

# Time Traveling Wizards with Nukes

*Magic is psychically hidden, visible by only those with the most open minds. The world is covertly ruled by rival wizard factions in the 22nd century who magically conjure WMDs and fling them through portals in time.*

*You are rogue wizards, free from the factions, on a quest to find **The Item**, a mysterious piece of supertech from a far future timeline foretold to bring an end to the war. You are equipped with temporal anchors that will shield you from changes to the past, as well as your magic, your wits, and your hope for tomorrow.*

## Time Travel

Wizards have access to 3 eras, each a century apart: 2110, 2010, and 1910. 2110 is a hodgepodge of hyper-advanced and post-apocalyptic environments - a world of technological wonders scarred by WMDs sent to the past. 2010 and 1910 are just like they were on Earth, sans the constant changes to the timestream via WMDs. Time passes through each era at an equal rate. If you depart from 2110 to 1910 on July 1<sup>st</sup>, you will arrive on July 1<sup>st</sup> 1910. If you spend a day and return, it will be July 2<sup>nd</sup> 2110.

**Changing the Past** - Small changes to the past won't change later eras due to the establishment of Temporal Inertia in the 17th century, but sufficiently large changes, such as those made by WMDs, will massively alter subsequent eras.

**Alternates** - Players may come into contact with alternate past or future versions of themselves. Caution is recommended - close contact with alternates may result in an explosion.

## The Mystery Map

Each Node represents a scene. Players start at node 1. The arrows between nodes represent clues you can find in one scene that will lead to the next. Each time the players move to a new scene, there is a 25% chance hostile members of the wizard factions will hunt them. PCs are equipped with **Warp Wands** which allow them to teleport anywhere in the solar system and to any of the 3 eras at will. **If multiple GMs are available, the players are encouraged to split up to investigate more scenes simultaneously!**

## Scenes

**1 Fallout Shelter** - The players wait in an arcane nuclear fallout shelter, using a **prophecy computer** to identify ways to end the war. The machine outputs the times and locations of **2**, **3**, and **4**. The PCs are safe inside the bunker for now.

**2 City Ruins** - The ruins of a sci-fi city destroyed in the temporal wizard war. Anachronistic & supernatural marauders terrorize the locals. Monitored by an enormous alien probe, hovering in plain sight above the city, sent through time from **5**. Also contains a version of **3** destroyed a century prior, radiating anomalous temporal energy.

**3 Alternate Internet** - A computer, radiating temporal energy, waits in the dusty back corner of a mostly-empty suburban library. Upon inspection PCs can discover it has access to the internet from a parallel timeline where the war never happened. Already bookmarked on the computer's web browsers are sites mentioning the discoveries & locations of entities from **5** and **6**, which did not happen in main timeline.

**4 Negative Universe** - Void Spirits pour through from a portal to the Negative Dimension, created via a Planar Bridge opened in an abandoned subway tunnel. Most are hunting the dark cloud in **6**.

**5 Occult Machine** - An extraterrestrial, occult computer on the moon of Pluto, awakened due to temporal meddling. It seeks knowledge, and will trade its own for it. Knows the ritual to access **7**.

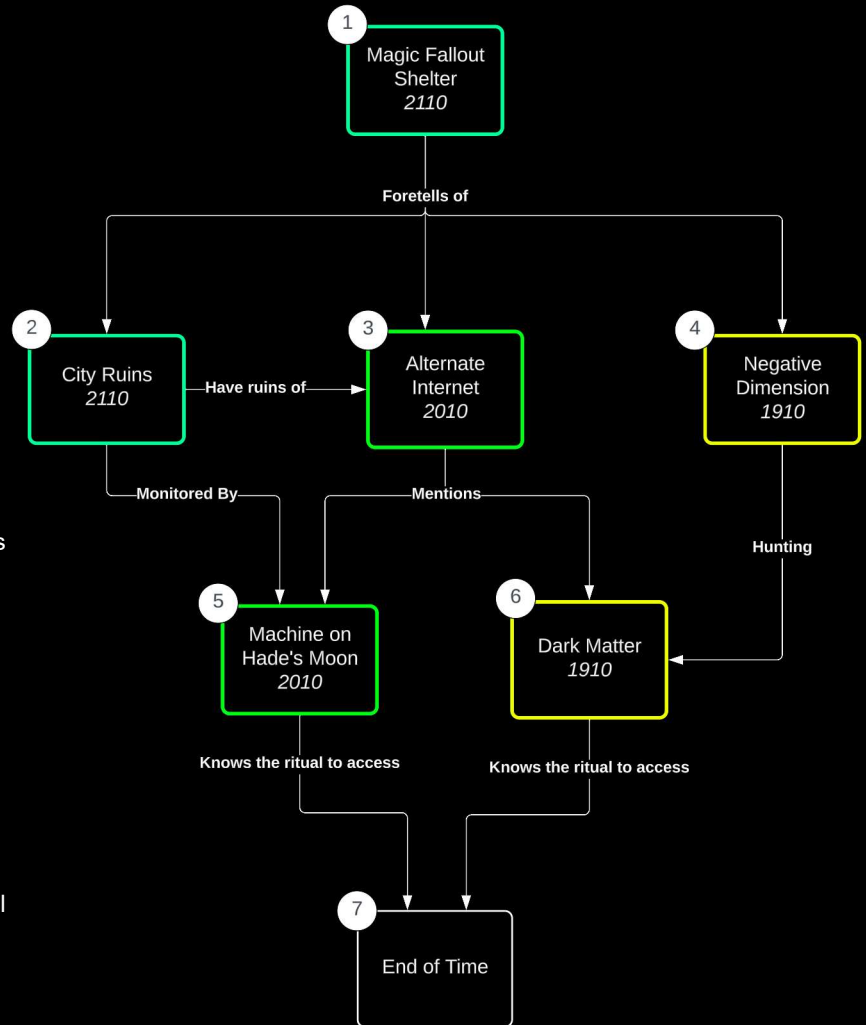
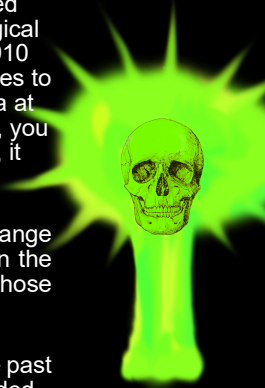
**6 Dark Matter** - An invisible, sentient cloud of dark matter, hovering over a major city. It is using Earth to hide from alien dangers. Knows the ritual to access **7**, and will trade knowledge for security, especially from invaders from **4**.

## WMDs

**Types of WMDs** include: Nuclear Weapons, Self Replicating Nanomachines, Bio-plagues, Antimatter, Zombie Apocalypse Generators, Micro Black Holes, Portals to the Sun, Paradox Engines, Vampire Converters, and Planar Bridges

Every 30 IRL minutes, select a random WMD. It was just used in an assault on the PC's current era. Later eras also suffer the lingering effects. There is a 25% chance the attack was within range of the PCs, which increases 25% with each hour of IRL play, as the wizard factions begin to divine your location. If the party is split, each group rolls separately!

**The players must hurry to save the world. If three hours of IRL time pass, Earth will be entirely destroyed across the timestream!**



**7 The End of Time** - A ritual can open a portal to the end of time, an empty void containing **The Item**, a device with the power to selectively prohibit magic across entire star systems. If used on the wizard factions, they will lose their ability to wage the time war. Should the PCs claim **The Item**, they are approached by mysterious transdimensional wizards who warn them that new and more dangerous foes may now hunt them for **The Item**. They also upgrade the PC's **Warp Wands** to work across more realities, planets, and eras.