

THE WONDER VAULT HEIST

By Douglas S. Miller

INTRODUCTION

The Wonder Vault Heist is a little different for a Cypher System adventure. It still has all the high adventure, exploration, and discovery that players have come to expect of the Cypher System, but it is also, as the title implies, a heist, focusing on the players' attempts to bypass security and steal from the Wonder Vault. The situation is designed based on the assumption of a science fantasy setting, but it could easily be converted to most fantasy settings.

In this adventure, the players are enlisted by a mysterious figure to steal from a well defended vault with its own mystical power. Not only will they have to overcome the automatons and defenses put in place by those who currently control the vault, but also the players will have to deal with the stranger technologies of the ancients who built the vault, not to mention the complexities of time paradoxes.



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BACKGROUND

SYNOPSIS

The players take the roles of characters who have each been saved by the enigmatic Mr. Tzefan Silenda, and who are thus indebted to him. The adventure begins with the players having been already contacted by Silenda about paying their debt. Hired to procure a powerful artifact, the Essence Cube, from a vault that is guarded by its current owners as well as technologies of the ancients.

Silenda's plan is laid out in four parts, or hurdles. First, the players must convince an Ipsimus for the Chrimata Syndicate that they are genuine clients looking to employ the Syndicate's protected storage services. Next, players must use their access to pass into unknown portions of the fortress and cross dangerous obstacles of an ever moving building. Then, they must cross a large room patrolled by Syndicate automatons. Finally, they must use ingenuity to enter the vault itself.

Silenda's plan leaves out that he is lying about what they are stealing, and he is unaware of the entity known as a paradox aftermath which will act to oppose their progress into the vault.

To further complicate things, the ongoing time paradox of the Wonder Vault forces the characters to experience events out of order.

THE ENIGMATIC MR. TZEFAN SILENDA

Level: 8

Health: 50

Armor: 5

Damage Inflicted: 15

Movement: Short-Longer when teleporting

Special: Tzefan has a mastery of the technologies of the past. There is a constant and invisible wave of nanites surrounding him and flowing through him which are as much a part of his person as his own blood. As such, he has any number of mysterious powers and abilities to utilize in any situation.

Tzefan Silenda is a man who has made secrets and favors his business. A perpetual enigma, Silenda likes to show up unexpectedly for people in need to offer his mysterious, often seemingly impossible, aid. However, all help that he offers comes with a price: the promise of an undecided future favor.



He will not help a potential client, no matter how dire or urgent their situation, until they have signed their agreement to his terms in his special nanite-ink.

He is well informed on many of the goings on in the technological, arcane and criminal circles of the world, especially where those circles intersect and overlap.

His reputation precedes him within these circles, and he is both admired and despised, having harmed as many people as he's helped. Sometimes helping people he's harmed, sometimes harming people he's helped, his motives are inscrutable, and he keeps it that way.

THE WONDER VAULT

The building now called "The Wonder Vault" was once known as "The Chrono Fortress" and run by Lord Aevum. A marvel of technology and arcana left by the ancients, this circular structure had numerous interlocking, moving, and floating parts, many of which containing whole rooms or halls of the building.

Several years ago, something happened in the fortress and Lord Aevum's family fled the place. They said that he had died, but would give no



more answer. Explorations into the place found it unstable, with a rip in space and time churning at the building's center. It was declared that the place was too dangerous, and the warnings went up to keep outsiders away.

This declaration was, in part, brought about through the bribes and machinations of a group known as the Chrimata Syndicate. The syndicate purchased the fortress from the Aevum family and waited for it to fall out of public memory.

The Syndicate had determined that with the powers of the fortress combined with that of the rip in space and time, they could have the center of the fortress travel through time, but not allow anyone to leave that room in other times. This trick may seem trivial, but it allowed them to create a perfect storage facility, with objects being stored, rather than in their own lock boxes, instead at their own points in time.

Now the Syndicate operates out of what they've called the Wonder Vault, keeping items of the wealthiest and most powerful criminals and nobles at varying points in time while using the rest of the massive fortress for more mundane storage of items and wealth for clients who are less powerful than those who can use the time paradox, but still powerful and wealthy.

GETTING THE PLAYERS INVOLVED

The adventure is designed around the idea that the players are a team assembled by Mr.

Silenda. The pregenerated characters each have connections to each other and to Silenda, each with a contract that he can use to get them to help him.

If you are not using the pregenerated characters, you may want to tie in the characters to Silenda, coming up with reasons why each of them would be connected to him and what situation from their past he may have helped them with.

If you do not wish to have the characters be assembled by Mr. Silenda, they may have decided to try to rob the Wonder Vault independently. If this is the case, you should still provide the group with the information from the mission briefing scenes, but not tell them more than that in advance. The central discovery of the adventure is discovering the truth of the Wonder Vault. If the players are aware of its secret ahead of time, they will not experience the thrill of discovering the revelation about the vault.

For more on using non-pregenerated characters, see **Characters**.

THE WONDER VAULT HEIST

In this adventure, because of the paradoxical effects of the Wonder Vault, the players are experiencing the events out of order. There are three timelines of events going on for the players. Each progresses linearly, but is interspersed with the other two.

- A. Mission Briefing-This is where Tzefan Silenda is revealing the plan to the player characters and presenting them with the next step of the heist.
- B. Heist-This is where the characters are actually pulling off the heist itself, usually with some complication not foreseen by the Mission Briefing. By interspersing these scenes with the Mission Briefing scenes, a feel is able to be created of heist movies and tv shows, where the plan is revealed as the actual heist unfolds.
- C. Intermission-These scenes involve the players in a white room as a strange entity forms. This entity is Lord Aevum, trying to form back into reality, and the room is the Wonder Vault itself.

In order to help players adjust to the shifts between the different timelines/settings, it would be a good idea to have something that changes in the play space where you are running the game. This could be a difference in background music for each of the timelines, a change in lighting, or possibly the use of varying props.

For the players, this timeline jumble can be a bit confusing-it is supposed to be, to a degree. If players are having issues with it, you can assure them, as the GM, in a metagame conversation, that this is the plan and that it is, in fact, okay. If they still have issues with it, or if you don't wish to run something so out of order, you can instead choose to run it in a straight timeline. If you choose to do this, run all of the (A) Mission Briefing scenes, then all of the (B) Heist scenes. The (C) Intermission scenes will not really fit in this order and will be extraneous.

There is a lot of information dumped on the players at the beginning. This is necessary for getting the heist started, but if you would prefer to get into the meat of things right away, you could provide the players with **Read Ahead A** (if you still wish to have the players go through the time jumps) or **Read Ahead B** (if you would rather run through the adventure in chronological order). These can be provided either in advance of the session, so that players can prepare in advance, or at the beginning of the session, so that players can read it before starting and have something in front of them to

reference. If you utilize the read aheads, start the adventure at **3. (B1) First Hurdle**.

1. (C1) INTERMISSION

Read aloud the following:

You find yourselves in an open white room, empty aside from yourselves. There are four doors. One is marked with a red triangle, another a blue square, the third a yellow diamond, the fourth a purple circle. You have no memory of how you got here. You remember about the others only that which is marked on your character sheet, but not how you came to be here together. What do you do?

The truth is that at this point it doesn't matter what they do. The last thing any of them remember is arriving at Mr. Silenda's, but they don't know that any of the others were there. If they open any of the doors, they are met by pure white light that can't be seen through. If they examine the room, they will find nothing that they can interact with. However, there is an odd arcane energy coming from the direct center of the room that can be detected by those who are magically attuned. The doors, when open, also have an energy about them. Scanning them will result in an odd sort of incomprehensible reading that seems similar to, but not quite the same as, a teleportation field.

If only one person goes through the doorway, do not say what happens other than that no matter how long the others wait, the one person does not return. If more than one person goes through the door, or even if they go through separate doors, they do not return.

Once all the players have left the room, move on to **2. (A1) Mission Briefing**.

If the players are still hesitant to leave the room, have a group of 10 Paradox Eaters (pg 6) come upon them. If they manage to fight these off and are still hesitant to leave, then 8 Paradox Eaters of one level higher appear. Continue this, reducing the number of Paradox Eaters by two (min 1) and increasing their level by 1 until the players finally go through one of the doors.

2. (A1) MISSION BRIEFING

If you are running this adventure chronologically, this is where you begin. Rather than having the players wake up, they should arrive individually and be led to the dining room by automaton servants to wait for Tzefan there.

Otherwise, progress as written.

Read aloud the following:

You feel yourself come to. You feel slightly groggy, as though after sleeping. You open your eyes and try to shake off the feeling. You find yourself, and all of those who were just in the white room, seated in wooden chairs around a long table made of synthetic material. Laid across the table is a marvelous feast with foods both familiar and exotic, served on the finest quality plates, with the finest quality silverware. The room is long, rectangular, and ornate. One of the longer walls is entirely covered with fancy-looking bookshelves, each filled with volumes of varying sizes. The opposite wall hosts many tall windows that look over the valley from which you came to arrive at the mansion of Mr. Tzefan Silenda. On one of the smaller walls is what appears to be a fireplace, except that rather than a burning fire on logs of wood, there are indistinguishable shapes covered in a greenish goo from which are emanating large, glowing, blue bubbles which float up through the chimney. On the walls around the not-fireplace are picture frames in which swirling colors dance slowly. On the final wall is a large metal double door with a keyhole.

Give the players some time to take in their surroundings and to discuss their situation. After a minute or so, or when they approach the double door, read the following:

Both doorways open into the room, and a man stands on the other side, dressed in a well-maintained black tunic. He steps into the room, smiling at you. You know this man to be Mr. Tzefan Silenda.

"Friends! I see that you are awake. It truly is the strangest thing, each of you arrived outside, approached the house, and then collapsed asleep. I had my automatons move you-carefully-into here. Please, eat, drink, this food is here for you."

Tzefan does not know for sure, but he believes that their collapse may have had to do with something concerning the Wonder Vault's odd interaction with time, as well as with himself. If, at any point, he is asked about the strange goings-on with time, he will, at first, try to shrug it off. He will point out that there are stranger occurrences in the world. If pressed, he will suggest that it may have something to do with the Wonder Vault (but he will offer this as a theory rather than as fact or even something that he strongly suspects.) He may suggest to the players that it could be a secret security

measure of the Vault, even though he is fairly certain that, in reality, even though the effect probably is from the vault, it is unlikely intentional.

At this point, Tzefan is eager to get going with the heist, and will try to direct conversation to the plan.

"I have brought you all here for a heist job, and not a simple one at that. Once I have possession of the object I seek, you will each be released from your contracts.

"You will be breaking into a place known, in certain circles, as the Wonder Vault. The Wonder Vault is a storage facility known only to the intersection of the extremely wealthy and the extremely criminal. The Chrimata Syndicate rents the space out and makes a hefty profit for the security they provide.

"Most of the guarded space is in varying locations around the facility. However, in the very center of the facility is the Wonder Vault itself. A very special work that uses powerful technology of the ancients to guard the most powerful and mysterious artifacts for the Syndicate's most powerful and wealthy clients."

"What I want is an object known as The Essence Cube-a powerful artifact that has a history of sealing off dimensional rifts-currently owned by the Chrimata Syndicate itself. Given that the Syndicate plays with ripping dimensions apart and destroying the populaces of whole towns at a time for fun, and that they keep the Cube to prevent others from stopping them, you should have very few moral qualms with this.

"Any questions at this point?"

Allow players to ask questions and/or talk amongst themselves. If they ask about why he wants the Essence Cube, he will be evasive, but be no more clear than saying he wants it to "right some wrongs". The truth is that he was Lord Aevum, and this mission is his attempt to fix what happened and, as a result, create himself, Mr. Tzefan Silenda. When they are done, he will move on to the first part of the plan.

"There are four main hurdles to getting into the Wonder Vault. The first hurdle is getting through the door. I've arranged for cover identities for each of you.

"Aquila, you'll be the center of getting past the first hurdle. You will be portraying the Lady Pravitas, showing up to rent storage for an artifact. The rest will be your entourage. Viatrix, Juliska, you'll be bodyguards. Tafari, Firdaus, advisors. Tamsyn, you're the agent of

the Pravitas family who found the artifact that you want to have stored.

"When you arrive, you'll be met by a faction of guards. You must convince them of your identities. Tell them you have an appointment with Ipsimus Ilyanna Krastev. Once you are brought to her, they will inspect your package before allowing you to pass into one of the vaults where you will be given a locker in which to store the artifact.

"If you can get your escort to leave you alone in the vault, then great. Otherwise, you'll need to incapacitate the escort. You should avoid having to direct violence towards Ipsimus Krastev in anything other than a last resort. Attacking her could cause a premature end to the plan."

"Once you're alone in the vault, break into locker A452. It will have within it tools that you'll need for the next part of the plan."

If you are running this adventure with the time jumps, go to **3. (B1) First Hurdle**. If you are running the adventure linearly, go to **5. (A2) Mission Briefing**.

3. (B1) FIRST HURDLE

If you are using either of the Read Ahead handouts, this is the starting point of the adventure. If you are telling the adventure linearly, it comes after the **11. (A4) Mission Briefing**. If you are going through the adventure as written, with the time jumps, then it will follow **2. (A1) Mission Briefing**.

ON THE ROAD

Read or summarize the following:

Before you can even react to Silenda's plan, you find the situation changed. You are all seated within a smaller, more confined space. There are two benches, each well upholstered, against opposite walls of the square metal room. Red curtains hang on the sides of the other two walls, presumably blocking windows. Below the curtains are door handles, indicating that these walls are also doors. The whole space seems to rumble unnervingly, as though in a minor but perpetual earthquake.

In the center of the room sits a box made of metal and synthetic material.

Let them get adjusted to their situation and discuss what is going on. If they open the windows:

Outside you see widespread barrens, passing you by as you move forward, indicating that you are, in fact, in some sort of carriage.

If they need any more time to adjust, allow it, but eventually cut in with:

The carriage shakes and then topples over onto its side. One window/door is to the ground, and the other is to the sky. The carriage shakes again as though something large ran into it. A clawing sound can be heard on what was the floor.

There are two Paradox Eaters out there, hungry for paradoxes. Since the player characters are already unwittingly caught up in one, they look like pretty good meals to these predators.

After the fight...

Looking off in the distance, a little ways up the road is a monumental structure. Tall with a round base that must stretch for miles, the building looms over the surrounding environment. Stranger still, it appears that large sections of the building are turning and moving in other ways.

This is, of course, the Wonder Vault. The players should walk up to it.



The structure's massive doors tower over you as you draw near. A light from the building turns on, illuminating your group. You can hear a mechanical sound as you see numerous things on the outside of the structure swivel to point at you. The feeling of many weapons targeting you passes through your body.

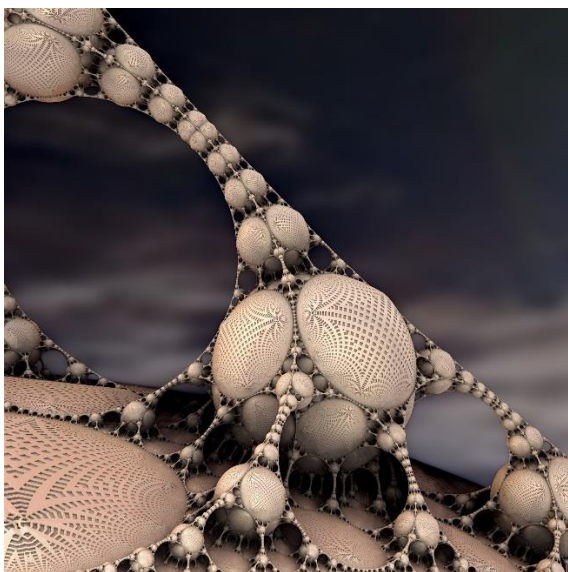
"Who goes there?" asks a voice from the other side of the doors. "State your name and purpose here, or move along."

Let the Aquila (or anyone else in the group who wants to try) attempt to charm the group's way into the facility. Convincing the gate guard is

relatively easy (Level 3). Convincing Ipsimus Ilyanna Krastev will be more difficult (Level 5).

Assuming the group is able to convince the guards, the doors will open and they will be led inside. The entryway of the facility is a large open space with an angled ceiling and bronze walls and floors. There are two guards (level 2, Armor 1) present in the room. The doors will close automatically behind the player characters, and then one of the guards will press a button on a Console by the door. A few moments later, another guard will show up. This one is dressed in an outfit that appears more formal and less protective than the armor of the gate guards.

This guard will lead the players up to meet with Ipsimus Ilyanna Krastev.



PARADOX EATER

LEVEL 3

Paradox Eaters thrive in areas where time and space are distorted. They are the universe's temporal antibodies, drawn to disturbances which might ultimately cause the universe to collapse, and empowered to eat at these events and their sources.

Motive: Elimination/consumption of Paradoxes

Environment: Anywhere that time and space have been distorted in contradictory ways.

Health: 12

Damage Inflicted: 1 Might, 2 Intellect

Movement: Slinks Short, Teleports as Long range without using an action.

Combat: Paradox eaters will specifically target objects or people who are tied in with paradoxes.

IPSIMUS ILYANNA KRASTEVE

Ilyanna is new to being an Ipsimus. She's excited about the opportunity, in a conniving villain sort of way, but also frustrated by her

ON FAILURE

If the group fails to convince the guard, then the plan is going to go very sideways. The guards will open fire with the outer defenses of the facility. Each player must make a speed defense roll of Level 4 each round or take 6 points of damage. While it may seem like it, at this point all is not lost. Assuming they took the box from the carriage, it can be used as a plot-key to bypass certain challenges. On the first round of the attack, the box sprouts metallic legs. On the second round, it walks to the door. On the third, a green light pours out of the top of the box, along with a high pitched screech. On the fourth, the door swings open. Two guards (level 2, Armor 1) are waiting for the player characters on the other side, but are surprised by the door opening. Once on the inside of the doorway, the outer defenses can no longer fire at the player characters. Once they have incapacitated the guards, they will need to find their way forward on their own.

position. She would rather either have more control or be out in the field making discoveries and demonstrating her powers. As it is, she is stuck, working at the Wonder Vault, having nothing to do with the super special vault, but instead having command of her own wing of lesser vaults and lock boxes.

That said, she does her job efficiently and with a focus on moving up the ladder of the Chrimata Syndicate.

When the players arrive, she will look them up and down with a critical eye. She will ask for confirmation that they are who they say they are (Level 5). She will then take their box and examine its contents. After she looks over the box herself, she will lead them to a lab where some of her minions will use the equipment there to examine the box and its contents.

If she is satisfied with their identities, she will not show it.

THE EXAMINATION

Read or summarize as follows:

"Follow me," Ilyanna says. Her voice is firm and cold. It is a command, not an offer.

She leads you down a series of corridors. Two guards stand outside a room, and this is the room she leads you into. Here, there are many bits and pieces of ancient devices, in varying states of disrepair, scattered about. Two people, one man one woman, are working with the

varying pieces of tech. They stop when Ilyanna comes into the room and seem to become very tense.

"Examine this, make sure it's safe," she says, putting the box on a table. They begin to look over the box, moving to and fro over it. They take several of the nearby devices and run them over the box or prod it with them. The man gets a solemn look on his face and walks over to Ilyanna. He whispers something into her ear. She nods and looks over you before walking to the door and knocking on it. It opens and the two guards from outside enter the room.

The idea here is to ramp up the tension surrounding the investigation of the box and give the players the chance to mess things up by thinking they're in trouble when they really aren't. They may try to preemptively attack the guards or Ilyanna, ending up in a tough situation where they have to find their way to the next step on their own.

THE FIRST VAULT

If they don't mess things up, then Ilyanna will have one guard carry the box and the other lead them to one of the vaults. She will offer to accompany them. If they deny her too vehemently, it may be reason to cause her to become suspicious.

The guards will unlock the vault and lead them inside. The vault has lockers on both of the side walls. The far wall from the vault door has an odd cog-shaped symbol on it. They'll unlock a storage locker and allow the players to stash the box there. Notably, they have no intention of allowing the players to stay in the vault on their own.

These guards are the same as those from the entryway: level 2, Armor 1. Things should be pretty easy for the PCs at this point, and they should be moving forward fairly quickly.

Tafari will automatically recognize the symbol on the far wall as the Aevum family seal. Anyone may roll an Intelligence based roll aided by skill in History or Nobility to gain more information. It is a **level 3** task to know that the Aevum family was once wealthy and influential, but that they fell out of favor some time ago, losing their wealth and influence and keeping their title only. It is a **level 5** task to know that their former family home was called "The Chrono Fortress" and was a large circular structure in which entire sections moved about in odd patterns. The Aevum family lost the fortress in their fall from grace. It is said that the Lord of the house died in these events. It is a **level 6** task to know that the family never said what happened to their

WHAT'S GOING ON:

Tzefan Silenda has been working on developing the right technology to even out the effects of the time paradox in which he was trapped ever since getting out. The two boxes are part of one device that is designed to send out a wave of orderly energy and magnetic signals that are keyed into the Wonder Vault's operations. It won't fix things on its own, but it will start the process.

patriarch, but that the authorities did an investigation into the Chrono Fortress and reported that it was unsafe for people to go there. It is a **level 7** task to know that the Lady of the house went mad, overindulged in memory inks, and ended up wandering into the wilderness where she was torn apart by mutated creatures there. Her two sons lived fast paced but short lives of debauchery, fathering several children, most of which can no longer be accurately tracked back to the Aevum line.

Picking the lock on locker A452 is a level 3 task. Inside is a wooden box. Opening the box reveals a small metal box with a round red button on it, and a note. The note says:

"Place this on top of the artifact you brought in, and then press the button."

Setting the new box on top of the other box results in the new metal box extending out several synthetic wires which automatically connect to the box that the players brought in with them.

When they press the button, everything shakes, and the lights in the room flicker.

From the side of the original box, an opening that was not there before opened and a small ceramic canister rolls out onto the floor. On its side, the players can see the words:

"Do you trust me?-T.S."

An assessment of the canister will reveal that it is a detonation cypher of an unknown energy type.

If they use the cypher, it will explode in a burst of red light. If you are running the scenes chronologically, a red sphere of energy surrounds them as waves of chaotic force burst out around them. The floor shatters beneath them and they fall into the room below. Go to **6. (B2) Second Hurdle**. If you are running the adventure with the time jumps, go to **4. (C2) Intermission**.

4. (C2) INTERMISSION

Read or summarize the following:

You find yourselves in an open white room, empty aside from yourselves. There are four doors. One is marked with a red triangle, another a blue square, the third a yellow diamond, the fourth a purple circle. In the center of the room is what appears to be the wire framework of a human body.



It would be an almost impossible amount of knowledge that would be necessary to identify this framework as a coalescence of the energy of time and space to undo a time paradox.

Once again, it doesn't make a huge difference what door the players go through, only that they go through doors. Staying too long with cause Paradox Eaters to come after them.

Once all the players have left the room, go on to **5. (A2) Mission Briefing.**

5. (A2) MISSION BRIEFING

For Silenda, no time has passed. He plans to continue with his mission briefing as planned. If the players attempt to explain what is going on, he will suggest that they are experiencing events out of order, perhaps as a security measure of the Wonder Vault. He will stress that for this reason, it is important that they hurry through the discussion of the rest of the plan.

After establishing the scene, primarily that the PCs have returned to Silenda's mansion where they had been before appearing in the carriage, read or summarize the following:

Silenda claps his hands together. "Once you've used the supplies in the locker, we move on to the second hurdle.

"The building in which the Wonder Vault resides is a massive structure made of moving parts, each with a function designed by the ancients, and each large enough that they would be considered rooms or hallways to us. Some people believe, looking at the patterns of

the movement, that this structure was some sort of device for tracking time, although it doesn't follow any schedule for days, months, or years that we're familiar with.

"Whatever it was doesn't really matter now. What matters now is its functionality. I believe that not even the Chrimata Syndicate has figured out a complete map of the structure's patterns and timings. The time in which the heist is being pulled off is one in which normally unused, unwatched tunnels will align in such a way to provide a more straightforward path to...at least close to the vault. A path that I don't think the Syndicate knows about.

"The tools in the locker should provide you access to the path from the vault where the locker is. From there, unfortunately, the path isn't an easy one. This is where Tamsyn comes in.

"You'll need to climb up to the top of the chamber, and tie a rope so that the others can climb up after you. Sounds simple. It isn't. There are defenses that will try to prevent you from reaching the top of the chamber. I trust in the abilities of this group to dispatch these defenses. Make sure you bring the box with you as you go along."

"Once at the top, you will find a corridor in which several portions of the hall rapidly switch between being a part of the hall, being a solid wall, and being a wall of electric force. Any except for Tafari who wish can try to cross the hall, but I think Tamsyn, Viatrix, and Firdaus might be best suited for it.

"Tafari, you will find a maintenance control panel at your end of the hallway. You'll want to work on hacking into it while your teammate crosses the hall. There is a subroutine for shutting down the motion in that sector of the facility, but it requires someone at the other end of the hall to hold down a safety button.

"Whoever crosses the hall should do this, which in combination with Tafari's hacking, should make crossing the hall safe."

If you are utilizing the time jumps, progress to **6. (B2) Second Hurdle.** If you are progressing chronologically, go to **8. (A3) Mission Briefing.**

6. (B2) SECOND HURDLE

Read or summarize the following:

"Dust fills the air around you...but not immediately around you. Surrounding your group is a bright red bubble which goes down as the dust settles. You are in a hallway that is unlit. You can see a little ways in front of you,

then darkness. The only source of lighting is a hole in the ceiling above you. Looking up, you can tell that the room above was the vault where you had set off the detonation cypher.

"You hear a loud beeping sound followed by a creaking, grinding noise. Slowly, the hole in the ceiling shifts away, and you are left in complete darkness."

The players will probably need to create light somehow, either with a torch, cypher, or other special ability. Notably, if this takes up a player's hand, they will not be able to use both a shield and a weapon at the same time.

ONWARDS AND UPWARDS

The hall ends in a round chamber which stretches upwards about 500 feet. The walls are covered in varying wires, metal plates, pipes, and other odd scenery.

This chamber has many parts that are sensitive and important to the facility's original purpose. The original designers didn't have defense in mind, but they did make small maintenance bots to automatically make any necessary repairs as well as to exterminate any dirt or other contaminants in the tube.

Touching, and more so, attempting to climb the walls of the chamber will trigger sensors which will then deploy bots to try to clear away the contagion. The flyers are dispatched from the walls while the climbers are sent out from the floor. Both will target whomever is climbing/touching the wall unless acted upon by another force, which they will also see as contamination to be expunged.

FLYERS (X5)

Health: 6

Armor: 1

Range: Long

Damage: 2 points

LEVEL 2

CLIMBERS (X3)

Health: 12

Armor: 2

Range: Immediate

Damage: 6 points

LEVEL 4

THE MOVING HALL

Once players arrive at the top of the chamber, they will find a long hallway (about 200 feet). At regular intervals, portions of the hallway are spinning and alternating between solid wall, hallway, and electric forcefield. At the end of the hallway where the players arrive is a control panel.

The control panel is a touch screen. At the bottom of the screen, a red icon, shaped like the Aevum family seal, blinks. If the icon is touched, a message appears on the screen. It reads as follows:

My studies through the Chrono Fortress have supported the idea that its purpose is, as the other scholars have suggested. However, I do not believe that the purpose is limited to measurement. Certain areas of the Fortress seem to have a limited ability to affect the flow of time in varying ways. Some slower, some faster, some seem to selectively affect certain objects in the area. All of them seem limited to a very small area.

It is unclear the reasoning for this limitation, as it seems to make the use of such a command over time to be...well, less than useful. My only conjecture would be that this facility was designed to test the effectiveness of this technology before employing it in a larger scale.

I hope that by further study into the technology which makes up this Fortress, especially that of the central room, I might be able to reproduce it and become a master of time itself. Perhaps what is necessary is more power.

Hacking into the control panel is a Level 4 task. On a failed roll, the panel short-circuits, making it impossible to hack. Players will either need to all cross the hallway or find some other way of hacking into the system. Firdaus might be able to phase to the other side of the wall with the control panel in order to try to fix the issue from there.

Successfully crossing the hallway is a series of 3 rolls, each of which is Level 5. By stopping in front of the rotating portions and studying them for a minute, a player can gain an asset to the roll based on discerning the pattern. On a failed roll, have the player make another roll to determine the result. If the player rolls an even number, they ran into solid wall, dazing them and making their next roll have a one step penalty. If the player rolls an odd number, they run into the electric force field, taking 3 points of electric damage.

On the far side of the hall are two large metal doors, closed tight. In front of them, on a metal stand coming out of the ground, is a control panel with one large red button. While the button is pressed, it lights up.

If the control panel is hacked and a player on the far side of the hall presses and holds the button, the hall stops moving-as hall all the way across-allowing the players to safely pass. If the

player pressing the button stops holding it, the hall will go back to moving again.

The door at the end of the hall is locked. Either a player can attempt to unlock it (Level 5), or Firdaus can pass through the door and unlock it from the other side.

THE GLASS TUBE

On the other side of the metal doors is a metal platform. The metal platform overlooks two round metal poles which extend out of sight in both directions. Below the metal poles is nothing but darkness as far as the eye can see. Resting upon the metal poles is a long glass tube, one side extending upward in opening. The tube appears to be large enough for about ten people to fit in, but a lack of seating or other contents makes it unclear if this is its purpose.

If the players get into the glass chamber, it will close upon them and then rocket forward. Likely, the players will all rocket to one side of the chamber, potentially running into each other. This could be a good opportunity for a GM intrusion.

Once the players get their bearings, the box they brought with them will begin to shake violently. The glass beneath it will start to crack. One of the sides will open and there will be a flash of blue light that floods their vision.

If you are utilizing the time jumps, go to **7. (C3) Intermission**. If you are progressing linearly, go to **9. (B3) Third Hurdle**.

7. (C3) INTERMISSION

Read or summarize the following:

You find yourselves in an open white room, empty aside from yourselves. There are four doors. One is marked with a red triangle, another a blue square, the third a yellow diamond, the fourth a purple circle. In the center of the room is what appears to be an almost finished clay or stone statue of an undetailed human form. White smoke seems to emanate from the statue.



It would be an almost impossible amount of knowledge that would be necessary to identify this statue as a further coalescence of the energy of time and space to undo a time paradox.

Once again, it doesn't make a huge difference what door the players go through, only that they go through doors. Staying too long with cause Paradox Eaters to come after them.

Once the players have all left the room, go to **8. (A3) Mission Briefing**.

8. (A3) MISSION BRIEFING

Read or Summarize the following:

Silenda narrows his eyes. "You were there again, weren't you?"

Wait for their response. Silenda will do his best to wave away questions or answer them with the theory that it is a defensive ability of the Wonder Vault and that time is of the essence in discussing the rest of the plan. When the players let him, he will go on with the plan.

"At the time of this alignment, the tube will take you to the central section of the facility. This is back within the portion of the facility that the Chrimata Syndicate controls. The loading chamber for the tube is connected to a large room with many moving platforms and sections. You will have to cross this chamber in order to reach the hall to the vault. You can't miss it.

"This room is patrolled by a number of automaton guards. It is up to you if you want to deal with them directly or utilize another method. I trust in your abilities one way or another. Get across the hall."

If you are utilizing the time jumps, go on to **9 (B3) Third Hurdle**. If you are progressing linearly, go to **11. (A4) Mission Briefing**.

9. (B3) THIRD HURDLE

Read or summarize the following:

Silenda's words still echo in your head as you are snapped back to wakefulness by a sudden jolt of the glass tube. The tube rocketed along the metal pathway placed for it, rapidly turning left and right. With nothing in the tube to provide traction, you continue to slip and slide and run into each other with every hill and every turn.

The players need to make a Might Defense or Fortitude roll to avoid getting sick. Those that fail

a Level 5 test are sickened and will take a one step penalty on all rolls for ten minutes after leaving the glass tube. Those that fail a Level 3 test puke in the tube and take 3 points of Might damage.

When the players arrive at the loading chamber, they will find it to be a fairly small room with holes on each side against one wall for the tube to pass through. If any of the players are sickened, they may decide they want to wait in the room until they feel better. In this case, it would be a perfect opportunity to have a guard automaton show up to check the room as a GM intrusion.

Opening the doorway, the players can see that it is at the top of a metal platform overlooking a wide open room larger than some buildings. Down below, large panels and walls move about side to side, across, and around the room. Pieces of the floor shift or turn in odd interlocking patterns. Well-armed automatons patrol the area. Connected to the metal platform is a metal stairway leading down into the room below. At the edge of the platform is a control panel.

On the far wall, visible from their stairway, is a large door, glowing with yellow light.

There are four main ways that the players can try to cross the room. The first, most obvious way, is to try to fight their way across. If they attempt to do this, they will first encounter two of the automatons together. Another automaton will show up on the 3rd round of combat. Another in the 6th, another in the 9th, and so on, to a max of 7 automatons (round 15).

The second way that the players might try to cross is utilizing stealth to try to sneak across the field, utilizing the moving walls as cover. Each group member should make at least three stealth rolls in order to make their way across. If any of these fail, one or more bots will notice the player who failed their roll, bringing about combat as mentioned above. If the players have already been successful in most of their stealth rolls, have only one automaton at the start, with another arriving in the second round and a third arriving in the fourth round, but no additional automatons after that.

Notably, in either of these scenarios, Aquilla can utilize her illusions to aid as a distraction to fool the automatons.

The third way that the players might try to cross the room is by jumping across the tops of the moving walls to stay out of sight. This will require at least three successful level 3 jump rolls from everyone in the party.

The fourth way that the players might try to cross the room is by having Tafari hack into the control panel. This control panel allows him to control the movement of the varying pieces of

the room. Utilizing this, Tafari can attempt to create a path for the players to the door which would allow them to avoid the automatons, or he can adjust things to allow the players to maximize their stealthiness in crossing. He could even try moving things to direct all the automatons to one spot, out of the way of where the players are going.

No matter how the players cross, there will still be two automatons in front of the door which will need to be fought.

Once the players have dispatched these automatons, they will find that the doorway is protected by a yellow wall of energy. Firdaus will need to pass through the wall to gain access to the room beyond and open the door for the other players. Once through the door, the box rips itself from the grip of anyone carrying it, floating through the air and spinning around. A third side of the box opens, and yellow light pours out, filling the players' vision.



GUARD AUTOMATONS

LEVEL 4

Health: 15

Armor: 2

Damage Inflicted: 4 melee, 2 ranged

Range: Short (2 points of damage)

Movement: Short

If you are utilizing the time jumps, go to **10. (C4) Intermission**. If you are progressing linearly, go on to **12. (B4) Fourth Hurdle**.

10. (C4) INTERMISSION

Read or summarize the following:

You find yourselves in an open white room, empty aside from yourselves. There are four doors. One is marked with a red triangle, another a blue square, the third a yellow diamond, the fourth a purple circle. In the center of the room is a statue of dark rock. Unlike the statue of before, this one has more detailed features, although cracks line the surface of its exterior. The eyes of the statue seem to burn with great fire.



It would be an almost impossible amount of knowledge that would be necessary to identify this statue as a further coalescence of the energy of time and space to undo a time paradox.

Once again, it doesn't make a huge difference what door the players go through, only that they go through doors. Staying too long will cause Paradox Eaters to come after them.

Once the players leave the room, progress to **11. (A4) Mission Briefing.**

11. (A4) MISSION BRIEFING

Read or summarize the following:

You appear to be back in the mansion of Tzefan Silenda. He seems to either not notice or not care that anything has changed in your position. He continues discussing the plan.

"Now, once you are in the hall, you will need to gain access to the mechanical lift which will take you down just before the vault doors. Then it's a matter of the fourth hurdle: the vault doors themselves. This will be the most complicated portion of the plan, so listen carefully. The doors to the Wonder Vault have been crafted with all of the best technology that the Chrimata Syndicate has at its disposal. An energy field surrounds the vault, so Firdaus walking through and then letting you in is not an option.

"One of the things that makes the Wonder Vault special is that what is beyond the door changes based upon certain settings. Ergo, different people can put their items in the same room, but they do not appear through the same access setting, so they do not appear to occupy the same space, even though they actually do.

"On the left hand side of the room, from the lift, is a control Console used to set the designation of the vault. Tafari, you will need to access this, but be careful, as it is designed to detect unauthorized intrusion and act against it. Triggering any security defenses will make your lives more complicated. Once you have access, set Console to A47Y194. This should cause the vault to activate and set to that designation.

"The vault door is designed to only let an Ipsimus through. While Ilyanna wouldn't normally come down into the Wonder Vault, as it is beyond her responsibilities, I am hoping that she will be able to gain access.

"There should be a place before the vault doors which is marked with a circle on the floor. Aquila, you will cast an illusion of Ipsimus Ilyanna in that spot. However, this alone will not be enough to trick the door.

"Below the circle are sensors that detect weight and do other identity scans. Firdaus, you will need to go beneath the floor to attempt to deal with these sensors. I believe that the weight sensors can be fooled while the visual cannot."

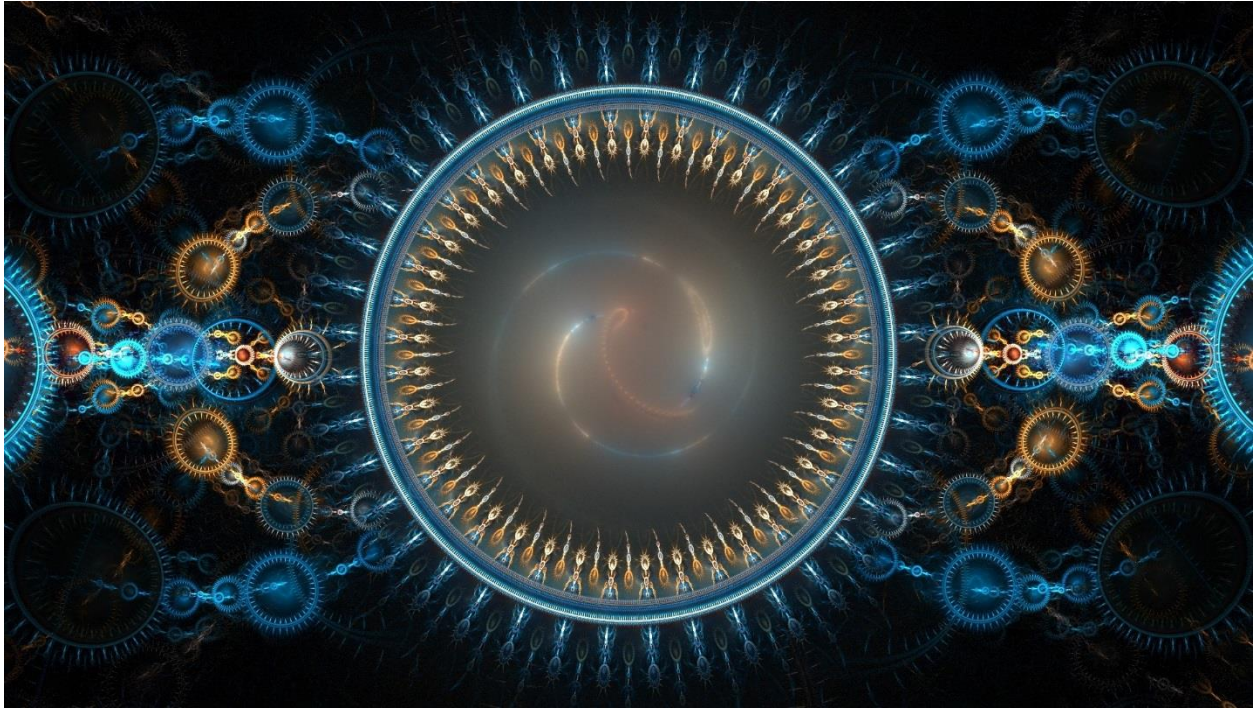
"With all three parts in place, the vault should open and it should be a matter of walking in and taking what's there. You can even put it in the box you brought with you."

If you are using the time jumps, go to **12. (B4) Fourth Hurdle.** If you are progressing linearly, go to **3. (B1) First Hurdle.**

12. (B4) FOURTH HURDLE

Silenda's description of the plan would actually be very easy for the players to pull off. However, he is not accounting for or aware of the paradox aftermath version of himself that has been left behind and given form from their meddling. This entity is, in no way, the Lord Aevum that exists, trapped in a paradox inside the vault, but it is instead a representation of futures that never were and never could be. It is purely made up of excess paradox and time energy from Lord Aevum's experiments.

When the Chrimata Syndicate first claimed the Chrono Fortress, they were constantly in battle with the paradox aftermath of Lord Aevum. They



built up devices which resonated with energy that bound the paradox energy and kept it from being manifest. Each time the box has acted since the players arrived, it has been sending out signals disrupting these resonations, allowing the paradox energy to become manifest.

Again, Silenda is not aware of the paradox aftermath version of himself, but he knows that the paradox energy has to be gathered in order to pull himself out of it.

THE ELEVATOR

The room that the players find themselves in, upon starting this scene, is a medium sized room. The door behind them is the one they came through from the larger room. At the opposite end of the room, a round hallway cuts through.

This round hallway forms a circle. On the opposite side of the circle from where the players begin, there is another room. On the far end of this room is a set of double metal doors. A control panel sits beside the door with two buttons arranged vertically.

If either button is pressed, the button will light up. A strange fluid sound can be heard through the doors. There is a loud dinging sound-like a bell, and the doors part, providing entrance to a small square room. On the side of the room with the door, there is a control panel with many different buttons on it. Next to these buttons are indecipherable symbols. One of the buttons is lit up. On the wall, there has been drawn a glowing

purple arrow that points to the bottom and rightmost button.

If any of the buttons are pressed, they will light up and the doors will close. If the already lit button is pressed, the doors will close, but nothing else will happen. If any of the buttons except the lit one or bottom one is pressed, the characters will hear something of a fluid sound around the room, feel as though they are falling slightly or else being pushed upwards, and then the sound and movement will stop and the doors will open with them now standing somewhere else in the facility. What waits there is up to the GM, but it might include more defenses of the fortress, either as its original design or placed there by its new owners; members of the Chrimata Syndicate; a stash of cyphers/artifacts; or something else entirely.

If the button that the purple arrow points to is touched, it will light up and the doors will close. There will be a fluid sound coming from around the room as the characters feel as though they are falling slightly. The doors open to a dimly lit room.

OUTSIDE THE VAULT

The room is wide, and it is not traditionally lit. The vault door, across from the lift where the players enter, is large and round. Upon the door, ethereal energy swirls. Around it are glowing designs of blue and orange energy that grow fainter but no less elaborate as they get further from the door itself.

Upon the floor, a purple circle of elegant designs glows before the doorway. On the left wall is a large screen from which blue light extends down into the room.

Standing immediately in front of the vault doors is the figure of a man wearing a long black coat in the elegant style of the nobility. His back is turned to the players.

If the players enter the room and begin interacting with anything, or if they try to address them, he will turn to look at them. As he moves, there appear to be pale, ghost-like images of him following a similar, but not quite identical path. His body seems to shimmer with an odd purple energy. The features of his face are blurred, with individual pieces like eyes or nose only being able to be picked out for milliseconds before vanishing back into the blur.

He will address the players:

"What are you doing here?"

His voice seems to echo. If the players try to converse with the man, they may find it difficult. For one, his responses seem to have nothing to do with what they say to him. It is as though he is having a conversation with someone else entirely, and the players are only hearing his side. For two, sometimes two or more responses come out at the same time, possibly offering conflicting ideas, but certainly being hard to distinguish against the sound of each other. As the "conversation" goes on, he becomes angrier and angrier, until he draws a weapon on the PCs. It seems as though his arm pulls out a sword, but it appears overlapped with the visual of him pulling out a ray emitter, so he appears to be alternatively holding either one in the same arm, or in two different arms where only one should be. He will go straight into combat against the players.

This is the paradox aftermath of Lord Aevum. He will battle the players and do all he can to prevent them from entering the vault.

PARADOX AFTERMATH

Level: 5

Health: 25

Range: Long/Immediate

Movement: Long

Damage Inflicted: 4+Paradox Touch (see Special)

Special:

Alternate Timelines: Can make up to four attacks in a round, but usually makes two (one ranged and one melee).

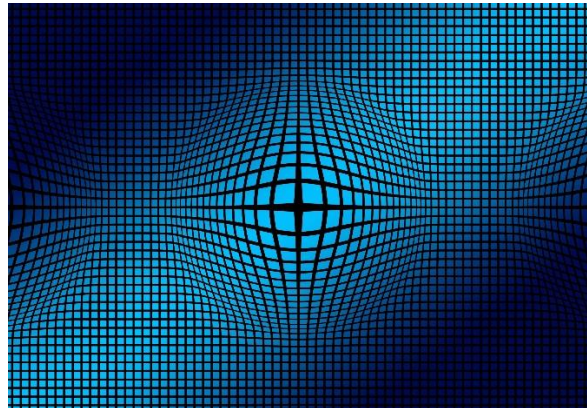
Paradox Touch: Players who are attacked by a Paradox Aftermath risk being frozen in time by its paradox energy. A player who fails an Intellect Defense roll becomes frozen and is unable to move for one round. During this time, they cannot take damage or be affected by other effects.

Forever Haunting: If a Paradox Aftermath is killed but the paradox energy stays the same, it will reform somewhere nearby after 2 rounds. A reformed Paradox Aftermath has 10 health, and needs time to rest to get back up to 25.

OPENING THE DOOR

In order to open the door, players need to hack into the Console, overcome the weight sensors, and put an illusion of an Ipsimus within the purple circle. The Paradox Aftermath will continue to attack and reform for the purpose of preventing them from doing just this.

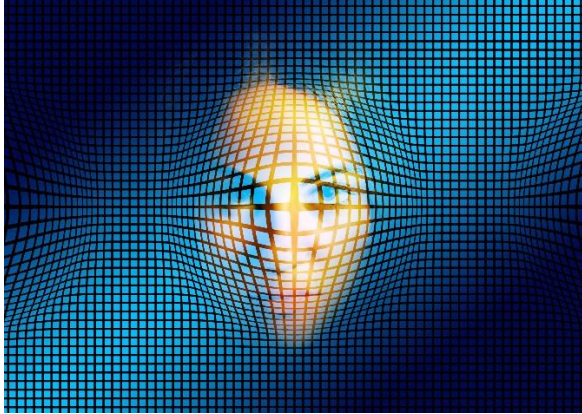
CONSOLE



The Console appears as a screen of blue cubes on a black background. When a potential user approaches the screen, a woman's face appears behind the web. As she speaks, the blue boxes ripple around her.

"Hello, you are unfamiliar to me, please state your passcode."

Unless she can be convinced that the player interacting with her is a valid user, she will not be of much use to the players and will actively oppose anyone attempting to hack the system as though she were an enemy in combat.



CONSOLE

Level: 5

Health: 20

Damage Inflicted: 3 points Intellect damage.

Special: Intellect defense required to defend against attacks, rather than Speed Defense as normal.

Console cannot be targeted by physical attacks-only mental. Destroying the physical device will eliminate her influence, but it will also prevent the players from setting the vault designation.

Can only attack someone who is mentally focusing on/connected to her systems.

When the Console is defeated, it will take one turn to set the proper designation, if the player remembers what it is.

BENEATH THE CIRCLE

The floor is four inches thick-and therefore it will take four rounds for Firdaus to pass into the room below if he first decides to lay on the floor. If he tries to sink feet-first, it will take much longer for his whole body to pass through.

The room below matches in size to the room above. Where the circle is, there is a metallic column, covered in wires, switches, and buttons. Figuring out how to trick the weight sensors of the column is a Level 3 task.

THE ILLUSION

Casting the illusion of Ipsimus Ilyanna is as straightforward as it sounds.

THE DOOR IS OPEN

Once all the steps have been completed, the round designs around the vault door begin to

turn. The energy of the door itself glows brighter and brighter purple until there is no longer a door, but a hole through which purple light is streaming.

The surfaces of the box all begin to glow purple with the light from the door. The Paradox Aftermath is wiped away in the purple light.

The door vanishes and the light stops, revealing an open white room in which a cracked grey statue with fiery red eyes stands. This is, of course, the same room that the players have been traveling to in the intermissions.

Continue to **13. Concluding Events.**

13. CONCLUDING EVENTS

As soon as the players bring the box into the white room, it will glow brightly and fall apart. Each of the sides, bottom, and top of the box will fall away revealing inside a cube swirling with multicolored light: The Essence Cube.



As the cube falls to the floor, energy coalesces around the statue and the statue shifts into being a live human being. The man wears a long black cloak and the insignia of nobility-very like the entity that the players had fought outside the vault. His hair is dark and trimmed around his face. He appears to look much like Tzefan Silenda.



"What am I doing here?"

Before too much discussion can be had, the room will begin to shake. The room with the blue square will open, and Mr. Tzefan Silenda will be on the other side.

"Hurry, through here. The Wonder Vault is collapsing on itself, and you don't want to be here when it does. Not to mention when the Syndicate figures out what you've done."

The doorway will lead them back into Silenda's study. Silenda will have one of his servants lead Lord Aevum away, saying they will talk later, and will be sure not to touch him. He will then turn to the PCs.

"I am sorry for lying to you. As you've no doubt gathered, you were carrying the Essence Cube the whole time. Its effects will have healed up the paradoxes which allow the Wonder Vault to function, making the Chrimata Syndicate lose the primary benefit of the base."

"You were not there to retrieve the box, but to save him. Lord Aevum. My past. I couldn't tell you what you were really doing because I didn't want to threaten more paradox upon the paradox I was already trying to heal. If you knew I was hiring you to save myself from a paradox...well..."

"When I was very young, I inherited the Chrono Fortress from my mother. I was determined to solve its secrets, and I took little care for safety in doing so. I ended up causing a paradox which trapped me in a state of simultaneous existence and nonexistence, stuck in a moment in time."

"And then you pulled me out. I am eternally grateful, and you are all relieved of your contracts."

"As for Lord Aevum, he still has a long way to go become he becomes the enigmatic Mr."

Tzefan Silenda, but that is a story for another day."

USING THIS IN A CAMPAIGN

There are many ways in which you could work the Wonder Vault Heist into an ongoing campaign. If you introduce Mr. Silenda in an earlier adventure, he might be able to help the players in return for a joint contract. This would give the players some background with Silenda before beginning the adventure, creating an additional investment. Alternatively and/or additionally, players may discover that an item they need for their overall journey is being stored in the Wonder Vault, making them even more motivated to get into it successfully.

FURTHER DEVELOPMENT

If you continue after the Heist, there are many threads to pick up. Perhaps the players discovered something in the Wonder Vault that prompts them to go on additional journeys of investigation. Maybe they gleaned something about the past or future that would provoke action on their part.

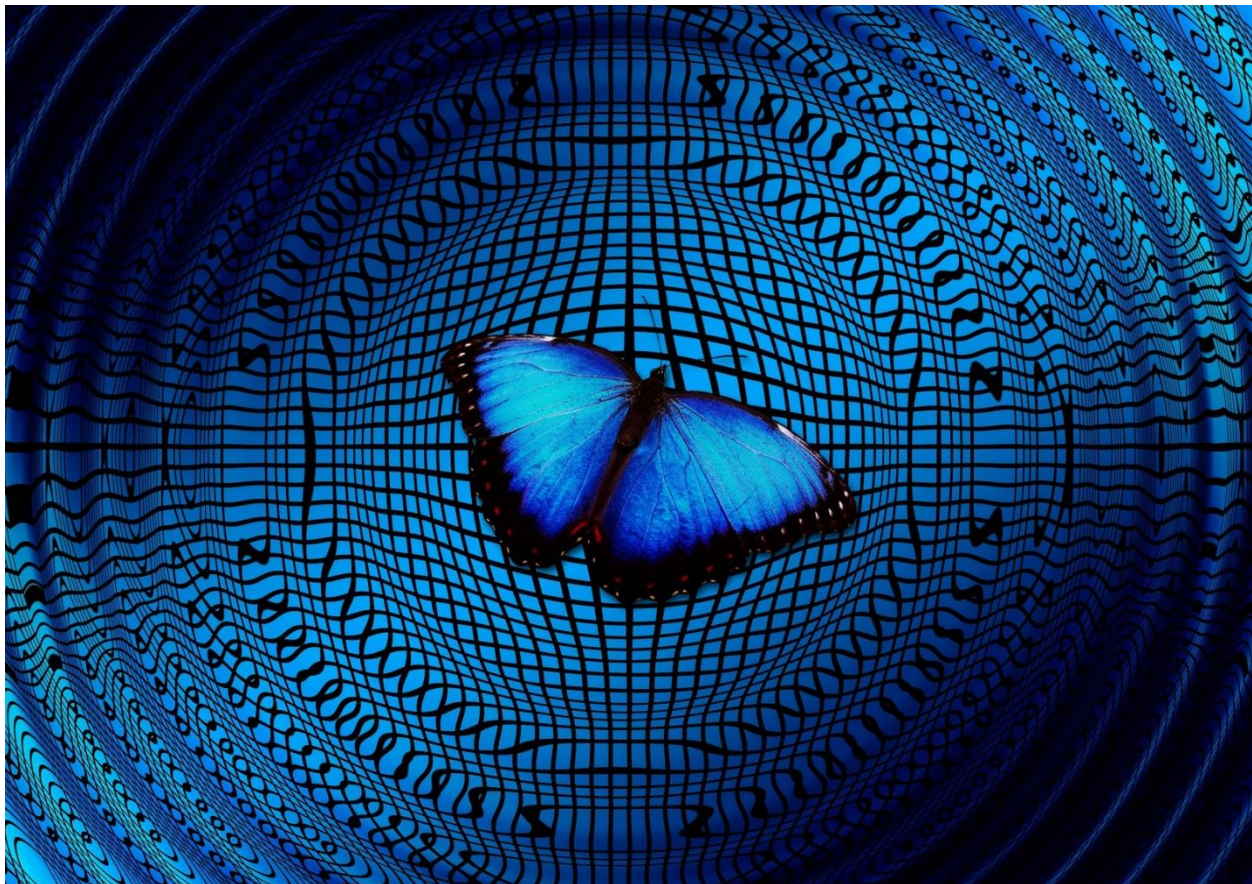
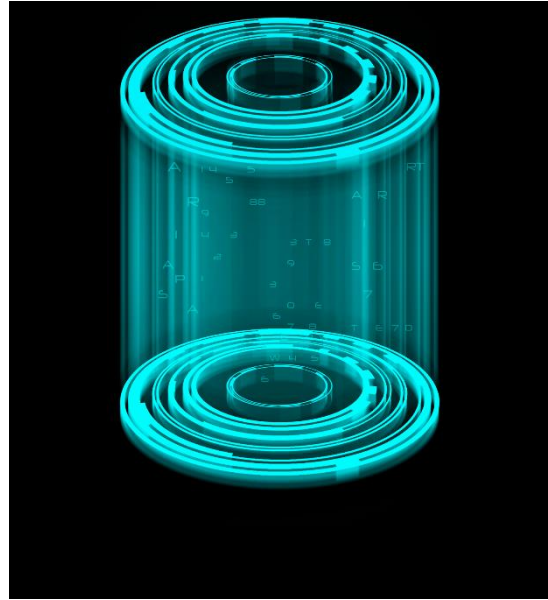
Whatever the player's course of action, they have now pulled off a heist against the Wonder Vault. The Chrimata Syndicate, their allies, and perhaps other victims of the heist may come after the player characters, looking for revenge. Other thieves and powerful people may hear about the heist and look on it admirably, looking to hire the PCs for a future endeavor utilizing their skills. It is also possible that they will encounter Lord Aevum again, possibly to play some role in or witness of his transition to becoming Mr. Tzefan Silenda.

READ AHEADS

The following read aheads can be provided to players prior to starting the adventure. This will give them the background necessary to get started into the action of the adventure rather than needing to have exposition and setup at the beginning.

If you are utilizing the time jumps, you should provide your players with **Read Ahead A**. This will give players the background of their first time in the intermission room, meeting Silenda, and the first section of the plan.

If you are progressing through the adventure chronologically, rather than utilizing the time jumps, you should provide your players with **Read Ahead B**. This will give full details on each of the hurdles and the plan to overcome them.



READ AHEAD A

You had been called by Tzefan Silenda to meet in order to fulfil your debt to him. Just as you were arriving at his mansion, things went dark.

You woke up in an odd white room with four doors: one marked with a red triangle, another a blue square, the third a yellow diamond, the fourth a purple circle.

Also in the room were the other members of your team, who you would eventually determine had also been summoned by the Enigmatic Mr. Silenda to fulfil their contracts. Each one of you remembered arriving at Silenda's place before suddenly being transported to the white room.

Eventually, the group decided to take leave of the place, going through the doorway with the red triangle. After doing so, you woke up in Silenda's study.

Mr. Silenda explained that you had all passed out upon arrival at his mansion. He said that he doesn't know anything about the white room, and decided to get on with explaining why he had brought you all together.

THE JOB

Mr. Tzefan Silenda has hired you to break into a location, powered by the technology of the ancients, known as the Wonder Vault.

Presently, the Wonder Vault is controlled by the Chrimata Syndicate, who allow the extremely wealthy and criminal to rent lockers and storage space in the secure facility.

Silenda wants you to break into the core vault, the mystical Wonder Vault itself, and steal an object known as The Essence Cube-an artifact that can seal dimensional rifts, thus negating some of the most terrible weapons used by the Chrimata Syndicate.

Silenda explained that there are four main hurdles to overcome in order to successfully complete the job.

FIRST HURDLE

The first hurdle is getting in. Silenda has arranged cover identities for each member of the team. Aquila will be portraying Lady Pravitas, showing up to rent storage for an artifact. Viatrix and Juliska are her bodyguards. Tafari and Firdaus are her advisors. Tamsyn is an agent of the Pravitas family who found the artifact that is being stored.

The team must convince the guards of these identities and get led to Ipsimus Ilyanna Krastev, who will inspect the package before allowing the group to have access to a locker in one of the facility's lesser vaults.

In that vault, you must break into locker A452-it will have tools you need for the next part of the plan.

Before the rest of Silenda's plan can be explained, the world shifted once again, leaving you somewhere else entirely. This is where the adventure begins.



READ AHEAD B

Mr. Tzefan Silenda has hired you to break into a location, powered by the technology of the ancients, known as the Wonder Vault. In exchange for completing this, you will no longer be indebted to him.

Presently, the Wonder Vault is controlled by the Chrimata Syndicate, who allow the extremely wealthy and criminal to rent lockers and storage space in the secure facility.

Silenda wants you to break into the core vault, the mystical Wonder Vault itself, and steal an object known as The Essence Cube-an artifact that can seal dimensional rifts, thus negating some of the most terrible weapons used by the Chrimata Syndicate.

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SECOND HURDLE

The facility of the Wonder Vault is made of many huge moving parts, most of which take the form of whole hallways or rooms that shift about in odd patterns.

It is believed that the original facility was built by the ancients, in part, as a means of measuring time, and thus the movements are a part of that.

When the heist is to take place, the paths will be aligned in a way to provide more direct access

to the center vault than is normal, and in a way that the Syndicate may not know about.

The tools in locker A452 will allow access to a path from the lesser vault. You will come upon a chamber where Tamsyn will need to climb to the top and tie a rope to allow the others to follow. However, there will be defenses in this chamber that will need to be overcome.

At the top of the chamber is a long hall, which includes several sections that change between being hallway, wall, and electric field. One character will need to cross the hall while Tafari hacks a control panel on the non-crossed side. The character who has crossed will need to hold down a button after Tafari has hacked the panel in order to stop the changing section and allow the others to cross.

THIRD HURDLE

A tube will take you from the second hurdle to the third-a large room filled with moving platforms and sections.

The room is patrolled by a number of automaton guards. You will need to cross the room and get through the door on the opposite side.

FOURTH HURDLE

A mechanical lift will bring you to the doors of the Wonder Vault.

The vault has settings that change what is beyond the door based on certain settings. Therefore, different people can put items in the same room, but these items do not seem to occupy the same space as the items left by other people.

Tafari will need to access the console outside the room in order to set it to designation A47Y194.

Meanwhile, Aquila will need to cast an illusion of Ipsimus Ilyanna Krastev in front of the door, as it is designed to only open for an Ipsimus.

Firdaus can pass through the floor to access an area beneath the sensors, so that he can sabotage the non-visual sensors in order to trick the door's security. From there, the door should open, allowing you access to the vault and the Essence Cube.

CHARACTERS

This adventure is designed around the pre-generated characters who are included on the following pages.

If you choose to run this adventure with characters other than those which have been pre-generated, there are some considerations.

If the players are still pulling off the heist for Tzefan Silenda, which does provide the best result with the ending twist, then they should all have contracts with him. If they're a group already, the contract may be a group contract rather than individual. If this adventure is being worked into an ongoing campaign, then it may be good to have the contract be formed in a previous adventure in which Silenda is introduced and saves the players.

If you are using Silenda and the time jumps, then it is important to make sure that the players know before the beginning of the first scene that their last memory is arriving at Silenda's. If the characters arrived separately, they are not aware that the others were going to the same place or that they had been contacted by Silenda.

The adventure is very much designed around the abilities of the pre-generated characters. If you are not utilizing them, then you may wish to change some of the challenges.

Tafari-Tafari's primary use is as a knowledge specialist and as an expert on technology of the ancients. In the first hurdle, he recognizes the seal of the Aevum family based on his knowledge. Another character with knowledge of history or nobility could recognize the same. In the second and fourth hurdles, Tafari accesses

consoles in order to control technology. Without Tafari, these may be removed or else the challenge may be changed to suit the abilities of the group.

Firdaus-Firdaus' most unique ability is that of being able to pass through walls. This comes in handy with some doors throughout as well as with disabling the sensors in the fourth challenge. These challenges could be removed or adjusted to challenges of lock picking/sabotage/other skills. Firdaus also serves as something of a backup for some of Tafari's technology interactions.

Tamsyn-Tamsyn's primary use comes in during the second hurdle where her skills will be helpful in climbing the chamber as well as crossing the hall. If there is not a character with similar physical skills, these challenges will need to be adjusted.

Aquila-Aquila's social skills are necessary at the beginning for establishing the player characters' cover identities and getting into the door. If there is no social character in the group, these challenges should be made easier, with both the guards and Ilyanna being more trusting. Her illusion power is necessary for bypassing part of the vault door in the fourth hurdle. Without her illusions, this challenge would need to be adjusted.

Viatrix and Juliska-These two are primarily there for combat support. Without physical characters, the automatons as well as the paradox aftermath should be lowered in difficulty.



TAFARI AFOLAYAN*An Inquisitive Adept who Calculates the Incalculable***ATTRIBUTES**

Might:	11	Edge:	0
Speed:	10	Edge:	0
Intellect:	17	Edge:	1

Effort: 1**Armor:****ATTACKS**

Weapon	Mod	Range	Damage
Dagger	+1	-	2

SKILLS

Magic/Technology: Trained

Learning Something New: Trained

Geography: Trained

History: Trained

Standard and Higher Mathematics: Trained

Hearing or noticing Dangers: Inability

Initiative: Inability

ABILITIES**Practiced with Light Weapons:** Able to use light weapons without penalty. Enabler.**Onslaught (1 Intellect Point):** Short range attack. Either force blast (4 points physical damage) or mindslice (2 points mental damage, ignores armor). Action.**Scan (2 Intellect Points):** Scan 10 foot cubic area within short range. Learn level of creatures or objects within and whatever facts the GM feels are pertinent about the matter and energy of that area. Action.**Predictive Equation (2 Intellect Points):** Observe a creature, object, or location for at least one round. Next time you interact with it, the difficulty of a related task is reduced by one step. Action.**CYPHERS****Limit:** 3**REPAIR UNIT****Level:** 8**Effect:** Multiarmed-sphere that floats when activated. Repairs one item of its level or lower that is damaged but not destroyed. Repair time is 1d100+20 min**BLACKOUT****Level:** 6**Effect:** Area within immediate range becomes a blur to outside observers, to any sense applied. Extends to magical or technological surveillance methods as well. Lasts 24 hours.**FORCE SHIELD PROJECTOR****Level:** 7**Effect:** Creates energy field around user for one hour. +4 points of armor while active.**EQUIPMENT**

Clothing

Bag of Heavy Tools

Bag of Light Tools

Backpack

Dagger

Torch (3)

Book about History

Book about Ancient Technology

Book about Nobility

BACKGROUND

From a young age, your mind saw things others couldn't, filling you with knowledge and secrets. The more you learned, the more you wanted to know. Between your innate gift and your fascination, you became greatly skilled in interacting with machines of the prior worlds. You was approached by an infamous school, run by the Chrimata Syndicate, to further your learning. Despite knowing of the school's reputation, you joined because of their access to lost knowledge that you knew would be difficult to discover on his own. Since leaving the school, you've been pursuing knowledge in other ways: looking through the records of other universities, having discussions with communities of scholars, and joining expeditions of adventurers into ruins of the previous worlds.

CONNECTION TO THE ENIGMATIC MR. TZEFAN SILENDA

The school you attended has a test, called the Toybox. Within one of the school's buildings is a large black box; a cube twenty feet in the three standard dimensions, with a three foot square opening in the top. In the Toybox test, students are lowered into this box and expected to find their way back out. Once inside the box, students find that it is not as easy as they might first imagine. It is much bigger on the inside, containing miles and miles of passages and rooms that seem to move and interact like a puzzle. Only about half the students who attempt the Toybox ever leave the cube.

When you took the test, you found that inside the box you were cut off from the Datasphere for the first time in your memory. Without the aid of the mystical flow of information that was your constant companion, you found himself lost and alone. You wandered the box, trying to solve the puzzle, but finding it more difficult than you could manage.

After what seemed like days, starving and lonely, you found another person in the cube. This person offered to help you escape, but

only if you would sign a contract to help the individual at a future date. Desperate and fearing for your life, you made the deal. The dealmaker was, of course, Mr. Tzefan Silenda.

After escaping the Toybox, you left the school and made a vow against the Chrimata Syndicate.

PRESENTLY

Silenda has come to call on his favor. You found a device that would teleport you to Silenda's location. The last thing that happened to you was that you arrived and saw Silenda's mansion towering over you.

OTHER CHARACTERS

You once traveled with **Viatrice's** caravan. When she found out about your abilities, she seemed frightened. You're not sure if she was frightened by your ability or by what you might learn about her.

You once crossed paths with **Aquila** at a university. She has a nanite-based power for crafting illusions, but your calculations inform you of what is illusion and allows you to be unaffected by them.

FIRDAUS NEJEM*A Graceful Adept who Exists Partially Out of Phase***ATTRIBUTES**

Might:	10	Edge:	0
Speed:	12	Edge:	0
Intellect:	14	Edge:	1

Effort: 1**Armor:** 1**ATTACKS**

Weapon	Mod	Range	Damage
Dagger	+1	-	2

SKILLS

Balance and Careful Movement: Trained

Physical Performing Arts: Trained

Speed Defense: Trained

Magic/Technology: Trained

ABILITIES**Practiced with Light Weapons:** Able to use light weapons without penalty. Enabler.**Ward:** +1 Armor (Accounted for Above). Enabler.**Onslaught (1 Intellect Point):** Short range attack. Either force blast (4 points physical damage) or mindslice (2 points mental damage, ignores armor). Action.**Walk Through Walls (2 Intellect points).** Pass through physical barriers; 1 inch per round (min 1 round). Can't act or perceive until entirely through barrier. Can't pass through energy barriers. Action.**CYPHERS****Limit:** 3**TELEPORTER (BOUNDER)****Level:** 7**Effect:** Teleport up to 700 in feet to a location you can see. Arrives safely with possessions, but cannot take anything else.**SLEEP INDUCER****Level:** 2**Effect:** Touch puts victim to sleep for ten minutes or until awoken by a violence or loud noise.**POISON (MIND DISRUPTING)****Level:** 6**Effect:** Victim takes 6 intellect damage and cannot act for 6 rounds.**EQUIPMENT**

Clothing

Bag of Heavy Tools

Bag of Light Tools

Backpack

Dagger

Torch (x3)

BACKGROUND

You believed you could go anywhere; do anything. You were wrong.

From an early age, you wanted to be a warrior. You weren't particularly good at it, but you had seen your family pushed around by thieves and by members of the Chrimata Syndicate and believed that a warrior would be able to put a stop to it.

While you weren't great at fighting, you were good at getting around, and you seemed to have a knack for interacting with the technology of the ancients. These were the skills for which you were hired by mercenary groups to go along with expeditions into ancient ruins. In one of these ruins, you accidentally activated a device, from which a cloud of nanites swarmed. The nanites naturally latched onto you, and after that point you found yourself able to pass out of phase, primarily useful for crossing through walls.

CONNECTION TO THE ENIGMATIC MR. TZEFAN SILENDA

One time, when going out of phase, you found yourself passing too far. You wound up in another dimension, much different and more threatening than the Ninth World. You were found there by Tzefan Silenda, who offered to bring you back to your home world. You took the deal, signing the contract for an undisclosed future favor for Mr. Silenda.

PRESENTLY

Silenda has called in the favor. He has asked you to meet with him in his secluded mansion,

providing the location and time. You found a traveling caravan heading relatively the right direction, but did not have the funds to join it. Viatrix, a member of the caravan, offered to pay your way for you, but you are indebted to pay her back. You were surprised to find that she, too, was heading to meet Mr. Silenda, and when you got close, you separated from the caravan together. The most recent thing you have experienced is seeing the mansion towering over you.

OTHER CHARACTERS

You met **Tamsyn** when you were both hired by the same group exploring an ancient ruin. You accidentally moved your hand through her when partially out of phase, and it unnerved you both.

You owe **Viatrix** a significant amount of money, as she paid your way on the caravan to get to Silenda's mansion.

TAMSYN BOIVON

A Rugged Explorer who Explores Dark Places

ATTRIBUTES

Might: 13 **Edge:** 1
Speed: 12 **Edge:** 1
Intellect: 9 **Edge:** 0

Effort: 1

Armor: 0

ATTACKS

Weapon	Mod	Range	Damage
Bow	0	Long	4
Sword	0	-	4

SKILLS

Climbing: Specialized

Balancing: Trained

Jumping: Specialized

Listening: Trained

Running: Trained

Searching: Trained

Speed Defense: Trained (when not wearing armor)

Swimming: Trained

Training, Riding, or Placating Natural Animals: Trained

Charm, Persuasion, etiquette, or deception: Inability

ABILITIES

Practiced with Light and Medium

Weapons: Use Light or Medium Weapons with no penalty. Enabler.

Trained Without Armor: Trained in Speed Defense when not wearing armor. Enabler

Fleet of Foot: On a successful level 2 Speed roll (running), move short distance and take an action in the same round. Enabler.

Muscles of Iron (2 Might Points): For 10 minutes, the difficulty of non-attack Might rolls is reduced by one step. Enabler.

CYPHERS

Limit: 2

DETONATION (SPAWN)

Level: 5

Effect: Projects explosive up to long range. Bursts in immediate radius, blinding all within for one minute and inflicting 5 points of electrical damage. Next round, 1d6 additional detonations are spawned, each flying in a random direction in short range, exploding in an immediate radius.

REALITY SPIKE

Level: 8

Effect: Once activated, this cypher will stay stationary "forever", even if it is activated in midair. Strength action to dislodge-cannot be reused.

EQUIPMENT

Clothing

Bow (12 Arrows)

Sword

Bag of Light Tools

Spikes and Hammer

Rope (50 feet)

Torch (x3)

Explorer's pack (rope, two days' rations, a bedroll, and other tools needed for outdoor survival.)

BACKGROUND

Born the strong daughter of a strong family, you followed in the family tradition of joining the military. Still, not quite in the mindset of a soldier, your favorite military excursions were those that took you into the sites of ancient ruins. You volunteered whenever one of these missions were offered.

The mission that would change your life was one of these. A cell of Chrimata Syndicate agents had been discovered going into an ancient ruined structure. The mission was to drive them out and to discover what their purpose there had been. The soldiers of your

squad were accompanied by an explorer, Juliska.

The Chrimata Syndicate cell was gathered around a pit, shimmering with strange energy. The battle was vicious, with three members of your squad being killed before it was over. Most of the Syndicate members laid dead, but two had managed to escape.

Just as you and your friends were letting out the sigh of relief, a louder screeching sound came from the pit. A monstrous creature emerged from the pool of energy, aggressively attacking the remainder of the team. The remaining soldiers died and Juliska fell into the pit of energy, disappearing. With your squad in ruins, you made the killing blow against the beast, and you were covered in its blood. For a moment after the creature died, the blood glowed, and you felt like you could see through the whole universe. Believing Juliska was dead, you left alone. You have not seen Juliska since this event, and still believe her to be dead.

After that, you felt like gravity and other rules of the universe were more like guidelines than hard rules. Some of these, you felt she could walk around. You wanted to, in time, learn to only obey them by choice rather than by force. You left the military after this incident and started to pursue ancient ruins exclusively, searching for ways of expanding your mysterious power.

CONNECTION TO THE ENIGMATIC MR. TZEFAN SILENDA

When you first gained your power, you thought you were near invincible. Your ego got yourself to a point where you were on the ground in an ancient complex, both bleeding out and poisoned. From seemingly nowhere, Silenda appeared, offering to heal you in exchange for you signing a contract agreeing to help him with an undisclosed favor at a future date. You agreed, and somehow found the strength to sign.

PRESENTLY

Silenda has called in the favor, delivering a message asking you to meet him at a particular time and place. You were aware of an ancient underground conveyance with a station near the place the message indicated, and took the conveyance to get close. The most recent thing that has happened is you walked to the mansion, seeing it tower over you.

OTHER CHARACTERS

Fridaus was a member of a group that you once went along with to explore ancient ruins. At one point, when out of phase, he accidentally passed his hand through you. This was an uncomfortable experience.

VIATRIX LAGORIO*A Strong Warrior who Moves Like the Wind***ATTRIBUTES**

Might:	14	Edge:	1
Speed:	14	Edge:	1
Intellect:	8	Edge:	0

Effort: 1**Armor:** 2**ATTACKS**

Weapon	Mod	Range	Damage
Greatsword	0	-	6
Heavy Crossbow	0	Long	6
Battleaxe	0	-	4

SKILLS

Breaking Inanimate Objects: Trained

Jumping: Trained

Climbing: Trained

Running: Trained

ABILITIES**Practiced with All Weapons:** Use weapons without penalty.**Practiced in Armor:** Reduce Speed cost of wearing armor by 1. (Accounted for above).**Thrust (1 Might Point):** Melee stab, deal 1 extra point of damage if melee weapon has a sharp point. Action.**Running Speed:** Move short distance and make another action, or move a long distance as an action, or move 200 ft as Speed-based task difficulty 4. Enabler.**CYPHERS****Limit:** 2**SPEED BOOST****Level:** 5**Effect:** Adds 1 to Speed Edge for one hour.**TELEPATHY****Level:** 5**Effect:** Allows long-range mental communication with anyone the user can see for one hour.**EQUIPMENT**

Clothing

Greatsword

Heavy Crossbow

Battleaxe

Chainmail

Rope

Signal Horn

Torch X3

BACKGROUND

"I must get stronger, I must get faster." These words reverberate constantly through your mind and push you ever further. People, the technology of the ancients, these are things you never really had a strong grasp for, but what you did have a grasp for was the blade. And what you were strong with, you had to improve. You wouldn't lose anyone again.

When you were young, you lived on a village in an arctic desert. It was built upon the wreckage of an ancient structure which gave off heat, allowing them to keep reasonably warm. However, in your teenage years, strangers came to the village-the hooded members of the Chrimata Syndicate. These strangers wanted to go into the ancient structure and examine it. The town elders and militia tried to stop them, but the strangers were too strong.

Whatever the Syndicate members did, it cause the structure to overheat and explode, destroying the town and killing almost everyone in it, including your family. To this day, you do not know how you survived the explosion, only that if you had been stronger, you could have kept out the Chrimata Syndicate and could have prevented your family from dying.

You joined a traveling caravan which became your new family. Any spare time you had, you spent training and working to grow stronger. You became a guard for the caravan, keeping away monsters, abhumans, and thieves alike. You were determined to protect them.

CONNECTION TO THE ENIGMATIC MR. TZEFAN SILENDA

Wandering in freezing land outside your former village, alone and freezing you were met by the well dressed, but not dressed for the weather, Mr. Tzefan Silenda. He offered to bring you to warmth and safety if you would sign a contract, pledging to do him an undisclosed favor at a future point in time. You signed the contract and immediately, you found yourself somewhere warm and far away from the place you knew. It wasn't long before the caravan came upon you and took you in as one of their own.

PRESENTLY

Silenda has sent you a message telling you it is time to fulfil your commitment. It had been so long that you thought he'd never ask you for fulfilment. The message included a time and place-fortunately somewhere the caravan was passing near. In the journey towards this place, You met Fridaus, who was also heading to see Silenda. He lacked the money, so you

paid his way on the caravan, on the condition that he pays you back in the future. You cleared your absence with the caravan leaders, promising to return as soon as you could, and set off with Fridaus to Silenda's. The worry is ever-present in your mind that something might happen to the caravan while you are not there to defend it. The last thing that you have experienced is coming upon Silenda's mansion, seeing it towering over you.

OTHER CHARACTERS

You paid for **Fridaus's** passage with your caravan, and so he owes you a significant amount of money.

Tafari once traveled with your caravan. You are frightened of Tafari's access to hidden knowledge. This power is beyond your comprehension and not something you knows how to fight against. It reminds you of the magics of the people from the Chrimata Syndicate that destroyed your first family.

AQUILA ZINO

A Stealthy Speaker who Crafts Illusions

ATTRIBUTES

Might: 9 **Edge:** 0
Speed: 13 **Edge:** 0
Intellect: 14 **Edge:** 1

Effort: 1

Armor:

ATTACKS

Weapon	Mod	Range	Damage
Dagger	+1	-	2

SKILLS

Stealth: Trained

Lies and Trickery: Trained

Seeing through deception: Trained

Persuading: Trained

Illusions: Trained

Movement Related Tasks: Inability

ABILITIES

Practiced with Light Weapons: Use light weapons without penalty. Enabler.

Encouragement (1 Intellect Point).

Maintain through ongoing oration; Allies in short range modify difficulty of tasks by one step to their benefit. One of these types of tasks: Defense, attacks, or tasks related to any skill you are trained or specialized in. Action.

Enthrall (1 Intellect Point). While talking, grab another creature's attention, even if creature can't understand what you're saying. You can do nothing but speak (not even move), but the creature can take no actions other than defending itself. Effect ends if creature is attacked. Action.

Minor Illusion (1 Intellect Point). Create an image within immediate range. Must fit inside 10 ft cube. Image can include movement, but can't leave cube. Includes sound, not smell. Lasts 10 minutes. Action to create; Action to modify. Action.

CYPHERS

Limit: 2

NULLIFICATION RAY

Level: 9

Effect: Immediately end one ongoing effect from an artifact, cypher, or special ability in long range.

DETONATION (PRESSURE)

Level: 4

Effect: Projects physical explosive up to long distance away. Explodes in immediate radius. Inflicts 4 damage. Also moves unattended objects less than 80lbs out of the area.

EQUIPMENT

Clothing

Dagger

Bag of Light Tools

Bag of Light Tools

Rope

Signal Horn

Torch (x3)

BACKGROUND

You have a hard time identifying if it was a quirk of fate that landed you with the nanites in your brain, or if they chose you, so you try not to think about it. Over time, you've built up cybernetic implants, modifying and improving the powers given to you according to their designs. You're a wanderer, traveling from place to place. You aren't sure if you decide where to go randomly, or if the nanites are subconsciously guiding you. Again, you tries not to think about it.

Because of the nanites, you seem to always know how people are feeling. You know what they'll react well to, and that helps you along your way. Having no particular attachment to telling the truth, combined with that talent has allowed you to make the best of most social interactions.

You prefers to avoid a fight when possible, using your skills in stealth to be unseen when possible, and using your social skills when it's not. Using illusions enabled by the nanites has helped you more than once as well.

CONNECTION TO THE ENIGMATIC MR. TZEFAN SILENDA

The nanites led you to a cell of Chrimata Syndicate agents. They placed in your mind

the idea that you should kill them while they slept, but you, not wanting to become a cold blooded murderer, refused to listen to the nanites. One of the Syndicate members, a powerful adept, awakened, and used his own control of the technology of the ancients to force new nanites into your mind. These nanites seemed to infect and battle with your own, like a virus in your own mind. Your powers going haywire and your mind having trouble taking the stress, you have no memory of how you ended up leaning over a volcano. You were pulled away from it by a well-dressed man, Mr. Tzefan Silenda.

When he was near, the nanites, yours as well as the virus, all went silent. He offered to you to remove the infecting nanites and to restore yours to normal if you would sign a contract, agreeing to help him with a future favor. You agreed, signing the contract, and being restored to sanity.

PRESENTLY

Mr. Tsefan Silenda sent you a letter, sealed in wax with his symbol, calling you for a meeting where you will discuss the contracted favor. The letter gave a time and place for the meeting, and you convinced the owner of a coach to lend you it and a driver that would take you to the place. The last thing that happened to you was you approached Silenda's mansion, seeing it loom over you.

OTHER CHARACTERS

You once crossed paths with **Tafari** at a university you were visiting. You found that he is never fooled by your illusions.

Juliska once saved your life. You were particularly impressed with her abilities, and the nanites seemed to respond positively to her heroic nature.

JULISKA KARDOS

A Brash Explorer who Fights with Panache

ATTRIBUTES

Might: 12 **Edge:** 1
Speed: 15 **Edge:** 1
Intellect: 9 **Edge:** 0

Effort: 1

Armor:

ATTACKS

Weapon	Mod	Range	Damage
Rapier	0	-	4
Light Crossbow	0	Long	4
Dagger	+1	-	2

SKILLS

Initiative: Trained

Overcoming Fear or Intimidation: Trained

Lockpicking: Trained

Perception: Trained

Speed Defense: Trained (when not wearing armor)

ABILITIES

Practiced with Light and Medium

Weapons: No penalty for use of Light or Medium Weapons. Enabler.

Trained Without Armor: Trained in Speed Defense when not wearing Armor. Enabler

Danger Sense (1 Speed Point). The difficulty of your initiative roll is reduced by one step. Enabler.

Attack Flourish: Your attack inspires others; choose any number of creatures in short range and give them a +1 bonus to their next die roll. Enabler.

CYPHERS

Limit: 2

DISRUPTING

Level: 4

Effect: For the next 24 hours, whenever you strike a solid creature or object, target takes 1 extra damage and loses its next action.

SLEEP INDUCER

Level: 3

Effect: Puts victim to sleep for 10 min or until awoken by a violent action or loud noise.

EQUIPMENT

Extremely Stylish Clothes

Clothing

Jeweled Rapier

Light Crossbow

Bag of Light Tools

Shield (Asset to Speed Defense)

Dagger

Rope

Torch (x3)

BACKGROUND

You've lived a charmed life, at least, that's what they say. You do nothing to convince anyone otherwise, of course. You were born with great talent and developed a sense of arrogance about it, often charging into battle and other situations, aiming for the maximum amount of dramatics and heroism.

In order to fuel your love of adventure, you've joined a group of explorers who specialize in uncovering ancient mysteries.

CONNECTION TO THE ENIGMATIC MR. TZEFAN SILENDA

Once, you were hired to accompany a group of soldiers, led by Tamsyn Boivon, into an ancient structure where a cell of Chrimata Syndicate agents had been working. When you found them, they were gathered around a pit filled with shimmering energy. The battle against the Syndicate was fierce, but you were victorious as always. That was, until a deformed monster emerged from the pit and began battle anew.

The battle was too much for you, and you were thrown into the pit. The energy took you to another place, leaving you with no idea of the fate of Tamsyn or any of the other soldiers.

The place you went was barren and desolate, and there were beasts there that tested even your fighting ability. As exhaustion

set in, you knew that you couldn't continue here much longer. It was then that you met a well-dressed man, Mr. Tzefan Silenda. He offered you a deal: sign a contract pledging to do him a favor in the future, and he would return you to your home world. You took the deal.

PRESENTLY

You have received a letter from Silenda about fulfilling the contract. It provided a time and place, so you rented a mount and rode out to the place. The last thing that happened was you approached Silenda's mansion, looking up at it looming over you.

OTHER CHARACTERS

You once saved **Aquila** in your heroic adventures, and you are afraid that she is jealous of your abilities.

IF YOU LIKED THIS...

Be sure to leave a rating/review on RPGNow/DriveThruRPG to let me know, and spread the word about this adventure (and any fun times you had playing it) to others who might enjoy running it.

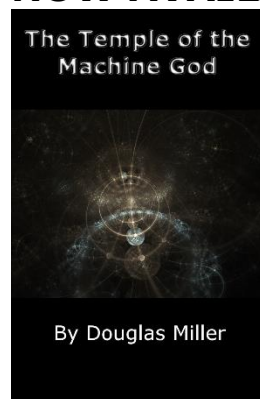
Your support is one of the largest ways I have of knowing that it is worthwhile for me to create more adventures and content, for the Cypher System or otherwise.

I appreciate all your help and hope that you truly enjoyed this adventure.

If you want updates on my future projects, I invite you to follow my blog:

<http://goalworlds.blogspot.com/>

NOW AVAILABLE



The Machine God's Temple: Explore the ruins of the temple of an ancient Machine God. Solve the perplexing maze of teleporters. Fend off automatons. Travel across the world and back in an instant. Find a way through the mysterious doorway. Parlay with the machine god. Battle chaos itself. And more! This science fantasy adventure

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PLANNED/UPCOMING

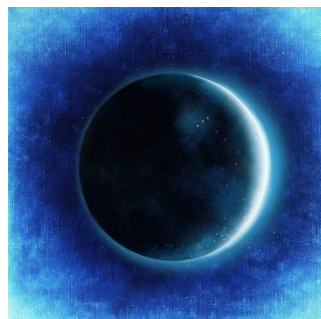
Here are some of the things I'm working on now:

CYPHER SYSTEM:

Looking-Glass

Moon: A surreal sci-fi setting for Cypher System inspired by (but not based on) Monte Cook's Invisible Sun.

Travel to new worlds. Discover the



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In *Looking-Glass Moon*, players are taken to a world of infinite possibilities, where science and magic weave and flow together in incomprehensible ways.

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In this comic-book style adventure set in a cyberpunk world, a former hero is pulled back into the business of heroing, battling robots, fighting mutants and monsters, solving crimes, and more. All this while a madman with near precognition schemes and moves forward hidden agendas.



Episode 101: Pilot: Joseph Bloodworth, former Hyper Optimistic Problem Eliminator, is pulled back with a mission to save a pilot who is targeted by both a corporation and a madman.

Episode 102: Super Sexy Robots: Arrested, Joe finds himself in a cell with sexbot designer Raymond Buonarroti, whose bots have supposedly gone rogue. Can Joe clear Ray's name? Also, a stranger breaks into the base while Valerie is there on her own.



Episode 103: Monster of the Week: A monster is terrorizing an impoverished neighborhood and no one will help. No one but Joe.



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