumental in the creation of the first ghost-dynamic lasers, now widely used in fields such as defense, security and medicine.

"Necrotech: We bring dead things to life!"

Offices and Lab: Albuquerque, New Mexico.

Major Shareholders: Andrew Bleys (42% of total shares), Dr. Henry Johnson (38%), savings and loan companies (20%).

Employees: 13.

Last Year's Gross Profit: \$44.3 million.

Dealing with Necrotech

Necrotech Corporation is run by Andrew Bleys with assistance from Dr. Henry Johnson ("we run a small, streamlined operation"). Bleys and Johnson will be happy to show certain kinds of people around – individuals who look like potential investors, press people doing flattering profiles on up-and-coming corporations, or people who look like potential purchasers (e.g., military attaches, Pentagon procurement brass, etc.). They will show off the first floor offices and labs, but won't even mention the basement. If pressed, they will say, "There's nothing down there but storage space – and the ceiling is unsafe. We can't let anyone down there, since we'd be liable if it collapsed on you."

If any visitors act *very* suspiciously, Bleys and Johnson won't let them leave alive. The usual procedure would be to have their animate security guards capture them.

If the team tells Beth that they're pretty sure they can find what they came for in Necrotech, she'll help them in any way she can, even if it means breaking the law. She won't bring in her partners, however, unless she has hard evidence that Necrotech is up to something illegal. If she does, she'll get a warrant (using up the remainder of her accumulated favors).

Andrew Bleys

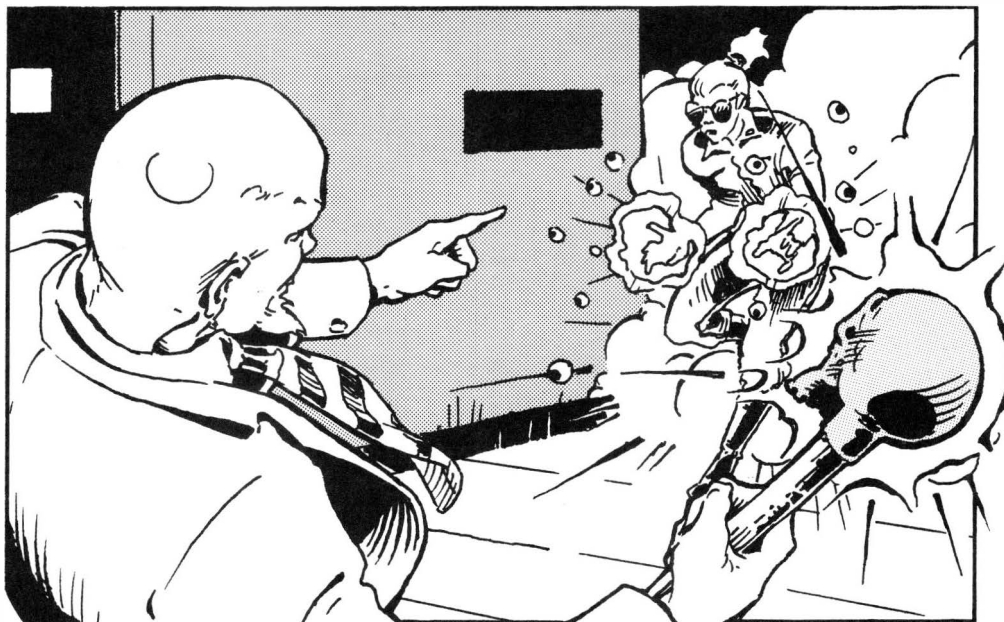
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Bleys' Special Forces unit conducted deep magical strikes behind enemy lines, using summoned demons and skull-spirits to eliminate enemy command structures, and gathered magical intelligence through divination and interrogation of dead enemy soldiers. He became one of the architects of the controversial "conversion policy" – the reanimation of North Vietnamese troops as zombie irregulars.

Although Bleys – and several other Magical Operations Command officers – were convinced that their terror operations could break the Vietnamese will, their excesses had begun to attract unfavorable media scrutiny. After the war, Bleys's attempts to get necromantic operations written into the book as standard operating procedures were less than successful: the Pentagon preferred to bury them. Facing pressure from his superiors, Bleys accepted an honorable discharge in 1974.

Like many retired soldiers, Bleys went into the defense industry. He joined Manadynamics, a large technomagic corporation. Bleys' experiences in the army had taught him that the one thing a mage needs is energy. As an engineer for Manadynamics' R&D department, Bleys was obsessed with the idea of building a superior Powerstone. He tried hundreds of types of crystal, hoping for a material better at storing energy or less likely to flaw than the tried-and-true opal. Repeated failures led him away from crystal into necromancy. After all, why use crystal? Most mages cast their spells using only their own brains and bodies. And where did that psychic energy come from? The answer was obvious: harness the energy of the human soul . . .

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Andrew Bleys (Continued)

When Manadynamics proved too squeamish to fund his experiments, Bleys quit and founded his own company, Necrotech Incorporated, taking with him brilliant physicist Dr. Henry Johnson, who shared Bleys' distaste for Manadynamic's cautious approach to necromantic technomagic. Initially the pair worked as consultants for the Pentagon, but Necrotech's real project went on in secrecy. Using black market connections acquired during his time in Vietnam, he bought experimental subjects – mostly unwanted babies and illegal immigrants. With this help Bleys was able to score his first success: a severed human head, kept alive in a crystal sphere. Two years later Necrotech had a dozen severed heads under glass, and Bleys learned to tap them for psychic energy. This was the beginning of Soulburner, a giant necromantic power-source fueled by human life-energy.

Bleys has made a pact with the demon Eligor Malacoda (see sidebar, p. 117). The demon protects Bleys and does virtually anything else Bleys commands. What Eligor gets out of the bargain is unknown – it probably involves Bleys' fate after death. In addition to such considerations, though, Eligor seems to be genuinely interested in Bleys' operation, and takes a certain satisfaction in being part of the Necrotech organization. It takes Bleys one second to summon Eligor – the demon will arrive 1d seconds later.

Bleys' fanaticism centers around his research – his goal is to become the ultimate necromancer. Recognition or praise doesn't matter to him – only results. He lives for his experiments. Any threat to them is a threat to him; people don't matter to him except as tools, and he likes the dead better than the living. As a result, his relations with other humans are strained, and are likely to consist of Bleys demanding what he wants, and striking back if he doesn't get it.

In combat, Bleys prefers to have his minions fight for him. If cornered he will fight with spells that take only a second to cast: his favorites are Death Vision (which, due to his high skill, takes only one turn), Fear and Skull-Spirit (using his Powerstone). If he guesses the PCs are from another world, he may try to Banish them, though even with his skill this takes at least two seconds. If he wins a battle, he will drain his foe's HT.

Security Procedures

Doors: At night, the doors are locked.

Necrotech Personnel

The only employees of Necrotech at the labs are Andrew Bleys and Dr. Henry Johnson (the other 11 people mentioned in the brochure are accountants and sales representatives – they have an office in a downtown high rise). Both are dedicated workers, and will be found here night and day, trying to make sense of the alien conveyor. However, they are not alone. Staffing the building are:

Sarah: The receptionist, a mindless soft animate.

Security Spirits: Since a summoned skull-spirit remains for 24 hours, Bleys uses Soulburner to call four skull-spirits to provide routine internal security.

Necrotech Corporate Labs

This is a white two-story building surrounded by a cheery lawn. A raised sign reads "Necrotech Labs." In the front is a grass lawn and a path that leads to a set of double doors of smoked glass. In back is a parking lot. Like the front doors, the windows are also smoked glass. During business hours the front doors are unlocked and the lobby is manned by the receptionist.

1. Lobby

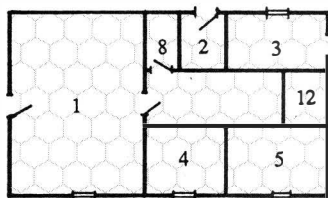
The front doors open into the lobby. This is a large room with a thick cream-colored carpet. The room has three arm chairs and a large counter-like desk. Hanging on the walls are several "abstract" pictures – strange, Mars-like landscapes which those who have been in Enrico Chavez' home will recognize as the work of Carmen Cazotte. An elevator and doors lead to other parts of the building.

The lobby is manned by "Hello-my-name-is-Sarah-welcome-to-Necrotech Labs-can-I-help-you," a soft animate who is, at first glance, a beautiful, elegant woman. A closer look reveals her to be a plastic mannequin animated by magic. She can talk, move and perform basic secretarial duties, and has a memory, but has no will or creativity. She has been programmed to call security if any one tries to get past her without an appointment.

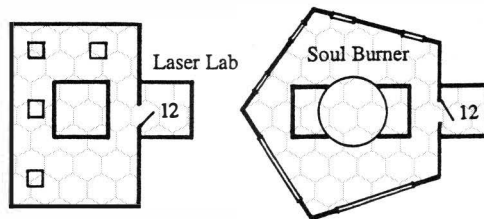
In the lobby is a small pile of corporate literature including "Necrotech: New Life for Old Ideas," a glossy brochure which provides the "public information" about the corporation.

Necrotech Labs

1 hex = 1 yard

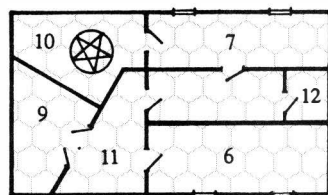


First Floor

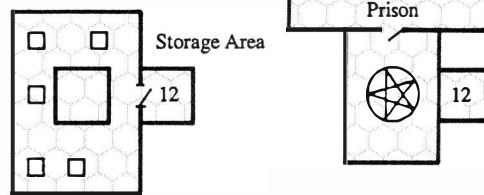


First Underground Level

Levels 3 and 4



Second Floor



Second Level

2-5. Business Offices

These are normal offices used for meeting clients, etc.

6. Bleys' Office

A plush office with desk, chairs, and bookshelf. The bookshelf holds reference works on magic, chaos theory, physics and computer science and volumes of Dante's and Milton's poetry and the theological writings of Thomas Aquinas. Bleys spends little time here, preferring to work in the laboratory.

7. Johnson's Office

There's a desk and chair set made of black pine, with a microcomputer on the desk. The walls are covered with blackboards filled with mathematical doodles. Hanging between the blackboards are framed degrees in magic and physics from MIT and Cal Tech.

The scribbles on blackboards contains mathematical doodles and formulae – five minutes of checking and successful Parachronic Physics and Mathematics rolls will show them to be fairly accurate parachronic equations for Quantum 3!

The computer monitor normally shows an abstract 3-D pattern of a pentagram twisting inside and out. It speaks in a high, sweet sexless voice. It has IQ 9, but its expert system programs give it Literature-12, Mathematics-12 and Physics-12, or add +2 to the skill of someone it assists. It is fairly fragile (DR 2, 5 hit points) – if destroyed, it will give off an electronic scream. The computer is running Magestar 4.1 "Magical Intelligence" along with several high-powered mathematical analysis, desk-top enchantment and physics simulator programs. In its one-gigabyte hard disk are stored all *Basic Set* spell formulas and all Necromantic formulas, the complete poetic works of Dante and Milton, and the Soulburner formula and equations.

8. Washroom

This is a normal bathroom furnished in white tile. It contains a washbasin, sink, toilet facilities, mirror, etc. There's a shower stall for Johnson and Bleys to use during overnights.

9. Monitoring Lab

This room has three chairs facing a console equipped with an array of monitors. Above the console, a thick shatterproof glass window (DR 10, HT 10) looks into room 11.

The door to room 11 is 2-inch steel, and resembles an airlock. The console controls television cameras and sensors.

10. Secure Summoning Area

This is a large, empty room covered in white tiles. In the center of the room is six-foot wide pentagram, inlaid in black enamel. Mounted in the ceiling are an array of cameras and various karmic and magic-detecting sensors.

This room is the "public" enchantment room. Bleys or Johnson sometimes use it when the other is busy working with Soulburner, but these days its main role is to impress visitors.

11. Electronics Workshop

This is basically a computer-aided-design workshop, and contains bins of electronics parts, work tables, etc.

12. Elevator

The elevator services four underground floors. A key is needed to use it – Bleys and Johnson both carry keys.

Eligor Malacoda

Age unknown, 9', 400 lbs., black eyes, no hair, crimson hide.

ST 30, DX 13, IQ 11, HT 15/25

Speed 7, Move 7 (14 flying).

Dodge 8.

PD 2, DR 10 natural armor, no encumbrance.

Advantages: Claws (see p. B134); Combat Reflexes; Damage Resistance 10; High Pain Threshold; Night Vision; Passive Defense 2; Venom (treat as Death Vision spell cast at skill-20); Winged Flight.

Disadvantages: Bloodlust; Dissolution (automatically dissolves into disgusting goo if reduced to 0 HT); Unattractive.

Skills: Brawling-14, Stealth 13.

Quirks: Curious; Voice is a dry whisper.

Equipment: None.

Eligor is a nine-foot-tall giant, with a horned human-like head, and a muscular sexless body covered with a smooth crimson hide. His arms end in long claws. He has a long reptilian tail which sweeps back and forth like a pendulum. His eyes are pools of darkness from which drip tears of acid that spatter on the ground and smoke. His mouth is full of teeth like rusted iron nails. Sprouting from his back are leathery wings the color of dried blood.

If Bleys wants to dispose of someone in an unsubtle way, he will send Eligor Malacoda. The demon glories in battle and slaughter, and reacts at -4 to everyone except Bleys. Eligor serves Bleys enthusiastically, for he enjoys feeding on the psychic vibrations of the Soulburner, and finds Bleys' capacity for evil stimulating. Presumably there's some sort of dark bargain between Bleys and Eligor, or Eligor's infernal masters.

Medical Center and University of New Mexico

Points of interest for visiting parachronic travelers are Zimmerman Library (the largest in the state and a good source of information for visiting I-Cops), and an extensive medical center and hospital complex offering excellent treatment with an average Physician and Surgery skill of 16, plus both Major and Minor Healing spells (also skill-15).



Doctor Henry William Johnson

Black male, age 49, 5'8", 160 lbs., black hair and eyes.

ST 10, DX 11, IQ 15, HT 9.

Speed 5, Move 5.

Dodge 5.

Advantages: Magery 1; Mathematical Aptitude; Reputation (+2, as brilliant scientist); Status 1; Wealth (Comfortable).

Disadvantages: Absent-Minded; Honesty; Sense of Duty (to Science).

Quirks: Friendly and open; Persistent cough; Simultaneously fascinated and repelled by demons and Soulburner; Stutters in the presence of attractive women; Loves classical music.

Skills: Computer Operation-16; Computer Programming-17; Electronics Operation (Particle Accelerators)-17; Electronics (Particle Accelerators)-18; Mathematics-21; Music (Piano)-15; Physics-20; Research-15; Writing-15

Grimoire: Analyze Magic-17; Aura-16; Banish-21; Detect Magic-14; Find Weakness-14; Identify Spell-15; Ignite Fire-14; Lend Strength-15; Light-14; Planar Summons-18; Purify Air-16; Recover Strength-15; Seek Earth-14; Seek Water-14; Sense Life-14; Summon Demon-20.

Equipment: Bound proofs of manuscript (*Demonology* and *Quantum Physics* by Dr. H.W. Johnson) and programmable calculator. He has a 20-point personal Powerstone, but he normally keeps it in a company safe, unless actually using it for an experiment.

Continued on next page . . .

First Underground Level – Laser Lab

This is a white-tiled room with a chilly temperature, wallpapered with numerous graphs and charts. Dominating it is a pedestal table on which is mounted a bracket holding what might be a camera, weapon or telescope: a transparent tube five inches in diameter and three feet long, ending in a blue crystal lens. The other end of the tube contains a hand-grip and firing controls. The tube is filled with swirling purple and white fog. Anyone who stares into the fog will see it shift into eerie patterns: human skulls and claw-like skeletal hands. A powerful chill emanates from the tube.

Scattered around the room are four barred cages. One is large enough to hold a big ape or human, but is empty. One holds a puppy, another a rhesus monkey. The fourth holds six laboratory rats.

The tube is in fact a ghost-dynamic laser – a gas dynamic laser using skull-spirit vapor as well as conventional fluorine. Any character making a Beam Weapons/TL7 skill roll can figure out the firing controls and swivel it about to aim at anyone in the room, though it can't be removed from its pedestal (which contains gas pumps, etc.) without breaking.

The graphs and charts are concerned with the laser's reliability and performance. A successful engineering roll of any sort will allow the PC to read the graphs enough to tell that project seems to be coming along satisfactorily.

When fired, the laser emits a ghostly violet beam. Treat the laser as a TL8 military laser rifle, except that damage is 2 hits per shot and both PD and DR are ignored – just like a Skull-Spirit's touch! Instead of a burn, the victim feels an icy chill. Since RoF is 8, up to 16 hits may be inflicted per second.

This is Mirror Ghostlight, the code name for ghost-dynamic laser research and development, aimed at developing a silent, invisible assassination weapon that can shoot through walls. A prototype has been built. It is not quite lethal enough to satisfy Bleys, but work is progressing with CIA funds. Bleys has been testing it against caged monkeys and dogs, plus the occasional human victim.

Second Underground Level – Storage Area

This is a large space with metal girders supporting the ceiling. Plastic shipping crates and boxes are stacked in one corner. A car-sized windowless streamlined



box standing on four landing legs, painted drab olive green, is sitting in the middle of the room. Perched atop the conveyer is a nasty looking reptile covered with spines. It is four feet long and looks like a giant black Gila monster. It has been trained to recognize the demons and zombies (by smell) but will attack anyone else who enters – use the *Basilisk* sidebar on p. B 145 for statistics. The conveyer's door is unlocked. If the PCs look inside the conveyer, they'll see that it has been gutted, leaving a stripped shell. If the PCs find the missing parts they can be used to attempt repairs. Each repair attempt (using jury-rigged components available in this timeline) takes 1d hours, and is at -3 to skill. Until fixed, it won't work.

The stacked crates at the back of the room are empty, but smell of death and decay. Bleys uses them to ship zombies.

Third Underground Level – Medical Lab

This bone-white room features a large operating table, what looks like a modern hospital life-support machine, a shelf of surgical instruments, and a small porcelain sink. The life-support machine softly hums, and a monitor shows steady brainwave and rapid heart activity from the person connected to it.

A young man – José Salvador (one of the Mexican immigrants) is strapped on the table. His body is naked, and his shaven head is enclosed in a glass bubble, like a fishbowl space helmet. He's also wearing an oxygen mask attached by a cable which runs through the glass helmet to the life-support machine. Besides being shaved, the unfortunate man's head is marked in pen with a red grid, as if prior to brain surgery. A dotted line is drawn across his exposed neck. If anyone looks at his eyes, they will see he is conscious, although he can't talk. Removing the globe is a simple matter of undoing a catch in its side, or the PCs could break it (see below).

Resting on the table next to him is an electric bone-saw (1d cutting damage, Reach 1, DX-4 to use in combat).

The unlife-support machine and soul-globe are enchanted to preserve his head during and after the operation that severs it from his body. When Bleys is ready, he intends to perform the surgery (which takes about half an hour). Afterwards he will take the englobed head into his lab, place it under the Soulburner shaft, and perform a five-hour (500-energy point) "quick and dirty" ritual enchantment using the Soulburner to install the head in the shaft.

The unlife-support machine has DR 2, HT 10; the soul globe has DR 3, HT 1. Both are powerful magic items requiring 6,000 energy points each to produce, and both are needed together for Bleys to continue adding heads to the Soulburner. Their energy cost to create is beyond the capacity of the Soulburner (at present) to duplicate, and so they are precious enough to Bleys that, if threatened, he would bargain for their safety. If they are destroyed, he will fly into a terrible rage!

If Salvador is rescued, he can tell the I-COPS (in Spanish) that he was sent here two days ago from Chavez' villa. Three of his friends preceded him. He has average statistics.

Fourth Underground Level – Soulburner Laboratory

This pentagonal-shaped room is Necrotech's main laboratory. The walls of the room are painted bone-white, and are covered with cabinets and shelves. These contain spell components: neatly-labelled jars of powdered bone, sealed beakers of virgin's blood, bagged and labelled bat wings, baby skulls and black opals, and other esoterica. In essence, this is a well-equipped wizardly lab.

Along one shelf is a rack of CD-ROM disks, containing digitized spell formulae of all known necromantic spells. Titles include "Zombie Creation," "Soul Jars: Theory and Practice," "Ghost-Dynamic Laser Physics," "Demonology 101" and so on. Most of these are familiar textbooks, but one contains something new: "Soulburner Design Specifications and Operation."

Doctor Henry William Johnson (Continued)

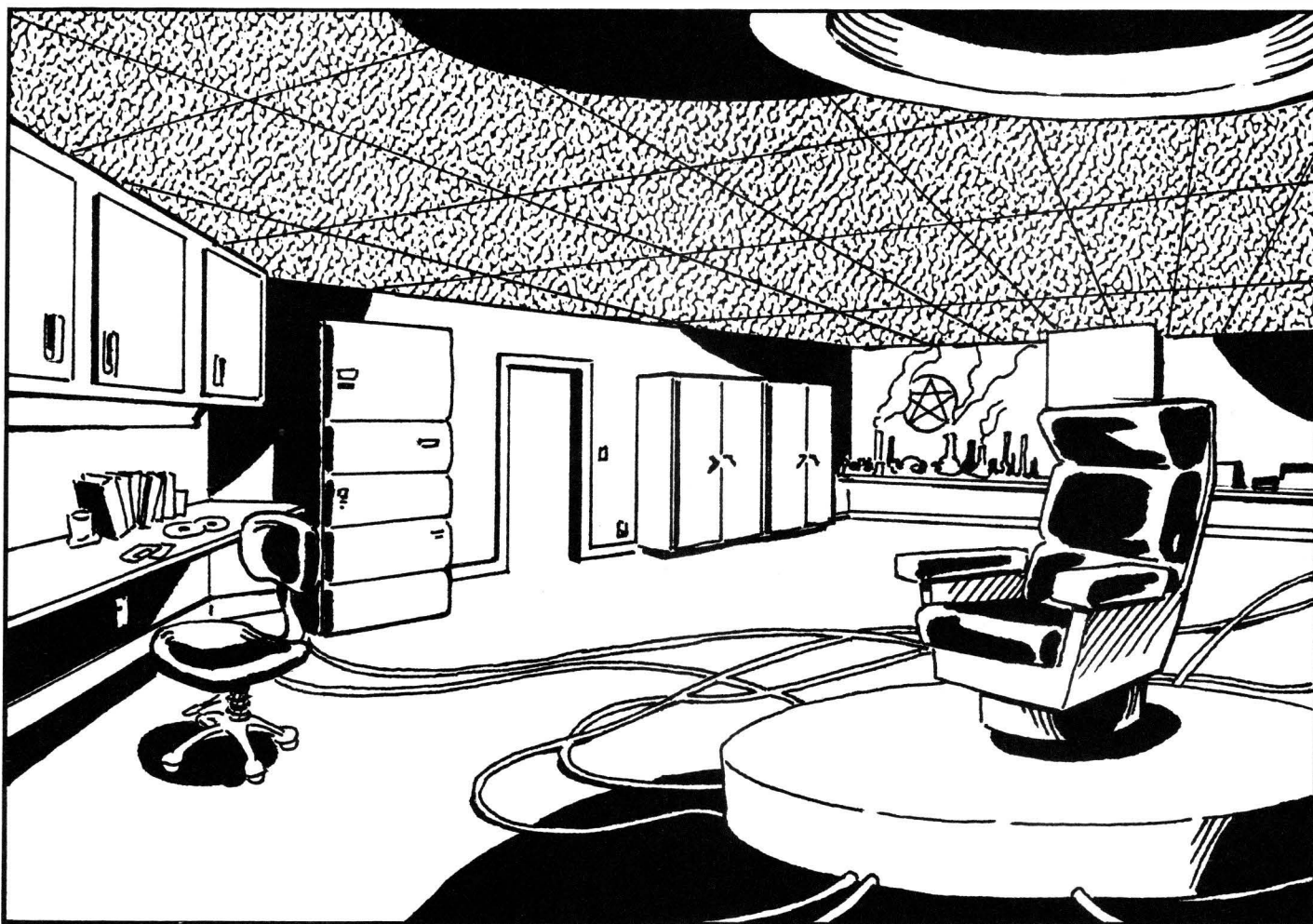
Doctor Johnson (PhD. Physics and Mathematics) has devoted his life to studying the interaction of high-energy physics and magic. He worked on the team which discovered the element necronium, created through the bombardment of enchanted plutonium with high-energy alpha particles. His more recent research has moved away from the practical into the realm of pure theory, especially the hazy realm of quantum tunneling and the "many worlds" hypothesis as it relates to magic. He believes that Earth and the demon world are simply two possible alternate worlds, and that many more exist.

By analyzing the conveyor and the spell that he cast, he has decided that the conveyor is a technological device that operates in accordance with his theories on alternate worlds. Dr. Johnson has learned enough that with these parts to study and several skilled engineers, he could design a working parachronic conveyor within 2 years. Even without the parts, he will remember enough to be able to build a conveyor in ten years.

Magic and the Hellstorm

The Hellstorm is centered on Trinity Site, 60 miles northwest of Alamogordo, New Mexico. The second mana storm is in Antarctica, centered on longitude 70 degree south, between Enderby and Queen Maud Land. Each Hellstorm is about three to five miles in diameter. The storm itself resembles a bank of black, low-lying storm clouds shot with violent lightning. The cloud bank is roughly circular and rotates around a central point. From it several funnel clouds reach down toward the earth. Within a 10 mile radius of each storm is an area of very high mana. Within a 200 mile radius is an area of high mana. Within a 2,000-mile radius is an area of normal mana. The rest of the world, up to earth orbit, is low mana. Anyone entering a funnel cloud vanishes.

Both Hellstorms are surrounded by a perimeter of wire, minefields and air defenses – Soviet in Antarctica, U.S. Army and Air Force in New Mexico. In New Mexico the patrols usually stay at least ten miles from the Hellstorm, and the triple perimeter fence starts 15 miles away.



Using Magic

Since the I-Cops are on a world where magic works, it may occur to them to use magic to locate the conveyor or Marie Kingfisher. Besides the police department, the Yellow Pages contain listings for "Private Investigators, Magical" and "Missing Objects, Finders of." There are also listings for "Spiritualists, Licensed" for contacting the dead. There are two spells that a hired mage can cast to find a missing person or artifact:

Seeker: See p. B163. Properly cast, the spell can locate Marie Kingfisher, directing the caster to Central Avenue (see p. 98).

Necrotech has an extremely efficient warding spell (a Scryguard) covering its laboratories (a standard precaution for magical R&D companies), so finding the conveyor is impossible. A success by the mage will only reveal that "the thing you seek is cloaked behind powerful shields – so powerful I doubt anything could break them."

Summon Spirit: See p. 126. Marie Kingfisher is undead so her spirit cannot be summoned.

On a table to one side, electronic parts and tools are neatly laid out. Anyone who makes an Electronics (Parachronic) +2 roll will recognize them as the dismantled parts of the parachronic conveyor. Several of them are burned, damaged by an electrical power surge (which occurred when their spell yanked the conveyor off course), but most are perfectly serviceable.

In the center of the chamber is a flat circular platform 6 feet across and a foot high. Facing it is a large, throne-like metal chair. Built into the right arm is a control console, including switches marked "open/close shaft" and "power on/off" and two gauges, one marked "bound souls" and the other "stored energy." Built into the left arm is a mini-computer with CD-ROM player and a small computer screen, designed to fold out to fit comfortably across a seated user's lap.

In the ceiling above the shaft is a hatch six feet across. When the "open shaft" switch is pressed, it slides open. A red glow emanates from the mouth illuminating the platform, and a moaning noise came be heard. If anyone looks up the shaft's mouth, the eerie red glow reveals a horrific sight: recessed into its black metal walls are row upon row of human faces – men, women, children. All are somehow alive, and though none can speak, all are whimpering in torment. Their eyes glow with a pulsing crimson light.

The Faces: There are 501 faces. Trying to pry or cut a face out of the Soulburner causes it to scream in anguish. Each face is part of a shaven human head, recessed into a socket in the wall. Wires and fleshy tubes connect each head with the Soulburner. If the PCs pull a head out, it will die. The severed tubes will leak thin blood and white pus, and the yanked-out wires will spark with high voltage current.

Using the Soulburner: A mage must sit in the platform chair and flick the

switch on the console to “on.” This produces an intensification in the glow, and a loud moaning as the heads’ pain increases. The “bound souls” display will flicker into life, showing the number of heads in the circuit (501 to start with), while the “stored energy” gauge will read out the energy remaining in the Soulburner. The mage will feel a surge of power – like a mild electric shock – and be able to tap Soulburner’s energy just as if it were a Powerstone. Each head stores one point of magical energy, the entire Soulburner functioning as a giant “Powerstone” with 501 energy points which can be used by any magician standing at its base. The Soulburner can regenerate one energy point per hour per ten heads.

Instructions for using and creating the Soulburner are contained in the computer programs marked “Soulburner operation and design.” Skimming this information (which takes at least an hour) and making a Research roll will reveal enough information to tell what the Soulburner is, and how to use or destroy it.

Climbing the Shaft/Attacking the Soulburner: If it is menaced, the heart-crystal can extrude three inch-thick tendrils that resemble ropes of pulsing, glowing blood, ending in crystal scalpel blades. They are normally used to install and repair heads, but the Soulburner crystal will summon them if anyone (including Bleys) enters the shaft! The tendrils grow at a rate of 7 hexes per turn, and can reach a length of 28 hexes – enough to reach down the shaft and into the lab. They strike at ST 14, DX 14 (they have Move 7), PD 3, DR 1, HT 7 each and can strangle or do 1d+2 cutting damage. If a tentacle is damaged, it heals at 1 hit per minute. If destroyed, it will take the Soulburner an hour to regenerate a new one. If any PCs fight the crystal, remember to apply the *Combat at Different Levels* rules (p. B123). Against an unresisting but still living victim, Soulburner can expend 100 energy points to magically remove a head.

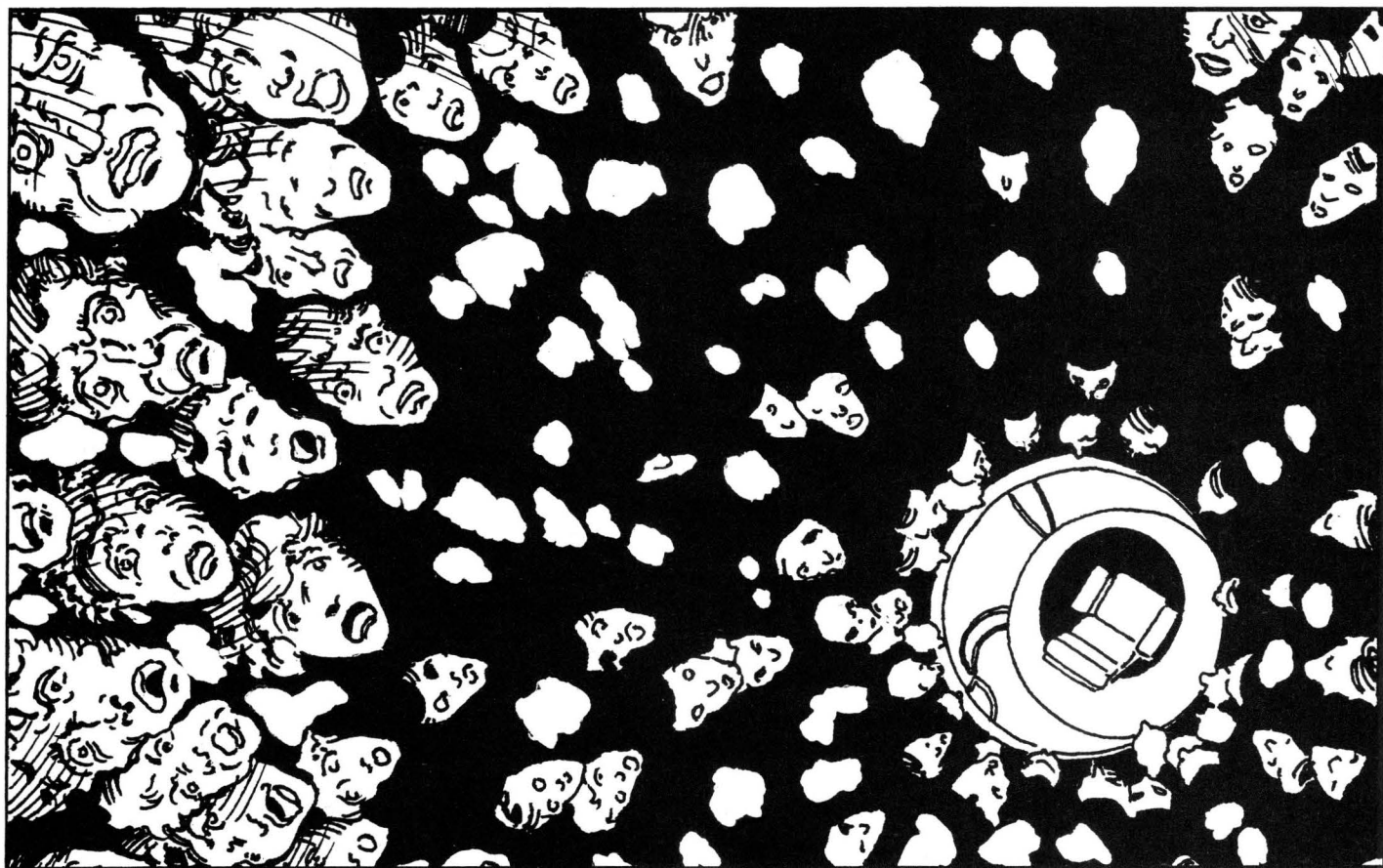
Destroying the Soulburner: The consoles have DR 3, HT 20 but can be repaired in 24 hours. Each head has HT 10/4 – they can be replaced, but destroying them reduces the energy and energy-recovery ability of the Soulburner. The crys-

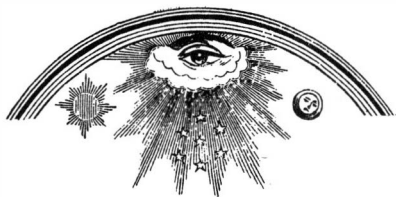
Encountering the Police

If the PCs make trouble, they are likely to attract police attention, most likely from the officers of the Albuquerque Police Department (APD). Most APD officers are trained and equipped in the same way as police forces in the 1990s of Homeline. The exceptions are the men and women of the SWAT (Special Wizardry and Tactics) detachments, who provide technomagical support.

The average cop on the beat believes in demons, magic, undead and werewolves – he’s seen it all, and will calmly deal with it himself, or contain the situation and call for backup from SWAT. But people from other timelines? Not a chance. Most futuristic gadgets the PCs could use will be dismissed as technomagic.

If the PCs are arrested, normal arrest procedures will be followed. Mind-Reading is illegal, but police interrogators routinely have and use Truthsayer at skill 11-16 to check statements. Any “technomagic” items (laser pistols, etc.) the cops find will be taken down to the lab for study. Once the item is back in the police lab, a simple Detect Magic spell will tell that an object isn’t magical, and after that, the police will start to get suspicious, call in government agents and scientists to study the item, and generally do all the things the Infinity Patrol doesn’t want them to do.





Merlin's Organizations

Government is still deadlocked between Republicans and Democrats. Both have strong political links to magic. Mainstream Republicans link magic to a strong national defense and big corporations like Necrotech and Manadynamics, while Democrats have close ties to magician's unions and Changeling's Rights organizations. However, conservative religious groups within the Republican umbrella protest America's transformation into a "godless" magic-using culture, while some Democrats fear mages form an elitist subculture which will put "ordinary people" out of work.

Although none of the following groups play a role in this adventure, they are included for future visits to Merlin.

Knights of the Apocalypse: Religious organization with nearly a million members, many converts gained when the church took the lead in the vampire hunts in the early '60s. Its theology is loosely Christian, but it believes a third Hellstorm will erupt in Jerusalem in the year 2000, ushering in the Biblical Millennium. All changelings are considered devil-spawn.

The Elementalists' Union (popularly called "the Elementals"): A trade union composed of mages expert in elemental magic. It is dominated by the numerous Earth mages who work in the construction, mining and building trades. It is an influential lobby, and often buys the support of promagical candidates, usually Democrats.

Paramagical Regulatory Agency: A Washington bureaucracy which is empowered to license schools to teach magic and to approve and fund high-level magical research.

The Center for Disease Control: A Federal agency which, besides its obvious function, also controls armed "Exterminator" squads trained to hunt down vampires.

Continued on next page . . .

tal has DR 15, HT 4. Destroying it results in an explosion of red light and shards of crystal (6d×2 damage, plus 1d fragmentation), and kills all the heads in the Soulburner – they scream, once, and die. This puts the Soulburner out of commission until a new "heart crystal" can be enchanted (requiring 10,000 energy points, which will take years, since Bleys won't be able to draw on the Soulburner's power) and the heads can be replaced. There are bundles of ropy black and red wires – electrical and psibernetic interface cables – buried in the shaft walls. They link heads to the control panels. Cutting away the wall (DR 4, HT 10 to get through) will expose these cables, which are DR 1, HT 10. Cutting a cable knocks ten heads out of the circuit, killing them. Finally, a big enough explosive charge (ten pounds or more TNT, or 6d×40 or better damage) will utterly destroy the actual Soulburner shaft, including the heart crystal and control systems.

Fourth Underground Level

This room has bare brick walls and floors. It is very hot – at least 100 degrees, and the odor of burnt meat fills the room. In the center of the room is a pit 3 feet across and six feet deep. The pit is surrounded by a painted black pentagram. A leaping, dancing flame. As you watch, a beautiful fiery face forms in the flame, with burning eyes and a long fiery tongue.

The pit contains a fire elemental (ST 20, DX 13, IQ 8, HT 14, Move 6, knows all Fire spells at skill-15 – see p. B154). This is where Bleys disposes of the headless bodies, after their heads have been built into the Soulburner shaft. The elemental's fire is fed by coal and regular corpses. Freeing it is a simple matter of scraping off the fireproof paint forming the pentagram. It won't think of that, since it sees the pentagram as an impenetrable wall of force.

The fire elemental can't cross the pentagram boundary. However, it will burn anyone and anything that does. It will speak to anyone who talks to it, especially anyone admiring its appearance. Its voice is high and clear. The GM should play it like a self-centered, vain (of its appearance and power) and very bored eight-year old pyromaniac. Its goals are freedom, starting big fires, affection (Bleys never talks to it) and praise. If the PCs rescue it, roll Reaction at +3. It will want to burn down the lab and anyone who gets in its way, but on a good reaction, it may befriend the PCs and burn what they tell it to, for as long as they satisfy its desires. The fire elemental is powerful enough to completely destroy all compromising parts of the conveyer.

11. Prison Corridor

The elevator opens into this bare stone corridor. On both sides of the corridor are small barred cells. Each cell is 6 feet by 6 feet, and finished in white tile, containing a washbasin, toilet, and heavy steel (DR 4, HT 16) manacles. There are no bunks or furniture. The doors to the cells have simple locks.

Aftermath and Character Points

The mission is over when the PCs return to Homeline. If they have brought back both Marie Kingfisher and her conveyer, they will have been successful. If they return to Homeline and report *failure*, the GM will have to decide whether the Infinity Patrol scrubs the mission, assigns it to a different team, or allows the PCs to recover and try again.

Returning I-Cops will be extensively debriefed. If the debriefers discover any loose ends, a new mission may be arranged to perform damage control. If the mission was judged successful, the PCs will be asked to testify before the Infinity Council on Merlin, giving their opinions as to whether to permit further careful exploration of the world, or whether all exploration should be terminated at once. The Infinity Patrol and Infinity Council will also be interested in the question of



Merlin's Organizations (Continued)

Manadynamics: Started out as a Powerstone manufacturer. Its major success was the development of the mana-electric power cell, nicknamed by critics the "infernal combustion engine." It was successful, and Manadynamics engines (or licensed copies) now power half of all American small cars and cycles.

SWAT: In Merlin, this stands for Special Wizardry and Tactics. Since the '60s, many large police departments have taken to organizing officers with magical training into a special unit, giving them extra training, and charging them with investigating supernatural and changeling crimes. (What Homeline calls SWAT teams are called Hostage-Rescue or Tactical units.)

As the world's center for magic, both legitimate and illicit, Albuquerque's has a particularly large and well-trained SWAT team. Albuquerque SWAT officers normally go uniformed, but are permitted to undertake plainclothes operations at their own discretion.

the demons. Are they really from another timeline? Should it be located and investigated, or would that be a literal journey into hell?

The I-COPS may have kidnapped people who Know Too Much for incarceration in Coventry. If Marie Kingfisher or any other supernatural beings were taken from Merlin, they will be all right in low-mana areas (but will be able to use magic at -5 to skill. . .) but will rapidly sicken and begin to die in no-mana zones. Most timelines are probably low- or no-mana areas. The Albuquerque of Homeline is low mana. If any NPCs are taken to Coventry, the GM should decide how they react and whether they will ever escape.

The GM will have to decide whether magic items will work outside of Merlin (or other magical timelines) and whether mages they bring back can cast spells. If so, the Infinity Council will be very interested in them, and may send further teams on missions to monitor and study Merlin's magic.

Character Points

Award one point if the PCs recovered or destroyed the conveyer circuitry. Award an extra point for exceptional roleplaying. In addition, accomplishing any of the following may be worth one character point:

- Preserving Marie Kingfisher.

- Kidnapping or eliminating Bleys and Johnson and their research notes.

- Solving the problem without wanton violence.

- Bringing back some demons (or a detailed report on them!) for the Infinity Council to study.

The GM should reduce point awards by one to two points (minimum no points) if the characters acted in a way that exposed or revealed cross-time travel, especially to surviving demons.



APPENDIX

How It Began

On 16 July, 1945 the Manhattan Project reached fruition. The first atomic bomb was detonated at Trinity Site near Alamogordo, New Mexico. On Merlin, the explosion ripped a hole in the fabric of space. Doctor Oppenheimer's words, "I am become death, destroyer of worlds," unknowingly closed a necromantic ritual. The fireball vanished, but the mushroom cloud remained – and began to rotate, becoming a whirlwind-like vortex shot with red lightning. Stunned scientists and soldiers watched as darkling shapes flitted out of the cloud toward them . . .

All radio reception within 20 miles of Alamogordo was jammed by static. Weather over the southern U.S. altered into freak patterns: violent lightning storms, hail, torrential rain, even brief flurries of snow. Shimmering auroras filled the night over much of the United States, Mexico and southern Canada. These effects died down after a week, but the radio blanket continued. The phenomenon – officially called the Trinity Event, but nicknamed the Atomstorm or Hellstorm – remained in place. It's still there today.

The Trinity Event had several long-term effects. The most immediate was a suspension of the United States's atomic research program. Plans to use atomic bombs on Japan were called off. Acting Secretary of State Joseph Grew persuaded Truman to offer "nearly unconditional surrender" terms to Japan: surrender was to be total, except that the Emperor would be allowed to remain as a constitutional monarch and would not be tried as a war criminal. Japanese representatives were flown to Alamogordo to see the Hellstorm. The Japanese capitulated, and WWII ended on August 14. The United States retained two atomic bombs, but decided not to make any more until the Hellstorm phenomena was understood (see *The Hellstorm* sidebar, p. 119).

Most important were the invisible effects of the detonation. A wave of magical radiation spread out from the blast. The Earth's mana level was increased from none (with a few areas of low mana) to low, with patches of high and very high mana centered on the storm. Worse, a blast of intense magical radiation covered a radius of nearly 2,000 miles.

Strange creatures with supernatural powers, with forms ranging from the humanoid to the utterly unearthly, begin to appear throughout the world. Over the next decade, these "demons" increasingly take the form of the traditional western/Christian demon – a humanoid with a horns, a tail, etc. Like their religious namesakes, these creatures seem to derive pleasure – and even sustenance – from human suffering. Other, less destructive supernatural creatures (elementals, "faeries," apparitions) also appear with great frequency.

Unborn children, human and animal, proved particularly susceptible to the magical fallout. Nearly 300,000 unborn babies were affected. Most human "changelings" were born with magical aptitude, but others were altered: werewolves, vampires, and even stranger creatures were born, although in many children the effects did not appear until puberty. Animals were also altered, and many births were of creatures believed to be mythical.

Timeline: After the Hellstorm

Here's a brief timeline of events that took place after the Trinity Event. The GM should decide how much to reveal based on how the PCs look for information. Assume that any event not

covered happened the same way in both Merlin and our own world.

Postwar to 1950: The first mutant Chimeras are born in high-mana areas. Many are killed by parents or neighbors, who believe them demons, some become wards of the state, and some are raised in secret. Researchers notice a massive increase in the effectiveness of so-called "psi powers." Intensive, top-secret government effort (Project Hecate) begins to study these powers.

Early '50s: In 1950 the Russians produce their own Hellstorm in the Antarctic. Many details of this operation are still secret (historians are hoping that some records will become public with the fall of the Soviet Union), but it is believed that the Soviets tried at least two atomic tests before they managed to produce a Hellstorm.

Practitioners of voodoo, witchcraft or ceremonial magic rituals find some of their spells actually work. Widespread "witch hysteria" – fanned by right-wing religious leaders, and some congressmen and senators – leads to the first large-scale witch-hunts since Salem, as some people are accused of collaborating with demons to undermine the security of the U.S. The Air Force begins Project Fafnir to breed its own Dragons from captured demon mounts.

Late '50s: Chaos theory provides the basis for a "mathematics of magic." As science begins to study magic seriously, the open witch-hunts end, largely spurred by reports that the USSR has its own secret magical research station in Antarctica, and the largely erroneous "scientific" explanations of magic as psychic power. The FBI, CIA and most services establish covert magical training centers. Religious protests against "trafficking with unholy powers" are dismissed – this is war!

Early '60s: First known vampires appear. It is determined they are children of succubi-human mating. The first children born after the Hellstorm – the magic generation – come of age. U.S. becomes involved in Vietnam. The counter-culture movement begins to embrace magic and neo-pagan traditions, although a small, darker side turns to demon worship and strange cults. Places like Cal Tech, Berkeley and especially the high-mana University of New Mexico become breeding grounds for young mages. Texas also opens a high-mana extension of the U.T. campus at El Paso. The Cuban Missile Crisis occurs over emplacement of Soviet biochemical weapons in Cuba. Flying carpets are created, for use in the military. The nickname is "Persian Jeep."

Late '60s: The United States fights the Vietnam War using necromancy – many of the young graduates of "magic colleges" are snapped up by the military or defense industries. Widespread covert use of weather-control and magic begins in Vietnam.

The space program begins to use magic. In 1969, Hecate XI teleports to the moon. Magical corporation Manadynamics is founded. Manson cult murders lead to exposure of large demon nest in California – a three-day Magical battle with California SWAT officers leaves a temporary high-mana zone that persists for almost seven years.

Early '70s: The necronium bomb (using enchanted plutonium) is tested in Los Alamos. Determined to end the Vietnam War and achieve their first Cold War victory, Dragons, animates (see p. 113), necronium bombs and spirit weapons are deployed wholesale into Vietnam. In Cambodia and Laos, America's Necromantic Operations Command begins the "conversion policy" – a wholesale reanimation of dead enemy soldiers. When the news breaks in 1972, the campuses are rocked by anti-war protests. The

“Persian Jeep” is released by Manadynamics for the civilian market.

Late '70s: Earth mages form the Mageworker's Union and dominate the construction industry, using spells like Create Earth, Shape Earth and Earth to Stone to put up buildings in record time. The Iranian Revolution takes place and America is denounced for its Satanic magics, and hostages are taken. Carpet and Dragonback Delta Force soldiers successfully rescue hostages.

Early '80s: The Cold War intensifies. As part of a general NATO buildup, Manadynamics Corporation begins production of magically-augmented Ghost Tanks and Foo Fighters. NASA suffers a setback when several astromancers (including civilian grade-school teacher Christa McAuliffe) die in a teleport accident.

Late '80s: Genetic origin of vampires discovered: some Chimera are born vampires, but the gene does not activate until after their death, and the genes can be magically transmitted as a retrovirus via vampire blood. Congress debates a controversial law which would require all carriers of the vampire gene to be cremated after death. Kennedy Base established on the moon using Create Air and Create Water spells to solve life-support difficulties. Gorbachev begins reforms in Soviet Union. First “magical intelligence” computer is developed by IBM-Manasoft.

First civilian vehicle to use infernal combustion engine is the stylish Ford-Manadynamics *Spectre*. In Colombia, Mexican and American mercenary wizards are aggressively recruited by both sides in the “war on drugs.”

Chimera

About one in ten changelings were born as anthropomorphic animals, with human bodies but bestial features. There are dozens of varieties – snake-people, fox-people, wolf-people, coyote-people, puma-people – the only common factor was that they were hybrids of humanity and some species of wild carnivore native to the local area. Some beast-folk were killed at birth, others abandoned or turned over to state orphanages, and others raised by loving parents.

But as the surviving beast-folk grew older, it became apparent that they weren't simply strangely deformed – they all had magical powers. Beast-folk can mate with normal humans. Half the children will be beast-folk. Two different species of beast-folk can't produce children unless they are similar (e.g., fox and wolf).

Fox-People

25 points

A fox-man or fox-woman has a furred human body with a fox-like head and a large bushy tail.

Racial attribute modifiers are ST -2 and DX +1.

Racial advantages are Acute Taste and Smell +3, Claws (+2 damage), Fangs (damage as p. B140), Fur (DR 1), Magery and Rapid Healing.

Racial disadvantages are Impulsive, Social Stigma (Minority Group) and Vulnerability (1d extra damage if wounded by a silver weapon).

They have the magical ability to use the Mammal Control (only on normal foxes) spell at IQ+1. Once a fox-person reaches puberty, it gains the ability to cast a limited illusion disguise spell around its body at IQ + 1. Treat this as a spell with base cost 2 (1 to maintain) and duration 1 hour, and casting time of one second. The spell enables a fox-person to assume any human appearance as long as he or she retains the same sex and approximate build. The spell deceives vision alone, and automatically breaks if the fox-person takes any damage.

Snake-People

30 points

A snake-person has a human body but with patterned, scaled

skin, reptilian slit-pupiled eyes, a mouth featuring fangs, a forked tongue and a hissing voice.

Racial advantages are DX +2 plus the advantages of Damage Resistance (DR 1 scales), Fangs (biting damage as per p. B140 in close combat), Rapid Healing and Venom (if fangs do damage, make HT-1 roll or be immediately paralyzed for 3d minutes and take 1d more damage).

Racial disadvantages are Laziness, Social Stigma (Minority Group) and Vulnerability (1d extra damage if wounded by a silver weapon).

They have the racial ability to use the Reptile Control (only on normal snakes) and Persuasion spells (p. B155) at IQ+1 simply by talking. They must pay normal energy costs.

Vampires

The area under the Hellstorm (a five- to ten-mile radius around Trinity Site) is contaminated with unusual magical radiation. Anyone who dies within this area will rise from the dead as a vampire, and will be able to pass his curse on to others. A vampire is an undead creature who feeds on the blood of the living.

Vampires, such as Shiny, have a variety of advantages and disadvantages.

Advantages: A vampire's ST is doubled, and hit points are also increased by 50% (round down). All vampires have DR 2 skin, Night Vision, and Immunity to Disease. Metal weapons pass through them without effect, but they take full damage from any weapon made of wood or other organic material. Magical attacks and energy beams affect them normally. A vampire is immune to I-Cop eraser drug. A vampire does not age, and has powerful magic abilities (see below) usable at no energy cost.

Disadvantages: A vampire loses one HT every day at noon. This daily HT loss can only be replenished by drinking the blood of an intelligent mammalian creature. A vampire does not heal “normally” at all; healing spells will cure injury but not daily HT loss. A vampire has no “reserve” of HT below 0 – if HT is reduced to -1, it crumbles to dust!

A vampire should spend the time from sunup to sundown in a container filled with the earth of his homeland. (Shiny uses a garbage bag; others are more refined.) A vampire who cannot do this loses two *extra* HT at noon each day. A vampire whose resting place is disturbed between sunup and sundown is mentally stunned. A vampire exposed to direct sunlight takes one hit of damage per minute, or two minutes if in heavy clothing. Even indirect sunlight (e.g., indoors) hurts their eyes terribly – -4 to DX.

Vampires must roll vs. HT-5 to cross any portal sealed with garlic, or to tolerate the odor of garlic without fleeing. Also, a vampire cannot cross running water under his own power. A vampire can sometimes be “turned” by a holy symbol wielded by one who believes in it: try a Contest of Wills between vampire and foe. If the vampire loses, he may not touch the holy symbol or its user on that day, and must stay at least 3 hexes from the symbol where possible (even if it means fleeing). If the vampire ties or wins the contest, the symbol doesn't affect him!

All vampires are feared and hated by the living, who react to them at -6 at best. As a magical being, a vampire's powers remain the same at any mana level – unless there is *no* mana, in which case he loses 1 HT per *turn*, soon aging to a powder-dry corpse.

Vampire Magic

A vampire automatically knows the following spells at level 15: Body of Air, Charm, Mammal Control, Steal Health. These spells may not be studied or improved; they are inherent to the vampire's magic. Vampires may learn other spells, and may even

be mages, but may not improve these “inherent” spells. However, there is *no energy cost* for a vampire to use any of these spells!

Charm: A vampire can enslave minds. Casting a charm takes three seconds of concentration, and a vampire – at least on Merlin – *must* be able to gaze steadily into the victim’s eyes in order to do this. Thus, someone wearing sunglasses won’t be affected, and it works best out of combat. Roll a Quick Contest between the vampire’s skill and the subject’s Will, and apply all modifiers as if it were a Regular spell, including the -1 per hex of range. A subject who fails to resist becomes the vampire’s faithful slave. This lasts until a minute *after* the vampire leaves the subject’s presence. A person who resists being charmed once is immune to that vampire’s charm forever.

Body of Air: The body of a vampire becomes vaporous, along with his clothing and any small objects he carries. In this misty form the vampire can change shape, seep through cracks, or whatever. He can no longer be affected by physical attacks, but cannot do physical harm either. Transformation to or from mist form takes 5 seconds. A mist-form vampire exposed to direct sunlight dies instantly.

Mammal Control: Exactly as the spell (see *p. B155*).

Steal Health: Works *automatically*, with no roll required. The vampire must drink the victim’s blood for the spell to work. One minute of bloodsucking drains 3 HT from the victim and restores 1 HT (from injury or daily HT loss) or 1 ST to vampire, as the vampire chooses. The vampire has to bite the neck, leaving unmistakable marks. Shiny usually slits her victim’s throat afterward, disguising these marks. Anyone killed by the vampire Steal Health spell may possibly rise again as a vampire. This happens only if the creating vampire wills it; it usually takes 1d nights. The victim has a HT of 3 upon rising; he must feed soon, or die.

Changing Shape: Vampires may assume wolf or bat forms; however, neither Shiny nor Marie have figured out how to do this . . . yet.

Spells

Spells not described in the *Basic Set* that appear in this adventure are . . .

Death Vision

Subject sees a chilling presentiment of his own death, sometimes true, sometimes from a possible future. A Fright Check at -5 must be made. Death Vision is often used by SWAT officers to subdue suspects. The death they see is often a bullet in the head – if they don’t give themselves up!

Duration: 1 second.

Time to cast: 3 seconds.

Prerequisite: Magery.

Item: Staff or Wand, must touch subject, mages only. Energy cost to create: 600.

Sense Spirit

Detects any necromantic entities (spirits, demons, etc.) in the area. Caster may specify the type of spirit he wants to look for.

Base Cost: 1/2.

Prerequisite: Death Vision.

Item: Gem that glows when spirits are in detection radius. 100 per hex of radius.

Summon Spirit

Lets caster talk to the spirit of someone who has died. The spirit resists at -5 if he was a friend. If successful, the subject will answer one question to the best of his knowledge every minute. Modifiers: -5 if subject’s name is unknown, -1 if more than a

week since subject’s death, -2 if over a month, -3 if over a year, -4 if over 10 years, -5 if over 50 years, -6 if over 500 years. If the spell fails, the caster and helpers can’t summon that spirit again for a year.

Duration: 1 minute.

Cost: 20 to cast, 10 to maintain.

Time to cast: 5 minutes.

Prerequisite: Death Vision, Magery 2

Animation (VH)

Summons a spirit (IQ 9) to animate an existing statue, painting or other item. The object must be human or animal shaped. Its abilities and attributes depend on the body (up to the GM) but (for instance) a painting could talk, but not move, while a statue could leave its base and move freely. The animated object follows the caster’s verbal orders.

Duration: One minute.

Cost: 3 to animate a man-sized or small object, more for larger objects. Half cost to maintain. Double cost to animate stone, triple to animate metal.

Time to Cast: 5 seconds.

Prerequisite: Summon Spirit.

Item: 100 times energy cost to permanently animate. A permanently animated statue is called an “animate.” For more on the use of animates on Merlin, see *Technomagic Items*, p. 113.

Spirit Trap

This spell works on any magically insubstantial entity. If the subject is a naturally insubstantial entity like a ghost or skull-spirit, it will be physically (but not mentally) paralyzed for the spell’s duration. If cast on a vampire (or similar entity that can switch between vaporous and solid forms), it simply prevents them assuming insubstantial form as long as the spell is maintained. A vampire that has already turned to mist will be immediately forced back into human shape.

Cost: 4 to cast, 2 to maintain.

Time to Cast: 2 seconds.

Duration: Ten minutes.

Prerequisite: Summon Spirit.

Divination (Ouija Board)

Summons a spirit that gives the caster a (usually ambiguous) answer relating to his or her question. Use long distance modifiers to the subject; if asking about the past or future, treat miles as days. Divination is by moving a pointer randomly along a board with 26 letters of the alphabet (among other things) on it. Given enough time and a good enough skill roll, the board can spell out complex answers, but it also has spots marked Yes and No.

Cost: 10.

Time to cast: 1 hour.

Prerequisite: Summon Spirit.

Zombie

Must be cast on a relatively complete dead body – does not have to be human, zombie animals are possible. A fresh body produces a zombie, a skeleton produces a skeleton. The animated corpse becomes an undead servant of the caster. Its attributes are based on those of the original body, as are its physical skills. It does not have the mental skill or memories of the living person.

A zombie gets +1 ST, -2 IQ, +5 HT. All physical skills remain as in life; mental skills and memories are lost. Zombies obey their creator first and foremost, and then anyone their master asks them to obey. They feel no pain, are never stunned, and never suffer skill penalties from wounds. They die at HT 0. They do not heal

naturally, but spells work on them. Note that zombies can be quite graceful and quick – they lack memory and personality, not physical coordination.

After a few years, a zombie's flesh rots away, and it becomes a skeleton. An animated skeleton has ST -1, DX +2 and IQ -2. It also gets +1 to Speed. It takes 2 fewer points of damage from missile weapons (including bullets) or impaling attacks, but its fragile bones suffer double damage (after DR) from any crushing attack except a bullet.

In the United States zombie animation is illegal. Criminals often use zombies as enforcers, or as slave labor on marijuana plantations or in sweat shops. In some cities, zombie servants or prostitutes are in fashion – these are usually treated by a friendly mortician so they look appealing and don't ripen too quickly. During the Vietnam War, U.S. Army doctrine called for animation of enemy soldiers in certain situations, so criminals (for instance) with an Army background may well know the Zombie spell.

Duration: Until zombie is destroyed.

Cost: 8 for a human-sized or smaller corpse (8 per hex for larger creatures).

Time to cast: 1 minute.

Prerequisite: Summon Spirit.

Control Zombie *Regular; Resisted by Zombie spell*

Lets you take control of another caster's zombie. The Zombie spell resists yours at +2 if the caster is within 100 yards, or at -2 if he is dead.

Duration: Permanent.

Cost: 3.

Prerequisite: Zombie.

Pestilence *Regular*

Infects the subject with a loathsome plague. No immediate effects, but the disease will run its normal course.

Duration: Permanent until cured

Cost: 6.

Time to Cast: 30 seconds.

Prerequisite: Magery, six other Necromantic spells.

Item: Staff or wand, must touch subject, usable by mage, plague must be set by creator. Energy cost: 1,000.

Banish *Special; Resisted by ST + IQ*

Sends any demon back to the Hellstorm. To succeed, the caster must win a Quick Contest of Banish skill plus Will vs. the demon's ST + IQ, with a +4 if the demon's name is known. If the demon loses, it vanishes and can't be summoned for a month. This spell may also be used against non-demonic creatures from other timelines – in particular, it will work against the PCs! It is attempted at -6 if the caster thinks he's trying to banish a demon, -5 if the caster knows the characters aren't demons but nothing else, and -4 if he knows (more or less) what they really are, i.e., humans from an alternate world. Again, knowing the true (full, legal) name gives a +4 bonus. This spell can only be cast by someone on his home timeline.

Cost: Equal to the subject's (ST + IQ)/2.

Time to Cast: 5 seconds.

Prerequisite: Magery and six Necromantic spells, or "holy" status (at a minimum, Clerical Investment and utter devotion to one's faith).

Age (VH) *Regular; Resisted by HT*

Makes the subject older! The subject ages 1 month for every 5 points of energy put into the spell.

Duration: Permanent.

Cost: 5-50.

Time to Cast: 1 minute.

Prerequisite: Six other Necromantic spells.



Skull-Spirit *Regular*

Summons a ghostly assassin to do the caster's bidding. Requires the skull of an intelligent creature (which crumbles to dust after the casting). A skull-spirit is created from the life-force of a human skull. It has a vaporous form, and is ST 0, DX 14, IQ 10, HT 20, Speed 6. It uses no weapons, but strikes with a chilling touch that can't be blocked or parried – it must be dodged. The touch does 2 points of damage, and armor is no protection. Most attacks, such as bullets, knives and arrows, do only 1 point of damage to the Skull-Spirit. Massive weapons – swords, axes, sledgehammers, explosives, automobiles – do 2 points of damage. Beam weapons like lasers do no damage at all. Skull-Spirits are used extensively by the military and by criminals.

Duration: 24 hours unless destroyed first.

Cost: 20.

Prerequisite: 4 other Necromantic spells.

Item: Skull of a sentient being. A user can invoke the Skull-Spirit by saying a password chosen by caster. The skull dissolves and the spirit appears. Energy cost: 400.

Steal Strength *Regular*

Lets caster take ST from the subject to restore his own lost fatigue. The subject must be willing or totally helpless. The caster must touch the subject, and the spell only works on living, intelligent beings. The spell stops when the caster's ST is fully re-

stored, the caster decides to stop, or when the subject's ST reaches 0 and he falls unconscious.

Duration: Permanent.

Cost: None to caster! For every 3 points of ST taken from the subject, the caster regains 1 ST.

Time to Cast: 1 minute per every 3 ST drained.

Prerequisite: Four Necromantic spells.

Possess Vehicle

Special

Summons a spirit to possess a vehicle the mage is touching. A possessed vehicle is controlled by the spirit just as if a human were driving it. All mechanical or electronic accessories (windows, radios, automatic doors, lights) and weapons built into the vehicle are also controlled by the spirit.

The spirit has DX 2d+6 and IQ 1d+7. Its vehicle operation skill (Driving, Piloting, etc.) is equal to its DX. It obeys the orders of the caster or anyone he designates – but the spirit will take all orders literally! (“Drop me off” is a particularly unfortunate command to give to a flying carpet spirit – roll vs. the spirit’s intelligence to see if he uses the colloquial or literal meaning of the phrase.) On a critical failure, a demon enters the vehicle. A demonically-possessed vehicle will become a killer-vehicle, attempting to kill its creator, and anyone else it can reach.

Duration: One hour.

Cost: 8 plus 1 per full ton of vehicle weight, e.g., 8 to enchant a motorcycle, 9 to enchant a sedan, 10 for a van, 12 for a small light airplane or helicopter, 17 for a tractor-trailer cab. Half cost to maintain.

Time to Cast: One second per energy point.

Prerequisite: Animation.

Item: 100 times energy cost for permanent enchantment. *Entity Control* is a standard option on expensive automobiles and many buses and aircraft. The vehicle is animated by a spirit, which drives it without human intervention. Factory entity control guarantees that the spirit is not demonic in nature. The owner is responsible for any accidents. The U.S. military deploys a large array of drone vehicles (“necrobots”) controlled by entities with no provision for human passengers. These include sentient missiles, Ghost Tanks, and Foo Fighters (aircraft). Such “autonomous” weapon systems are credited with greatly reducing Allied casualties in the Gulf War . . .

Awaken Computer

Regular

Cast on a computer, this spell makes it sentient. For the duration of the spell, the computer gains IQ equal to the computer’s complexity level + 5 (a typical TL7 micro-computer is complexity 2, while a mainframe may be complexity 4). The computer’s personality will tend to be similar to the caster’s (it will have the caster’s major psychological disadvantages and quirks). It will obey the caster’s orders faithfully, but otherwise has free will. However, on a critical failure on the casting roll, the computer is inhabited by a malignant spirit, and will break free of the caster’s control and act against him (and possibly all carbon-based lifeforms . . .).

The computer knows everything in its databases and programs, and can control all peripherals (monitor, modems, etc.) and access and run programs. It has the caster’s Language, Computer Programming and Computer Operation skill equal to IQ. It can only talk if it has a sound synthesizer, but can always communicate by printing text on a screen. The one thing it can’t do is voluntarily turn itself on or off. If the spell duration expires, and the *same* caster casts the spell on the *same* computer, that computer will retain memories of what happened to it when it was last “awakened.”

Energy Cost: 8 minus computer’s complexity level (minimum 1). Yes, it costs more to awaken a dumb computer than a smart one. Half cost to maintain.

Duration: 1 hour.

Prerequisite: Animate.

Item: 100 times energy cost to enchant a computer into permanent MI (magical intelligence).

Panic

Area; Resisted by IQ

Those in the area flee in mindless fear away from the caster for the duration of the spell. A subject who cannot escape can turn and take the All-Out Defense maneuver, if attacked.

Duration: 1 minute.

Base Cost: 4 to cast, 2 to maintain.

Prerequisite: Fear.

Missile Shield

Regular

Turns any missile harmlessly aside by the smallest fraction needed to ensure they miss the target. Works on all kinds of missiles – bullets, cannon shells, cream pies, falling rocks, solid missile spells, etc. The GM should conceal the fact of this spell being on for as long as possible, saying they just missed! Note that this affects shrapnel and direct hits but *not* concussion damage.

Duration: One minute.

Cost: 5 to cast, 2 to maintain.

Prerequisite: Shield.

Item: Usually armor is enchanted with this spell. Energy cost to create: 400.

Shield

Regular

Adds to the passive defense of the subject (on Merlin, this is usually a “probability alteration” but it could also be a shimmering force field of some kind, etc.).

Duration: One minute.

Cost: 2 per point of PD added, up to 5 PD (10 energy). Half that to maintain.

Prerequisite: Magery 2.

Flying Carpet (VH)

Regular

Summons a poltergeist-like spirit that can transform a carpet into a flying vehicle. The carpet’s speed is 40 mph, and it can maneuver at up to 1G under the command of the caster (who must be aboard). If the caster leaves the carpet, it drops like a stone.

Under normal conditions, the spirit keeps its riders safely on board through a combination of magic and centrifugal force. It is not normally possible to fall off a carpet accidentally, but a rider can jump off deliberately, or be knocked off by another rider or some obstacle. It is illegal most places for any child below age 12 to ride a carpet without wearing a safety tether, attached to the carpet’s fringe, and built to federal specifications.

Duration: 10 minutes.

Cost: 6 for a one-hex rug; 2 per extra hex. Each hex carries one person or up to 200 lbs. Half cost to maintain.

Time to Cast: 5 seconds.

Prerequisite: Animate, Walk on Air.

Item: 200 times energy cost to permanently animate a carpet. A permanently animated carpet costs only one energy point plus 1 per 10 minutes, regardless of size. Currently, carpets are as common as helicopters, and demand exceeds supply. They are expensive, but cost nothing to run and can be folded up and carried into the house or office. Carpets can be rented for about \$100 per hour per seat.

DARK TIMES, DARK WORLDS

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STEVE JACKSON GAMES



0 80742 06123 1
ISBN 1-55634-234-9

SJG1695 6123

Made in the U.S.A.