

PREDATION

THE CAWDOR COMPLEX
BY SHANNA GERMAIN & BRUCE R. CORDELL



Petersen

TABLE OF CONTENTS

ABOUT THE ADVENTURE	3
TIME ANOMALY CYPHERS	5
THE CAWDOR COMPLEX	6
FOR SATI MEMBERS	6
FOR BUTTERFLY OPERATIVES	7
MAP	8
PREGENERATED CHARACTERS	17
PREGENERATED COMPANIONS	29
GROUP AFFILIATION NOTES	41

CREDITS

Writers/Designers: Shanna Germain and Bruce R. Cordell
Creative Director: Monte Cook
Managing Editor: Shanna Germain
Editor: Elisa Mader
Proofreader: Jeremy Land
Cover Artist: John Petersen
Graphic Designer: Bear Weiter
Layout: Zoa Smalley

Artists

Felipe Escobar, Raph Lomotan, John Petersen, Lie Setiawan

Cartographer

Hugo Solis

Monte Cook Games Editorial Board

Scott C. Bourgeois, David Wilson Brown, Eric Coates, Gareth Hodges, Mila Irek, Jeremy Land, Laura Wilkinson, Marina Wold, George Ziets

As we agree with the growing consensus that “they” can and should be used as a gender-neutral, singular English language pronoun when one is needed, we have adopted that as the style in our products. If you see this grammatical construction, it is intentional.



© 2017 Monte Cook Games, LLC. **CYPHER SYSTEM** and its logo are trademarks of Monte Cook Games, LLC in the U.S.A. and other countries. All Monte Cook Games characters and character names, and the distinctive likenesses thereof, are trademarks of Monte Cook Games, LLC.

ABOUT THE ADVENTURE

RULEBOOK AND SETTING CALLOUTS

Throughout this supplement, you'll see page references to various items accompanied by one of these two symbols.



Cypher System Rulebook



Predation

These are page references to the *Cypher System Rulebook* and *Predation*, where you can find more information about the item, place, creature, or concept. It's not necessary to look up the references, but doing so may provide additional details.

The *Cawdor Complex* is an adventure for *Predation* that is suitable for beginning or experienced players.

Predation is a *Cypher System* setting. It will be useful to have a copy of both *Predation* and the *Cypher System Rulebook* handy when running this adventure.

While *The Cawdor Complex* can be played in any venue, it includes specific suggestions for running it as a stand-alone convention adventure.

For ease of play, this game includes six pregenerated characters and companions, so players can jump right in. In addition, you'll find *Group Affiliation* notes for each character.

SYNOPSIS

In the *Cawdor Complex*, a forgotten compound built inside a volcano deep in the jungle, a man calling himself Rados claims to have solved the time-travel problem that's been keeping humans stuck in the Cretaceous period for decades. He's been boasting—

through a number of agents that he's sent out into the world—of a nearly completed working time machine, something that's been unheard of for almost a hundred years since the *Last Commute*, the moment when all time travel broke down.

Two different groups with very different goals—the Butterflies and Space and Time, Interglobal (SATI)—have caught wind of Rados's boasts at the same time and are readying teams for action. First and foremost, they want to find out whether the time-travel technology really does exist, and if so, they either want to take over the complex and claim the technology for their own (SATI) or destroy it completely (the Butterflies).

The player characters (PCs) will start out as members of one of these groups and attempt to enter the complex and complete the mission assigned to them by their organization. You may give players the option to choose their affiliation, or you may choose for them ahead of time. The goals and story of the adventure change depending on which starting affiliation is chosen, so it's possible for a group to replay it and have a unique experience both times.

In either case, the PCs discover three linked time anomalies, each artificially held open by a Rados-designed artifact called a *temporal anchor*. The three anomalies together form a much larger standing temporal wave. To collapse the standing wave and force Rados out of temporal phase, the PCs will have to remove all three temporal anchors, one from each of the time anomalies found in the *Cawdor Complex*.



Last Commute, page 67

SATI, page 116

Butterflies, page 118

Group Affiliation notes, page 35

Temporal anchor, page 12



You can also look on page 10 of the *Predation* corebook for a quick summation of the game and the setting.

INTRODUCING GREVAKC AND THE CYPHER SYSTEM

Before beginning the adventure, you'll want to spend a few minutes describing the setting of *Predation* to the players. If you're not already familiar with it from the corebook (or just want a short summary), here are a few details that are important to relay to the players.

Predation is a science-fiction, preapocalyptic game that takes place in the future-past. A few hundred years in the future, an interglobal conglomerate known as Space and Time, Intg. (SATI) began using time travel to send "commuters"—mostly scientists and tech specialists—back to the late Cretaceous period on top-secret missions. The commuters began to use their knowledge and technology to build lives there, among the dinosaurs and volcanoes, in the place now known as Grevakc.

But within a decade, time travel shut down. The event, known as the Last Commute, stranded the commuters in the Cretaceous period with dangerous predators around every corner, no access to the technology of the future, and—worst of all—the knowledge that an asteroid heading for Earth would cause an unavoidable cataclysm.

That was nearly a hundred years ago. Those who live in Grevakc now are mostly the children or grandchildren of the original commuters. Dinosaurs have been bioengineered and bred into humanity's best friends—and its fiercest killers. Rising groups, ranging from what's left of SATI to newcomers such as the Butterflies, are at war over remaining technologies and the future of humanity. No one has figured out how to fix the time-travel problem. And of course, there's the little issue of the planet-destroying asteroid that is already on its way.

You'll also want to give the players some additional information about the two

organizations that play a significant role in this adventure. It's important as you portray the groups not to suggest that one is "bad" and the other "good." They are certainly competing groups with different philosophies and goals, but both ideologies should be portrayed as equally valid. This neutrality lets the players make up their own minds about the motivations and morality of the organizations.

You can learn more about both of these groups in the *Predation* corebook, but here are a few key points:

SATI is no longer the conglomerate it once was (or still might be, somewhere in the future), but it has a great deal of power nonetheless. It controls most major towns and cities (for now), as well as much of the technology. The organization's main goal is to find a way to fix time travel and return to the future, but splintering factions and the threat of other organizations are making it hard for SATI to proceed.

The Butterflies are a subversive, guerrilla-type organization. They follow the path of their "bible" (a short story called "A Sound of Thunder," by Ray Bradbury, which depicts the horrors of time travel gone wrong) and believe that Grevakc humans shouldn't try to fix the time-travel technologies, but instead should allow themselves to die out in order to save whatever's left of humanity in the future. They also believe that dinosaurs are the true "owners" of this time.

If the players are unfamiliar with the basics of the Cypher System, you'll want to provide a quick overview of the mechanics and walk them through their character sheets.

Don't forget to take a few minutes to explain the companion rules; these are an element of the Cypher System that's unique to *Predation*, and even experienced players will likely be unfamiliar with how they work.

Grevakc is Earth—but Earth as it was 65 million years ago during the late Cretaceous period, when dinosaurs still roamed the earth, before an approaching asteroid wiped out much of life on the planet. But of course, it's not the exact same. Because there are humans. Humans who have inhabited the land for the last hundred plus years.

*In *Predation*, cyphers manifest as part of time anomalies and are digitally preserved inside the user's DNA until they are activated.*

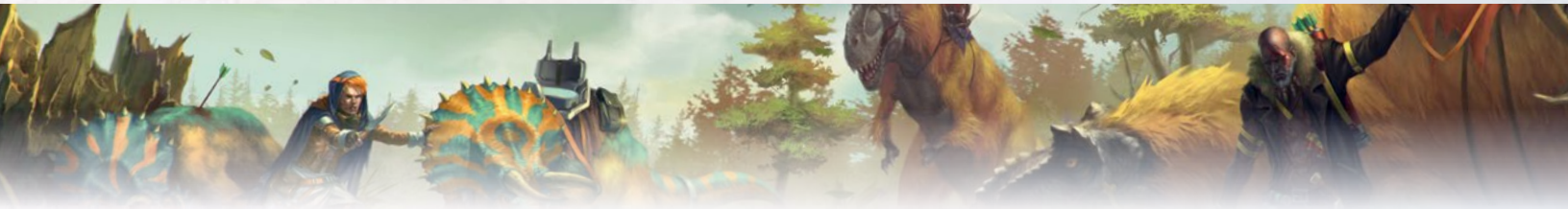


Cyphers, page 162

Companions, page 46



TIME ANOMALY CYPHERS



Characters will have at least one opportunity to replenish their cyphers during the course of the adventure, in a time anomaly located in the Cawdor Complex in area 8. Below are a few cyphers to consider. Additional cyphers can also be found in *Predation*.

COMPANION CONNECTOR

Effect: Creates a temporary telepathic bond between you and a willing nonhuman creature that you choose. The connector allows you to mentally communicate anything that you would normally be able to communicate with words, sounds, or actions. The user must touch the creature (as an action) to activate the connection. The connection breaks if the user and creature are more than a mile apart or once 24 hours have passed.

DELINEATOR

Effect: Creates a temporary map on the user's skin of the area that they are traveling through, for up to a mile or 24 hours, whichever comes first. The user must activate the cypher at the point in their travels where they wish to start. The map details only the places that the user encounters, and it begins to erase itself after 24 hours.

EFFICACY BOOST

Effect: Reduces the difficulty of using one of your abilities by one step.

MEDITATION AID

Effect: Restores 4 points to the user's Intellect Pool.

PHANTASM

Effect: Creates a mirage around you that makes you appear as though you are the nonhuman creature of your choice for ten minutes. To all other living creatures that can hear, see, and smell you, you sound, look, and smell like the creature you choose. The mirage dissipates if you touch another living creature or do anything that seems out of character for a nonhuman creature (such as picking a lock or shooting a gun).

SHOCKER

Effect: Delivers a powerful burst of electricity that shocks any creature touched, inflicting 4 points of damage.



Cyphers, page 162

All cyphers here are level 4.



THE CAWDOR COMPLEX



All the PCs should belong to the same organization. If the players have a hard time choosing, you can choose for them or roll a die to see which one they are part of.



Cyberdrone, page 137

In this adventure, the PCs will start out as members of either SATI or the Butterflies. Before handing out the character sheets, you'll want to give the players a few minutes to decide which group their PCs will belong to.

Once they've chosen an organization, you'll want to hand out the character sheets, along with the Group Affiliation notes for each character. Give each player their notes for the organization that the group has chosen and have the players add that information to their character sheet.

Give the players a few minutes to get acquainted with their characters and their companions. Have them introduce their characters and companions to the other players.

Once that's done, the group can decide who will play each character's companion. For a convention game, it might be easiest to create a simple exchange—every player plays the companion of the person on their right, for example. This allows the people sitting next to each other to interact and share a companion sheet. Alternatively, the players can each choose which companion they'd like to run.

To begin, start with the appropriate section, based on which organization the group has chosen.

FOR SATI MEMBERS

THE ASSIGNMENT

The characters are all members of SATI, and most have done at least one mission with SATI before. None of them have tackled anything of this nature, however.

When the adventure begins, the characters are at a makeshift SATI camp in the jungle, having just received their mission orders from a SATI higher-up named Arslan Saliha. The orders came via a document drop made by a cyberdrone. In a nutshell, those instructions are to proceed into the Cawdor Complex at the base of a volcano and apprehend a rogue scientist named Rados.

The orders provide few additional details, other than a map to the supposedly abandoned SATI station—**1. Refurbished Station**—which is located at the base of a volcano that lies even deeper in the jungle. The station serves as the gateway to the hidden Cawdor Complex *inside* the fiery mountain. From where the PCs are camped, that's a trip of about a half day through the jungle.

A couple of the PCs have already heard about Rados, because he's been publicly boasting—through a number of agents that he's sent out into the world—of a nearly completed working time machine, something that's been unheard of for almost a hundred years since the Last Commute, the moment when all time travel broke down. Rados claims to have solved the time-travel problem that's been keeping humans stuck in the Cretaceous period for decades.

SATI wants the characters to find out whether the tech is real (it isn't) and steal it if it is. And whether it's real or not, they are ordered to capture Rados and bring him in.



FOR BUTTERFLY OPERATIVES

THE ASSIGNMENT

The characters are all Butterfly operatives, and most have done at least one mission with the Butterflies before. None of them have tackled anything of this nature, however.

When the adventure begins, the characters have been following a trail of painted butterflies (a sign that is hard to see unless you've been trained by the group to see it) to the place where they've been told they will receive details about the mission. Because the Butterflies are a subversive guerrilla organization, they often exchange information in unusual ways: drop-off points, missives tucked inside other objects, and so on.

At this moment, the PCs have all arrived at the forest's edge around the same time to see that the final butterfly is painted on the side of a sauropod that is grazing peacefully in an open clearing in the middle of the forest.

Characters who take a moment to examine the sauropod (difficulty 4) see that there are well-camouflaged leather straps around the creature's right front leg. A small pouch hangs from the straps inside the leg, near its belly.

Pouch: Inside the leather pouch, players will find a sheaf of papers, a hammered metal key, and a flare.



Instructions: The PCs' instructions are to proceed into the Cawdor Complex and apprehend a rogue scientist named Rados.

The instructions provide few additional details, other than a map to the supposedly abandoned SATI station, which is located at the base of a volcano that lies even deeper in the jungle. The station serves as the gateway to the hidden Cawdor Complex *inside* the fiery mountain; however, the map provides the PCs an alternative way into the complex via **2. Lava Tubes**. From where the PCs found the sauropod, that's a trip of about a half day through the jungle.

A couple of the PCs have already heard about Rados, because he's been publicly boasting—through a number of agents that he's sent out into the world—of a nearly completed working time machine, something that's been unheard of for almost a hundred years since the Last Commute, the moment when all time travel broke down. Rados claims to have solved the time-travel problem that's been keeping humans stuck in the Cretaceous period for decades.

The Butterflies want the characters to destroy the time tech and eliminate Rados, in order to safeguard the future.

TRAVELING TO THE COMPLEX

The map directs the PCs to Kalis Volcano via a route through the jungle that intersects with their current location. According to the map, the PCs should expect an external station on the volcano's western side. The area—**1. Refurbished Station**—is labeled "Abandoned for safety reasons" on the PCs' map. However, someone has appended the following additional note to that label, in a different hand: "Resettled by Rados and his researchers."

SATI Map: The map provided to the SATI PCs also includes the instructions that the PCs should present themselves as SATI agents who are sympathetic to Rados or even pretend to have already joined Rados's faction in order to get past the outer station.

Butterfly Map: The map provided to the Butterfly PCs includes an additional secret route into the mountain and the Cawdor Complex via "partly collapsed lava tubes" (**2. Lava Tubes**) and a "lava lock" (**3. Lava Lock**) about which nothing further is explained.

Neither the Butterfly nor the SATI map provides details about the interior of the Cawdor Complex.

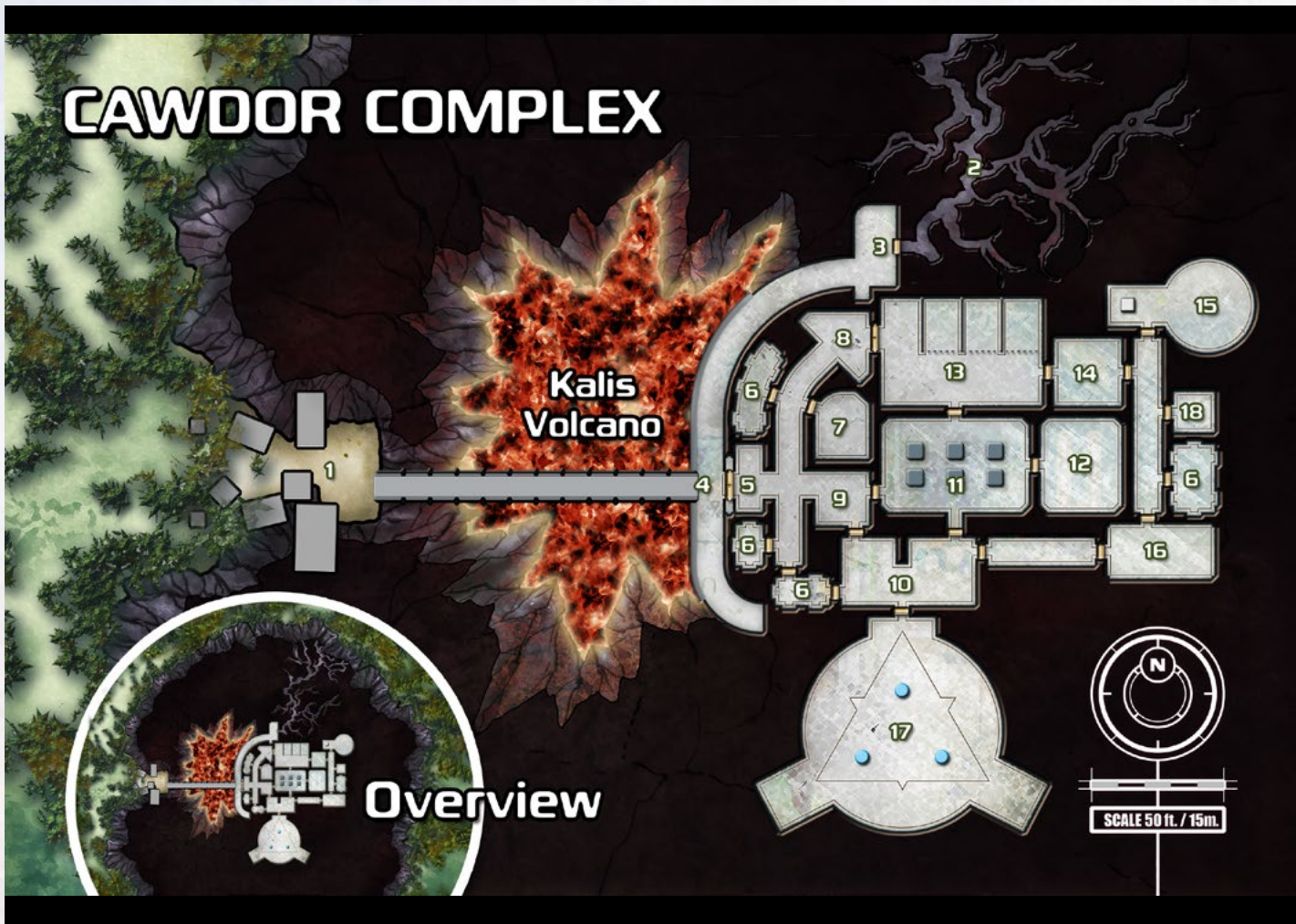
ENCOUNTER IN THE JUNGLE

The map reduces the difficulty of the task of navigating a way through the jungle (difficulty 5) by three steps. Each failed attempt puts the PCs a couple hours behind and increases the difficulty by one step.

With few exceptions, it's the philosophy of the Butterflies not to harm or kill a dinosaur unless absolutely necessary.

Sauropods are typically nonaggressive, but will fight if startled or threatened.

Sauropod: level 6, Speed defense as level 5 due to size; 6 points of damage by headbutting or wrapping their long necks around their prey



 Equipment, page 60

Along the way, the PCs pass the wreckage of some really large SATI flyer, long overgrown with jungle vines. It almost looks like the debris has been arranged into a kind of giant nest . . .

The wailing hunting call of a distant but rapidly approaching predatory dinosaur hits the characters' ears. A PC, especially one who is knowledgeable about dinosaurs, might be able to identify the call (difficulty 4) as belonging to some variety of pterosaur—and by the sound of it, one of the giant varieties.

The PCs can attempt to run or hide (difficulty 3), or they can fight. If they stay where they are, five giant pterosaurs called hatzegopteryx glide into the clearing within a few rounds. These short-necked winged predators—known as hatzees by those who've previously encountered these beasts—are hungry and angry that their territory (the wreckage) has been violated.

If the PCs explore the hatzee nest, they find the wreckage contains mostly slag

in addition to unhatched eggs, but a determined search yields up some useful equipment: a still-working headset laser gun and a solar chainsaw.

KALIS VOLCANO

Depending on which map the PCs have, they're likely to approach the volcano from either the west, where the outer station is visible, or from the north, where old lava tubes can be found.

The volcano is small by volcano standards, and it rises only about 1,000 feet (300 m) above the jungle. It is an active volcano, and smoke is visibly rising from it as the PCs approach. Every now and then, the ground shivers.

The PCs probably have a map that gives them guidance on how to enter. If they think of it, they could also ascend to the volcano's peak (difficulty 6), where an open shaft smokes. From here, they could attempt to climb down the shaft's interior (difficulty 7)

Hatzee: level 5; flies a long distance each round, bite does 6 points of damage

into **4. Caldera Chamber**. A slip within the volcano could send an unfortunate PC down into the lava there, so only competent climbers with climbing equipment should attempt such a dangerous entry.

1. REFURBISHED STATION

This once-abandoned station is now defined by refurbished buildings, new tents, a dinosaur stable, pallets containing concentrated foodstuffs and water, and recent construction. The bulk of the station lies beneath jungle trees with canopies that would probably mostly hide the activity from overflights. At least thirty people inhabit the area: guards, hunters, and lots of general laborers. Most don't have dinosaur companions; the stables are set aside for medium-size dinosaurs that are used for hauling or serve as mounts.

The most prominent dinosaurs, which are *not* in the stables, are a couple of *teslasaurus* that function as devoted guards of the station. They roam about the area, looking for intruders and protecting the station against predators. They respond to verbal commands from a subset of the SATI guards. They sniff out human intruders (difficulty 5 to avoid) and attempt to hold them in place by physically blocking them or threatening to attack until guards order them to release or attack the trespassers.

Specific structures include barracks, a kitchen, toilets and showers, and a small tavern called Faraday's. In Faraday's, those not on shift or doing research knock back a few drinks and share gossip. The refurbished station provides all the amenities not offered within the Cawdor Complex itself, which is focused entirely on research directed by Rados.

The captain of the guards, Jaran Wey, questions PCs who attempt to pass through the station. Having SATI credentials reduces the difficulty of the task of bluffing one's way through the station (difficulty 5) by three steps. Each failed attempt raises Wey's suspicions a notch that something isn't right about the characters, though PCs have a couple of chances to explain themselves before matters go poorly for them.

Wait, What's a Magmastat? PCs who succeed at bluffing their way in are shown to the tunnel into the volcano at the back of the

station. They're given an enigmatic warning, "Remember to switch your magmastats on before you cross the catwalk." If PCs don't know what a magmastat is, Wey becomes suspicious again, though PCs can try to explain away their ignorance with fast talk (difficulty 3). Every group of guards and about a third of scientists carry a magmastat.

2. LAVA TUBES

The map provided by the Butterflies reduces the difficulty of the task of finding one of several entrances to the lava tubes (difficulty 5) by three steps. The tubes are spacious for humans, but somewhat cramped for larger dinosaur companions; a particularly large companion could get stuck and need a push to get through a place where the tubes constrict. The tubes are also lightless, and when the ground shivers every so often, dust rains down from the ceiling.

In addition, the lava tubes are unstable. That's not apparent until the PCs are about halfway through, when the PCs discover a previous partial collapse ahead and must dig it out to continue onward (difficulty 4 and about twenty minutes of effort). If the tubes collapse further after they pass through, the PCs might have to find another way out of the Cawdor Complex when the time comes to leave.

3. LAVA LOCK

The tubes end at a wall of poured concrete and metal (level 6) with a large metallic door with a finger lock. If any PCs are SATI members, they might have the right prints on file to get through, but Butterflies will have to hack it (difficulty 5) or force it (difficulty 4). The metal appears rusted and scoured, and with the strength of a large companion to help out, forcing it shouldn't be an impossible task.

4. CALDERA CHAMBER

This vast subterranean space is lit from below by a magma lake. The massive chamber narrows as it rises toward the volcano's top. It's open to the sky high above, though climbing up and out would be no easy task (difficulty 7).

A metallic catwalk, which is only about 10-foot (3 m) wide, vaults across the caldera chamber running east-west connecting the

Magmastat

Level: 3

Form: Small device on badge or lanyard

Effect: Provides a radio relay that marks any group carrying one as legitimate visitors for dinosaurs keyed to the frequency via cybernetic enhancement.

Depletion: 1 in 1d20 (check each day of use)

GM Intrusion: *The lava tubes collapse behind the PCs. The character (or characters and their companions) bringing up the rear must succeed on a difficulty 5 Speed defense task or take 5 points of damage from falling rubble and become trapped until they can escape (difficulty 5).*



Teslasaurus, page 147

Captain Jaran Wey: level 6; Armor 3

Station Guard: level 2; attacks inflict 3 points of damage

Apatosaurus anapto: level 9; health 50; Armor 3; tail lash inflicts 10 points of damage on all creatures within immediate range of each other; tail magma splash inflicts 6 points of ambient damage for three rounds

SATI Guard: level 4; health 12; Armor 2; attacks inflict 4 points of damage; one carries a magmastat

A general alert sounds through the complex. While the alert continues, GM intrusions are triggered on a roll of 1–4 on a d20 (instead of just a 1).

GM Intrusion (group): A group of five guards or a flock of six guard raptors find the PCs.

Guard raptors, page 14

exterior station to a rocky ledge that surrounds the exterior of the Cawdor Complex. Both the catwalk and ledge are about 75 feet above the magma. However, a rocky protrusion rises about 50 feet above the magma lake (and thus lies 25 feet below the catwalk), which is home to an immense *Apatosaurus anapto*, commonly known as an anapto.

Anapto: The anapto looks somewhat like a normal apatosaurus; however, its feathers and scales are heat-reflective and its tail can withstand direct immersion in magma without coming to harm. A cyberset grafted to its head allows it to receive commands, and more importantly for SATI PCs, to get the “all’s clear” radio signal from anyone in a group who carries a magmastat radio badge.

The apatosaurus on the rocky ledge down in the caldera is close enough to the east-west metallic catwalk to bring its massive head up above the level of the catwalk to study those crossing it. Using its lashing tail, the apatosaurus attacks those whom it judges do not belong, and it attempts to batter intruders off the catwalk to a long fall into the lava. Luckily for those on the catwalk, it’s a bit awkward for the dinosaur to hit those so high above it, so its attacks aren’t as difficult to avoid as they’d otherwise be (difficulty 5 to avoid its tail, difficulty 4 to avoid falling off the catwalk if hit by the tail). Falling into lava inflicts 6 points of ambient damage per round, plus 6 points

for three additional rounds after getting out of the lava.

The tail can’t directly reach those on the rocky ledge running north to south that fronts the Cawdor Complex. Butterflies who enter by means of the lava lock reach this catwalk and thus are safer. However, the apatosaurus can use its tail to hurl globs of lava at anyone there (difficulty 4 to avoid them).

5. GUARD POST

The door between the caldera chamber and the Cawdor Complex is usually locked electronically (difficulty 4 to hack), but a large external call button alerts the five station guards inside when someone wants in. A video screen flickers to life once the call button is pressed, allowing two-way communication between those outside and the guards inside. The guards ask the PCs the reason for their entry, since they’re not part of any of the scheduled deliveries or known shift changes.

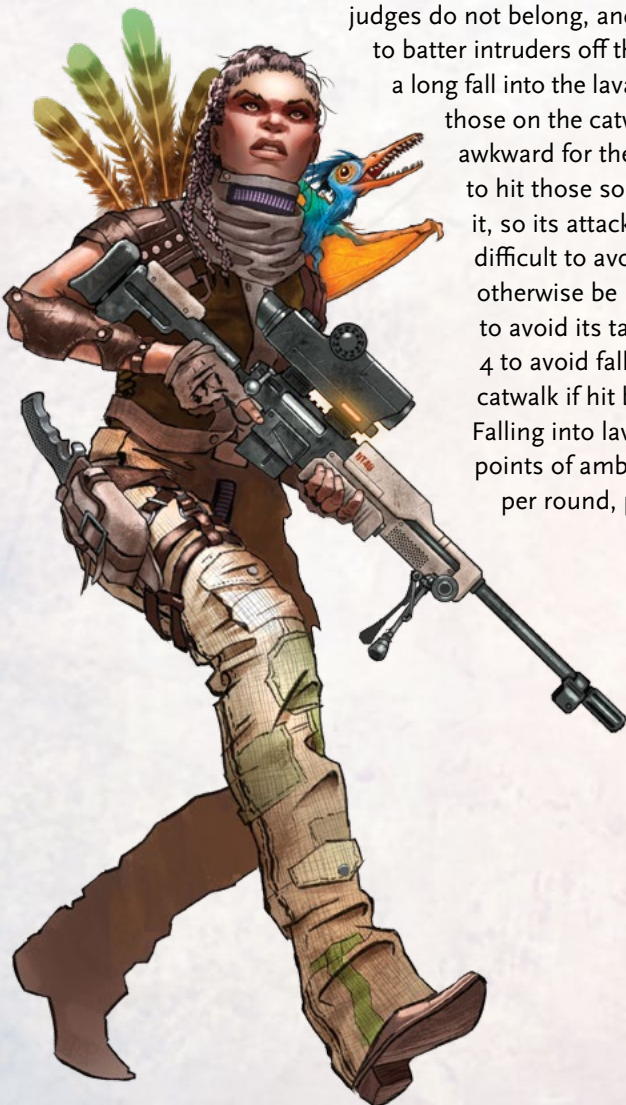
Having SATI credentials reduces the difficulty of the task of bluffing the guards (difficulty 4) by three steps. Each failed attempt raises the guards’ suspicions a notch that something isn’t right about the characters, though the PCs have a couple of chances to explain themselves before the guards sound a *general alert* through the complex. If the PCs are being attacked by the *Apatosaurus anapto*, that increases the difficulty of all bluff attempts by one step.

Guards who are convinced the PCs are allies provide assistance, if asked. They can give a *very general* overview of the complex, but PCs who don’t seem to know the layout risk raising the guards’ suspicions. The PCs *can* ask the guards where Rados is without raising undue suspicion. The guards don’t know exactly, but say he can probably be found in Time Lab Alpha, Time Lab Beta, or Time Lab Omega.

Whatever goes down, the guards alert Valentina Chernow, the lab supervisor (**7. Lab Supervisor**), letting her know that unscheduled visitors have arrived in the complex.

6. EQUIPMENT STORAGE

All chambers keyed to this entry are helpfully labeled “Equipment Storage,” right above the finger lock. SATI PCs might have the right



prints on file to get through, but Butterflies will have to hack it (difficulty 6) or force it (difficulty 4).

Each equipment storage area contains a variety of materials useful for general scientific research, including solvents and other chemicals, a spare microscope or two, lab coats and goggles, and even a few sensor arrays.

The two main categories of research done in the Cawdor Complex are genetic and temporal, which means a lot of equipment is related to genetic research and includes DNA synthesizers; equipment for analyzing DNA, RNA, and the many artificial ribonucleic acids; and so on. Temporal equipment includes very precise timepieces, exacting weights, wavelength guides, laser interferometers, and so on.

PCs who spend at least ten minutes searching through an equipment cache can find tools or materials that might provide them with an asset on different scientific tasks.

Alternatively, the same amount of time spent (difficulty 5 for searching) could yield a useful artifact.

7. LAB SUPERVISOR

This is the office of Valentina Chernow, who is the lab supervisor. Chernow is usually always here during the day and often into the evening. She has long dark hair worn in tight braids, almost always wears data goggles that cover her eyes, and sports a data scarf that glows with changing mathematical formulas and simple images. Her companion is a small raptor, a venaraptor called Plucky.

She's not Rados's second-in-command by a long shot, but he does rely on her to see to it that the lab runs smoothly. She manages equipment, shift changes, materials, feeding and care of the lab dinosaurs, HR issues, and so on, so she has a lot of authority.

She's also secretly an inside undercover operative for the Butterflies; she's how the Butterflies learned of the existence of the laboratory in the first place.

Butterflies: Butterfly PCs might notice the pattern of butterflies that move among her scarf's designs (difficulty 3) and realize who she is. If the characters make themselves known to her, she aids the PCs if she can, as long as it doesn't jeopardize her secret

PACING FOR CONVENTION PLAY

This adventure is designed to be playable in about four hours. However, a group could find themselves still exploring the Cawdor Complex as the allotted time for convention play expires. To avoid this, watch the clock. If three hours have passed and the characters have found and removed only a single temporal anchor (instead of being on the cusp of removing all three temporal anchors from the three time labs' time anomalies), consider intervening. You could do so in one of the following ways.

Option One: You could fast-forward the game, telling the PCs they've managed to remove two of the three temporal anchors from the time anomalies, and they have only one more to go.

Option Two: If time has become a significant issue, decide that removing only two, or perhaps even only one, temporal anchor is enough to collapse the standing temporal wave, as described in **17. Time Lab Omega**. In this case, the collapse started when the first anchor was removed—it just wasn't obvious until this moment.

position in the lab (and thus, in SATI). She will explain that Rados is using all three time labs to create a kind of standing temporal field larger than the sum of its parts. Rados has entered the time anomaly in **17. Time Lab Omega** and hasn't come out for a couple days. To retrieve him, Chernow believes that the PCs will have to remove a temporal anchor from both **8. Time Lab Alpha** and **15. Time Lab Beta** in order to collapse the standing wave. She doesn't know whether the experiment is on track to restore true time travel back to the future. So far, no, but Rados seems convinced he's on the right track.

SATI: SATI PCs are hindered by Chernow, especially if she thinks they are there to join with Rados or if they are already acolytes. She says that Rados isn't looking for new hires, or that he won't "be back" for a few weeks, and otherwise tries to misinform the PCs. SATI PCs who are sensitive to such

Several rooms are keyed to area 6. Each one is filled with scientific equipment but might also include an artifact if searched.



Artifacts, page 168

Valentina Chernow: level 5; Armor 2; inflicts 6 points of damage from an electric whip that also stuns victims for one round who fail an additional Might defense task; carries a magmastat

Plucky, venaraptor: level 3; interaction and search and rescue as level 4; bite captures a victim and holds it immobilized (until the victim succeeds on a Might defense roll to break free); spiked armor inflicts 2 points of melee damage; Armor 3

things may realize that Chernow is giving them the runaround (difficulty 5), but she doesn't explain why even if they call her on it.

If attacked, Chernow will call for help from **5. Guard Post** and set a general alert.

8. TIME LAB ALPHA

Scientific machinery surrounds a wavering time anomaly open in this chamber. A door big enough to admit even large dinosaurs is closed on the east side of the chamber (leading to **13. Specimen Kennel**).

Knowledgeable PCs can discern the equipment might be what's keeping the time anomaly open, though something else is at play (maybe the temporal anchor?). Three temporal scientists are in the chamber, monitoring it. They automatically answer questions from PCs that can flash SATI credentials, but they can also be convinced to answer questions from others who show sufficient scientific curiosity (difficulty 3).

The scientists describe that they have established persistent time anomalies in all three of the complex's time labs, thus creating a standing temporal field that is much larger than any individual time anomaly. They have done so by inserting a device they call a "time anchor" into each anomaly. As long as the time anchors remain implanted in the temporal anomalies hosted in both **8. Time Lab Alpha** and **15. Time Lab Beta**, the largest anomaly in **17. Time Lab**

Omega will sustain itself and grow larger.

If asked whether they think that time travel back to the future is on track, the scientists only say that the results seem promising, especially to Rados.

If the PCs inquire where Rados might be, the scientists say Rados has disappeared into the time anomaly in **17. Time Lab Omega** and hasn't come out for a couple days. If the PCs just wait for a few more days, they say, he is sure to return. The only way to get him back sooner would be to collapse the standing wave, and the scientists have orders from Rados not to do that.

Time Anomaly: The time anomaly in this room can be used to replenish a PC's cyphers, as normal. In addition, a PC can attempt to emerge with the time anchor device described by the scientists or Chernow. Doing so requires strict concentration (difficulty 5) while a PC is "within" the time anomaly to pull it out when they emerge. If they come out with a time anchor, the scientists suspect sabotage and raise the alert.

9. VAT CONTROLS

Computer screens and monitors fill this chamber. Several screens show a chamber whose floor is slotted with several massive bioreactors large enough to hold dinosaur-sized subjects. According to the three screens, four of the massive bioreactors contain saurian subjects in a sedated state.

Three scientists work in this chamber at any one time, monitoring the experiments. The controls here can also abort an ongoing experiment, change its parameters, or recondition a bioreactor to start a brand-new experiment. They answer questions automatically from PCs that can flash SATI credentials, but can also be convinced to respond to questions from others (difficulty 3).

The scientists explain that they continue to scan through dinosaur DNA for clues about time travel, with limited success. Rados is the only one who knows all the results. If asked whether they think that time travel is working

Temporal scientists (3): level 2; level 5 for knowledge and engineering tasks related to time; one carries a magmastat

TIME ANCHOR
Level: 4

Form: Metallic sphere with crystal components
Effect: If a time anchor is thrown into a time anomaly, the time anomaly becomes stable indefinitely until the anchor is removed from it, whereupon the anomaly immediately collapses.

Depletion: 1 in 1d6 (check each time the anchor is removed from an anomaly)

*There is no preferred order for removing temporal anchors. Whichever one is last removed triggers the collapse of the entire standing wave. Rados emerges from whichever anomaly is collapsed last, as described under **17. Time Lab Omega**.*



again based on their expertise, they state that the results seem promising, especially to Rados, and that they will have to ask him, because he keeps his data close to the cuff.

If the PCs inquire where Rados might be, the scientists explain that Rados has disappeared into the time anomaly in **17. Time Lab Omega** and hasn't come out for a couple days. If the PCs just wait for a few more days, they say, he is sure to return with some new revelation or insight.

10. DINOSECTION

Massive worktables hold a couple of flayed dinosaur torsos, which have been soaked in a preservative solution, allowing for ongoing dissection. The whole area smells strongly of preservative fluid.

Two genetic scientists work here. They react essentially the same way that the scientists in **9. Vat Controls** do.

11. BIOREACTORS

A single genetic scientist named Marc Plourde works in this chamber. The floor of this huge, high-ceilinged room is slotted with several massive bioreactors large enough to hold dinosaur-sized subjects. Four of the massive bioreactors contain saurian subjects in a sedated state.

Three of the creatures, despite their size, look like late-stage dinosaur fetuses. However, one has a strange finned dinosaur inside that's curled up under a layer of translucent biofilm. The data plaque over this vat reads "*Igneusaur deus*." Long-tailed, it'd be 30 feet (9 m) long if it emerged from its tank. PCs should keep their inquisitive companions close, because if disturbed, the strange finned dinosaur could wake and erupt aggressively from its bioreactor.

PCs familiar with dinosaur naming convention could translate *Igneusaur deus* as God of Volcanoes. The creation is a bit of a pet project for one of the scientists working at the lab, Marc Plourde, who believes that the strange DNA that they sometimes find in dinosaurs might open secrets even more mind-blowing than time manipulation. Perhaps aspects of creation itself could be unlocked.

In any case, the *Igneusaur deus* in this bioreactor is, like its namesake, given to

furious eruptions. It could spring forth and go on a killing spree. If that happens, terminator genes spliced into the creature should be able to halt the rampage—hopefully. They are triggered by flashing a bright light directly into the creature's eyes.

12. NURSERY

In some ways, this chamber resembles **11. Bioreactors**; however, slots in the floor are filled with nesting material. Currently, the room is empty and the lights are out.

A single piece of loading equipment is also stored here—a forklift suit—which researchers use to carry sedated saurian subjects between this chamber, **11. Bioreactors**, **10. Dinosection**, and **13. Specimen Kennel**.

13. SPECIMEN KENNEL

This area contains several massive pens for keeping dinosaurs, as well as a gigantic wall unit containing a popular kind of dinosaur kibble—popular with breeders and scientists, anyhow; most dinosaurs only eat kibble when nothing better is available.

Currently, only one cell is inhabited, but it holds three platypodes. No staff member is assigned to this chamber on a permanent basis; feeding and care occur twice a day and are usually carried out by a rotating crew of guards from other areas.

Another cell, open and empty but filled with signs of habitation, serves as a home to the roving flocks of guard raptors that wander the complex.

14. RESEARCH

Traditional lab space here provides desks and some lab surface for up to ten scientists at one time, though at any given time there are only three genetic scientists and three temporal scientists working in here.

If the PCs have been passing themselves off as SATI scientists interested in or already working with Rados, the scientists here are eager to show off their small parts of the overall research. Whether that has to do with time dilation constants during a solar flare, the arrow of time, nutrient uptake in a pluripotent ion bath, or some other specialty, the scientists will talk the PCs' ears off if allowed. In fact, getting away without

Genetic scientists (2): level 2; level 5 for knowledge tasks related to genetics and biological engineering; one carries a magmastat

Igneusaur deus, immature: level 8; Speed defense as level 4 due to size; health 50; Armor 1; short-range magma spittle attack inflicts 6 points of ambient damage for three rounds to all creatures in immediate range of each other; terminator gene activated by flashing bright lights in dinosaur's eye knocks it out

Marc Plourde, genetic scientist: level 3; level 5 for knowledge tasks related to genetics, biological engineering, and mythology; carries a pocket laser that can blind a target for a few rounds or knock out an *Igneusaur deus*

GM Intrusion: An artifact or other piece of equipment carried by the character releases a static discharge that disturbs the equipment keeping the *Igneusaur deus* placid.

A forklift suit decreases the wearer's Speed Pool by 4 points and increases their weight by about a ton (900 kg), but the difficulty of any task to lift a large, heavy, and bulky object is decreased by three steps.



Platypode, page 143

Guard raptors, page 14

Temporal scientist: level 2; level 5 for knowledge and engineering tasks related to time; one carries a magmastat

rousing the scientists' suspicions requires a very good reason or a reasonable-sounding bluff (difficulty 3).

15. TIME LAB BETA

Scientific machinery surrounds a wavering time anomaly open in this chamber. The anomaly emits a strange whine for reasons no one has figured out.

In most other ways, this chamber is similar to Time Lab Alpha, including the presence of a couple of temporal scientists. The PCs could also replenish their cyphers in the time anomaly, which remains constantly open here, and they could attempt to remove the temporal anchor that keeps this anomaly from closing. Refer to **8. Time Lab Alpha** for specifics.

The most significant difference from Alpha is that a flock of twelve guard raptors, attracted to the strange whine given off by the time anomaly, can usually be found here in Time Lab Beta. The guard raptors are keyed to scent cues, and the PCs, whether they are SATI or Butterfly, are unlikely to possess such credentials. Unless the PCs can somehow mask their scent, the flock attacks (possibly to the bewilderment of the scientists, though it's more likely to be taken as a sign that the PCs don't belong).

16. LIBRARY

Reading tables, lamps, a few comfortable reading chairs, and shelves of precious books fill this chamber. A character who spends about ten minutes researching a temporal or genetic engineering topic gains an asset to a related knowledge task. Usually one or two scientists can be found here, though it's not uncommon for the room to sit idle.

17. TIME LAB OMEGA

This time lab has a finger lock set to only Rados's prints. The PCs will have to hack the lock (difficulty 6) or force it (difficulty 6) to get in. No scientists are usually working in this lab; it is set aside for Rados.

Inside, the wide chamber contains a time anomaly that's probably larger than any of the anomalies the PCs have ever seen before. It manifests as a pearly, static-wracked sphere between three large crystal waveguides fixed to the floor.

Prior to the removal of the temporal anchors from the other two time labs, the anomaly here is stable, despite its unusual size. The PCs could use it to regain cyphers if they wish. If they enter it with the hope of recovering Rados, they fail; he's out of temporal phase. The PCs could enter and try to emerge with a temporal anchor (difficulty 4).

If the PCs have removed both time anchors from the anomalies in Time Lab Alpha and Time Lab Beta, the anomaly here becomes destabilized. If they remove the last anchor from its anomaly, it and the other two time anomalies all begin to collapse as if they were one connected anomaly.

It takes up to a minute or two for the standing wave to collapse, beginning with the removal of the last temporal anchor.

STANDING WAVE

COLLAPSE REPERCUSSIONS

A few things happen when the time anomalies begin to fail. The entire collapse takes up to a minute or two to conclude. During this period, time and dimension become a bit unstuck.

Eruption Threat: When the temporal wave begins to collapse, the entire volcano shudders. Red warning lights flash on displays across the complex, along with a voice warning, "Eruption event spiked to 80% probability; evacuate immediately!" (Treat the voice warning as a GM group intrusion.) This voice warning threat repeats every few minutes, each time with the probability of eruption increasing by a percent. It's unlikely the PCs have the means to halt this process, but if they come up with a scheme, it's great to let them try. Otherwise, they should probably finish up their business, leave the volcano, and get clear of the area within the next hour if they don't want to become part of geologic history.

Alternate Timeline Contamination: In what is perhaps a vindication of parallel timeline theory, several familiar people emerge from the collapsing anomaly. (Treat this as a GM group intrusion.) They look a lot like the PCs, though sans dinosaur companions. Other cosmetic differences are obvious, most prominently that instead of skin, these

Time Lab Alpha, page 12

Temporal scientists (2): level 2; level 5 for knowledge and engineering tasks related to time

Temporal anchor, page 12

Guard raptors: level 3; Speed defense as level 5 due to size and speed; when three raptors attack a single target, treat as one level 5 attack that inflicts 6 points of damage

alternate-dimension PCs have scales and feathers sort of like dinosaurs’.

They’re also burned, hurt, and angry, and they immediately attack the PCs. By their accusations, they believe that the characters are responsible for destroying their entire timeline. They disappear like mirages when the anomaly collapse is finally complete, in whatever state they were in.

Rados Emerges: When the collapse of the standing temporal wave concludes with a roll of thunder and another shudder of the entire volcano, all that remains is Rados. He’s scarred and bleeding, and he’s obviously been through a lot. His black hair, fringed with white at the temples, is wild. Importantly, he’s also riding his acroplocerex companion.

Rados is power-hungry, a bit mad, and convinced that he was going to be the savior of the world. He is *certain* that he was on the cusp of reestablishing time travel, before the standing time wave collapsed. He demands an explanation from the PCs on how that could’ve happened, not caring that he doesn’t know who they are; he assumes they are just more scientists whose names and faces he’s failed to memorize.

This is a chance for the PCs to spin a yarn if they wish to convince Rados to take some specific course of action (which, for SATI PCs, is that he should come with them, for his own safety). Convincing Rados is tough (difficulty 5, two successes before two failures) but not impossible.

Unfortunately, Rados *was* wrong about his chances for succeeding in reestablishing time travel, and PCs with even a little knowledge of temporal theory can potentially infer that Rados was mucking about with alternate timelines, not traveling back to their original time period (difficulty 4). Pointing that out to Rados is unlikely to win the PCs any points. Instead, it drives him into a murderous rage, and he attacks.

If at any point the PCs confess to having collapsed the time wave, it also drives him into a rage, and he attacks. He insists the PCs have destroyed his chance to return to the future.

18. RADOS’S QUARTERS

This chamber has a finger lock set to Rados’s prints. The PCs will have to hack the lock (difficulty 6) or force it (difficulty 6) to get in. Inside, the room is *plastered* with genetic engineering schematics and plans for all kinds of temporal research. Making sense of it all requires at least a few hours of study. Even then, all that the PCs come away with is that Rados is using technology called temporal anchors to keep three time anomalies open and relying on the theory of chronal resonance to keep the anomalies tuned to each other’s fluctuations. The resulting temporal standing wave could shatter temporal barriers.

The PCs can also find a spare magmastat.

Alternate-dimension PCs: level 5; each one uses an attack similar to the related PC’s signature attack; these NPCs evoke the characters narratively, but they are not exact mechanical replicas of the PCs

Rados: level 5; tasks related to temporal engineering as level 7; health 25; Armor 2; gains an asset to attack and defense tasks while riding his acroplocerex; two long range attacks per turn using his headset laser gun that inflicts 6 points of damage per attack



Acroplocerex, page 130



CONCLUDING THE ADVENTURE

The PCs' final objective varies depending on which group they are working for.

SATI MEMBERS

If the characters can emerge from the complex and get away from the volcano before it erupts with Rados and at least one temporal anchor, they succeed in the job SATI set for them. If the PCs were clever, they might've convinced Rados that they were sent by another SATI faction to save him from sabotage, to make him their leader, or something that'll keep Rados's mad ego satisfied. Of course, sedating him also works.

BUTTERFLY OPERATIVES

Even with the threat of volcanic eruption imminent, Rados won't willingly leave the complex. So, PCs aligned with the Butterflies can accomplish their goal of destroying Rados's technology and the man himself merely by getting away once they collapse the time wave. It's not necessary for them to actually fight Rados at the end, because he remains behind, working desperately to find some way to reactivate his work before the eruption.

EXPERIENCE POINTS

The PCs earn 2 XP for collapsing the temporal wave. They earn an additional 2 XP if they also succeed in their mission (destroying Rados and his technology for the Butterflies, or acquiring Rados and his technology for SATI).



NAME Gibson

IS A Savage **DESCRIPTOR** Karn **WHO**

FOCUS Predates **TYPE** Toby

COMPANION

TIER 1 **EFFORT** 1 **XP**

MIGHT	SPEED	INTELLECT
19	2	8
POOL	EDGE	POOL
EDGE	POOL	EDGE

SKILLS T = trained, S = specialized, I = inability Pool T S I

Climbing	S	X	
Running	S	X	
Intimidation and scare tactics	I	X	
Smashing and breaking things	M	X	
Initiative	S	X	
Pleasant social interactions	I		X

RECOVERY ROLLS 1d6+ 1

1 ACTION **1 HOUR**

10 MINS **10 HOURS**

DAMAGE TRACK

IMPAIRED +1 Effort per level ignore minor and major effect results on rolls Combat roll of 17-20 deals only +1 damage

DEBILITATED Can move only an immediate distance Cannot move if Speed Pool is 0

SPECIAL ABILITIES & COMPANION BENEFITS

COMPANION: When your companion is within long range, you gain an asset on all actions that involve reacting to surprises, traps, time terrors, and other sudden occurrences. Enabler.

Practiced With All Weapons

Tooth and Nail: Practiced in using your enhanced body parts (teeth, claws, nails, tail, etc.) as medium weapons

Thrust (1 Might point): You inflict 1 additional point of damage with sharp/pointed weapons.

Draw the Pack (2 Might points): You roar mightily or take some other action that draws the attention of up to three creatures within short range. For the next two rounds, they focus all their attention on you. Action.

ATTACKS **MOD** **DAM**

Battleaxe		4
Maul		6
Enhanced body parts		4

ADVANCEMENT

INCREASE CAPABILITIES +4 points into stat Pools

MOVE TOWARD PERFECTION +1 to the Edge of your choice

EXTRA EFFORT +1 into Effort

SKILL TRAINING Train in a skill or specialize in a trained skill

OTHER Refer to the *Cypher System Rulebook*

PREDATION

CYPHERS

ACLOW (level 4): Temporarily alters your genetic material with fluorescent proteins, causing you to glow with a bioluminescent light that illuminates the surrounding area (within close range) as if it were daylight. Lasts one hour.

TIMESEEKER (level 9): Allows you to sense the presence of time anomalies within a 1-mile (1.6 km) radius. You can pinpoint the location of any current time anomalies in the area, learn their levels, and gain a rough estimate (within a few minutes) of how long each will last. Lasts for one day.

2 **LIMIT**

EQUIPMENT

Enhanced body parts (teeth, claws, nails, tail, etc.)
Clothing designed to hide or work around enhanced body parts

Battleaxe (medium)

Handcrafted heavy metal maul (heavy)

Scale armor (medium)

Dinosaur pheromones (asset on positive dinosaur interactions)

Adventurer's pack

Torch

3 (includes +1 from Predates) **NAUTILS**

BACKGROUND

For years, you fought in the Pits of Pyrrhic, defeating creatures and other humans. You were a crowd favorite. When you gave it up abruptly, your fans were shocked and distraught.

You suspect Laux is either afraid of or disgusted by your adaptations, but you haven't asked them.

NOTES

COMPANION BACKGROUND

The first time the two of you met, Toby tried to kill you. You were able to calm the ankylosaurus, and eventually the two of you called a tenuous truce. You hope it lasts.

PORTRAIT

NAME Caley

IS A Volcanic **TYPE** Karn **WHO**

DESCRIPTOR Moves Like a Raptor

FOCUS September

COMPANION

TIER 1 **EFFORT** 1 **XP**

MIGHT	SPEED	INTELLECT
12	1	8
POOL	POOL	POOL
EDGE	EDGE	EDGE

SKILLS T = trained, S = specialized, I = inability Pool T S I

Balancing	S	X	
Climbing	S	X	
Jumping	S	X	
Initiative	S		X

RECOVERY ROLLS 1d6+ 1

1 ACTION **1 HOUR**

10 MINS **10 HOURS**

DAMAGE TRACK **IMPAIRED** **DEBILITATED**

+1 Effort per level
ignore minor and major effect results on rolls
Combat roll of 7-20 deals only +1 damage

Can move only an immediate distance
Cannot move if Speed Pool is 0

SPECIAL ABILITIES & COMPANION BENEFITS

COMPANION: You gain an asset on all perception tasks when your companion is helping you search, look, or listen. Action.

Practiced With All Weapons

Practiced in Armor

Swipe (1 Speed point): Quick, agile melee attack; inflicts 1 less point of damage than normal but dazes your target for one round, during which the difficulty of all tasks it performs is modified by one step to its detriment. Action.

Calm Before the Storm: Once per day, if you take an action to meditate and clear your mind, you can make a recovery roll on your next action. This doesn't count against your existing recovery rolls.

Sleeping Giant: When you forgo your action once in combat, you deal 5 additional points of damage on your next attack (if it's successful). If you forgo your action twice in a row in combat, you deal 8 additional points of damage on your next attack (if it's successful). Can be used only once per combat encounter.

Safe Fall: You reduce the damage from a fall by 5 points. Enabler.

ATTACKS

	MOD	DAM
Telescoping spear		4
Mace		6

ADVANCEMENT

INCREASE CAPABILITIES
+4 points into stat Pools

MOVE TOWARD PERFECTION
+1 to the Edge of your choice

EXTRA EFFORT
+1 into Effort

SKILL TRAINING
Train in a skill or specialize in a trained skill

OTHER
Refer to the Cypher System Rulebook

PREDATION

CYPHERS

CYPHER PURGE (level 3): Allows you to purge all remaining cyphers from your DNA without activating them. This effect is permanent and the purged cyphers cannot be recovered.

SYRINX (level 5): Alters your voice box, allowing you to perfectly mimic the songs, coos, roars, snuffles, etc. of any creature you hear while the cypher is active. Provides an asset to all interaction tasks, including deception, communication, and training with those creatures. Lasts for one hour.

2

LIMIT

EQUIPMENT

Reinforced hide armor (heavy)
Telescoping spear (medium)
Mace (heavy)
Ornate metal shield (provides an asset on Speed defense tasks)
Adventurer's pack
Portable solar light
Survival rations

3

ARMOR

6

NAUTILS

BACKGROUND

You used to serve as a bodyguard for a traveling caravan. To this day, whenever you run across your former companions, they cut you great deals on supplies.

Halen comes from the same place you do, and you knew each other as children.

COMPANION BACKGROUND

You spent the better part of a year hunting down the perfect companion before you finally found September. The two of you have been inseparable ever since.

NOTES

PORTRAIT

PREDATION

SPECIAL ABILITIES & COMPANION BENEFITS
COMPANION: When working with your companion, you gain an asset on all tasks involving figuring out, opening, or discovering physical devices, contraptions, and mechanisms, including traps, locks, doors, tools, levers, and hidden structures. Action.

Practiced With Light Weapons

Crossed Wires (1+ Intellect point): You have built or otherwise gained access to a remote device that renders one cybernetic or biorobotic creature within long range unable to function for one round. Alternatively, you can spend an additional Intellect point to attempt to affect two cybernetic or biorobotic creatures in this way for one round. Each creature requires a separate roll. The creature(s) must have a combination of biological and synthetic parts in order for this ability to function. Action.

Hacker (2 Intellect points): You gain quick access to a desired bit of information in a computer or similar device, or you access one of its primary functions. Action.

Self-Healing: Once per day, you can take a rest as an action and repair your upgraded body parts. Restore 1d6 points to your Speed Pool. (Points always go into that Pool, up to your original limit. Does not count against your existing rests.) Action.

ATTACKS

	MOD	DAM
Hunting knife	-1	2

ADVANCEMENT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INCREASE CAPABILITIES +4 points into stat Pools	MOVE TOWARD PERFECTION +1 to the Edge of your choice	EXTRA EFFORT +1 into Effort	SKILL TRAINING Train in a skill or specialize in a trained skill	OTHER Refer to the Cypher-System Rulebook

NAME: Halen

IS A: Mechanical

DESCRIPTOR: TYPE: Tec

WHO: Self-Evolves

FOCUS: Blink

COMPANION: 1

TIER: 1

EFFORT: 7

XP: 1

MIGHT	SPEED	INTELLECT
8	13	18
POOL	POOL	POOL
EDGE	EDGE	EDGE
		1

SKILLS T = trained, S = specialized, I = inability Pool T S I

History	I	X	
Technology	I	X	
Identifying and understanding machines	I	X	
Using, repairing, and crafting machines	I	X	

RECOVERY ROLLS

1d6+ 1

1 ACTION: IMPAIRED +1 Effort per level ignore minor and major effect results on rolls

10 MINS: DEBILITATED Can move only an immediate distance Cannot move if Speed Pool is 0

10 HOURS: DEALS ONLY +1 DAMAGE

CYPHERS

DINOSENSES (level 2): Alters your senses to provide you with enhanced sight, smell, and hearing, particularly as it pertains to dinosaurs. For one hour, you have an asset on all tasks involving studying, understanding, and communicating with dinosaurs (and dinosaur-like creatures)

MANIFESTATION (level 3): Changes the appearance of a nonhuman creature. The change takes ten minutes to apply and lasts for 24 hours. You must touch the creature (as an action) to activate the cypher.

3
LIMIT

EQUIPMENT

Wetweave clothing

Lab coat (light armor)

Hunting knife (light weapon)

Sonic grenade

All-weather goggles

Lantern

Fingerprint smart lock

Variety of machine tools

Toolkit for keeping your non-organic parts in good shape

1
ARMOR

10
NAUTILS

BACKGROUND

Your grandmother was one of the original commuters. She never talked about what she did for SATI, but before she died, she told you she kept a journal. You don't know where it is.

Most people don't know about your alterations unless you tell them, as they're well hidden beneath your skin, but you and Caley knew each other before you began altering yourself. You're not sure how Caley feels about the changes you've made.

COMPANION BACKGROUND

You worked at a dinosaur ranch for a few years. When you left, the owner thanked you for all your hard work by offering you one of the young dinosaurs of your choice.

NOTES

PORTRAIT

PREDATION

SPECIAL ABILITIES & COMPANION BENEFITS
COMPANION: You gain an asset on all positive social interactions when your companion is within immediate range and visible to the people in the conversation. Enabler.

Practiced With All Weapons Trained Without Armor

Discover Dinosaurs (2 Intellect points): You scour the area within long range, searching for any signs of current or recent dinosaur activity. If there is or was a dinosaur in this area, you discover its level, general type, and any additional facts that the GM provides. Action.

Quick Draw (2 Speed points): After using a thrown light weapon, you draw another light weapon and make another thrown attack against the same target or a different one. Action.

Try Anything Once: Any time you attempt something that you've never done before and that you aren't trained or specialized in, you gain an asset on that task.

Find Origin (1 Intellect point): You can study a creature or plant and learn one thing about where it came from. You might uncover its place of origin, its creator (if it has one), or the way in which it was formed. Action.

Hush Now (2 Intellect points): Through voice and actions, you temporarily convince a nonhuman creature with at least some biological components and within short range that you are its parent or creator. It remains calm for up to two rounds, as long as you focus all your attention on it. Action.

NAME Sadiki

IS A Daring **TYPE** Pteryx **WHO**

DESCRIPTOR Plays God

FOCUS

COMPANION Freya

1 TIER **1 EFFORT** **XP**

MIGHT	SPEED	INTELLECT
10	13	15
POOL	EDGE	POOL
EDGE	POOL	EDGE

SKILLS T = trained, S = specialized, I = inability Pool T S I

Pathfinding	I	X	
Laws, rules, and social norms	I		X

RECOVERY ROLLS **1d6+** 1

1 ACTION **1 HOUR**

10 MINS **10 HOURS**

DAMAGE TRACK **DEBILITATED**

+1 Effort per level
 Ignore minor and major effect results on rolls
 Combat roll of 17-20 deals only +1 damage

Can move only an immediate distance
 Cannot move if Speed Pool is 0

CYPHERS

BIOLOGICAL PLAIT (level 6): Once activated, it releases a biological compound that weaves itself into your blood, brain, and musculature, increasing your Might Pool by 5 for one hour

NESSIUM (level 2): Wipes your memory clean of a recent error, stressful situation, or otherwise negative experience, giving you a temporary feeling of euphoria. Adds 1 to Intellect Edge for ten minutes. The memory typically does not return.

2

LIMIT

EQUIPMENT

- Ornate feathered ensemble
- 4 throwing knives (light)
- Laser crossbow (medium)
- Crossbow bolts (12)
- Labkit (asset on all scientific and experimental tasks)
- Medkit (asset on healing tasks)

ARMOR

12

NAUTILS

BACKGROUND

As part of your training, your mentor sent you into the jungle with nothing but a knife and told you not to come back for a month. You never told her that you stayed in a nearby town that whole time. But you think she probably knew anyway.

You once overheard Gibson and Mar talking about how dinosaurs are created, and you were stunned by their general lack of knowledge about the topic.

NOTES

COMPANION BACKGROUND

The creature once belonged to your lover. When the two of you split, it seemed to want to come with you instead. It's been your companion ever since.

PORTRAIT

PREDATION

NAME Laux

IS A Empirical **WHO** Pteryx **TYPE**

FOCUS Walks With Dinosaurs **COMPANION**

POSH

TIER 1 **EFFORT** 1 **XP**

MIGHT	SPEED	INTELLECT
10	1	18
POOL	EDGE	POOL
1	10	18
EDGE	POOL	EDGE

SKILLS T = trained, S = specialized, I = inability Pool T S I

Perception	I	X	
Identifying	I	X	
Conducting experiments, discerning truth, and gleaning information	I	X	
Responding to intrusions			X

RECOVERY ROLLS 1d6+ 1

1 ACTION **1 HOUR**

10 MINS **10 HOURS**

DAMAGE TRACK

IMPAIRED +1 Effort per level ignore minor and major effect results on rolls Combat roll of 7-20 deals only +1 damage

DEBILITATED Can move only an immediate distance Cannot move if Speed Pool is 0

SPECIAL ABILITIES & COMPANION BENEFITS

COMPANION: You gain an asset on initiative whenever your companion is within long range. Enabler.

Practiced With All Weapons

Discover Dinosaurs (2 Intellect points): You scour the area within long range, searching for any signs of current or recent dinosaur activity. If there is or was a dinosaur in this area, you discover its level, general type, and any additional facts that the GM provides. Action.

Fleet of Foot: If you succeed at a difficulty 2 Speed roll to run, you can move a short distance and take an action in the same round. Enabler.

Quick Study: When you take a round to study whatever's in front of you and gain the facts, you feel more confident that you're about to do the right thing. You gain an asset on your next non-combat action.

Kinesic (2 Intellect points): If you spend one round reading the body language of nearby dinosaurs (including your companion), you gain an asset on interacting with dinosaurs for ten minutes. Action to initiate.

Read the Signs: You're always watching the creatures around you to see what they're paying attention to. You are trained in initiative and assessing danger whenever you can see a living dinosaur in the vicinity. Enabler.

ATTACKS

	MOD	DAM
Knife	-1	2
Headset laser gun		6

ADVANCEMENT

INCREASE CAPABILITIES +4 points into your choice

MOVE TOWARD PERFECTION +1 to the Edge of your choice

EXTRA EFFORT +1 into Effort

SKILL TRAINING Train in a skill or specialize in a trained skill

OTHER Refer to the Cypher System Rulebook

CYPHERS

ALLOPOIESIS (level 3): Activates a molecular nanotechnology operation to create "something from almost nothing." The effect is fairly small and must make sense in terms of the molecular transition. Water can be distilled from moist air, fire can be created from a warm spot and air, or a tiny device can be created from metal shavings.

DINOFLESH (level 8): Changes your flesh at a molecular level to take on the properties of dinosaur flesh. The thick skin offers +1 to Armor, as well as camouflage when among other dinosaurs (making you one step more difficult for dinosaurs to detect and giving you an asset on surprise and initiative). Lasts for one hour.

2 **LIMIT**

EQUIPMENT

Handmade outfit
 Knife (light)
 Headset laser gun (heavy)
 Adventurer's pack
 Climbing gear (asset for climbing tasks)
 5-person hanging tent

ARMOR

2 **NAUTILS**

BACKGROUND

Your best friend from your youth was abducted in the night. You continue to search for him, even though you know it's probably futile.

It's unusual for you to want to get to know other humans better—but Gibson is one person you would like to learn more about.

COMPANION BACKGROUND

You only recently captured Posh in the wild and started training it. Things seem to be going well, but the two of you are still feeling each other out.

NOTES

PORTRAIT

PREDATION

SPECIAL ABILITIES & COMPANION BENEFITS
COMPANION: When coordinating with your companion, you gain an asset on all tasks involving storytelling, lies, trickery, diversion, or misdirection. Action.

Practiced With Light and Medium Weapons

Time Tap (2 Intellect points): Using an implant, fingerprint-locked device, or other equipment unique to you, you connect with a time anomaly that is within immediate range and ask it one basic question about a recent or current event, experience, or person. If you succeed, it will give you a vision of the answer. The vision it provides is not always one hundred percent correct or clear, but it usually contains at least one bit of pertinent information. Action.

Understanding (2 Intellect points): You observe or study a creature or object. The next time you interact with it, the difficulty of the related task is reduced by one step. Action.

NAME: Mar
 IS A: Creative
 DESCRIPTOR: TYPE: Osteen WHO
 FOCUS: Crafts Unique Objects

COMPANION: Houdini

TIER: 1
 EFFORT: 1
 XP

MIGHT	SPEED	INTELLECT
7	9	20
POOL	EDGE	POOL
EDGE	EDGE	EDGE
		1

T = trained, S = specialized, I = inability Pool T S I

SKILLS	T	S	I
Intimidating			X
Persuading			X
Creating a narrative			X
Drawing			X
Puzzle solving			X
Learning new things			X
Crafting ammunition			X
Crafting dinosaur accessories			X
IDing the function of any device			X
Pleasant social interactions			X

RECOVERY ROLLS: 1d6+1

1 ACTION: 1 HOUR
 10 MINS: 10 HOURS

DAMAGE TRACK: 1
 IMPAIRED: Can move only an ignore minor and major effect results on rolls
 DEBILITATED: Combat roll of 17-20 Speed Pool is 0 deals only +1 damage

CYPHERS

ENDURING SHIELD (level 8): For the next day, you have an asset to Speed defense rolls.

GIFTED HEALING (level 7): Restores up to 7 points to another nonhuman creature's health. You must touch the creature (as an action) to activate the cypher.

Empty lines for notes.

2
LIMIT

EQUIPMENT

- Long coat with multiple pockets (some hidden)
- Shiv (light)
- Tech toolkit (asset on tech tasks)
- Dupe (enough to make five smokes)
- Firesteel (metal match)
- Hourglass
- Collection of tools and scrap materials
- Inflatable wetweave raft (holds 6 humans)

ATTACKS

ATTACKS	MOD	DAM
Shiv	-1	2

ADVANCEMENT

INCREASE CAPABILITIES: +4 points into stat Pools

MOVE TOWARD PERFECTION: +1 to the Edge of your choice

EXTRA EFFORT: +1 into Effort

SKILL TRAINING: Train in a skill or specialize in a trained skill

OTHER: Refer to the Cypher System Rulebook

ARMOR

9

NAUTILS

BACKGROUND

Since you were a small child, you've dreamed of the asteroid that is headed toward the planet. Oddly, you find these visions comforting.

You're aware that Sadiki knows an embarrassing or incriminating secret about you.

COMPANION BACKGROUND

Your companion was originally destined to be a dino wrestler, but it turned out to be horrible at the sport. Its wrestling trainer let you have the creature for a steal.

NOTES

PORTRAIT

Toby

NAME

IS A Clumsy

DISPOSITION

Ankylosaurus

CATEGORY

INTERACTION LEVEL
3

HEALTH
10

ARMOR
2

CHARACTER BENEFIT

When your companion is within long range, you gain an asset on all actions that involve reacting to surprises, traps, time terrors, and other sudden occurrences. Enabler.

SKILLS

T = trained, S = specialized T S

Table with 5 rows and 3 columns for skill tracking.

PREDATION COMPANION

PLAYED BY

Gibson

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its horns or tail

Toby

NAME

IS A Clumsy

DISPOSITION

Ankylosaurus

CATEGORY

INTERACTION LEVEL
3

HEALTH
10

ARMOR
2

CHARACTER BENEFIT

When your companion is within long range, you gain an asset on all actions that involve reacting to surprises, traps, time terrors, and other sudden occurrences. Enabler.

SKILLS

T = trained, S = specialized T S

Table with 5 rows and 3 columns for skill tracking.

PREDATION COMPANION

PLAYED BY

Gibson

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its horns or tail

NOTES

BACKGROUND

DESCRIPTION

PORTRAIT

NOTES

BACKGROUND

DESCRIPTION

PORTRAIT

September

NAME

IS A

Curious

DISPOSITION

T. rex

CATEGORY

INTERACTION LEVEL

3

HEALTH

10

ARMOR

1

CHARACTER BENEFIT

You gain an asset on all perception tasks when your companion is helping you search, look, or listen. Action.

SKILLS

T = trained, S = specialized T S

PREDATION

COMPANION

PLAYED BY

Caley

OWNED BY

COMPANION ABILITIES

Does 3 points of damage with its teeth and claws

September

NAME

IS A

Curious

DISPOSITION

T. rex

CATEGORY

INTERACTION LEVEL

3

HEALTH

10

ARMOR

1

CHARACTER BENEFIT

You gain an asset on all perception tasks when your companion is helping you search, look, or listen. Action.

SKILLS

T = trained, S = specialized T S

PREDATION

COMPANION

PLAYED BY

Caley

OWNED BY

COMPANION ABILITIES

Does 3 points of damage with its teeth and claws

NOTES

Lined area for notes in the top-left section.

BACKGROUND

Lined area for background information in the top-middle section.

DESCRIPTION

Lined area for description in the top-right section.

PORTRAIT

Blank area for a portrait in the middle section.

NOTES

Lined area for notes in the bottom-left section.

BACKGROUND

Lined area for background information in the bottom-middle section.

DESCRIPTION

Lined area for description in the bottom-right section.

PORTRAIT

Blank area for a portrait in the bottom section.

Blink

NAME

IS A

DISPOSITION

CATEGORY

INTERACTION LEVEL

3

HEALTH

8

ARMOR

0

CHARACTER BENEFIT

When working with your companion, you gain an asset on all tasks involving figuring out, opening, or discovering physical devices, contraptions, and mechanisms, including traps, locks, doors, tools, levers, and hidden structures. Action.

SKILLS

T = trained, S = specialized T S

Speed defense	X	
Initiative	X	

PREDATION COMPANION

PLAYED BY

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its beak

Blink

NAME

IS A

DISPOSITION

CATEGORY

INTERACTION LEVEL

3

HEALTH

8

ARMOR

0

CHARACTER BENEFIT

When working with your companion, you gain an asset on all tasks involving figuring out, opening, or discovering physical devices, contraptions, and mechanisms, including traps, locks, doors, tools, levers, and hidden structures. Action.

SKILLS

T = trained, S = specialized T S

Speed defense	X	
Initiative	X	

PREDATION COMPANION

PLAYED BY

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its beak

NOTES

Lined area for notes.

BACKGROUND

Lined area for background information.

DESCRIPTION

Lined area for description.

PORTRAIT

Blank area for a portrait.

NOTES

Lined area for notes.

BACKGROUND

Lined area for background information.

DESCRIPTION

Lined area for description.

PORTRAIT

Blank area for a portrait.

NAME Freya

NAME

IS A Sociable | Alphadon

DISPOSITION

CATEGORY

INTERACTION LEVEL 3

HEALTH 6

ARMOR 0

CHARACTER BENEFIT

You gain an asset on all positive social interactions when your companion is within immediate range and visible to the people in the conversation. Enabler.

SKILLS

T = trained, S = specialized T S

Table with 4 rows of skills: Speed defense, Perception, Initiative, Sneaking, hiding, finding, and tracking. Includes T and S columns.

PREDATION COMPANION

PLAYED BY

Sadiki

OWNED BY

COMPANION ABILITIES

Does 1 point of damage with its teeth and claws

NAME Freya

NAME

IS A Sociable | Alphadon

DISPOSITION

CATEGORY

INTERACTION LEVEL 3

HEALTH 6

ARMOR 0

CHARACTER BENEFIT

You gain an asset on all positive social interactions when your companion is within immediate range and visible to the people in the conversation. Enabler.

SKILLS

T = trained, S = specialized T S

Table with 4 rows of skills: Speed defense, Perception, Initiative, Sneaking, hiding, finding, and tracking. Includes T and S columns.

PREDATION COMPANION

PLAYED BY

Sadiki

OWNED BY

COMPANION ABILITIES

Does 1 point of damage with its teeth and claws

NOTES

Lined area for notes.

BACKGROUND

Lined area for background information.

DESCRIPTION

Lined area for description.

PORTRAIT

Blank area for a portrait.

NOTES

Lined area for notes.

BACKGROUND

Lined area for background information.

DESCRIPTION

Lined area for description.

PORTRAIT

Blank area for a portrait.

Posh

NAME

IS A Vigilant Pterodactylus

DISPOSITION

CATEGORY

INTERACTION LEVEL 3

HEALTH 8

ARMOR 0

CHARACTER BENEFIT

You gain an asset on initiative whenever your companion is within long range. Enabler.

SKILLS

T = trained, S = specialized T S

Table with 3 columns: Skill, T, S. Row 1: Flying, gliding, and diving, X, .

PREDATION COMPANION

PLAYED BY

Laux

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its diving attack

Posh

NAME

IS A Vigilant Pterodactylus

DISPOSITION

CATEGORY

INTERACTION LEVEL 3

HEALTH 8

ARMOR 0

CHARACTER BENEFIT

You gain an asset on initiative whenever your companion is within long range. Enabler.

SKILLS

T = trained, S = specialized T S

Table with 3 columns: Skill, T, S. Row 1: Flying, gliding, and diving, X, .

PREDATION COMPANION

PLAYED BY

Laux

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its diving attack

NOTES

BACKGROUND

DESCRIPTION

PORTRAIT

NOTES

BACKGROUND

DESCRIPTION

PORTRAIT

Houdini

NAME

IS A Flashy

DISPOSITION

Raptor

CATEGORY

INTERACTION LEVEL

3

HEALTH

8

ARMOR

0

CHARACTER BENEFIT

When coordinating with your companion, you gain an asset on all tasks involving storytelling, lies, trickery, diversion, or misdirection. Action.

SKILLS

T = trained, S = specialized T S

Initiative	X	
Sneaking	X	

PREDATION COMPANION

PLAYED BY

Mar

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its large, hooked claw

Houdini

NAME

IS A Flashy

DISPOSITION

Raptor

CATEGORY

INTERACTION LEVEL

3

HEALTH

8

ARMOR

0

CHARACTER BENEFIT

When coordinating with your companion, you gain an asset on all tasks involving storytelling, lies, trickery, diversion, or misdirection. Action.

SKILLS

T = trained, S = specialized T S

Initiative	X	
Sneaking	X	

PREDATION COMPANION

PLAYED BY

Mar

OWNED BY

COMPANION ABILITIES

Does 2 points of damage with its large, hooked claw

NOTES

BACKGROUND

DESCRIPTION

PORTRAIT

NOTES

BACKGROUND

DESCRIPTION

PORTRAIT

GROUP AFFILIATION NOTES

SATI



GIBSON

You haven't been part of SATI long—this is only your third mission. You're not bored yet, though, and that's something.



CALEY

Your first assignment for SATI was as a bodyguard for a high-ranking SATI aeternologist. The job went bad, but you managed to save yourself and the aeternologist. Now you're trusted as someone who protects what needs protecting.



HALEN

You're mostly here for the technology and devices that you can't get elsewhere. You think of missions as the dues you pay for access to these goodies.



SADIKI

Your ex-love introduced you to SATI. When the two of you split, you stayed on—at first because it reminded you of your ex, but now because you desire to see the future. If helping SATI fix time travel will get you there, you'll do whatever you can to help.



LAUX

The trail of your abducted friend led you to SATI's door. It's been a dead end from there, but you are patient and determined.



MAR

You joined SATI because you heard the organization might be able to teach you more about the coming asteroid. But you've been disheartened to discover that some SATI members are working on a plan to destroy it before it hits Earth.

GROUP AFFILIATION NOTES

THE BUTTERFLIES



GIBSON

You are here for the money. Obviously.



CALEY

You were recruited into the Butterflies by Halen, who also vouched for you. This is only your second mission, and you're not entirely sure you understand everything about the organization you're working for yet.



HALEN

You've been a Butterfly operative for a few years. While you enjoy the organization and like the people you've met, you sometimes worry that if they find out about your enhancements, they will kick you out. Or worse.



SADIKI

Your ex-lover—the same one to whom Freya used to belong—is a high-ranking member of SATI. Your decision to join the Butterflies had absolutely nothing to do with that.



LAUX

You don't necessarily believe in everything that the Butterflies embody, but you do believe that dinosaurs are the true and rightful rulers of this time and place. Plus, this is one of the few jobs where you can work in the wilderness and get paid.



MAR

You started working for the Butterflies in hopes that they could teach you more about the asteroid that's coming, but so far you've been disappointed in how little information you've received.