



# Postage Due

A Timemaster adventure for 3-6 beginning Time Corps Agents

Gary Con 2012

SCENE 1:  
BROUGHT FROM THE PAST TO THE  
FUTURE TO FIX THE PAST

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Little did you know that the end of your life would be the beginning of your greatest adventure...

Just moments before each of you were to meet your end, you were whisked away with an intriguing offer – to become time Corps agents, policing the timeline against alterations and changes caused by renegade (time Wars fugitives) and Damoreans (time-travelling shape-shifting aliens bent on conquest of the continuum).

During your training, you've all been stationed at Time Corps Headquarters – a sprawling futuristic compound the size of a small city. Its location (both in space and time) is a well-guarded secret, to keep it safe from historical manipulation.

You are all summoned to the Historical Corrections building where you are escorted to an empty briefing room. You mill around a bit, introducing yourselves and comparing notes on the fantastic events that lead up to your recruitment. The door slides open, and a grizzled gentleman in his 50s with greying muttonchops bustles in, obviously worked up about something. He refers to a handheld tablet device, looks at each of you, and motions for you to take a seat.

**“Gentlemen, I’m Sentry Charles Calhoun, Grade 4, and we have an urgent bulletin regarding the year 1985. The Sentinel reports that the Confederate States of America has just declared war on the United Nation of Korea.”**

He looks at each of your faces, judging your reactions to this announcement. (Have PCs roll vs. Paranormal Memory)

**“Good. Your Paranormal Memory seems to be working if you realize this is not historically accurate. However this event HAS happened due to a Temporal Significance Wave that’s now crashing through the Continuum. Agents are reporting wild alterations to the timeline and are scrambling throughout history to**

**stem the tide of the changes. Which is where you come in.**

**“Our Temporal Examiners have backtracked through the historical record – both correct and this new altered version -- to determine where the first significant change occurred. Apparently, all of our problems can be traced back to a single failed letter delivery. Well, the first one, anyway...”**

**“From April 3, 1860, to October 21, 1861, The Overland Pony Express ran letters and parcels from St. Joseph, Missouri, to San Francisco, California – more than 2,000 miles in just over 10 days. At the time, it was the fastest way to get news and information from the east to the west. The first transcontinental telegraph line was completed in October 1861, and it effectively ended a need for the Pony Express. But for the year and a half it ran, the Express kept California connected to breaking news rising from the east. You see, the American Civil War had just begun in May 1861. And due to its continued communications with the Union States, California itself joined the Union, providing troops and, more importantly, gold to fund the North. Without the Pony Express, California would have remained isolated and ignorant of current events during those first months of the war. And without California’s support of the Union, the Confederacy would have gained the upper hand in the war. And that’s precisely what the new historical record now shows. The first run of the Pony Express is recorded as a failed experiment that was abandoned within that first week.**

**“Gentlemen, we must ensure that the mail DOES get through on that first run.**

**“The Sentinel has pinpointed the major point of divergence during that first run of the Pony Express during the week of April 3rd through the 14th. Unknown to most, the last leg of the west-bound Pony Express was by water. The route between Sacramento and San Francisco was traversed via the steamboat “Antelope” on the Sacramento River. When it arrived**

at the San Francisco dock, the rider would then ride the last 2 miles into town. According to the new historical record, an explosion scuttled the Antelope on the evening of April 13, on what would have been the final night of the inaugural run. The rider and all aboard were killed. We'll be sending you back to that evening just prior to the rider's arrival. Your mission is to get aboard the Antelope and ensure that nothing happens to it.

Your chonoscooters will be pre-programmed for arrival at 11 p.m., April 13, 1860, near the Sacramento dock for the Antelope. The rider will be arriving in 10 minutes after your arrival. We've also preset the time and coordinates for your scooters return upon mission completion. Finally, we have programmed your scooters for one additional jump. We've discovered that allowing agents one extra discretionary jump is sometimes useful for tying up loose ends or dealing with unforeseen complications. Do NOT use that jump unless vital for your mission's completion.

Finally, each of you will be outfitted with a regulation Time Corps stunner with 8 shots each (disguised as pistols native to 1860) as well as an extra clip of 8. Your communicator is also pre-programmed with the language and accents of the period. Also, each of you will be costumed in period garb and given one of these.

He hands each agent a U.S. Marshall badge.

That should just about do it. If you have any questions, ask them now. Otherwise, saddle up!

SCENE 2:  
NIGHTTIME RIVER CRUISE

**((NOTE: ADD DEMOREANS ON RIVER BANK WITH LASERS AND PASSENGERS ON SHIP FOR CHAOS IF WE HAVE MORE THAN 4 PCs PLAYING!!!!))**

You feel a familiar lurch as the reality of the Time Corps HQ Launch Center disappears in a pinpoint of light and sound, and is replaced by the silence and stillness of night. Looking at the chonoscooter readout, you see that it's 11 p.m. The heat of the western climate is stifling. Nearby, you can hear the lapping of waves hitting a river bank.

After setting their scooters to vanish, the agents are free to approach the dock. This single dock is small and separated from the larger piers for the larger ships nearby. The Antelope is used for small cargo and few passengers. It's a single deck littered with crates and boxes. A captain's cabin sits toward the front of the small craft.

Two men stand impatiently waiting at the gangplank, wide enough for large cargo – or a horse and rider. One dressed in cowboy garb takes a watch from his vest and glances at it.

**“Where the devil is Hamilton?” he asks, snapping it shut.**

**“I wouldn't worry about him,” says the one dressed in a blue uniform. “We have a good 20-minute window to get him aboard and get the ship launched. We'll be at San Francisco a half-hour later. Delivery by midnight...that what was promised, eh?”**

The man in the blue uniform is Capt. William Gibbs. The other man is Douglass Lovett, a Sacramento marshal assigned to run security for the last leg of the Express' first run.

When the agents appear and approach, Lovett will regard them warily, asking what their business is this late at night at this location. Capt. Gibbs doesn't think anything

wrong with it, as he's often asked to ferry people back and forth from San Fran to Sacramento, although he agrees that it's odd to see folks out this late at night. The PCs are encouraged to role-play allowing Gibbs and Lovett to let them aboard for the trip.

**CAPT WILLIAM GIBBS**

Significance Rating: 50

STR: 52	DEX: 68	AGL: 56
WPR: 62	PER: 74	PCN: 68
STA: 50	UMS: 54	WNDS: 13

Current STA:

Wounds: OOOOOOOOOOOO

SKILLS: Nautical Craft Piloting (MA) 117; Pistol (SP) 83.

Captain Gibbs is armed with a fully-loaded Colt revolver (6 shots).

**MARSHALL DOUGLASS LOVETT**

Significance Rating: 50

STR: 68	DEX: 62	AGL: 72
WPR: 76	PER: 68	PCN: 74
STA: 76	UMS: 70	WNDS: 15

Current STA:

Wounds: OOOOOOOOOOOO

SKILLS: Pistol (MA) 117; Shotgun (MA) 117; First Aid (EX) 102

Marshal Lovett is armed with a pair of Colt Peacemakers (5 shots each) as well as a shotgun hidden under his duster. (2 shots)

Around 11:20 p.m., hoofbeats come galloping toward the dock as Pony Express rider Samuel Hamilton approaches. He brings the horse, fairly winded, up to the gangplank. The rider is a boy of about 14 years wearing tattered clothes slightly too big for his lanky build.

**“Whew! Is this the tub that taking me across?” he asks.**

The captain bristles and motions Hamilton and the horse aboard. Once they're on board (PC's can help secure the now-skittish horse and cast off the ship), the PCs can talk to Hamilton as Lovett walks around the deck. Hamilton just arrived from the previous

relay station. He reports no issues or problems with the trip.

### **SAMUEL HAMILTON**

Significance Rating: 100

STR: 40	DEX: 55	AGL: 61
WPR: 45	PER: 40	PCN: 49
STA: 66	UMS: 50	WNDS: 14

Current STA:

Wounds: OOOOOOOOOOOO

SKILLS: Equestrian (MA) 110; Pistol (SP) 70.

Samuel has a small caliber sidearm to protect himself on the trail (4 shots), but he hasn't had much use for it.

If the PCs decide to poke around at some of the crates on the deck, most of them are labeled to be delivered to Hewett's Finerys and Clothiers, and they contain cotton, textiles, and various dyes and chemicals. (This could account for some of the explosive force of the explosion.) A single crate at the front of bow has a lot of Japanese characters on it. Any PC who can speak the language (or who makes a PCN roll) may be able to piece together DANGER or FLAMABLE or similar warning-ish placards. Maybe there's a flame with an X on it. This crate contains assorted fireworks destined to be fired off upon arrival of the Pony Express in San Francisco.

A sudden shrill roar explodes from some bushes near the far bank and a shadow is moving at the boat fast. A Perception roll reveals that it's a gasoline-powered engine. A single electric headlight on the front blinds you all. A loud "rebel yell" is shouted by the unseen rider. He is wearing a grey Civil War uniform with the decorations of a general.

The rider is Quinton Kensey – a renegade time traveler and Confederate sympathizer who wishes for the fall of the North and the rise of the South. He is quite notorious (some of the PCs may recognize him from the training) and has tried to alter the course and result of the Civil War on several occasions. Capturing him is a priority. Kensey is riding a "wave rider" personal watercraft and he's firing at the crew with a

pair of semi-automatic pistols. His original goal was to simply kill everyone on board, but he succeeded beyond his dreams when a wild shot hit the fireworks, sending the flammables ablaze which eventually caused the boat's boiler to explode. With the PCs on board, this may still happen, but the odds are now stacked against Kensey with the additional firepower the PCs have:

### **QUINTON KENSEY – Time Renegade**

Significance Rating: 200

STR: 78	DEX: 62	AGL: 72
WPR: 52	PER: 44	PCN: 40
STA: 78	UMS: 75	WNDS: 15

Current STA:

Wounds: OOOOOOOOOOOOOO

SKILLS: Semi-automatic pistols (MA) 117; Pilot (EX) 88.

The PCs are encouraged to come up with some plan to take out Kensey. The Captain can try to run the boat into him, Samuel and Lovett will keep trying to shoot him. The PCs may use the fireworks as an impromptu "mortar" round. Anything they can think of while they're circled and shot at. The ship will arrive at the San Francisco dock in 10 minutes.

When Kensey is subdued, runs out of ammo or gas, or is wounded, the PCs should see him throw a silver sphere into the air. There's a flash of light as it winks out of existence.

**"You're too late agents!" Kensey shouts in triumph. "Once my past self gets that TDD, I'll just correct tonight's mistake a week ago! Let's see how Cody likes a bullet in his head at 30 Mile Ridge!"**

PCs may recall their training that a TDD is a "Temporal Displacement Device" which is used to send small items and messages to another already-known fixed point in time. And if Kensey sent a message to his past self pastward in this timeline...

Suddenly, it feels as if reality shifts three feet to the right as...

SCENE 3:  
DEJA VU?

You feel a familiar lurch as the reality of the Time Corps HQ Launch Center disappears in a pinpoint of light and sound, and is replaced by the silence and stillness of night. Looking at the chonoscooter readout, you see that it's 11 p.m. The heat of the western climate is stifling. Nearby, you can hear the lapping of waves hitting a river bank.

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**“Where the devil is Hamilton?” he asks, snapping it shut.**

**“I wouldn't worry about him,” says the one dressed in a blue uniform. “We have a good 20-minute window to get him aboard and get the ship launched. We'll be at San Francisco a half-hour later. Delivery by midnight...that what was promised, eh?”**

Yes, the timeline has been changed. The PCs are not “reliving” this moment, rather they just arrived. But feelings of déjà vu are often hints that the timeline has been changed. If anyone thinks to use Paranormal Memory, they'll recall the original timeline, the arrival of Samuel, the fight with Kensey, etc. However, the timeline has now been changed so Samuel never arrived. In fact, the Pony Express ride was stopped 7 days ago in this timeline.

Kensey sent a message to himself 8 days ago in Midway, Nebraska, where he was staying. As insurance, Kensey picked this point as a fallback event window in case the Antelope attack did not go as planned. Upon receiving the note from his futureward self, he put into motion his backup plan of assassinating the rider at the relay station at 30 Mile Ridge just 7 miles out of Midway. And the rider is a special target as well – 15-year-old William Cody who grows up to be Buffalo Bill Cody 15 years from now!

The PCs can wait around with Gibbs and Lovett, but as midnight rolls around, there is no appearance of Samuel. The major clues the PCs should have grabbed from Kensey's rant was “one week ago, Cody, and 30 Mile Ridge.” If asked, Lovett can explain that there are about 25 riders on the route from St. Joseph to San Francisco. He has both a map of the entire route of the Express ride as well as a rider manifest. On the map, the PCs may be able to find a relay station at 30 Mile Ridge, Nebraska, just prior to the home station of Midway, Nebraska, where a new rider takes over. On the rider manifest, there is a “W. Cody”. So he must be the rider passing through 30 Mile Ridge 7 days ago on April 6. If they ask for an approximate time of arrival for Cody, Lovett makes his best guess...

**“Given the route he's taking, allowing for three other previous relays...I'd say he probably got there around 2 to 3 in the afternoon,” Lovett guess. “Why?”**

The PCs should be hinted and pointed at taking their scooters to 30 Mile Ridge, Nebraska, April 6, 1860. Their time of arrival is solely based upon what they feel is best.

SCENE 4:  
AMBUSH AT 30 MILE RIDGE

**((NOTE: ADD MORE DAMOREANS AND A HORSE CHASE IF THINGS ARE GOING TOO FAST. IF TIME IS RIGHT, RUN AS WRITTEN))**

**Your chronoscooters take you unerringly to 30 Mile Ridge, Nebraska, April 6. Events at the Antelope dock haven't happened yet. Or will happen. Or have changed. That's the problem with time travel...it's next to impossible to establish what has happened and when it happened. But all that matters is that history is put back the way it originally ran.**

The 30 Mile Ridge relay station isn't much more than a small shack which acts as the residence of the stationmaster, a stable with 7 horses (one saddled and bridled, ready to go), a barn with plenty of feed and additional saddling equipment as needed.

What is going on now depends on the PC's time of arrival. Cody will arrive at 2 p.m. Depending on the time of day, stationmaster Jedidiah Colter could be grooming and preparing the next horse for the ride, eating breakfast or lunch in the shack, or just sitting outside, waiting for the rider. Jedidiah is a grizzled old coot who should be played like Gabby Hayes. Doesn't take any guff from no body, by cracky!

What the PCs may not know is that Colter is a shape-shifted Damorean who is working with Kensey to alter the timeline. The real Colter is unconscious and secured in the barn. Colter will ambush the PCs and/or Cody when the time is right.

**JEDIDIAH COLTER – Damorean Agent**

Significance Rating: 0

STR: 40	DEX: 40	AGL: 40
WPR: 40	PER: 40	PCN: 40
STA: 40	UMS: 40	WNDS: 11

Current STA:

Wounds: OOOOOOOOOOOOOO

SKILLS: Equestrian (MA) 113; Laser pistol (SP) 70.

“Jedidiah” is armed with a laser pistol. If killed, he'll dissolve into a puddle of goo.

Kensey has a spot picked out a few days ago just up on the Ridge. Overlooking the station on a high cliff face he's set up a high-powered laser-scoped rifle. The PCs can try to find it, but it's well-hidden and camouflaged. (-50 to all rolls to find it) Kensey will arrive at the sniper nest around noon. If the PCs are milling about, he'll just think they are well-wishers or inspectors attending to the station. (He hasn't yet met them, so he doesn't know they're Time Corps agents.) Kensey's focused on shooting Cody.

Once Will Cody comes tearing into the station, the PCs should be on high alert (if they haven't already found/subdues Kensey). It is not just imperative that the run continues, it is also imperative that nothing happens to William Cody. His death will not only end the run of the Pony Express, a major icon of the spirit of the American West will also be ended, which could lead to as-of-yet-unseen timeline changes.

As for clues to Kensey's whereabouts, PCs may see a red dot “crawling” along the ground or upon their chests (the scope's targeting). Someone may want to get Cody to safety when the gunfire starts. The PCs can grab a horse and ride up to take out Kensey. Someone else may grab Cody and a horse and ride to Midway to make sure the timeline is salvaged. Regardless, Cody should be saved, Kensey subdued, and the mail sent through to Midway!

**QUINTON KENSEY – Time Renegade**

Significance Rating: 200

STR: 78	DEX: 62	AGL: 72
WPR: 52	PER: 44	PCN: 40
STA: 78	UMS: 75	WNDS: 15

Current STA:

Wounds: OOOOOOOOOOOOOOOO

SKILLS: Semi-automatic pistols (MA) 117; Pilot (EX) 88.

**WILLIAM CODY**

Significance Rating: 200

STR: 40	DEX: 55	AGL: 61
WPR: 45	PER: 40	PCN: 49
STA: 66	UMS: 50	WNDS: 14

Current STA:

Wounds: OOOOOOOOOOOO

SKILLS: Equestrian (MA) 110; Pistol (SP)  
70.

If the PCs are successful, they can be sent home.



SCENE 5:  
RETURN AND DEBRIEFING

SUCCESS!

When the PCs return, Sentry Calhoun is waiting to speak with them. If they succeeded, he congratulates them on a successful mission.

**Once you set history right, the Significance Wave disappeared as the timeline corrected itself. And I've never before seen rookie agents use a second pastward jump before. Nice work relying on your Paranormal Memory to clue you in when everything changed. Welcome to the Time Corps, Trainee, Grade 2!**

IF THE PCs FAILED COMPLETELY:

Sentry Calhoun looks somewhat different than when you left. His clean-cut red Time Corps uniform has been replaced with a gray flannel jumpsuit.

**“Due to your failure, the Significance Wave crashed through Time Corps HQ like crap through a goose,” he drawls with a thick southern accent. “But fortunately, the Time Corps president was able to hold history together here at the end so we weren't completely erased. Isn't that right, sir?”**

**A wallscreen blinks on and Quinton Kensey stands there in a similar grey flannel Time Corps uniform. “That's right, Sentry.” Kensey says. “Now bring the agents to me. I'd like to debrief them personally...”**

END