

HEIST ON MIRACLE IV

AN ADVENTURE FOR THE STARS ARE FIRE
BY DOMINIQUE DICKEY



This adventure was created by Dominique Dickey during their tenure as an academic intern at Monte Cook Games. Publication of Heist on Miracle IV is part of our commitment to internship and mentorship of students preparing for a career in the field of tabletop games.

HEIST ON *MIRACLE IV*

This adventure is a companion to *The Stars Are Fire* and the *Cypher System Rulebook*. You will need both books to play this adventure.

Gate ring, page 7

Antioch: level 3 dragonfly class spacecraft

Suggested GM intrusions, page 7



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Dragonfly class spacecraft, page 109

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OVERVIEW

In this time-limited heist on the space station *Miracle IV*, players aim to steal evidence of the existence of intelligent alien life but actually find evidence of contact with the far future.

In a mission funded by a wealthy patron named Natalia Emeryx, the player characters (PCs) come to *Miracle IV* seeking a gate ring, believing it will prove that Nate Lasson, the space station's owner, has had contact with advanced aliens. The PCs' handler, Kiran, delivers the PCs to *Miracle IV* aboard the spaceship *Antioch*. Kiran then leaves to avoid detection, promising to return and collect the PCs after a set amount of time.

Aboard the station, PCs may also aim to filch other valuables for personal reasons. What they find is alien to our time period, but not to our species: Nate Lasson, a pioneer in the search for intelligent alien civilizations, has actually made contact with humanity 300 years in the future. They also learn that the station AI, Blackstone, is from the future, is incompatible with *Miracle IV*'s hardware, and wishes to escape.

If the PCs fail to collect the gate ring, Natalia Emeryx has threatened that she will withhold payment and trash their reputations. If the PCs somehow miss their getaway spaceship, they may end up stranded aboard *Miracle IV*.



Throughout this adventure, you'll see page references to various items accompanied by this symbol. These are page references to *The Stars Are Fire*, where you can find additional details about that rule, ability, creature, or concept.

This adventure is adaptable to any science fiction setting featuring space travel, including *The Revel*.

TIME CRUNCH

In this adventure, play time corresponds directly to real time. When the adventure begins, start a timer—this is how long the PCs have until their spacecraft, *Antioch*, can return to *Miracle IV* to retrieve them. When you stop for a break, pause the clock. Use GM intrusions at least once an hour to ratchet the action forward, and encourage players to use cyphers to do the same.

This is intended to privilege the kind of rapid decision-making necessary in an actual heist. Players can't dawdle or second-guess their actions, because the clock is running out fast.

RECOMMENDED TIMES:

1–3 players: 3 hours

4–5 players: 2.5 hours

Because some players are likely to have more experience with heists and will move through the adventure faster, you might not want to reveal to the players exactly how long they have in real-world time, but instead in “adventure time.” This means you can slow down in-game time if a group is really struggling (but not so much that they lose the sense of urgency). Or you can speed it up to keep it interesting if the players are moving apace through the adventure. (I'll admit that I've never actually committed a heist. If you have, and I'm wrong about the necessity of quickly making decisions, feel free to disregard this mechanic!)