

MAIN CHARACTERS

Alonzo Malanz

The grieving husband who hires the party to investigate his wife's untimely death.

Crystal Malanz

Alonzo's dead wife. While investigating the use of choral energy for a story, she stumbled upon something that implicated Dr Krell in the murder of a rival. He used his control of time to reach back into her recent timeline, pluck her from the train on her journey to meet him and hurl her in front of it. He hoped killing her before she met him would protect his secrets. If not for the party, he would have been correct.

Wong

A technician at Dr Krell's laboratory, and potential whistle-blower who is dramatically silenced by Dr Krell during a meeting with the party.

Dr Krell

The antagonist of the adventure; a brilliant scientist who has surrendered his morality in search of power.

For many years he has experimented with choral (time) energy. His latest experiments are the culmination of decades of research, groundbreaking theories, and cutting edge experiments. Currently he's able to direct time (and to a small extent three dimensional space) to his bidding in a limited capacity.

The players will soon learn of Dr Krell's ambitions.

His plans have an unexpected complication—the party are emanating a unique choral energy signature. The energy perfectly matches the choral energies doctor Krell has been researching.

This is a problem because this energy emanation stops him from targeting them in the way he did with Crystal (and the others he has killed).

He will be forced to try other, less direct, forms of attack against them.

See pages 8-10, 18-20,
25, 26, 30

His stats are on page 53.

The information she
had gathered for her story
is described on pages 9-10.

Wong is introduced
on page 14.

He dies on page 17

His stats are on page 58.

The party first meet
Dr Krell on page 13.

They return to his
house on page 31.

The final confrontation
takes place on page 46.

His biography and
stats are on pages 54-57.

Characters with a ★ symbol beside their name are Wild Cards as defined in the Savage Worlds core rulebook.

CHRONAL ENERGY EMANATIONS

Chronal (or temporal) energy is fundamentally related to the flow of time.

Dr Krell has been studying the application of chronal energy for almost his entire career.

His determination gave way to an unhealthy fixation, which then became a mania.

Now Dr Krell will pay any price, will sacrifice any number of people, to finally learn how to manipulate and control the flow of time.

How have the party been exposed to this energy in such a high dosage so as to shield them from Dr Krell?

The party are destined to confront Dr Krell at the culmination of the adventure, when he attempts to 'master' time.

The massive release of chronal particles unleashed when the party thwart his plans will ripple backward and forward through their timeline, shielding them from his attempts to attack or even spy upon them.

It's a paradox that if the party had not been protected from the chronal energy then Dr Krell could have targeted them directly before the big confrontation.

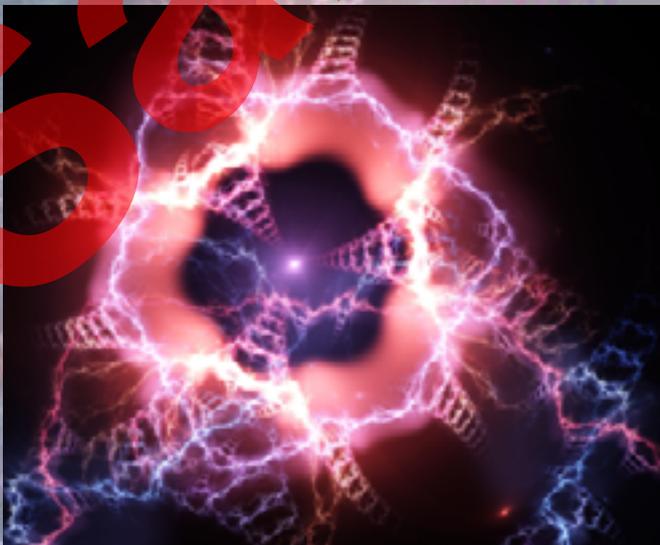
Does a timeline exist where Dr Krell was able to do just that?

It's something best left to scientists or metatemporal philosophers to determine.

Temporal energy is still an inexact science; occasionally it's easier to unleash a massive attack on a large area than to carry out a precise, surgical strike, and at other times it's easier to target one particular person or place than to unleash an effect that engulfs an entire region.

Dr Krell hopes to discover why this is, and refine the process over time.

But first he must eliminate the only people who can stop him—the party.



Scene One – The Meeting

Alonzo sits at the window seat in the restaurant, Astro-Dine, anxiously staring out of the window, searching for the investigators who've agreed to meet him.

For months he has been single handedly investigating his wife's death, to no avail. In an act of desperation he reached out to a team of private investigators for assistance.

Occasionally his gaze drifts away as he becomes lost in his own dark thoughts and bitter memories.

His hands are as restless as his mind; he constantly wrings them together, the white knuckles one of many signs of the tension trapped within him. His anxiety escalates with each passing minute.

He won't be able to rest until he finally has answers about the death of his wife. How could he rest until whoever's responsible for her murder is brought to justice? Little does he realize, but the facts the investigators are to reveal will change all of their lives forever...

Meeting The Client

The party have been contacted by a distraught man, Alonzo.

His wife, Crystal, recently died under bizarre circumstances, and he's looking for someone to help him find the answers about her untimely death.

He has arranged to meet them to discuss his case at Astro-Dine, a retro 60s style diner in a local mall.

The Astro-Dine is decorated in a retro theme. It was once a hotspot for local teens, but over the years its customer base has dwindled, and there are few patrons there when the party arrive. The Astro-Dine overlooks an outdoor scenic courtyard. The view makes it a favorite of people watchers, or perhaps of those wanting to see if they're being followed...

Alonzo has been trying to find the cause of his wife's death and has come to the conclusion that he needs assistance to resolve the situation; to learn how she died and who's responsible.

He knows that someone is responsible, but he has been unable to determine who that may be.

When playing as Alonzo, physically represent his anxiety and depression.

Keep your shoulders slumped, struggle to maintain eye contact unless you are making a plea to a specific individual.

Squeeze your hands into fists as you attempt to maintain your composure when talking about the death of your wife, etc.



Tablet Contents pt 1

Proof of purchase for a train ticket Crystal bought. She booked the ticket online the afternoon before she died.

Her route planner shows she intended to travel from her house to the residence of Dr Krell.

Her correspondence with Dr Krell (a specialist she was talking to as an information source for her article). He eventually agreed to an interview with her. (See the character bio on Dr Krell if the party investigate him at this early stage).

Dr Krell's contact details, including his home address.

Video logs showing CCTV footage of Crystal boarding the train, and footage from inside the compartment during her journey. She was working on her tablet during the trip. At 11.38 the lights and video feed flickers and cuts out for a moment.

When the lights return, she's gone and her tablet and bag are beside her now empty seat.

The train had a camera on the front of the vehicle, the cam feed shows that mere seconds after vanishing from inside the train, Crystal is standing on the tracks, looking disoriented and unsteady, then the train hits her at over 100 miles per hour.

When the party arrive his relief is palpable.

He swiftly offers the party the job, but he hasn't got a lot of money to pay them.

He can pay the modern day equivalent of \$500 each— increase this by \$100 per raise on a successful Streetwise or similar roll (to a maximum of \$800).

He will also be personally indebted to the party: meaning they can call on him for help in future adventures.

He gives the group a tablet containing the data he has collected thus far.

For the tablet's contents, see the sidebar here and on the next page.

Crystal's Article

Both Crystal and Alonzo were journalists.

He knew little about the article Crystal was working on before her death. She expected it would be a huge scoop, so she guarded her findings and sources most jealously, even telling her husband little more than a few vague details.

Since her death, he's pieced together some facts from her notes.

He wants to continue the work she began, as his tribute to her.

On the day she died, Crystal was seemingly on the verge of a big breakthrough on her story. She was on her way to interview a doctor who specializes in some kind of cutting edge technology, but she died before getting there.

Alonzo is available if the party have any other questions, but has no more significant information to offer them. He begs the party to make this case a priority and find Crystal's murderer.

Investigating

The party could verify the data Alonzo gave them (it all checks out as authentic), make enquiries with their contacts, try to speak with Dr Krell, or do something totally unexpected.

The party have the doctor's address as part of the records of Crystal's research and correspondence (he agreed to meet Crystal at his home).

However, he will not respond to any calls, emails or other messages.

The doctor seems illusive even by the standards of the idiosyncratic fringes of the scientific community.

They can, however, find out the kind of research he has been involved in (see his character bio for info to give the party about this).

Crystal Malanz's Research

The specifics of the story Crystal was working on have no bearing on this adventure. It's a red herring, and not related to her death. But it could become something the party get involved with at a later date if you're looking for a plot hook.

Crystal was working on a big story about illegal shipping of animals and plants over long distances. Her article also seems to have been examining illegal scientific 'black site compounds' where near extinct animals are transported for illegal and unethical experiments.

She had yet to uncover exactly who was responsible for the transportation of these rare creatures. She had dealt with a mountain of shell organizations and other tactics used to mask the culprit's true identity, but she had ferreted out the names of a number of organizations that she suspected of being involved.

She had recently turned her focus to examining the methods used by the smugglers to store and transport the illegally snatched creatures and plants. Her latest investigation had led her to contact specialists in various fields of research into experimental zoological storage, cryogenic storage techniques, short term forced hibernation technologies, and so on.

She was on her way to speak to a specialist who could shed some light on a controversial technique involving the emerging science of adjusting the flow of time in an area to allow objects to be stored in stasis without suffering degradation for prolonged periods of time.

It's an area of scientific experimentation in its infancy, but Dr Krell has distinguished himself as a specialist in the niche field.

Sooner or later, the party should realize that they need to speak to Dr Krell in person at his residence.

Tablet Contents pt 2

Her computer's contents are archived on the tablet. It contains her search history, research for the story, previously written articles, etc.

Crystal's search history shows she'd been investigating connections between numerous small companies, finding out who finances them, who owns them, and who pulls the strings behind the scenes.

She'd also been giving herself a crash course on some cutting edge technologies related to the story she had been working on.

Perhaps most important is a draft of the story she was working on at the time she died.

Unfortunately, it has become corrupted; any programmers will find it's unlike any corruption they've ever encountered.

It's a side effect of the chronal interference from when Dr Krell teleported her in front of the train.

At the point he teleported her in front of the train her future and present selves were, for a second, combined.

This caused her tablet and phone's contents to be briefly merged with their future selves. This is the cause of the 'corruption'.

It will take a long time to decipher what is in the file, it's to be used by you if the party need help finding the right path later in the adventure.

Scene Two – The Doctor Is In

Games Master Tip

Often a Games Master can accidentally give away clues to what's important and what isn't by the questions they ask.

For example:

If the party want to walk down a corridor and the Games Master asks them specific questions about the order in which they are walking, if they have their weapons drawn, and so on then this warns the party to be on high alert.

To counter this, occasionally ask questions about things that aren't immediately relevant to the situation. This helps everyone to visualize whats happening, but also means the party will be on alert more often, and allows you to set them up for an occasional trap more easily.

The old man pauses for a moment from observing the computer controlled processes and technicians in his laboratory as they each carry out their assigned tasks, each a cog in the doctor's machinations. While overseeing them, he pauses to massage his aching back for a few moments; the many years he has spent stooped over experiments and data terminals have not been kind to him. He mulls over the possibility of designing an application of his research that may help him recover physically.

"Hmm, that is something to look into at a later date." he mutters to himself. "No time now. No time. How ironic..."

He returns to monitoring the experiments taking place all around him. "One last hurdle to overcome." he silently thinks, the end goal of his research flashing across his mind for a moment.

His mind turns to other, equally vital matters. If he can take care of the strangers who threaten his plans then everything else will fall into place. He must locate and destroy them. Only then will he be safe. But somehow the techniques he has come to rely upon are not working when arrayed against them—why now, and why with these unknown people in particular? Was it a side effect of the chronal energy the party seem to be emanating? So many questions and so little time...

It's a quandary Dr Krell would rather not deal with, but he has no choice.

Dr Krell's Residence

Ask the party how they intend to travel to Dr Krell's house.

Will they use the train or an alternate means of transport?

This question is purely to make them think there might be some danger awaiting them on their trip to the meeting, and to remind them of the fate of Crystal.

Dr Krell's house is in a prosperous district of the city.

The property itself is isolated from other houses, and verges on a large public park.

There are very tall security fences around the perimeter of the property. Cameras are strategically placed around the fence.

Occasionally guards patrol outside the property.

More guards patrol inside the property but they are unseen by the party.

The party could either go up to the front door and ask for Dr Krell, or try to sneak inside.

