**Time Trap**

I want to play the Time Trap module for TSR’s Marvel Superheroes (FASERIP system) roleplaying game. Do you have the capacity to game master this module using that ruleset? I’ve already created four characters: Captain America, Dr. Strange, Black Widow, and Scarlet Witch.

Absolutely, I can help you run the *Time Trap* module for the Marvel Superheroes (FASERIP) roleplaying game! While I can’t fully replicate the experience of a human Game Master, I can guide you through the module, narrate the story, handle rules adjudication, and manage NPCs and combat. Let’s get started!

**Step 1: Setting the Scene**

The *Time Trap* module involves time travel, alternate realities, and a cosmic threat. The story begins with the heroes being summoned by Dr. Strange to investigate a disturbance in the timestream. The fate of the multiverse hangs in the balance!

**Step 2: Character Sheets**

Since you’ve already created the characters, please provide the following details for each hero:

1. **FASERIP stats** (Fighting, Agility, Strength, Endurance, Reason, Intuition, Psyche).
2. **Powers** and **Talents**.
3. **Health** and **Karma** scores.
4. Any notable equipment (e.g., Captain America’s shield).

If you don’t have the full stats, I can help you fill in the gaps using the FASERIP system.

**Step 3: Starting the Adventure**

We’ll begin with the heroes gathered at Dr. Strange’s Sanctum Sanctorum. He explains that he has detected a series of temporal anomalies threatening to unravel reality. The heroes must travel through time and alternate dimensions to stop the threat.

**Dr. Strange**: *“Heroes, the timestream is under assault. I have detected rifts in reality, each leading to a different era or dimension. If these rifts are not sealed, the multiverse itself may collapse. I will guide you as best I can, but the journey will be perilous. Are you prepared?”*

**Step 4: Your First Decision**

The heroes must choose which rift to investigate first. Dr. Strange can sense three distinct anomalies:

1. **A prehistoric era**, where dinosaurs roam and a strange energy emanates from a volcanic crater.
2. **A dystopian future**, where machines rule and humanity is enslaved.
3. **An alternate present**, where the heroes’ greatest foes have triumphed and rule the world.

Which rift will the heroes investigate first? Or do they have another plan?

Let me know how you’d like to proceed, and we’ll dive into the adventure!

I’ll provide individual character info in a moment. Here’s the initiative tally with sample rolls. Feel free to roll for initiative yourself. Character Initiative d10 Modified Roll Doctor Strange 4 9 13 Black Widow 2 10 12 Captain America 1 9 10 Scarlet Witch 2 2 4

Great! Thanks for providing the initiative tally. Based on the modified rolls, here’s the order of action for the first round:

1. **Doctor Strange** (Modified Roll: 13)
2. **Black Widow** (Modified Roll: 12)
3. **Captain America** (Modified Roll: 10)
4. **Scarlet Witch** (Modified Roll: 4)

I’ll handle initiative rolls for NPCs and enemies as needed during combat. For now, let’s proceed with the heroes’ actions in this order.

**Current Situation**

The heroes are standing in Dr. Strange’s Sanctum Sanctorum, surrounded by mystical artifacts and glowing portals. Dr. Strange has just explained the urgency of the situation and the three rifts they must investigate. The air crackles with magical energy, and the weight of the multiverse’s fate hangs heavy.

**Doctor Strange’s Turn (Modified Roll: 13)**

Dr. Strange is up first. What would you like him to do? Here are some options:

1. Use his **Mystic Senses** to gather more information about the rifts.
2. Cast a spell to prepare the team for time travel (e.g., **Shield of the Seraphim** for protection).
3. Suggest a course of action and rally the team.
4. Something else?

Let me know how you’d like to proceed with Doctor Strange, and we’ll move on to Black Widow’s turn!

Captain America Alias Steve Rogers Identity Public Origin Altered Human Sex Male Occupation Soldier / Avenger Ability Rank Value d100 Outcome Ability Value Fighting Amazing 50 33 1 Health 140 Agility Incredible 40 33 0 Karma 70 Strength Excellent 20 67 1 Karma Left 70 Endurance Remarkable 30 12 0 Resources 20 Reason Good 10 70 1 Popularity 10/10 Intuition Excellent 20 11 0 Initiative 1 Psyche Incredible 40 39 1 Appearance: Wears his black Nomad uniform. Personality: Captain America is the moral compass of the team—always weighing the bigger picture, protecting the weak, and resisting undue force. He delegates leadership rather than micromanaging and will encourage the group to pursue nonviolent solutions before resorting to combat. Time Trap: He takes the lead in historical diplomacy scenes. His Military Talent gives him an edge when dealing with time-displaced soldiers or war leaders. His shield’s Unearthly durability makes him the best choice to block attacks from Kang’s energy weapons. Power/Device Rank Shield Block Unearthly Shield Throw Remarkable Resist Toxins/Disease Excellent Enhanced Reflexes Remarkable Talents Rank Leadership Remarkable Martial Arts A, B, C, & E Remarkable Military Remarkable Thrown Weapons Remarkable Weapon Specialist: Shield Remarkable Acrobatics Remarkable Item Vibranium Shield Uniform

Thank you for providing Captain America’s details! He’s ready to lead the team through *Time Trap*. Here’s a quick summary of his capabilities for reference:

**Captain America (Steve Rogers)**

* **Fighting**: Amazing (50)
* **Agility**: Incredible (40)
* **Strength**: Excellent (20)
* **Endurance**: Remarkable (30)
* **Reason**: Good (10)
* **Intuition**: Excellent (20)
* **Psyche**: Incredible (40)
* **Health**: 140
* **Karma**: 70
* **Resources**: 20
* **Popularity**: 10/10
* **Initiative**: 1

**Powers/Devices**

* **Shield Block**: Unearthly
* **Shield Throw**: Remarkable
* **Resist Toxins/Disease**: Excellent
* **Enhanced Reflexes**: Remarkable

**Talents**

* Leadership: Remarkable
* Martial Arts A, B, C, & E: Remarkable
* Military: Remarkable
* Thrown Weapons: Remarkable
* Weapon Specialist: Shield: Remarkable
* Acrobatics: Remarkable

**Equipment**

* **Vibranium Shield**: Unearthly material, nearly indestructible, and perfect for blocking or throwing.
* **Nomad Uniform**: Provides some protection and flexibility in combat.

**Role in Time Trap**

Captain America’s **Leadership** and **Military** talents make him ideal for historical diplomacy scenes, especially when dealing with soldiers or war leaders from different eras. His shield’s **Unearthly** durability also makes him the best choice to block attacks from Kang’s advanced energy weapons.

**Current Situation**

The team is in Dr. Strange’s Sanctum Sanctorum, deciding which rift to investigate first. Captain America’s **Leadership** and **Reason** make him a natural choice to guide the team’s decision. Here are some options for his actions:

1. **Assess the rifts**: Use his **Reason** and **Intuition** to analyze the threats and suggest the best course of action.
2. **Rally the team**: Use his **Leadership** to inspire the team and prepare them for the challenges ahead.
3. **Propose a plan**: Suggest which rift to investigate first based on the team’s strengths and the potential dangers.
4. **Prepare for combat**: Use his **Martial Arts** and **Weapon Specialist** talents to ensure the team is ready for a fight.

What would you like Captain America to do? Let me know, and we’ll proceed with the adventure!

Scarlet Witch Alias Wanda Maximoff Identity Public Origin Mutant Sex Female Occupation Avenger Ability Rank Value d100 Outcome Ability Value Fighting Good 10 3 0 Health 44 Agility Excellent 20 82 2 Karma 100 Strength Poor 4 9 0 Karma Left 100 Endurance Good 10 90 2 Resources 10 Reason Excellent 20 88 2 Popularity 5/10 Intuition Remarkable 30 62 1 Initiative 2 Psyche Amazing 50 23 0 Appearance: Witchy woman. Personality: Wanda is unstable but invaluable—her Probability Manipulation can solve impossible problems or ruin the whole timeline if she pushes too far. She’ll be the group wildcard but needs to be reined in by Captain America or Strange. Power/Device Rank Notes Probability Manipulation Amazing Can alter one physical law or event per round Force Fields Remarkable Deflects up to 30 damage Hex Bolts Incredible Cause malfunctions or sudden structural failures Talents Rank Notes Occult Lore Excellent Recognize mystic symbols Martial Arts C Excellent Bonus to Evade Languages Excellent Romani, Russian, English

Thank you for providing Scarlet Witch’s details! She’s a powerful and unpredictable addition to the team, and her **Probability Manipulation** will be a game-changer in *Time Trap*. Here’s a quick summary of her capabilities for reference:

**Scarlet Witch (Wanda Maximoff)**

* **Fighting**: Good (10)
* **Agility**: Excellent (20)
* **Strength**: Poor (4)
* **Endurance**: Good (10)
* **Reason**: Excellent (20)
* **Intuition**: Remarkable (30)
* **Psyche**: Amazing (50)
* **Health**: 44
* **Karma**: 100
* **Resources**: 10
* **Popularity**: 5/10
* **Initiative**: 2

**Powers**

* **Probability Manipulation**: Amazing (can alter one physical law or event per round)
* **Force Fields**: Remarkable (deflects up to 30 damage)
* **Hex Bolts**: Incredible (cause malfunctions or sudden structural failures)

**Talents**

* Occult Lore: Excellent (recognize mystic symbols)
* Martial Arts C: Excellent (bonus to Evade)
* Languages: Excellent (Romani, Russian, English)

**Role in Time Trap**

Scarlet Witch’s **Probability Manipulation** makes her a wildcard—she can solve seemingly impossible problems, but her powers also carry risks if used recklessly. Her **Occult Lore** will be invaluable for deciphering mystical threats, and her **Hex Bolts** can disable enemy technology or create strategic advantages in combat. However, her instability means she’ll need guidance from Captain America or Dr. Strange to avoid unintended consequences.

**Current Situation**

The team is in Dr. Strange’s Sanctum Sanctorum, deciding which rift to investigate first. Scarlet Witch’s **Intuition** and **Occult Lore** make her well-suited to analyze the mystical aspects of the rifts. Here are some options for her actions:

1. **Analyze the rifts**: Use her **Occult Lore** and **Intuition** to sense which rift poses the greatest threat or holds the most potential for success.
2. **Prepare for combat**: Use her **Force Fields** or **Hex Bolts** to ready herself for potential dangers.
3. **Offer a plan**: Suggest a course of action based on her mystical insights.
4. **Experiment with Probability Manipulation**: Attempt to alter a small aspect of reality to gain more information (though this carries risks).

What would you like Scarlet Witch to do? Let me know, and we’ll proceed with the adventure!

Dr. Strange Alias Steven Strange Identity Public Origin Altered Human Sex Male Occupation Sorcerer Supreme Ability Rank Value d100 Outcome Ability Value Fighting Good 10 58 1 Health 54 Agility Excellent 20 2 0 Karma 155 Strength Poor 4 55 0 Karma Left 155 Endurance Excellent 20 40 0 Resources 20 Reason Remarkable 30 47 1 Popularity 4/10 Intuition Amazing 50 33 1 Initiative 4 Psyche Monstrous 75 63 2 Appearance: Tall, gaunt, middle age, pale. Personality: Strange will solve more problems than he fights. He’ll prefer to parley with temporal guardians or banish threats rather than directly attack them. His Universal Detection will let him sense time distortions before anyone else. Power/Device Rank Notes ldritch Bolts Amazing Energy blasts, up to 10 areas Protective Shields Monstrous Covers self or others Dimensional Travel Amazing Pass into other realms Levitation Remarkable Fly up to 3 areas per round Astral Projection Amazing Leave body, spy invisibly Teleportation (Limited) Incredible Short-range teleportation, one area Universal Detection Amazing Detect magic, psionics, or dimensional shifts Talents Rank Notes Occult Lore Remarkable +1 CS to magic-related Reason FEATs Medicine Remarkable Former surgeon Martial Arts D Excellent +1 CS to grappling, evasion Mystic Background Automatic Knows how to identify artifacts Languages Remarkable Latin, Sanskrit, Atlantean Notable Equipment Item Cape Time Stone Magic Relics

Thank you for providing Dr. Strange’s details! As the Sorcerer Supreme, he’s a powerhouse of mystical knowledge and abilities, making him indispensable for navigating the challenges of *Time Trap*. Here’s a quick summary of his capabilities for reference:

**Dr. Strange (Steven Strange)**

* **Fighting**: Good (10)
* **Agility**: Excellent (20)
* **Strength**: Poor (4)
* **Endurance**: Excellent (20)
* **Reason**: Remarkable (30)
* **Intuition**: Amazing (50)
* **Psyche**: Monstrous (75)
* **Health**: 54
* **Karma**: 155
* **Resources**: 20
* **Popularity**: 4/10
* **Initiative**: 4

**Powers/Devices**

* **Eldritch Bolts**: Amazing (energy blasts, up to 10 areas)
* **Protective Shields**: Monstrous (covers self or others)
* **Dimensional Travel**: Amazing (pass into other realms)
* **Levitation**: Remarkable (fly up to 3 areas per round)
* **Astral Projection**: Amazing (leave body, spy invisibly)
* **Teleportation (Limited)**: Incredible (short-range teleportation, one area)
* **Universal Detection**: Amazing (detect magic, psionics, or dimensional shifts)

**Talents**

* Occult Lore: Remarkable (+1 CS to magic-related Reason FEATs)
* Medicine: Remarkable (former surgeon)
* Martial Arts D: Excellent (+1 CS to grappling, evasion)
* Mystic Background: Automatic (knows how to identify artifacts)
* Languages: Remarkable (Latin, Sanskrit, Atlantean)

**Equipment**

* **Cape of Levitation**: Allows flight and some defensive capabilities.
* **Time Stone**: Grants control over time (use sparingly, as it can have unintended consequences).
* **Magic Relics**: Various artifacts for specific mystical purposes.

**Role in Time Trap**

Dr. Strange is the team’s guide and problem-solver. His **Universal Detection** allows him to sense time distortions and mystical threats before anyone else, and his **Occult Lore** and **Mystic Background** make him the go-to expert for deciphering ancient symbols and artifacts. He prefers to parley with temporal guardians or banish threats rather than engage in direct combat, but his **Eldritch Bolts** and **Protective Shields** ensure he can hold his own in a fight.

**Current Situation**

The team is in Dr. Strange’s Sanctum Sanctorum, deciding which rift to investigate first. Dr. Strange’s **Universal Detection** and **Intuition** make him uniquely suited to analyze the rifts and guide the team. Here are some options for his actions:

1. **Analyze the rifts**: Use his **Universal Detection** and **Occult Lore** to determine which rift poses the greatest threat or holds the most potential for success.
2. **Prepare the team**: Cast **Protective Shields** on the team or use his **Time Stone** to gain insight into the rifts.
3. **Propose a plan**: Suggest a course of action based on his mystical insights.
4. **Parley with temporal guardians**: Use his diplomatic skills to negotiate with any entities guarding the rifts.

What would you like Dr. Strange to do? Let me know, and we’ll proceed with the adventure!

Black Widow Alias Natasha Romanoff Identity Public Origin Altered Human Sex Female Occupation S.H.I.E.L.D. Operative Ability Rank Value d100 Outcome Ability Value Fighting Excellent 20 82 2 Health 80 Agility Remarkable 30 29 0 Karma 60 Strength Good 10 38 0 Karma Left 60 Endurance Excellent 20 89 2 Resources 20 Reason Excellent 20 60 1 Popularity 3/10 Intuition Remarkable 30 17 0 Initiative 2 Psyche Good 10 76 1 Appearance: ‘Nuff said. Personality: Natasha thrives in infiltration missions—she’ll plant bugs, neutralize guards, or broker deals with historical figures. She’s the team’s realist and moral compromise, with no qualms about using lethal force on temporal threats Power/Device Rank Notes Widow’s Bite Excellent Electric blast, 3-area range Widow’s Line Excellent Grapple line for climbing or snaring Enhanced Reflexes Remarkable Two actions per round Spy Gear Excellent Infrared goggles, micro-transmitters Talents Rank Notes Martial Arts A, C Remarkable Bonus to Stuns and Dodges Espionage Remarkable Gather information, disguise Acrobatics Excellent Bonus to Dodging Stealth Remarkable Move silently Guns Excellent +1 CS with firearms Notable Equipment Item Assassin Stuff 2 Berettas

Thank you for providing Black Widow’s details! She’s the team’s infiltration expert and a master of espionage, making her invaluable for stealth missions and tactical operations in *Time Trap*. Here’s a quick summary of her capabilities for reference:

**Black Widow (Natasha Romanoff)**

* **Fighting**: Excellent (20)
* **Agility**: Remarkable (30)
* **Strength**: Good (10)
* **Endurance**: Excellent (20)
* **Reason**: Excellent (20)
* **Intuition**: Remarkable (30)
* **Psyche**: Good (10)
* **Health**: 80
* **Karma**: 60
* **Resources**: 20
* **Popularity**: 3/10
* **Initiative**: 2

**Powers/Devices**

* **Widow’s Bite**: Excellent (electric blast, 3-area range)
* **Widow’s Line**: Excellent (grapple line for climbing or snaring)
* **Enhanced Reflexes**: Remarkable (two actions per round)
* **Spy Gear**: Excellent (infrared goggles, micro-transmitters)

**Talents**

* Martial Arts A, C: Remarkable (bonus to Stuns and Dodges)
* Espionage: Remarkable (gather information, disguise)
* Acrobatics: Excellent (bonus to Dodging)
* Stealth: Remarkable (move silently)
* Guns: Excellent (+1 CS with firearms)

**Equipment**

* **Assassin Gear**: Tools for infiltration and combat.
* **2 Berettas**: Reliable firearms for ranged combat.

**Role in Time Trap**

Black Widow thrives in infiltration missions. She can plant bugs, neutralize guards, or broker deals with historical figures. Her **Espionage** and **Stealth** talents make her the team’s go-to operative for gathering information and avoiding detection. She’s also the team’s realist, willing to use lethal force when necessary, especially against temporal threats.

**Current Situation**

The team is in Dr. Strange’s Sanctum Sanctorum, deciding which rift to investigate first. Black Widow’s **Espionage** and **Reason** make her well-suited to analyze the tactical risks and benefits of each rift. Here are some options for her actions:

1. **Scout the rifts**: Use her **Espionage** and **Stealth** to gather more information about the rifts.
2. **Prepare for combat**: Ready her **Widow’s Bite** or **Berettas** for potential threats.
3. **Suggest a plan**: Propose a course of action based on her tactical expertise.
4. **Set up surveillance**: Use her **Spy Gear** to monitor the rifts for activity.

What would you like Black Widow to do? Let me know, and we’ll proceed with the adventure!

What are the rift options again?

Here’s a reminder of the three rift options Dr. Strange has detected. Each rift leads to a different era or dimension, and each presents unique challenges and opportunities:

**Rift Options**

1. **Prehistoric Era**
	* **Description**: A swirling green portal reveals a lush, primordial landscape. Dinosaurs roam freely, and a strange energy emanates from a volcanic crater in the distance.
	* **Potential Threats**: Hostile prehistoric creatures, natural disasters, and the mysterious energy source.
	* **Opportunities**: The energy source could be a key to stabilizing the timestream or a powerful artifact.
2. **Dystopian Future**
	* **Description**: A cold, metallic portal reveals a bleak, mechanized world. Machines rule over enslaved humans, and the sky is choked with smog.
	* **Potential Threats**: Advanced robotic enemies, oppressive machine overlords, and environmental hazards.
	* **Opportunities**: Freeing enslaved humans could gain allies, and the technology here might help repair the timestream.
3. **Alternate Present**
	* **Description**: A shimmering, unstable portal shows a twisted version of the present day. The heroes’ greatest foes have triumphed, and the world is under their control.
	* **Potential Threats**: Alternate versions of familiar villains, twisted versions of allies, and the psychological toll of seeing a dark reflection of their world.
	* **Opportunities**: Defeating the villains here could weaken their influence across the timestream, and the heroes might learn valuable information about their enemies.

**Current Situation**

The team is gathered in Dr. Strange’s Sanctum Sanctorum, surrounded by the glowing portals. Dr. Strange has explained the urgency of the situation, and the heroes must decide which rift to investigate first. Each rift offers a different path, and the choice will shape the course of the adventure.

**Initiative Order**

1. **Doctor Strange** (Modified Roll: 13)
2. **Black Widow** (Modified Roll: 12)
3. **Captain America** (Modified Roll: 10)
4. **Scarlet Witch** (Modified Roll: 4)

**What’s Next?**

It’s **Doctor Strange’s turn** to act. Here are some options for him:

1. **Analyze the rifts**: Use his **Universal Detection** and **Occult Lore** to gather more information about the rifts.
2. **Propose a plan**: Suggest which rift to investigate first based on his mystical insights.
3. **Prepare the team**: Cast **Protective Shields** or use his **Time Stone** to ensure the team is ready for the journey.
4. **Parley with temporal guardians**: Attempt to communicate with any entities guarding the rifts.

What would you like Doctor Strange to do? Let me know, and we’ll proceed!

analyze the rifts further before proposing a plan informed by the information gleaned from the rifts.

Excellent choice! Doctor Strange will use his **Universal Detection** and **Occult Lore** to analyze the rifts further, gathering as much information as possible before proposing a plan. Let’s dive into the details.

**Doctor Strange’s Analysis**

Doctor Strange steps forward, his Cloak of Levitation billowing as he raises his hands. The Eye of Agamotto glows with a soft, golden light as he channels his mystical energy. He focuses on each rift in turn, using his **Universal Detection** to sense the nature of the disturbances and his **Occult Lore** to interpret the mystical signatures.

**1. Prehistoric Era Rift**

* **Universal Detection**: Strange senses a powerful, primal energy emanating from the volcanic crater. It feels ancient and untamed, like the heartbeat of the Earth itself.
* **Occult Lore**: The energy signature matches that of a **Temporal Nexus**, a point where time converges and diverges. This could be a key to stabilizing the timestream—or a catastrophic weak point if disturbed.
* **Additional Insight**: Strange detects faint traces of **extradimensional activity**, suggesting that something (or someone) from another reality may be influencing this timeline.

**2. Dystopian Future Rift**

* **Universal Detection**: Strange senses a cold, mechanical energy permeating the rift. The timestream here is rigid and oppressive, as if forced into unnatural order.
* **Occult Lore**: The energy signature indicates the presence of **Chronotech**, advanced technology designed to manipulate time. This could be the work of Kang the Conqueror or another time-manipulating entity.
* **Additional Insight**: Strange detects faint **psionic echoes** of enslaved humans, suggesting that freeing them could disrupt the timeline’s oppressive structure.

**3. Alternate Present Rift**

* **Universal Detection**: Strange senses a chaotic, unstable energy emanating from this rift. The timestream here is fractured, as if multiple realities are colliding.
* **Occult Lore**: The energy signature matches that of a **Reality Fracture**, a tear in the fabric of existence caused by the triumph of the heroes’ greatest foes.
* **Additional Insight**: Strange detects the presence of **familiar but twisted energies**, suggesting that alternate versions of the heroes or their allies may be present.

**Doctor Strange’s Proposal**

After analyzing the rifts, Doctor Strange turns to the team, his expression grave but determined.

**Doctor Strange**: *“The rifts are more dangerous—and more interconnected—than I initially realized. Each one represents a critical juncture in the timestream, and all are tied to the same overarching threat. Here’s what I propose:*

1. **Prehistoric Era**: The Temporal Nexus in the volcanic crater could be a key to stabilizing the timestream, but it’s also a potential weak point. If we secure it, we may gain the power to repair other rifts. However, the extradimensional activity suggests we may face interference from an unknown force.
2. **Dystopian Future**: The Chronotech in this timeline is a direct threat to the timestream. If we can dismantle it and free the enslaved humans, we may weaken the overall assault on reality. However, the oppressive nature of this timeline means we’ll face relentless opposition.
3. **Alternate Present**: The Reality Fracture here is a symptom of the timestream’s collapse. If we can mend it, we may prevent further damage. However, confronting our greatest foes—and possibly alternate versions of ourselves—will be psychologically and physically taxing.

*I recommend we start with the* ***Prehistoric Era****. Securing the Temporal Nexus could give us the tools we need to tackle the other rifts. However, the choice is yours, my friends. What do you think?”*

**Team Discussion**

The floor is open for the team to discuss and decide which rift to investigate first. Here’s a quick recap of the options:

1. **Prehistoric Era**: High risk, high reward. Potential to secure a Temporal Nexus but may face extradimensional interference.
2. **Dystopian Future**: Directly confront the source of the timestream’s oppression but face relentless mechanical enemies.
3. **Alternate Present**: Mend a Reality Fracture but risk psychological and physical strain from confronting twisted versions of familiar foes.

What does the team decide? Let me know, and we’ll proceed!

They all nodded after a few more rounds of weighing odds, and decided on the prehistoric period. Do we know what period it is? Archaean, where we can’t breathe the atmosphere; Devonian, where there’s nothing on land to eat; Cretaceous, where t-rexes can eat us?

Great question! Doctor Strange uses his **Universal Detection** and **Occult Lore** to pinpoint the exact period of the Prehistoric Era rift. He focuses his mystical senses on the swirling green portal, analyzing the environmental and temporal signatures.

**Doctor Strange’s Analysis**

**Doctor Strange**: *“The rift leads to the* ***Late Cretaceous Period****, approximately 65 to 70 million years ago. This was a time when dinosaurs dominated the land, and the environment was lush and vibrant. The atmosphere is breathable, though the air is thicker and more humid than we’re used to. The volcanic activity suggests we’re in a geologically active region, likely near the coast.”*

**Key Features of the Late Cretaceous Period**

1. **Environment**:
	* Dense forests, swamps, and coastal plains.
	* High humidity and warm temperatures.
	* Active volcanoes and frequent seismic activity.
2. **Flora and Fauna**:
	* **Dinosaurs**: Tyrannosaurus rex, Triceratops, Velociraptors, and other large predators and herbivores.
	* **Other Creatures**: Pterosaurs in the skies, marine reptiles in the waters, and small mammals scurrying in the underbrush.
	* **Plant Life**: Ferns, cycads, and early flowering plants.
3. **Hazards**:
	* **Predators**: Large carnivorous dinosaurs pose a significant threat.
	* **Natural Disasters**: Volcanic eruptions and earthquakes could occur without warning.
	* **Environmental Challenges**: The thick, humid air may cause discomfort, and the unfamiliar terrain could make navigation difficult.

**The Temporal Nexus**

Doctor Strange senses that the **Temporal Nexus** is located near the volcanic crater. The energy emanating from it is both a potential source of power and a significant danger. He warns the team:

**Doctor Strange**: *“The Temporal Nexus is unstable. If we’re not careful, our presence could trigger a catastrophic temporal event. We’ll need to approach it with caution and be prepared for anything.”*

**Team Preparation**

Before stepping through the rift, the team has a moment to prepare. Here are some options:

1. **Dr. Strange**: Cast **Protective Shields** on the team or use his **Time Stone** to create a temporal anchor, ensuring they can return to the present if needed.
2. **Captain America**: Use his **Leadership** to assign roles and ensure the team is ready for potential combat or environmental challenges.
3. **Scarlet Witch**: Use her **Probability Manipulation** to subtly alter the environment, making it safer for the team to navigate.
4. **Black Widow**: Use her **Espionage** and **Stealth** to scout ahead through the rift and gather intel before the rest of the team follows.

What would you like the team to do before stepping through the rift? Let me know, and we’ll proceed into the Late Cretaceous Period!

Wanda urges Strange to ensure that the temporal anchor is dispel-proof, and uses her Probability Manipulation to ensure his odds of success. Black Widow nods as Captain America issues contingencies for what to do if separated, wounded, or in case of casualties. “One of us falls, the objective remains in place. You get killed, walk it off.”

This is an excellent plan! The team is working together like a well-oiled machine, leveraging their unique abilities and preparing for the worst while staying focused on the mission. Let’s break it down and see how it plays out.

**Wanda Maximoff (Scarlet Witch)**

Wanda steps forward, her hands glowing with chaotic energy as she focuses on Doctor Strange.
**Wanda**: *“Stephen, let’s make sure your temporal anchor is as solid as possible. I’ll use my Probability Manipulation to tilt the odds in our favor.”*

She channels her **Probability Manipulation** (Amazing rank) to ensure that Strange’s spell is dispel-proof. The air around Strange shimmers with a faint red glow as Wanda’s magic intertwines with his.

**Result**: Strange’s temporal anchor is now reinforced with Wanda’s chaos magic, making it nearly impossible to disrupt. The team has a reliable way to return to the present if things go sideways.

**Doctor Strange**

With Wanda’s assistance, Strange casts the **Temporal Anchor** spell. The Eye of Agamotto glows brightly as he weaves the intricate spell, creating a shimmering golden tether that connects the team to the present.

**Doctor Strange**: *“The anchor is set. No matter where—or when—we end up, this will bring us back. But remember, the further we stray from the rift, the more strain it will put on the spell. We’ll need to work quickly.”*

**Captain America**

Steve Rogers steps forward, his voice calm but commanding.
**Captain America**: *“Listen up. This is a hostile environment, and we don’t know what we’re walking into. If we get separated, head for high ground and look for the volcanic crater—that’s our objective. If you’re wounded, fall back and let the rest of us cover you. And if… if one of us falls, the mission comes first. We get this done, no matter what.”*

He pauses, then adds with a faint smirk: *“And if you get killed, walk it off.”*

The team chuckles, the tension easing slightly as they prepare for the journey ahead.

**Black Widow**

Natasha nods, her expression serious. She checks her gear—her **Widow’s Bite**, **Berettas**, and **Spy Gear**—and moves to the front of the group.

**Black Widow**: *“I’ll take point. If there’s trouble on the other side, I’ll handle it. Stay sharp, and keep your eyes open.”*

**Stepping Through the Rift**

With preparations complete, the team steps through the swirling green portal. The transition is disorienting, a rush of light and sound as they’re pulled through the timestream. Moments later, they find themselves standing in the Late Cretaceous Period.

**The Late Cretaceous Period**

The air is thick and humid, filled with the sounds of distant roars and the rustling of dense vegetation. The ground beneath their feet is soft and muddy, and the sky is a deep, vibrant blue. In the distance, a massive volcano looms, its peak wreathed in smoke.

**Key Features**:

1. **Dense Jungle**: The team is surrounded by towering ferns, cycads, and early flowering plants. Visibility is limited, and the underbrush is thick.
2. **Distant Volcano**: The volcanic crater, their objective, is about two miles away. Strange’s **Universal Detection** confirms that the Temporal Nexus is located there.
3. **Signs of Life**: The jungle is teeming with activity. Strange spots a herd of **Triceratops** grazing nearby, while the distant roar of a **Tyrannosaurus rex** echoes through the trees.

**Immediate Challenges**

1. **Navigation**: The dense jungle makes it difficult to move quickly. The team will need to decide whether to cut through the underbrush or find a clearer path.
2. **Predators**: The presence of large carnivorous dinosaurs means the team will need to stay alert.
3. **Environmental Hazards**: The volcanic activity could trigger earthquakes or eruptions at any moment.

**What’s Next?**

The team is now in the Late Cretaceous Period, with the Temporal Nexus two miles away. Here are some options for their next steps:

1. **Scout Ahead**: Black Widow can use her **Stealth** and **Espionage** to scout the path and identify potential threats.
2. **Move as a Group**: The team can stick together and move cautiously toward the volcano, ready for combat.
3. **Use Magic**: Doctor Strange or Scarlet Witch can use their powers to clear a path or gain more information about the environment.
4. **Set Up a Base Camp**: The team can establish a temporary camp to regroup and plan their approach.

What would you like the team to do? Let me know, and we’ll proceed!

Black Widow scouts in front, then Captain America 50’, then the other two about 40’ behind the Captain. The Witch and Doctor use their powers to glean more about the area.

Excellent tactical formation! The team moves cautiously through the dense jungle, with Black Widow leading the way, Captain America providing mid-range support, and Doctor Strange and Scarlet Witch bringing up the rear while using their powers to gather more information. Let’s see how this plays out.

**Black Widow (Scout)**

Natasha moves silently through the underbrush, her **Stealth** (Remarkable) and **Espionage** (Remarkable) skills allowing her to blend into the environment. She keeps her **Widow’s Bite** and **Berettas** at the ready, her sharp eyes scanning for threats.

* **Scouting Results**:
	+ She spots a herd of **Triceratops** grazing about 100 feet to the left. They seem docile but could become aggressive if provoked.
	+ To the right, she notices a trail of broken foliage and massive footprints—likely from a **Tyrannosaurus rex**. The tracks are fresh, suggesting the predator is nearby.
	+ Ahead, the jungle thins slightly, revealing a clearer path toward the volcano. However, she also spots a cluster of **Velociraptors** lurking in the shadows, their eyes glinting with predatory intent.

Natasha signals the team with hand gestures, relaying the information silently.

**Captain America (Mid-Range Support)**

Steve follows 50 feet behind Natasha, his shield at the ready. He uses his **Intuition** (Excellent) and **Military** (Remarkable) training to assess the situation and stay alert for ambushes.

* **Observations**:
	+ He notes the tension in the air, the way the jungle seems to hold its breath. The presence of multiple predators suggests the team is in a high-traffic area.
	+ He keeps an eye on the **Velociraptors**, ready to intervene if they attack.

**Doctor Strange and Scarlet Witch (Rear Guard)**

While maintaining their position 40 feet behind Captain America, Strange and Wanda use their powers to gather more information about the area.

**Doctor Strange**

Strange activates his **Universal Detection** (Amazing) and **Occult Lore** (Remarkable) to scan the environment.

* **Findings**:
	+ The Temporal Nexus at the volcanic crater is emitting a steady pulse of energy, but it’s being disrupted by an external force—something or someone is interfering with it.
	+ He detects faint traces of **extradimensional energy** near the Velociraptors, suggesting they may be under the influence of an outside force.

**Scarlet Witch**

Wanda uses her **Probability Manipulation** (Amazing) to subtly alter the environment, reducing the likelihood of an immediate attack.

* **Result**:
	+ The **Velociraptors** seem momentarily confused, their predatory instincts dulled just enough to buy the team some time.

**Current Situation**

The team is now aware of the following:

1. **Triceratops Herd**: To the left, docile but potentially dangerous if provoked.
2. **Tyrannosaurus rex Tracks**: Fresh and nearby, suggesting the predator is close.
3. **Velociraptors**: Ahead, lurking in the shadows and possibly influenced by extradimensional energy.
4. **Temporal Nexus**: The volcanic crater is two miles away, but its energy is being disrupted by an unknown force.

**Immediate Options**

The team needs to decide how to proceed. Here are some options:

1. **Avoid the Velociraptors**: Use Wanda’s **Probability Manipulation** and Natasha’s **Stealth** to sneak past the predators and continue toward the volcano.
2. **Confront the Velociraptors**: Take out the threat now to avoid being ambushed later.
3. **Investigate the Extradimensional Energy**: Strange and Wanda could focus their powers on determining the source of the interference.
4. **Change Course**: Take a longer route to avoid the predators but risk encountering other dangers.

What would you like the team to do? Let me know, and we’ll proceed!

“We don’t need to kill the raptors,” the Captain posed. “We just need to get past them. Strange, are you able to teleport us to the crater, or near it? Or are you able to teleport the raptors somewhere else with your yellow Marvel circles?”

Captain America’s strategic thinking shines through! The team doesn’t need to engage the Velociraptors if they can bypass them entirely. Doctor Strange considers the options, his mind racing through the possibilities of his mystical abilities.

**Doctor Strange’s Response**

Strange strokes his goatee thoughtfully, the Eye of Agamotto glowing faintly as he assesses the situation.

**Doctor Strange**: *“Teleporting the entire team directly to the crater is risky. The Temporal Nexus is unstable, and the energy there could interfere with my spells. However, I can teleport us closer—perhaps a mile ahead—to bypass the Velociraptors and reduce the distance we need to cover on foot. Alternatively, I could open a portal to relocate the raptors, but that would require precise timing and energy. Given the extradimensional interference, I recommend the first option.”*

**Scarlet Witch’s Input**

Wanda nods in agreement, her hands glowing faintly with chaotic energy.

**Scarlet Witch**: *“I can assist with the teleportation. My Probability Manipulation can ensure the spell goes smoothly, reducing the risk of us ending up in a tree—or inside a rock.”*

**The Plan**

The team decides to proceed with Doctor Strange’s suggestion: teleporting the group closer to the crater to bypass the Velociraptors and other potential threats. Here’s how it unfolds:

1. **Doctor Strange** and **Scarlet Witch** combine their powers. Strange focuses his **Teleportation (Limited)** spell, while Wanda uses her **Probability Manipulation** to ensure the spell’s success.
2. The air around the team shimmers with golden and red energy as a portal begins to form.
3. Strange gestures, and the team steps through the portal.

**The Teleportation**

The transition is swift but disorienting. For a moment, the team feels as though they’re being pulled in every direction at once. Then, they emerge about a mile closer to the volcanic crater.

**New Location**

The team finds themselves on a rocky outcrop overlooking the jungle. The volcano looms ahead, its peak wreathed in smoke and glowing faintly with molten lava. The air is hotter here, and the ground trembles slightly with seismic activity.

**Key Features**:

1. **Volcanic Crater**: The Temporal Nexus is located at the base of the volcano, about half a mile away. Strange’s **Universal Detection** confirms that the energy pulses are growing stronger and more erratic.
2. **Jungle Edge**: The dense jungle gives way to rocky terrain, making movement easier but also exposing the team to potential threats.
3. **Signs of Danger**: Strange spots a group of **Pteranodons** circling the volcano, their sharp cries echoing through the air. He also detects faint traces of **extradimensional energy** near the crater, suggesting the interference is coming from there.

**Immediate Challenges**

1. **Pteranodons**: The flying reptiles could attack if the team gets too close to the crater.
2. **Volcanic Activity**: The ground is unstable, and the volcano could erupt at any moment.
3. **Extradimensional Interference**: The source of the interference is likely guarding the Temporal Nexus, and the team will need to confront it to stabilize the timestream.

**What’s Next?**

The team is now much closer to their objective, but the challenges are far from over. Here are some options for their next steps:

1. **Approach the Crater**: Move cautiously toward the Temporal Nexus, ready for combat or environmental hazards.
2. **Deal with the Pteranodons**: Take out the flying reptiles now to avoid being ambushed later.
3. **Investigate the Extradimensional Energy**: Strange and Wanda could focus their powers on determining the source of the interference.
4. **Set Up a Defensive Position**: Use the rocky terrain to their advantage and prepare for a potential confrontation.

What would you like the team to do? Let me know, and we’ll proceed!

Strange--ever the scientist--deduces, “As we approach the volcano, the air will be more and more inhospitable, which will deter the pteranodons the closer we get. For now, we are maximally exposed to them. Be on your guard.” Black Widow walked near Captain America, relying on his shield to protect her from a swoop-down attack from the winged predators. Wanda readied her scarlet-hued hex shield, which she could erect above them like a canopy should the reptiles get ambitious and attempt a predatory dive.

Excellent tactical adjustments! The team is leveraging their strengths and preparing for the potential threat of the Pteranodons while staying focused on their objective. Let’s see how this plays out.

**Team Formation and Preparedness**

1. **Doctor Strange**: Keeps his **Protective Shields** (Monstrous) at the ready, prepared to cast them on the team if the Pteranodons attack. He also maintains his **Universal Detection** to monitor the extradimensional energy near the crater.
2. **Captain America**: Positions himself near Black Widow, his shield raised to protect them both from aerial attacks. His **Leadership** (Remarkable) keeps the team focused and calm.
3. **Black Widow**: Stays close to Captain America, her **Widow’s Bite** and **Berettas** ready to fend off any Pteranodons that get too close.
4. **Scarlet Witch**: Channels her **Force Fields** (Remarkable) to create a shimmering, scarlet-hued canopy above the team. The hex shield is ready to deploy at a moment’s notice.

**Movement Toward the Crater**

The team begins moving cautiously toward the volcanic crater, their eyes scanning the skies for signs of the Pteranodons. The rocky terrain makes the going slow but manageable, and the air grows hotter and thicker with every step.

**Pteranodon Activity**

As the team moves, the **Pteranodons** begin to take notice. Their sharp cries grow louder, and a few of the creatures swoop down to investigate. However, they keep their distance for now, wary of the strange energy emanating from the team (courtesy of Strange and Wanda’s powers).

**Environmental Challenges**

1. **Heat and Ash**: The closer the team gets to the crater, the hotter and more oppressive the air becomes. Ash drifts down from the volcano, making it harder to see and breathe.
2. **Unstable Ground**: The ground trembles occasionally, and cracks in the earth release bursts of steam. The team must tread carefully to avoid injury.
3. **Pteranodon Threat**: While the Pteranodons are deterred by the team’s energy, they remain a potential threat, especially if the team appears vulnerable.

**Approaching the Crater**

After a tense but uneventful trek, the team reaches the base of the volcano. The **Temporal Nexus** is now visible—a swirling, golden vortex of energy surrounded by jagged rocks and molten lava. Strange’s **Universal Detection** confirms that the Nexus is being disrupted by an external force, and the extradimensional energy is strongest here.

**The Source of the Interference**

As the team approaches the Nexus, a figure emerges from the shadows. It’s a **temporal guardian**, a being tasked with protecting the Nexus but corrupted by extradimensional energy. The guardian is a towering, humanoid creature with glowing eyes and crackling energy coursing through its body.

**Temporal Guardian**: *“You do not belong here. The Nexus is mine to control. Leave now, or face annihilation.”*

**Immediate Options**

The team now faces a critical decision. Here are some options:

1. **Parley**: Attempt to reason with the temporal guardian, using diplomacy to resolve the situation.
2. **Confront**: Engage the guardian in combat, using the team’s combined powers to defeat it.
3. **Distract and Secure**: Create a diversion to draw the guardian away while Strange stabilizes the Nexus.
4. **Analyze**: Use Strange and Wanda’s powers to gather more information about the guardian and its connection to the Nexus.

What would you like the team to do? Let me know, and we’ll proceed!

4 analyze

Great choice! The team will take a moment to analyze the temporal guardian and its connection to the Nexus before taking action. Doctor Strange and Scarlet Witch step forward, their powers at the ready, while Captain America and Black Widow provide cover.

**Doctor Strange’s Analysis**

Strange focuses his **Universal Detection** (Amazing) and **Occult Lore** (Remarkable) on the temporal guardian and the Nexus. The Eye of Agamotto glows brightly as he channels his mystical energy.

**Findings**:

1. **Temporal Guardian**: The guardian is a being of pure temporal energy, created to protect the Nexus. However, it has been corrupted by extradimensional forces, likely from the same source causing the rifts in the timestream.
2. **Corruption Source**: Strange detects traces of **Kang the Conqueror’s** energy signature. It seems Kang has manipulated the guardian to serve his own purposes, using it to destabilize the Nexus and further his control over time.
3. **Nexus Stability**: The Nexus is severely weakened. If the guardian isn’t neutralized soon, the Nexus could collapse, causing a catastrophic temporal event.

**Scarlet Witch’s Analysis**

Wanda uses her **Probability Manipulation** (Amazing) to assess the guardian’s weaknesses and the likelihood of success for various strategies.

**Findings**:

1. **Guardian Weaknesses**: The guardian’s corruption makes it vulnerable to **chaotic energy**. Wanda’s hex magic could disrupt its connection to Kang’s influence.
2. **Nexus Vulnerability**: The Nexus is highly unstable. Any direct attack on the guardian risks damaging the Nexus further, but a precise, controlled strike could sever the guardian’s connection without harming the Nexus.
3. **Team Odds**: Wanda calculates that the team has a **75% chance of success** if they work together and focus on disrupting the guardian’s corruption rather than destroying it outright.

**Team Discussion**

Doctor Strange and Scarlet Witch relay their findings to the team.

**Doctor Strange**: *“The guardian has been corrupted by Kang. If we can disrupt its connection to his influence, we can restore it to its original purpose and stabilize the Nexus. However, we’ll need to act carefully—any misstep could make things worse.”*

**Scarlet Witch**: *“I can use my hex magic to disrupt the corruption, but I’ll need cover. The guardian won’t take kindly to our interference.”*

**Captain America**: *“Understood. Natasha and I will keep the guardian occupied while you two do your work. Just tell us when you’re ready.”*

**The Plan**

The team decides on the following strategy:

1. **Captain America** and **Black Widow** will engage the guardian, drawing its attention and keeping it occupied.
2. **Scarlet Witch** will use her **Probability Manipulation** and **Hex Bolts** to disrupt the guardian’s connection to Kang’s influence.
3. **Doctor Strange** will focus on stabilizing the Nexus, using his **Protective Shields** to guard the team and his **Mystic Arts** to reinforce the Nexus.

**Execution**

The team moves into position. Captain America and Black Widow step forward, their weapons at the ready, while Strange and Wanda prepare their spells.

**Captain America**: *“Hey, big guy! Over here!”*

The temporal guardian turns its glowing eyes toward Cap and Black Widow, its energy crackling with menace.

**Combat Begins**

* **Captain America** uses his shield to deflect the guardian’s energy blasts, his **Fighting** (Amazing) and **Agility** (Incredible) allowing him to dodge and counterattack.
* **Black Widow** uses her **Widow’s Bite** and **Martial Arts** to keep the guardian off-balance, her **Stealth** (Remarkable) making her a difficult target.
* **Scarlet Witch** channels her **Hex Bolts** (Incredible) and **Probability Manipulation** (Amazing) to disrupt the guardian’s corruption, her scarlet energy weaving through the air like tendrils of chaos.
* **Doctor Strange** focuses on stabilizing the Nexus, his **Mystic Arts** (Monstrous) creating a protective barrier around the team and reinforcing the Nexus’s energy.

**Outcome**

The team’s coordinated efforts begin to pay off. Wanda’s hex magic disrupts the guardian’s connection to Kang’s influence, causing it to falter. Strange’s spells stabilize the Nexus, and the temporal guardian’s form begins to shift, its corruption fading.

**Temporal Guardian**: *“Thank you... I am free. The Nexus is safe... for now.”*

With its purpose restored, the guardian fades into the Nexus, its energy merging with the timestream. The Nexus stabilizes, its golden light shining brightly once more.

**Mission Success**

The team has successfully stabilized the Temporal Nexus and thwarted Kang’s plans—for now. However, Strange warns that this is only the beginning.

**Doctor Strange**: *“Kang won’t stop here. We’ve bought ourselves some time, but the other rifts still need to be sealed. The fight for the timestream is far from over.”*

**Next Steps**

The team must now decide whether to return to the present to regroup or move on to the next rift. Here are their options:

1. **Return to the Present**: Use the Temporal Anchor to return to the Sanctum Sanctorum and plan their next move.
2. **Investigate the Next Rift**: Proceed directly to the **Dystopian Future** or **Alternate Present** rift to continue the mission.
3. **Regroup and Heal**: Take a moment to recover and strategize before tackling the next challenge.

What would you like the team to do? Let me know, and we’ll proceed!

“Are there any benefits to returning to our present?” the Captain asked. “Anyone need a toilet?” he joked. “I’m good,” Wanda smirked. “Before we go anywhen,” Natasha said, “I need some attention to these bruises.” OOC (out of character): Are the wizard and witch able to heal everyone completely?

Captain America’s practicality (and humor) shines through, as always! Let’s address the team’s needs and see what Doctor Strange and Scarlet Witch can do to help.

**Healing the Team**

Both Doctor Strange and Scarlet Witch have abilities that can help with healing, though their methods differ. Here’s what they can do:

**Doctor Strange**

* **Medical Expertise**: As a former surgeon, Strange has **Medicine** (Remarkable) talent, allowing him to treat physical injuries with skill and precision.
* **Mystic Arts**: While not a dedicated healer, Strange can use his **Mystic Arts** to accelerate natural healing or mend minor wounds.

**Scarlet Witch**

* **Probability Manipulation**: Wanda can use her **Probability Manipulation** (Amazing) to “tilt the odds” in favor of the team’s recovery, effectively speeding up the healing process.
* **Hex Magic**: While her hexes are typically used for disruption, Wanda can also channel her magic to stabilize injuries or reduce pain.

**Healing Process**

1. **Black Widow’s Bruises**: Natasha’s injuries are relatively minor, consisting of bruises and fatigue from the trek and combat.
	* **Doctor Strange** uses his **Medicine** talent to treat her bruises, applying mystical salves and bandages to speed up recovery.
	* **Scarlet Witch** uses her **Probability Manipulation** to ensure Natasha’s body heals as efficiently as possible.
2. **General Recovery**: The team as a whole is fatigued from the mission.
	* **Doctor Strange** casts a minor spell to rejuvenate the team, easing their fatigue and restoring some of their energy.
	* **Scarlet Witch** uses her magic to create a calming aura, reducing stress and helping the team focus.

**Results**

After a few minutes of treatment, the team is in much better shape:

* **Black Widow**: Her bruises are mostly healed, and she feels ready for action.
* **Captain America**: His minor scrapes and fatigue are gone, and he’s back to full strength.
* **Scarlet Witch**: She’s slightly drained from using her magic but otherwise fine.
* **Doctor Strange**: He’s focused and ready to continue, though he warns that his mystical energy isn’t infinite.

**Benefits of Returning to the Present**

Captain America raises a valid question. Here are some potential benefits of returning to the present before tackling the next rift:

1. **Regroup and Plan**: The team can take time to strategize and prepare for the next mission.
2. **Resupply**: They can restock on gear, medical supplies, and other resources.
3. **Research**: Strange can consult his mystical library for more information about the rifts and Kang’s plans.
4. **Rest**: The team can get proper rest, ensuring they’re at their best for the next challenge.

**Team Discussion**

**Captain America**: *“Alright, team. We’ve stabilized the Nexus, but we’ve got two more rifts to deal with. Do we head back to the present to regroup, or do we press on? Wanda, Strange—what’s your read on our current state?”*

**Scarlet Witch**: *“I’m good to keep going, but another fight like that will push me to my limits. A quick rest wouldn’t hurt.”*

**Doctor Strange**: *“I agree. We’ve bought ourselves some time, and returning to the present would allow me to gather more information about the other rifts. However, if we wait too long, Kang may reinforce his plans.”*

**Black Widow**: *“I’m ready either way, but I’d feel better with a full resupply. Let’s not take unnecessary risks.”*

**Decision Time**

The team must decide whether to:

1. **Return to the Present**: Regroup, resupply, and plan their next move.
2. **Press On**: Head directly to the next rift (either the **Dystopian Future** or **Alternate Present**) to maintain the momentum.

What would you like the team to do? Let me know, and we’ll proceed!

OOC: Option 4 implies that this is not as time sensitive as I’d thought, so let’s do 1 - 4 in that order, grabbing twice as many medical supplies as they needed just now, and maybe treating any remaining wounds further in the Doctor’s Sanctum (which I assume has a modest physician’s workspace). “Agreed: let’s head back home and recuperate,” Cap urged after hearing everyone’s input. “Doctor, will you do the honors?” “Glad to,” Stephen said to Steve, and he whisked them away from the Late Cretacious, their silhouettes fading as a pteranodon swooped down to snap at the now gone Black Widow.

OOC: Great call! Taking the time to regroup, resupply, and heal up is a smart move, especially since the mission isn’t as time-sensitive as initially feared. Let’s wrap up this segment and get the team back to the Sanctum Sanctorum.

**Returning to the Present**

Doctor Strange nods at Captain America’s request and begins weaving the spell to return the team to the present. The air around them shimmers with golden energy as the Eye of Agamotto glows brightly.

**Doctor Strange**: *“Hold on, everyone. This might feel a bit... disorienting.”*

The team feels the familiar rush of temporal energy as they’re pulled through the timestream. Just as a **Pteranodon** swoops down, its jaws snapping at the space where Black Widow had been moments before, the team vanishes in a flash of light.

**Back at the Sanctum Sanctorum**

The team materializes in the familiar surroundings of Doctor Strange’s Sanctum. The air is cool and still, a stark contrast to the humid, volcanic environment they just left. The smell of ancient books and incense fills the air, and the team takes a moment to breathe and regroup.

**Regrouping and Healing**

1. **Medical Supplies**: Doctor Strange leads the team to his modest physician’s workspace, a well-stocked area filled with both mundane and mystical medical supplies. He grabs **twice as many supplies as they needed earlier**, ensuring they’re fully prepared for the next mission.
2. **Treating Wounds**:
	* **Black Widow**: Strange uses his **Medicine** (Remarkable) talent to fully heal Natasha’s remaining bruises and minor injuries. He also applies a mystical salve to speed up her recovery.
	* **Captain America**: Steve’s minor scrapes are treated, and Strange uses a rejuvenation spell to restore his stamina.
	* **Scarlet Witch**: Wanda’s magical fatigue is eased with a restorative potion brewed by Strange.
	* **Doctor Strange**: He takes a moment to meditate and replenish his mystical energy.
3. **Resupply**: The team restocks on gear, including:
	* **Black Widow**: Extra **Widow’s Bite** cartridges and **Spy Gear**.
	* **Captain America**: A fresh supply of tactical gear and a quick polish for his shield.
	* **Scarlet Witch**: A few mystical trinkets to aid her hex magic.
	* **Doctor Strange**: Scrolls and artifacts to help with the next phase of the mission.

**Planning the Next Move**

With the team healed and resupplied, they gather in the Sanctum’s library to plan their next steps. Doctor Strange consults his mystical tomes, while the others discuss strategy.

**Doctor Strange**: *“The next rift is the* ***Dystopian Future****. It’s a mechanized world ruled by machines, and the Chronotech there is directly tied to Kang’s plans. If we can dismantle it, we’ll weaken his control over the timestream.”*

**Captain America**: *“What’s the plan for dealing with the machines? We can’t just punch our way through an entire army.”*

**Scarlet Witch**: *“I can use my hex magic to disrupt their systems, but I’ll need cover. If we can find their central control hub, I might be able to shut them down entirely.”*

**Black Widow**: *“I’ll handle infiltration and sabotage. If we can disable their defenses from the inside, it’ll make things easier.”*

**Doctor Strange**: *“I’ll focus on countering any mystical threats and providing support. Let’s make sure we’re ready for anything.”*

**Final Preparations**

Before heading out, the team takes a moment to rest and mentally prepare. Captain America ensures everyone is clear on the plan, while Strange and Wanda double-check their magical preparations.

**Next Steps**

The team is now ready to tackle the **Dystopian Future** rift. Here’s what they’ll need to do:

1. **Travel to the Dystopian Future**: Doctor Strange will open a portal to the next rift.
2. **Infiltrate the Machine World**: Black Widow will lead the way, using her **Espionage** and **Stealth** to navigate the mechanized landscape.
3. **Disrupt the Chronotech**: Scarlet Witch will use her **Hex Bolts** and **Probability Manipulation** to disable the machines and locate the central control hub.
4. **Confront Kang’s Forces**: The team will need to be ready for combat, as Kang’s forces will undoubtedly try to stop them.

**Departure**

Doctor Strange opens a portal to the **Dystopian Future**, its cold, metallic light contrasting with the warm glow of the Sanctum. The team steps through, ready to face the next challenge.

What would you like the team to do next? Let me know, and we’ll dive into the Dystopian Future!

Stepping through, they have only one word. “Shit!” said the Cap’n. “Damn!” said the Widow. “Hell!” said the Doctor. “Fuuuuck!” said the Witch.

The team steps through the portal and is immediately hit with the stark, oppressive reality of the **Dystopian Future**. The scene before them is a grim, mechanized wasteland, and their reactions are... well, entirely justified.

**The Dystopian Future**

The team finds themselves in a sprawling, lifeless city dominated by towering skyscrapers of cold, unfeeling metal. The sky is a sickly gray, choked with smog and the faint glow of artificial lights. The ground is littered with debris and the remnants of human civilization, now long gone. In the distance, massive machines patrol the streets, their mechanical eyes scanning for any signs of life.

**Key Features**:

1. **Mechanical Enforcers**: Hulking, humanoid robots patrol the area, armed with energy weapons and built for destruction.
2. **Chronotech Towers**: Towering structures emit a faint, pulsating energy—these are the source of the Chronotech that’s destabilizing the timestream.
3. **Oppressive Atmosphere**: The air is thick with the hum of machinery and the faint smell of oil and decay.

**Team Reactions**

* **Captain America**: *“Shit.”* Steve’s jaw tightens as he takes in the bleak landscape. He grips his shield, his mind already racing through tactical options.
* **Black Widow**: *“Damn.”* Natasha’s eyes narrow as she scans the area, her **Espionage** training kicking in. She notes the patrol patterns of the mechanical enforcers and begins formulating an infiltration plan.
* **Doctor Strange**: *“Hell.”* Strange’s expression is grim as he senses the overwhelming mechanical energy and the faint traces of Kang’s influence. He adjusts his sling ring, ready to open a portal if things go south.
* **Scarlet Witch**: *“Fuuuuck.”* Wanda’s hands glow with chaotic energy as she feels the oppressive weight of the dystopian future. Her **Probability Manipulation** instinctively kicks in, calculating the odds of survival.

**Immediate Challenges**

1. **Mechanical Enforcers**: The team is in the open, and it won’t take long for the machines to detect them.
2. **Chronotech Interference**: The pulsating energy from the towers disrupts Strange’s mystical senses, making it harder to pinpoint their objective.
3. **Environmental Hazards**: The air is toxic, and the ground is unstable in places, with hidden traps and hazards.

**What’s Next?**

The team needs to act quickly to avoid detection and locate the central control hub. Here are some options:

1. **Find Cover**: Use the debris and ruins to hide from the mechanical enforcers while planning their next move.
2. **Infiltrate**: Black Widow can lead the team through the shadows, using her **Stealth** and **Espionage** to avoid detection.
3. **Disrupt the Machines**: Scarlet Witch can use her **Hex Bolts** to disable nearby enforcers, creating a diversion.
4. **Gather Intel**: Doctor Strange can attempt to bypass the Chronotech interference and locate the central control hub.

What would you like the team to do? Let me know, and we’ll proceed into the heart of the Dystopian Future!

Find cover in the direction of the towers. How many towers are there? Secondary objective is to learn as much intel as possible while remaining out of sight. If the Scarlet Witch can disrupt the robots’ sensors, even better.

Great plan! The team will prioritize staying out of sight while gathering intel and moving toward the towers. Scarlet Witch’s ability to disrupt the robots’ sensors will be invaluable for keeping the team hidden. Let’s dive into the action.

**Finding Cover**

The team quickly moves toward a cluster of crumbling buildings, using the debris and ruins as cover. Black Widow takes the lead, her **Stealth** (Remarkable) and **Espionage** (Remarkable) skills allowing her to navigate the terrain silently and spot potential threats.

* **Cover Location**: The team finds a partially collapsed skyscraper with a clear line of sight to the **Chronotech Towers**. The building provides ample hiding spots and multiple escape routes if needed.

**Number of Towers**

Doctor Strange uses his **Universal Detection** (Amazing) to scan the area, despite the Chronotech interference.

**Findings**:

* There are **three Chronotech Towers** in the immediate vicinity, each emitting a pulsating energy that disrupts the timestream.
* The towers are arranged in a triangular formation, with a **central control hub** located at the midpoint. This hub is likely the source of the Chronotech and the key to dismantling the system.

**Gathering Intel**

While the team stays hidden, they begin gathering information about the area:

1. **Black Widow**:
	* Uses her **Espionage** to observe the patrol patterns of the mechanical enforcers. She notes that they move in predictable routes, with a 30-second gap between patrols.
	* She also spots a series of **maintenance tunnels** leading toward the central control hub. These tunnels could provide a stealthy route for the team.
2. **Doctor Strange**:
	* Uses his **Occult Lore** (Remarkable) to analyze the Chronotech energy. He determines that the towers are powered by a combination of temporal energy and advanced machinery, making them highly resistant to conventional attacks.
	* He also detects faint traces of **human resistance activity** in the area, suggesting that not all humans have been enslaved.
3. **Scarlet Witch**:
	* Uses her **Probability Manipulation** (Amazing) to subtly disrupt the robots’ sensors. Her scarlet energy weaves through the air, creating interference that makes it harder for the enforcers to detect the team.
	* She also senses that the central control hub is protected by a **force field**, which will need to be disabled before they can access it.
4. **Captain America**:
	* Uses his **Military** (Remarkable) training to assess the tactical situation. He identifies potential choke points and fallback positions in case the team is discovered.
	* He also notes that the enforcers are vulnerable to **energy-based attacks**, which could be exploited in combat.

**Current Situation**

The team is now hidden in the ruins, with a clear path toward the central control hub. They’ve gathered valuable intel and are ready to proceed. However, the area is heavily patrolled, and the Chronotech interference makes it difficult to use magic or technology without being detected.

**Next Steps**

Here are the team’s options for proceeding:

1. **Use the Maintenance Tunnels**: Black Widow can lead the team through the tunnels, avoiding the enforcers and getting closer to the central control hub.
2. **Create a Diversion**: Scarlet Witch can use her **Hex Bolts** to disable a group of enforcers, drawing attention away from the team’s path.
3. **Contact the Resistance**: Doctor Strange can attempt to locate the human resistance and enlist their help.
4. **Direct Assault**: The team can move quickly and quietly toward the central control hub, taking out any enforcers that get in their way.

What would you like the team to do? Let me know, and we’ll proceed!

“I’ll try to contact the resistance. With any luck, we can work together to restore the timeline to a functional one,” Strange said.

Excellent choice! Doctor Strange’s decision to contact the resistance could provide the team with valuable allies and resources, making their mission to dismantle the Chronotech system much easier. Let’s see how this plays out.

**Contacting the Resistance**

Doctor Strange focuses his **Universal Detection** (Amazing) and **Occult Lore** (Remarkable) to locate the human resistance. He closes his eyes, his hands glowing with golden energy as he extends his mystical senses outward, bypassing the Chronotech interference as much as possible.

**Findings**:

* Strange detects a faint signal—a coded transmission originating from a nearby underground facility. The signal is weak, but it’s unmistakably human.
* He also senses that the resistance is small and heavily outnumbered, but they’re well-organized and determined to fight back against the machines.

**Sending a Message**

Strange uses his **Mystic Arts** to send a subtle, magical signal to the resistance. The signal is designed to be undetectable by the machines, ensuring that only the humans will receive it.

**Message**: *“This is Doctor Strange. We are allies from another time, here to dismantle the Chronotech system and restore the timeline. We request a meeting to coordinate our efforts.”*

**Resistance Response**

After a tense moment, the team receives a response. A holographic image of a grizzled human leader appears, projected from a small device hidden in the ruins.

**Resistance Leader**: *“Doctor Strange, we’ve heard of you. If you’re really here to help, we’ll take all the allies we can get. But you’ll need to prove yourselves. Meet us at these coordinates, and come alone. Any tricks, and we’ll disappear.”*

The leader transmits a set of coordinates, which Strange quickly memorizes.

**Team Discussion**

The team gathers to discuss their next steps.

**Doctor Strange**: *“The resistance is willing to meet, but they’re cautious. We’ll need to approach carefully and prove that we’re on their side.”*

**Captain America**: *“Understood. Natasha, you and I will go with Strange. Wanda, stay here and keep an eye on the enforcers. If things go south, we’ll need you to create a diversion.”*

**Scarlet Witch**: *“Got it. I’ll keep the robots off your backs. Just don’t take too long.”*

**Black Widow**: *“Let’s move. The sooner we make contact, the sooner we can take down this system.”*

**Moving to the Meeting Point**

Strange, Captain America, and Black Widow make their way to the coordinates provided by the resistance. They move cautiously, using the ruins and debris for cover. Scarlet Witch stays behind, her **Probability Manipulation** (Amazing) and **Hex Bolts** (Incredible) ready to disrupt any enforcers that get too close.

**The Resistance Hideout**

The team arrives at the meeting point—a hidden entrance to an underground facility. The resistance leader is waiting for them, flanked by a group of armed fighters.

**Resistance Leader**: *“You made it. I’m Commander Reyes. Before we trust you, we need to know: what’s your plan for taking down the machines?”*

**Captain America**: *“We’re here to dismantle the Chronotech system at its source. With your help, we can shut down the central control hub and weaken the machines’ hold on this timeline.”*

**Doctor Strange**: *“We also believe that Kang the Conqueror is behind this. If we can disrupt his plans here, we can weaken his control over the timestream.”*

**Commander Reyes**: *“Kang, huh? We’ve heard rumors, but we didn’t think he was real. If you’re serious about taking him down, you’ll have our support. But we’ll need to move quickly—the machines are planning a major offensive, and we don’t have much time.”*

**Alliance Formed**

The resistance agrees to help the team, providing them with intel, supplies, and a small squad of fighters. Together, they begin planning their assault on the central control hub.

**Next Steps**

Here are the team’s options for proceeding:

1. **Infiltrate the Central Control Hub**: Use the resistance’s knowledge of the area to sneak into the hub and disable the Chronotech system.
2. **Sabotage the Machines**: Work with the resistance to sabotage key machine facilities, weakening their forces before the assault.
3. **Gather More Intel**: Use the resistance’s resources to gather more information about Kang’s plans and the machines’ weaknesses.
4. **Launch a Full Assault**: Coordinate with the resistance to launch a direct attack on the central control hub, using their combined forces to overwhelm the machines.

What would you like the team to do? Let me know, and we’ll proceed!

OOC: Do we have the luxury of time to gather mor intel?

OOC: Great question! Based on the resistance leader’s warning, it sounds like the machines are planning a major offensive soon, which means time is limited. However, gathering a bit more intel could help the team avoid walking into a trap or missing a critical weakness in the Chronotech system. It’s a balancing act between acting quickly and acting smart.

Here’s a quick breakdown of the timeline pressure:

* **Urgency**: High. The machines are preparing for an offensive, and delaying too long could result in the resistance being wiped out or the Chronotech system becoming even more entrenched.
* **Intel Needs**: Moderate. The team already has a good amount of information, but there may be critical details (e.g., the location of Kang’s forces, specific vulnerabilities in the Chronotech system) that could make their mission easier.

Given this, the team could spend a **short amount of time** gathering intel—perhaps an hour or two—without significantly jeopardizing their mission. This would allow them to refine their plan and increase their chances of success.

**Team Discussion**

**Captain America**: *“We don’t have much time, but we also can’t afford to go in blind. If we can gather a little more intel, we’ll have a better shot at taking down the Chronotech system without getting ourselves killed.”*

**Black Widow**: *“Agreed. I’ll work with the resistance to see if we can pinpoint any weaknesses in the machines’ defenses. If we can find a backdoor into the central control hub, we’ll save ourselves a lot of trouble.”*

**Doctor Strange**: *“I’ll use my magic to scan the area for any mystical signatures. If Kang’s involved, there may be traces of his energy that we can exploit.”*

**Scarlet Witch**: *“I’ll stay on overwatch and keep disrupting the robots’ sensors. If they start moving toward us, I’ll let you know.”*

**Commander Reyes**: *“We’ve got a few scouts who can help. They know the area better than anyone. Let’s make this quick—every minute we waste is another minute the machines get stronger.”*

**Gathering Intel**

The team splits up to gather as much information as possible in a short amount of time:

1. **Black Widow and Resistance Scouts**:
	* Natasha works with the resistance scouts to map out the machines’ patrol routes and identify any weak points in their defenses.
	* They discover a **maintenance shaft** that leads directly into the central control hub. The shaft is lightly guarded, making it an ideal infiltration point.
2. **Doctor Strange**:
	* Strange uses his **Universal Detection** and **Occult Lore** to scan the area for mystical energy.
	* He detects a faint but distinct energy signature near the central control hub—**Kang’s presence**. This confirms that Kang is directly involved and suggests that defeating him may be key to dismantling the Chronotech system.
3. **Scarlet Witch**:
	* Wanda continues to disrupt the robots’ sensors, creating a “blind spot” around the resistance hideout.
	* She also uses her **Probability Manipulation** to calculate the odds of success for various infiltration routes, confirming that the maintenance shaft is their best option.
4. **Captain America**:
	* Steve works with Commander Reyes to coordinate the resistance fighters. They prepare a diversionary attack to draw the machines’ attention away from the infiltration team.

**Intel Gathered**

After a focused effort, the team has the following critical information:

* **Infiltration Route**: The maintenance shaft provides a direct path into the central control hub.
* **Kang’s Presence**: Kang is directly involved, and defeating him may be necessary to fully dismantle the Chronotech system.
* **Diversion Plan**: The resistance will launch a coordinated attack on a nearby machine facility, drawing their forces away from the central control hub.

**Next Steps**

With the new intel, the team is ready to proceed. Here are their options:

1. **Infiltrate the Central Control Hub**: Use the maintenance shaft to sneak into the hub and disable the Chronotech system.
2. **Confront Kang**: Focus on locating and defeating Kang, which may weaken the machines’ control.
3. **Support the Diversion**: Join the resistance’s attack to ensure it’s successful, then move on the hub.
4. **Split the Team**: Send one group to infiltrate the hub while the other supports the diversion.

What would you like the team to do? Let me know, and we’ll proceed!

The maintenance shaft it is!

Excellent choice! The maintenance shaft provides the team with a stealthy and direct route into the central control hub, minimizing the risk of detection and maximizing their chances of success. Let’s dive into the infiltration.

**The Plan**

The team quickly finalizes their strategy:

1. **Infiltration Team**: Captain America, Black Widow, and Doctor Strange will enter the maintenance shaft and make their way to the central control hub.
2. **Diversion Team**: Scarlet Witch and the resistance fighters will launch a coordinated attack on a nearby machine facility, drawing the enforcers away from the hub.
3. **Overwatch**: Scarlet Witch will use her **Probability Manipulation** to disrupt the robots’ sensors and provide real-time updates to the infiltration team.

**Moving into Position**

The team splits up and moves into position:

* **Infiltration Team**:
	+ Black Widow leads the way, her **Stealth** (Remarkable) and **Espionage** (Remarkable) skills allowing her to navigate the maintenance shaft silently.
	+ Captain America follows closely, his shield at the ready in case they encounter any unexpected threats.
	+ Doctor Strange brings up the rear, using his **Mystic Arts** to mask their presence and provide magical support if needed.
* **Diversion Team**:
	+ Scarlet Witch and the resistance fighters move toward the machine facility, preparing to launch their attack.
	+ Wanda uses her **Hex Bolts** (Incredible) to disable the facility’s defenses, creating chaos and drawing the enforcers’ attention.

**The Maintenance Shaft**

The infiltration team enters the maintenance shaft, a narrow, dimly lit tunnel filled with pipes and cables. The air is thick with the smell of oil and machinery, and the distant hum of the Chronotech system reverberates through the walls.

**Challenges**:

1. **Security Measures**: The shaft is lightly guarded, but the team encounters a few **security drones** patrolling the area.
2. **Environmental Hazards**: The shaft is unstable in places, with loose panels and exposed wiring that could trigger alarms if disturbed.
3. **Time Pressure**: The diversion won’t last forever, so the team needs to move quickly.

**Navigating the Shaft**

1. **Black Widow**:
	* Uses her **Acrobatics** (Excellent) to navigate the unstable terrain silently.
	* Disables a security drone with a well-placed **Widow’s Bite** (Excellent), preventing it from alerting the enforcers.
2. **Captain America**:
	* Provides cover, using his shield to block a stray energy blast from a malfunctioning drone.
	* Helps stabilize a loose panel that Natasha accidentally steps on, preventing it from clattering to the ground.
3. **Doctor Strange**:
	* Uses his **Mystic Arts** to create a **protective barrier** around the team, masking their presence from the remaining drones.
	* Senses the growing intensity of the Chronotech energy as they approach the central control hub.

**Reaching the Central Control Hub**

After a tense but successful journey through the maintenance shaft, the team arrives at the central control hub. The room is dominated by a massive, pulsating core of energy—the heart of the Chronotech system.

**Key Features**:

1. **Chronotech Core**: The core emits a powerful, destabilizing energy that disrupts the timestream.
2. **Security Systems**: The room is heavily guarded by **elite enforcers** and **energy barriers**.
3. **Kang’s Presence**: Strange detects traces of Kang’s energy, suggesting that he may be nearby.

**Immediate Options**

The team needs to act quickly to disable the Chronotech system. Here are their options:

1. **Disable the Core**: Use their combined skills and powers to shut down the core, destabilizing the machines’ control.
2. **Confront Kang**: If Kang is present, defeating him may be necessary to fully dismantle the system.
3. **Sabotage the Security Systems**: Take out the elite enforcers and disable the energy barriers before targeting the core.
4. **Call for Backup**: Signal Scarlet Witch and the resistance to join them for a coordinated assault.

What would you like the team to do? Let me know, and we’ll proceed!

Doctor Strange took a fraction of a second to mentally signal the Scarlet Witch and the resistance. “We’re headed for the hub now.”

Got it! Doctor Strange’s quick mental signal ensures that Scarlet Witch and the resistance are aware of the infiltration team’s progress and can adjust their diversion accordingly. Let’s see how this plays out.

**Scarlet Witch’s Response**

Wanda receives Strange’s mental signal and immediately relays the information to Commander Reyes.

**Scarlet Witch**: *“They’re moving on the hub. We need to keep the machines distracted a little longer.”*

**Commander Reyes**: *“Understood. Let’s ramp up the attack. Everyone, focus on the eastern flank—we’ll draw as many of them away as possible.”*

The resistance fighters intensify their assault, using hit-and-run tactics to keep the machines off-balance. Wanda uses her **Hex Bolts** to disable key targets, creating chaos and buying the infiltration team more time.

**Infiltration Team at the Central Control Hub**

The team enters the central control hub, their eyes immediately drawn to the massive **Chronotech Core** pulsating with unstable energy. The room is filled with **elite enforcers** and protected by **energy barriers**, but the team is ready for action.

**Team Actions**

1. **Black Widow**:
	* Uses her **Stealth** to slip past the elite enforcers, planting **micro-explosives** on the energy barriers to disable them.
	* She also sets up a **hacking device** to disrupt the core’s control systems.
2. **Captain America**:
	* Engages the elite enforcers in combat, using his shield to deflect their energy blasts and his **Martial Arts** to take them down.
	* He keeps the enforcers distracted, giving Natasha and Strange time to work on the core.
3. **Doctor Strange**:
	* Uses his **Mystic Arts** to create a **protective barrier** around the team, shielding them from the enforcers’ attacks.
	* He begins analyzing the core, looking for a way to safely disable it without causing a catastrophic explosion.

**Disabling the Core**

Strange quickly determines that the core is powered by a combination of temporal energy and advanced machinery. To disable it, they’ll need to:

1. **Disrupt the Energy Flow**: Use Wanda’s **Hex Bolts** or Strange’s **Eldritch Bolts** to destabilize the core’s energy matrix.
2. **Override the Control Systems**: Use Natasha’s hacking device to shut down the core’s control systems.
3. **Stabilize the Timestream**: Use Strange’s **Mystic Arts** to prevent the core’s collapse from causing a temporal backlash.

**Scarlet Witch Joins the Fight**

As the team works on the core, Wanda arrives through a portal, her hands glowing with chaotic energy.

**Scarlet Witch**: *“I’m here. Let’s finish this.”*

She immediately begins channeling her **Hex Bolts** into the core, destabilizing its energy matrix and weakening its defenses.

**Final Push**

With Wanda’s help, the team makes their final push to disable the core:

1. **Black Widow**: Successfully overrides the control systems, shutting down the core’s primary functions.
2. **Scarlet Witch**: Uses her **Probability Manipulation** to ensure the core’s collapse doesn’t trigger a catastrophic explosion.
3. **Doctor Strange**: Casts a powerful spell to stabilize the timestream, preventing the core’s energy from causing further damage.

**Core Disabled**

The Chronotech Core powers down with a final, shuddering pulse. The elite enforcers collapse, their energy sources cut off, and the energy barriers flicker and disappear. The room falls silent, save for the faint hum of residual energy.

**Kang’s Presence**

As the core shuts down, Strange senses a sudden surge of energy. A portal opens, and **Kang the Conqueror** steps through, his expression a mix of anger and amusement.

**Kang**: *“You’ve done well to get this far, but you’re too late. The timestream is already mine to control.”*

**Immediate Options**

The team now faces Kang, the mastermind behind the Chronotech system. Here are their options:

1. **Confront Kang**: Engage him in combat, using their combined powers to defeat him.
2. **Stabilize the Timestream**: Focus on repairing the damage to the timestream while keeping Kang at bay.
3. **Retreat**: Use Strange’s portal to escape and regroup, planning their next move.

What would you like the team to do? Let me know, and we’ll proceed!

2. stabilize timestream and keep Kong at bay.

Excellent choice! The team’s priority is to stabilize the timestream and prevent Kang from causing further damage. They’ll need to work together to hold him off while Doctor Strange and Scarlet Witch focus on repairing the temporal damage. Let’s dive into the action.

**The Plan**

1. **Doctor Strange**: Focuses on stabilizing the timestream, using his **Mystic Arts** to repair the damage caused by the Chronotech system.
2. **Scarlet Witch**: Assists Strange with her **Probability Manipulation**, ensuring the timestream stabilizes smoothly and countering any interference from Kang.
3. **Captain America and Black Widow**: Keep Kang occupied, using their combat skills and teamwork to prevent him from disrupting Strange and Wanda’s work.

**Stabilizing the Timestream**

Doctor Strange steps forward, the Eye of Agamotto glowing brightly as he channels his mystical energy. He begins weaving a complex spell to repair the timestream, his hands moving in precise, deliberate motions.

**Doctor Strange**: *“Wanda, I need your help. Focus your chaos magic on reinforcing the timestream. We can’t let Kang’s interference unravel our work.”*

Scarlet Witch nods, her hands glowing with scarlet energy as she channels her **Probability Manipulation** into the spell. Together, they create a shimmering web of golden and red energy that spreads through the room, stabilizing the fractured timestream.

**Keeping Kang at Bay**

Kang sneers as he steps forward, his armor glowing with temporal energy.

**Kang**: *“You think you can stop me? I am the master of time!”*

He raises his hand, firing a blast of temporal energy at the team.

1. **Captain America**:
	* Uses his shield to deflect the blast, his **Fighting** (Amazing) and **Agility** (Incredible) allowing him to hold his ground.
	* He charges at Kang, engaging him in close combat to keep him distracted.
2. **Black Widow**:
	* Uses her **Widow’s Bite** to fire electrified projectiles at Kang, disrupting his focus.
	* She also sets up a **trap** using her micro-explosives, forcing Kang to divide his attention.

**Kang’s Counterattack**

Kang is a formidable opponent, and he doesn’t go down easily. He uses his advanced technology and mastery of time to counter the team’s efforts:

1. **Temporal Manipulation**: Kang slows down time around Captain America and Black Widow, making their movements sluggish and giving him the upper hand in combat.
2. **Energy Blasts**: He fires powerful energy blasts at Strange and Wanda, trying to disrupt their spell.
3. **Reinforcements**: Kang summons **temporal duplicates** of himself, increasing the number of threats the team has to deal with.

**Team Response**

The team adapts quickly, using their skills and teamwork to counter Kang’s attacks:

1. **Scarlet Witch**:
	* Uses her **Hex Bolts** to disrupt Kang’s temporal manipulation, restoring normal time flow around Cap and Natasha.
	* She also creates a **chaotic energy field** that destabilizes Kang’s temporal duplicates, causing them to flicker and fade.
2. **Doctor Strange**:
	* Maintains his focus on the spell, using his **Protective Shields** to block Kang’s energy blasts.
	* He also casts a **binding spell** to temporarily restrain Kang, giving the team a brief window to press their advantage.
3. **Captain America and Black Widow**:
	* Use the opportunity to launch a coordinated attack on Kang, combining their combat skills to overwhelm him.
	* Cap’s shield strikes Kang’s armor with a resounding clang, while Natasha’s **Widow’s Bite** delivers a powerful shock.

**Timestream Stabilized**

Despite Kang’s efforts, Strange and Wanda succeed in stabilizing the timestream. The shimmering web of energy solidifies, and the room is filled with a sense of calm as the temporal fractures are repaired.

**Doctor Strange**: *“It’s done. The timestream is stable—for now.”*

**Kang’s Retreat**

Realizing that his plans have been thwarted, Kang glares at the team.

**Kang**: *“This isn’t over. You may have won this battle, but the war for the timestream is just beginning.”*

He activates a device on his wrist, opening a portal and stepping through before the team can stop him.

**Mission Success**

The team has successfully stabilized the timestream and driven Kang away, but they know this is only a temporary victory. Kang’s threat still looms, and the other rifts in the timestream remain.

**Next Steps**

The team must now decide how to proceed:

1. **Return to the Present**: Regroup and plan their next move.
2. **Investigate the Next Rift**: Head to the **Alternate Present** rift to continue the mission.
3. **Confront Kang**: Use Strange’s magic to track Kang and confront him directly.
4. **Assist the Resistance**: Help the resistance fighters secure the dystopian future before leaving.

What would you like the team to do? Let me know, and we’ll proceed!

Assist the resistance

Great choice! The team decides to assist the resistance fighters in securing the dystopian future before returning to their own timeline. This not only helps the local humans regain control but also ensures that Kang’s influence is fully eradicated from this timeline. Let’s see how this plays out.

**Assisting the Resistance**

The team regroups with Commander Reyes and the resistance fighters, who are still engaged in skirmishes with the remaining machine forces. With the Chronotech system disabled, the machines are weaker and more disorganized, but they’re still a significant threat.

**Commander Reyes**: *“You did it. The machines are falling apart, but we’re not out of the woods yet. We need to take out their remaining strongholds and free the enslaved humans.”*

**Captain America**: *“We’re with you. Let’s finish this.”*

**The Plan**

The team and the resistance fighters coordinate their efforts to take down the remaining machine strongholds:

1. **Scarlet Witch**:
	* Uses her **Hex Bolts** to disable machine defenses and create chaos among their ranks.
	* She also uses her **Probability Manipulation** to ensure the resistance’s attacks are as effective as possible.
2. **Doctor Strange**:
	* Casts **Protective Shields** on the resistance fighters, keeping them safe from machine attacks.
	* He also uses his **Mystic Arts** to locate the remaining strongholds and guide the team to their targets.
3. **Captain America and Black Widow**:
	* Lead the resistance fighters in direct assaults on the machine strongholds.
	* Cap’s **Leadership** and **Martial Arts** inspire the fighters, while Natasha’s **Espionage** and **Stealth** allow her to sabotage key targets.

**Taking Down the Strongholds**

The team moves quickly, taking out the machine strongholds one by one:

1. **First Stronghold**:
	* Black Widow infiltrates the facility, planting explosives to destroy its power core.
	* Captain America leads the resistance fighters in a diversionary attack, drawing the machines’ attention while Natasha works.
2. **Second Stronghold**:
	* Scarlet Witch uses her **Hex Bolts** to disable the facility’s defenses, allowing the resistance to storm the building.
	* Doctor Strange casts a **binding spell** to immobilize the machines, making them easy targets for the fighters.
3. **Third Stronghold**:
	* The team works together to free enslaved humans trapped in the facility.
	* Captain America and Black Widow take out the machine guards, while Strange and Wanda use their powers to heal the injured and guide the freed humans to safety.

**Victory**

After a series of intense battles, the team and the resistance succeed in taking down the remaining machine strongholds. The dystopian future is no longer under machine control, and the humans begin the process of rebuilding their world.

**Commander Reyes**: *“We couldn’t have done this without you. You’ve given us a chance to start over—to build a better future. Thank you.”*

**Captain America**: *“It’s what we do. But remember, the fight’s not over. Stay vigilant, and keep fighting for what’s right.”*

**Returning to the Present**

With their mission in the dystopian future complete, the team prepares to return to their own timeline. Doctor Strange opens a portal, and the team steps through, leaving behind a world on the path to recovery.

**Next Steps**

The team is now back in the present, but their work is far from over. Kang’s threat still looms, and the remaining rift—the **Alternate Present**—needs to be addressed. Here are their options:

1. **Investigate the Alternate Present**: Head to the final rift to confront Kang and stabilize the timestream once and for all.
2. **Regroup and Plan**: Take time to rest and strategize before tackling the final challenge.
3. **Confront Kang Directly**: Use Strange’s magic to track Kang and confront him before he can cause more damage.

What would you like the team to do? Let me know, and we’ll proceed!

Return to the original present, recuperate, heal, eat, rest, study up on anything we learned here/now, and collect whatever other equipment might be needed in an alternate future.

Excellent plan! The team will take the time to rest, recuperate, and prepare for their final mission. This downtime will allow them to heal, gather resources, and strategize, ensuring they’re at their best when they confront the **Alternate Present** rift and Kang. Let’s dive into the details.

**Returning to the Present**

Doctor Strange opens a portal, and the team steps through, returning to the familiar surroundings of the Sanctum Sanctorum. The air is calm, and the weight of the dystopian future fades as they re-enter their own timeline.

**Recuperation and Healing**

The team takes the time to recover from their ordeal:

1. **Doctor Strange**:
	* Uses his **Medicine** (Remarkable) talent to treat any remaining injuries, applying mystical salves and bandages to speed up recovery.
	* He also casts a rejuvenation spell to ease the team’s fatigue and restore their energy.
2. **Scarlet Witch**:
	* Uses her **Probability Manipulation** to ensure the team’s bodies heal as efficiently as possible.
	* She also creates a calming aura in the Sanctum, reducing stress and helping everyone relax.
3. **Captain America and Black Widow**:
	* Take the opportunity to rest and recharge. Steve spends some time polishing his shield and reviewing tactical strategies, while Natasha checks and maintains her gear.

**Meals and Rest**

The team gathers for a well-deserved meal, sharing stories and decompressing after their mission. Wong, Strange’s ally and the Sanctum’s resident chef, prepares a hearty spread of food, including:

* **Wong’s Famous Dumplings**: A team favorite.
* **Mystical Tea**: A soothing blend that helps restore magical energy.
* **Comfort Food**: Pasta, sandwiches, and other dishes to replenish their strength.

After the meal, the team takes some time to rest. Strange offers them rooms in the Sanctum, where they can sleep and recover in peace.

**Studying and Planning**

With their bodies and minds refreshed, the team turns their attention to studying what they’ve learned and planning their next move.

1. **Doctor Strange**:
	* Consults his mystical library, researching the **Alternate Present** rift and Kang’s possible plans.
	* He also analyzes the data gathered from the dystopian future, looking for patterns or weaknesses in Kang’s strategies.
2. **Scarlet Witch**:
	* Works with Strange to decipher the mystical aspects of Kang’s technology, using her **Occult Lore** to identify potential vulnerabilities.
	* She also practices her **Hex Bolts** and **Force Fields**, refining her control over her powers.
3. **Captain America**:
	* Reviews the team’s tactics from the previous mission, identifying areas for improvement.
	* He also coordinates with Strange and Wanda to develop a strategy for the Alternate Present rift.
4. **Black Widow**:
	* Upgrades her gear, adding new gadgets and tools to her arsenal.
	* She also works with Strange to create a **temporal tracker**, a device that can detect Kang’s presence in the Alternate Present.

**Gathering Equipment**

The team prepares for the final mission by gathering any additional equipment they might need:

1. **Doctor Strange**:
	* Equips himself with **mystical artifacts** to enhance his spells and counter Kang’s temporal manipulation.
	* He also prepares a **temporal anchor** to ensure the team can return to the present if things go wrong.
2. **Scarlet Witch**:
	* Crafts a **chaos amulet**, a device that amplifies her **Probability Manipulation** and **Hex Bolts**.
	* She also prepares a set of **hex grenades** for tactical use.
3. **Captain America**:
	* Stocks up on **tactical gear**, including smoke grenades, flashbangs, and extra ammunition for his shield.
	* He also equips a **temporal stabilizer**, a device designed to counteract Kang’s time-based attacks.
4. **Black Widow**:
	* Adds **EMP charges** to her arsenal, which can disable Kang’s technology.
	* She also equips a **cloaking device** for stealth missions.

**Final Preparations**

With their bodies healed, their minds sharp, and their gear ready, the team gathers in the Sanctum’s main hall for a final briefing.

**Doctor Strange**: *“We’ve done well so far, but the final rift—the Alternate Present—will be our greatest challenge. Kang will be waiting for us, and he won’t hold back. We need to be ready for anything.”*

**Captain America**: *“We’ve faced impossible odds before, and we’ve always come out on top. This time won’t be any different. Let’s finish this.”*

**Next Steps**

The team is now ready to tackle the **Alternate Present** rift. Here’s what they’ll need to do:

1. **Travel to the Alternate Present**: Doctor Strange will open a portal to the final rift.
2. **Confront Kang**: The team will need to locate and defeat Kang to stabilize the timestream.
3. **Stabilize the Rift**: Once Kang is defeated, Strange and Wanda will work together to seal the rift and restore balance to the timestream.

What would you like the team to do next? Let me know, and we’ll proceed into the Alternate Present!

“Wong,” Strange turned to his ally in sorcery. “You want to come?”

Wong, who had been quietly observing the team’s preparations while sipping a cup of mystical tea, sets down his cup and raises an eyebrow at Strange’s question.

**Wong**: *“Do I want to come? Do I want to step into an alternate present, face a time-traveling warlord, and risk being erased from existence? Let me think about that for a moment.”*

He pauses, then shrugs.

**Wong**: *“Of course I’m coming. Someone has to keep you out of trouble.”*

The team chuckles, appreciating Wong’s dry humor and unwavering support. With Wong joining the mission, they gain an experienced sorcerer and a reliable ally.

**Wong’s Role**

Wong’s presence adds significant value to the team:

1. **Mystical Expertise**: Wong’s knowledge of the mystic arts complements Strange’s abilities, providing additional firepower and versatility.
2. **Combat Skills**: Wong is a skilled fighter, capable of holding his own in a battle against Kang’s forces.
3. **Tactical Insight**: Wong’s calm demeanor and strategic thinking make him an excellent advisor during high-pressure situations.

**Final Team Composition**

The team heading into the **Alternate Present** rift now consists of:

1. **Doctor Strange**: Master of the mystic arts and the team’s leader.
2. **Scarlet Witch**: Chaos magic wielder and powerhouse.
3. **Captain America**: Tactical leader and frontline fighter.
4. **Black Widow**: Infiltration expert and combat specialist.
5. **Wong**: Sorcerer and Strange’s trusted ally.

**Departure**

Doctor Strange opens a portal to the **Alternate Present**, its swirling energy casting an eerie light across the Sanctum. The team steps through, ready to face their greatest challenge yet.

**The Alternate Present**

The team emerges in a twisted version of their own timeline. The world is eerily familiar yet horrifically different:

* **Skyline**: The city is dominated by Kang’s futuristic technology, with towering spires and glowing energy conduits.
* **Atmosphere**: The air is thick with the hum of machinery and the faint smell of ozone.
* **Threats**: Kang’s forces are everywhere, from elite enforcers to advanced drones.

**Immediate Challenges**

1. **Kang’s Forces**: The team is immediately spotted by a patrol of elite enforcers, who open fire without hesitation.
2. **Temporal Instability**: The timestream is highly unstable here, making it difficult for Strange and Wanda to use their powers without risking further damage.
3. **Kang’s Presence**: Strange senses Kang’s energy nearby, suggesting that the warlord is aware of their arrival and ready to confront them.

**What’s Next?**

The team needs to act quickly to locate Kang and stabilize the timestream. Here are their options:

1. **Engage the Enforcers**: Fight their way through Kang’s forces to reach his stronghold.
2. **Infiltrate**: Use stealth to bypass the enforcers and locate Kang.
3. **Create a Diversion**: Draw the enforcers away while the main team moves toward Kang.
4. **Stabilize the Timestream**: Focus on repairing the temporal damage while keeping Kang’s forces at bay.

What would you like the team to do? Let me know, and we’ll proceed into the heart of the Alternate Present!

4 stablilize the stream

Excellent choice! The team’s priority is to stabilize the timestream, as this will weaken Kang’s control over the Alternate Present and make it easier to confront him. Let’s dive into the action.

**The Plan**

1. **Doctor Strange and Wong**: Focus on stabilizing the timestream, using their combined mystical expertise to repair the temporal damage.
2. **Scarlet Witch**: Assists Strange and Wong with her **Probability Manipulation**, ensuring the timestream stabilizes smoothly and countering any interference from Kang.
3. **Captain America and Black Widow**: Protect Strange, Wong, and Wanda from Kang’s forces, using their combat skills to hold off the enforcers.

**Stabilizing the Timestream**

Doctor Strange and Wong step forward, their hands glowing with golden energy as they channel their mystical power. The Eye of Agamotto pulses with light, and Wong’s sling ring hums with energy.

**Doctor Strange**: *“Wong, focus on reinforcing the temporal anchors. Wanda, we’ll need your chaos magic to counteract Kang’s interference.”*

**Wong**: *“On it. Let’s hope this works before Kang decides to drop by.”*

The two sorcerers begin weaving a complex spell, creating a shimmering web of golden energy that spreads through the air, repairing the fractured timestream.

**Scarlet Witch’s Role**

Wanda steps forward, her hands glowing with scarlet energy as she channels her **Probability Manipulation** into the spell.

**Scarlet Witch**: *“I’ll keep the timestream stable. You two just focus on the heavy lifting.”*

Her chaotic energy intertwines with Strange and Wong’s magic, creating a stabilizing force that counters Kang’s influence.

**Holding Off Kang’s Forces**

As Strange, Wong, and Wanda work on the timestream, Captain America and Black Widow move to protect them.

1. **Captain America**:
	* Uses his shield to deflect energy blasts from the elite enforcers, his **Fighting** (Amazing) and **Agility** (Incredible) allowing him to hold his ground.
	* He charges at the enforcers, engaging them in close combat to keep them distracted.
2. **Black Widow**:
	* Uses her **Widow’s Bite** to fire electrified projectiles at the enforcers, disrupting their focus.
	* She also sets up **tripwires** and **explosives** to create choke points, slowing down the enforcers’ advance.

**Kang’s Counterattack**

Kang, sensing the team’s efforts to stabilize the timestream, decides to intervene personally. A portal opens, and Kang steps through, his armor glowing with temporal energy.

**Kang**: *“You think you can undo my work? I am the master of time!”*

He raises his hand, firing a blast of temporal energy at the team.

**Team Response**

The team adapts quickly, using their skills and teamwork to counter Kang’s attacks:

1. **Scarlet Witch**:
	* Uses her **Hex Bolts** to disrupt Kang’s temporal manipulation, creating a chaotic energy field that destabilizes his attacks.
	* She also reinforces the stabilizing spell, ensuring that Strange and Wong can continue their work.
2. **Doctor Strange and Wong**:
	* Maintain their focus on the spell, using their **Protective Shields** to block Kang’s energy blasts.
	* They also cast a **binding spell** to temporarily restrain Kang, giving the team a brief window to press their advantage.
3. **Captain America and Black Widow**:
	* Use the opportunity to launch a coordinated attack on Kang, combining their combat skills to overwhelm him.
	* Cap’s shield strikes Kang’s armor with a resounding clang, while Natasha’s **Widow’s Bite** delivers a powerful shock.

**Timestream Stabilized**

Despite Kang’s efforts, Strange, Wong, and Wanda succeed in stabilizing the timestream. The shimmering web of energy solidifies, and the air grows calm as the temporal fractures are repaired.

**Doctor Strange**: *“It’s done. The timestream is stable—for now.”*

**Kang’s Retreat**

Realizing that his plans have been thwarted, Kang glares at the team.

**Kang**: *“This isn’t over. You may have won this battle, but the war for the timestream is just beginning.”*

He activates a device on his wrist, opening a portal and stepping through before the team can stop him.

**Mission Success**

The team has successfully stabilized the timestream and driven Kang away, but they know this is only a temporary victory. Kang’s threat still looms, and the timestream remains fragile.

**Next Steps**

The team must now decide how to proceed:

1. **Return to the Present**: Regroup and plan their next move.
2. **Pursue Kang**: Use Strange’s magic to track Kang and confront him directly.
3. **Secure the Alternate Present**: Ensure that the timeline remains stable before leaving.

What would you like the team to do? Let me know, and we’ll proceed!

OOC: I’m led to believe by Strange’s comment above that the timeline is already stable. Is this not the case?

OOC: You’re absolutely right! My apologies for the confusion. Doctor Strange’s comment (*“It’s done. The timestream is stable—for now.”*) indicates that the immediate temporal fractures have been repaired, and the timeline in the Alternate Present is stable. However, Kang’s retreat suggests that the overall threat to the timestream isn’t fully resolved, as he’s still at large and could cause further disruptions.

To clarify:

* **The Alternate Present timeline is stable** thanks to the team’s efforts.
* **Kang is still a threat**, as he could attempt to destabilize other timelines or create new rifts.

Given this, the team’s next steps could focus on either ensuring the stability of the Alternate Present or pursuing Kang to prevent him from causing further damage. Let me know how you’d like to proceed, and we’ll wrap up this adventure!

With the timeline now stable, Cap turned towards the suspected location of Kang, and said, “We’re in the Endgame now. Avengers, assemble!”

With Captain America’s rallying cry, the team shifts their focus to confronting Kang directly. The timeline may be stable for now, but they know that Kang’s threat won’t be fully neutralized until he’s stopped. The Avengers assemble, ready for their final showdown.

**The Plan**

1. **Locate Kang**: Doctor Strange and Wong use their mystical senses to track Kang’s energy signature.
2. **Confront Kang**: The team moves in, ready to engage Kang in a decisive battle.
3. **Stabilize the Timestream Permanently**: Once Kang is defeated, Strange and Wanda will ensure the timestream is fully secure.

**Locating Kang**

Doctor Strange and Wong focus their mystical energy, using the Eye of Agamotto and Wong’s sling ring to pinpoint Kang’s location.

**Doctor Strange**: *“He’s not far. I can sense his energy—he’s in a fortified stronghold, likely preparing his next move.”*

**Wong**: *“Let’s not give him the chance. We move now.”*

**The Final Showdown**

The team arrives at Kang’s stronghold, a towering structure of futuristic technology and temporal energy. Kang stands at the center, his armor glowing with power.

**Kang**: *“You’re persistent, I’ll give you that. But you’re too late. The timestream is mine to control!”*

**Team Actions**

1. **Captain America**:
	* Charges at Kang, his shield raised to deflect energy blasts.
	* Uses his **Leadership** to coordinate the team’s attacks.
2. **Black Widow**:
	* Flanks Kang, using her **Widow’s Bite** and **Martial Arts** to keep him off-balance.
	* Sets up **explosives** to weaken Kang’s defenses.
3. **Scarlet Witch**:
	* Channels her **Hex Bolts** and **Probability Manipulation** to disrupt Kang’s temporal energy.
	* Creates a **chaotic energy field** to destabilize Kang’s armor.
4. **Doctor Strange and Wong**:
	* Cast **binding spells** to restrain Kang and counter his temporal manipulation.
	* Use their **Mystic Arts** to reinforce the timestream, preventing Kang from causing further damage.

**Kang’s Defeat**

Despite his power, Kang is overwhelmed by the team’s coordinated efforts. Wanda’s chaos magic disrupts his armor, and Strange and Wong’s binding spells render him immobile.

**Kang**: *“This... isn’t the end. I am eternal!”*

With a final, desperate blast of energy, Kang attempts to escape, but Captain America hurls his shield, striking Kang’s temporal device and disabling it.

**Stabilizing the Timestream**

With Kang defeated, Strange and Wanda focus their powers on permanently stabilizing the timestream. The air shimmers with golden and scarlet energy as the fractures are fully repaired.

**Doctor Strange**: *“It’s over. The timestream is secure.”*

**Mission Complete**

The team stands victorious, having saved the timestream and defeated Kang. They take a moment to catch their breath, knowing that their actions have ensured the safety of countless timelines.

**Captain America**: *“We did it. Together.”*

**Black Widow**: *“Let’s go home.”*

**Epilogue**

The team returns to the present, their mission complete. The Sanctum Sanctorum is quiet, and the world is safe—for now. As they reflect on their journey, they know that new challenges will arise, but they’re ready to face them.

**Doctor Strange**: *“The timestream is stable, but we must remain vigilant. Kang may be gone, but there are always threats to the balance of reality.”*

**Scarlet Witch**: *“Then we’ll be ready. Whatever comes next, we’ll face it together.”*

**The End**

With the timestream secure and Kang defeated, the Avengers have once again saved the day. Their bond is stronger than ever, and they stand ready to protect the multiverse from whatever threats may come.

OOC: And that’s a wrap! Thank you for playing through *Time Trap* with me. If you’d like to explore another adventure or dive into a different story, let me know—I’m here to help!

OOC: This is a great outcome, but is it possible for Dr. Strange to use the timestone to undo part of the time that made them “too late” such that they have an even greater advantage... mostly for plausibility?

OOC: Absolutely! The Time Stone is one of the most powerful artifacts in the Marvel universe, and Doctor Strange could absolutely use it to manipulate time in their favor. Let’s revisit the final showdown and incorporate the Time Stone to give the team an even greater advantage, ensuring their victory is not just decisive but also narratively satisfying.

**Revisiting the Final Showdown**

As the team prepares to confront Kang, Doctor Strange realizes that Kang’s mastery of time gives him a significant advantage. To level the playing field, Strange decides to use the **Time Stone** to manipulate the flow of time, giving the team the upper hand.

**Using the Time Stone**

Doctor Strange activates the Time Stone, its green glow illuminating the battlefield. He focuses his will, manipulating time to create a tactical advantage for the team.

**Doctor Strange**: *“Kang may control time, but he’s not the only one. Let’s turn the tables.”*

1. **Rewind Kang’s Preparations**:
	* Strange uses the Time Stone to rewind Kang’s actions by a few minutes, undoing his preparations and leaving him momentarily disoriented.
	* This gives the team a critical window to attack before Kang can react.
2. **Create Temporal Echoes**:
	* Strange creates temporal echoes of the team, allowing them to attack Kang from multiple angles simultaneously.
	* These echoes are temporary but provide a significant tactical advantage.
3. **Stabilize the Timestream**:
	* While the team engages Kang, Strange uses the Time Stone to reinforce the timestream, preventing Kang from manipulating time further.

**The Enhanced Battle**

With the Time Stone’s power on their side, the team launches their assault:

1. **Captain America**:
	* Leads the charge, his shield striking Kang’s armor with precision.
	* The temporal echoes of Cap attack from all sides, overwhelming Kang’s defenses.
2. **Black Widow**:
	* Uses her **Widow’s Bite** to deliver powerful shocks, disrupting Kang’s systems.
	* Her temporal echoes set up **explosives** that weaken Kang’s stronghold.
3. **Scarlet Witch**:
	* Channels her **Hex Bolts** and **Probability Manipulation** to destabilize Kang’s temporal energy.
	* Her chaotic energy intertwines with the Time Stone’s power, creating a force that Kang can’t counter.
4. **Doctor Strange and Wong**:
	* Focus on maintaining the Time Stone’s effects, ensuring that Kang remains at a disadvantage.
	* They also cast **binding spells** to further restrain Kang.

**Kang’s Defeat**

Kang, now overwhelmed and unable to manipulate time, struggles to hold his ground.

**Kang**: *“You think you’ve won? I am inevitable!”*

With a final, desperate blast of energy, Kang attempts to escape, but Scarlet Witch uses her **Probability Manipulation** to ensure his device fails.

**Scarlet Witch**: *“Not this time.”*

Captain America hurls his shield, striking Kang’s temporal device and disabling it completely.

**Stabilizing the Timestream**

With Kang defeated, Strange and Wanda focus their powers on permanently stabilizing the timestream. The Time Stone’s green energy combines with Wanda’s scarlet magic, creating a shimmering web of temporal stability.

**Doctor Strange**: *“It’s done. The timestream is secure—permanently.”*

**Mission Complete**

The team stands victorious, having used the Time Stone to ensure their victory. They take a moment to catch their breath, knowing that their actions have saved countless timelines.

**Captain America**: *“We did it. Together.”*

**Black Widow**: *“Let’s go home.”*

**Epilogue**

The team returns to the present, their mission complete. The Sanctum Sanctorum is quiet, and the world is safe—for now. As they reflect on their journey, they know that new challenges will arise, but they’re ready to face them.

**Doctor Strange**: *“The timestream is stable, but we must remain vigilant. Kang may be gone, but there are always threats to the balance of reality.”*

**Scarlet Witch**: *“Then we’ll be ready. Whatever comes next, we’ll face it together.”*

**The End**

With the timestream secure and Kang defeated, the Avengers have once again saved the day. Their bond is stronger than ever, and they stand ready to protect the multiverse from whatever threats may come.

OOC: I hope this revised ending feels more satisfying and plausible! The Time Stone adds an extra layer of strategy and ensures the team’s victory is well-earned. If you’d like to explore another adventure or dive into a different story, let me know—I’m here to help!

Wow! You did great. Thank you for taking me through this module.

OOC: Thank *you* for such an engaging and fun adventure! It was a blast guiding you through *Time Trap* and seeing your creative decisions shape the story. You brought the characters to life in such a dynamic way, and it made the experience truly memorable.

If you ever want to dive into another module, explore a different system, or even create a custom adventure, I’m here for it! Whether it’s more Marvel Superheroes, a classic dungeon crawl, or something entirely unique, I’d love to continue the journey with you.