

THE STRANGE™



ESCHATOLOGY CODE

BY BRUCE R. CORDELL

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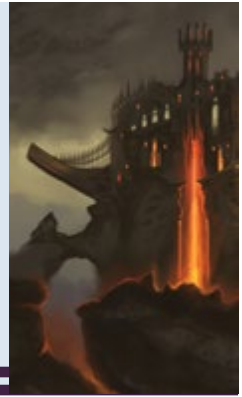
INTRODUCTION

ESCHATOLOGY (FROM THE MERRIAM-WEBSTER DICTIONARY):

1. A BRANCH OF THEOLOGY CONCERNED WITH THE FINAL EVENTS IN THE HISTORY OF THE WORLD OR OF HUMANKIND.

Eschatology Code is an adventure for **The Strange**™ suitable for beginning players. It starts on Earth, and if the player characters (PCs) don't play their cards right, it ends on Earth ... as in, the "End of Days."

Eschatology Code guides the game master (GM) through a string of possible encounters, introducing the people, places, and creatures as the narrative unfolds. Of course, since the PCs can do whatever they wish at any time after they get off the plane in the initial encounter, the order of encounters presented here is just one way things could go.



BACKGROUND

Under the guise of improving soldier performance, the [September Project](#) utilized next-generation quantum computing hardware to create the War Code program. At its heart, the project is an optical delivery system that flashes code directly to anyone wearing specially fabricated [war glasses](#). This War Code gives the recipients abilities normally reserved for quickened individuals (like PCs). The September Project began shopping the War Code program around to various military contractors as soon as the program was complete.

The September Project is more than a cutting-edge military weapons supplier. And the War Code is far more than just the product of advanced computing. The September Project is actually an Earth-based front for the [Betrayal](#), once the Incarnation of War in the recursion of Ardeyn. The code being downloaded into recipients' brains is actually a portion of the Betrayal's soul, which resonates between Ardeyn and Earth thanks to a program running on a quantum computer. While a wearer of war glasses gains amazing abilities, each wearer also widens a conduit between Earth and Ardeyn. In time, this conduit could allow the Betrayal to manifest on Earth with the abilities of an entity from a recursion operating under the law

of Magic. That would be bad. Very bad.

Unable to locate buyers in the military-industrial complex, the September Project changed tactics. It delivered the quantum computer and war glasses to Father Foss, a church leader in Sioux Falls, South Dakota. When the All Souls Church of Deliverance began publicly counting down to the End of Days, the [Estate](#) and the [Office of Strategic Recursion \(OSR\)](#) both sent operatives to find out if the miracles reported on the local news had anything to do with the Strange.

[War glasses](#), page 9

[September Project](#), page 155

[Betrayal](#), page 178

[Estate](#), page 148

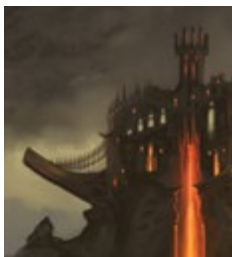
[Office of Strategic Recursion](#), page 157



COREBOOK CALLOUTS

Throughout this supplement, you'll see page references to various items accompanied by this symbol. These are page references to *The Strange* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook; it's an optional way to learn more about *The Strange* and provide additional information to your players.





ESCHATOLOGY CODE

As an adventure designed to be run at a convention, *Eschatology Code* throws characters right into the action with a high-stakes initial encounter on a plane. The adventure also presumes that the characters are operatives of the Estate. If you're not running this adventure at a convention and want to incorporate it into your ongoing campaign, optional ideas for involving your PCs are provided under Alternative Hooks (see below).

SYNOPSIS

Things get off to a quick start with a fight inside a jet plane against enhanced supersoldiers, followed by the investigation of a church and its messianic leader, Father Foss. In the church basement chapel, the PCs have the opportunity to save the world, if they can defeat the Incarnation of War and seal a breach between Earth and the recursion of Ardeyn.

ALTERNATIVE HOOKS

The adventure presumes that the PCs are operatives of the Estate who have been sent to investigate the All Souls Church of Deliverance. If you're not running this adventure at a convention, you can adjust it to fit your own campaign in any way you desire, including using player characters who are not part of the Estate.

A COUPLE OF DAYS EARLIER

If you run an ongoing campaign in the Strange, you might prefer to introduce the investigation of the church to the PCs in a manner similar to other jobs they have taken. If they're working for the Estate or a similar organization, this could begin with a briefing at organizational headquarters. The briefing includes the basic information the PCs know about their assignment (which is provided in the Adventure Start). But since the PCs' actual briefing occurs a couple of days beforehand in this alternate scenario, the players have the opportunity to research the church online, prepare additional resources if desired, and take care of other business before they begin *Eschatology Code*.

NOT AN ESTATE PC?

Instead of Estate operatives, the PCs might be reporters for a magazine called *Exposing the Strange*. Their editor is Svetlana Tankov. The PCs are cognizant of recursions, the dark energy network, and their own abilities, although such things may still be relatively new to them. When the miracles in Sioux Falls are televised, Svetlana suspects that a paradox (the character type) is actually responsible. She sends her reporters (the PCs) to investigate. During their flight to South Dakota, the PCs are caught up in a fight with some All Souls acolytes (and a gremlin!), as described in the Adventure Start.

INTRODUCE THE CYPHER SYSTEM

If you are running *Eschatology Code* at a convention, begin by introducing the game system to the players. At some point—but probably not until you've described the differences between paradoxes, spinners, and vectors—let the players choose from the pregenerated characters that come with this adventure. When allowing players to choose, provide the following summary of each character, beginning with the fact that the characters have all translated to Ardeyn before as part of an earlier mission.

CHARACTER SUMMARY TO HELP PLAYERS CHOOSE CHARACTERS:

- **Arlo Coulton:** Arlo is good with guns and knows his enemies' weaknesses.
- **Vanessa Torgue:** Vanessa fights competently with her two nightsticks.
- **L. G. Babcock:** L. G. is best at helping others but isn't necessarily great at fighting. On the other hand, L. G. is great at persuading NPCs of almost anything.
- **Torah "the Windmill" Bishop:** Torah is brash and better at fighting than talking, unless she's lying.
- **Dr. Sybil Holloway:** Sybil is a scientist who knows her high-energy physics and who can cause objects to shatter at a distance if she can see them.
- **Jonny "Flip" McDaniel:** Jonny can see what's hidden and can stun creatures from alternate recursions who find their way into worlds where they don't belong.

Ardeyn Focus Sheets: At this time, don't give players the Ardeyn focus sheets associated with each character (pages 29-34). When the time comes for the PCs to access their Ardeyn foci (at the Breach in the Church Basement), hand out the additional character sheets.

Experience Points: As part of the introduction, tell the players that you're giving them 1 XP and that one of the things they can do with an experience point is reroll a bad die roll.

Introducing the system should take less than 20 minutes (and no more than 30). Once the players understand the basics, start the adventure.



DIFFICULTY AND EFFORT

If you're running this adventure at a convention or for players new to the cypher system, explain to the players the difficulty of tasks, attacks, and defense rolls (and the number that must be rolled associated with that difficulty) they're attempting. This allows players to more quickly come to understand how the game works and whether applying Effort is something that is reasonable to do.

ADVENTURE START: TURBULENCE AT 30,000 FEET

The PCs begin play already aboard a commercial airliner, en route to a mission destination. Read or paraphrase the following to the players if they haven't already been briefed.

read aloud

You're an Estate operative, and you've got a badge to prove it. The Estate is a secret organization that monitors activity on Earth that originates in alternate recursions and, generally speaking, puts a stop to it for Earth's safety. You've been touched by the Strange yourself and have abilities regular people wouldn't understand. Those abilities are what make you a perfect operative for the Estate.

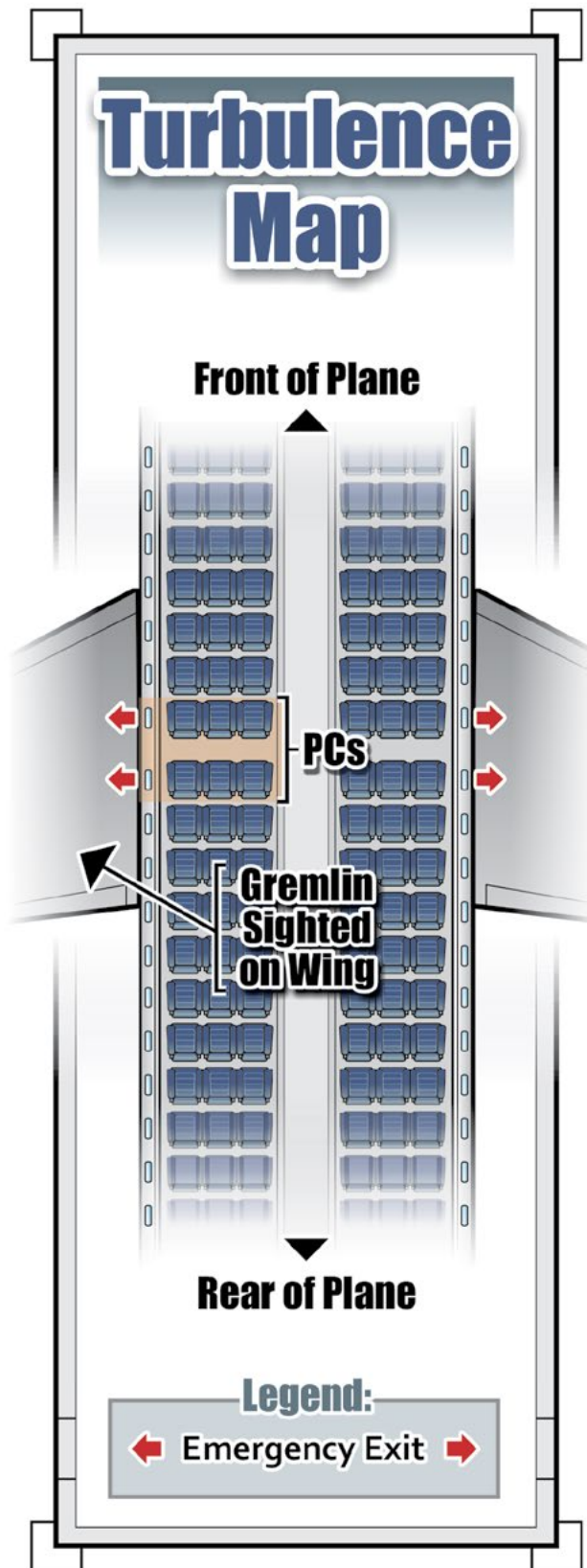
You and your team were assigned a new mission, which started today. You've been in the air for a couple of hours with a coach-class ticket from Seattle, Washington, to Sioux Falls, South Dakota. You're on your way to investigate a man called Father Foss of the All Souls Church of Deliverance (located in Sioux Falls).

Father Foss began counting down to the "End of Days" a few weeks ago. Of course, crackpot evangelists do that all the time, but in this case, local televised news reports showed Father Foss pulling off several tricks that bamboozled the local media. A few reporters went so far as to call the tricks actual miracles.

But you know a lot more than local reporters, thanks to your briefing.

The player characters are sitting together on a Boeing 737 in two consecutive rows on the left side of the plane (call them rows 17 and 18; row 17 has an emergency exit). Each of these rows is three seats wide. If you have fewer than six players, those seats are empty of other passengers. The plane has a single central aisle. (The rows on the right side of the plane are also three seats wide.)

Ask the players to introduce their characters to the other players, including the connection information described in each character's Background (in the second paragraph), if that information isn't a secret. The players may also decide to reveal their characters' personal



backgrounds (the first paragraph).

Introductions should take about five minutes. During this time, establish who is sitting in the middle, aisle, and window seats in each row. As soon as the players have finished introducing themselves, give them the briefing information provided in the next section.

THE REAL STORY

Read or paraphrase the following to the players once they've introduced their characters to each other. This briefing information was given to the characters in a dossier that they read after they were bundled onto the flight, because time was of the essence.

read aloud

The Estate destroys quantum computers whenever it finds some scientist trying to make one, because using a quantum computer can strip the Earth of its anonymity and summon planetovores in the Strange.

Unfortunately, a quantum computer is exactly what Father Foss probably has.

The Estate recently learned that the group calling itself the September Project utilized next-generation quantum computing to create the War Code program. The project promised specially fabricated war glasses that would supposedly give wearers the abilities of supersoldiers. The September Project began shopping the War Code program around to various military contractors as soon as the program was complete.

Unable to locate buyers in the military-industrial complex and growing impatient, the September Project changed tactics. It delivered the quantum computer and war glasses to Father Foss, a church leader in Sioux Falls, South Dakota. However the quantum computer and the associated war glasses accomplish their "magic," it's bending the law of Standard Physics on Earth—so much that everything is on the line. Active war glasses could destabilize Earth and Ardeyn, leaving the planet wide open to the creatures that live in the Strange.

Allow the PCs to discuss the background information and perhaps engage in a bit of roleplaying. If players ask about the September Project, remind them of the following points:

- As an operative of the Estate, you know the September Project is more than a cutting-edge military weapons supplier. It is actually an Earth-based front for the Betrayer.
- As an operative of the Estate, you know the Betrayer is one of the most dangerous threats facing Earth.



Before the conversation goes on for more than a few minutes, interrupt things with a gremlin sighting for one or two PCs.

WE INTERRUPT THIS FLIGHT

About thirty minutes before they're scheduled to land in Sioux Falls, the characters are attacked by a gremlin and acolytes of the All Souls Church. The acolytes' plan is to cause the plane to go down, killing everyone on board (including themselves).

The gremlin and acolytes serve Father Foss. Foss knew that the Estate would be sending operatives to shut him down because he was warned by the "Most High" in a dream (actually, Foss was warned by the Betrayer, whose September Project organization has a mole inside the Estate on Earth, but Foss thinks the Betrayer is some flavor of God). After the warning, Foss prepared to eliminate the investigating operatives and, in the process, bring down an airplane. Doing so would serve as a warning to the Estate and an "End of Days" omen to the rest of the world.

IMMEDIATELY BEFORE THE ATTACK

One or both characters sitting in the window seats see something unexpected outside the plane, on the wing. Read or paraphrase the following.



Planetovore, page 8



read aloud

A man-sized creature stands on the wing of the plane, looking at you. Despite the vapor trails streaming from it, it's apparently untroubled by the fact that it's outside on the wing of a commercial jet flying at cruising altitude. The creature's face is a horrid parody of a human's and its body is covered in tight-curved, dark fur. It locks eyes with you, cocks its head, then bends to tear at the composite material of the wing with its long claws.

The creature on the wing is a **gremlin** native to a recursion where Magic rules (Ardeyn), and it serves Father Foss. If the characters do nothing and don't call attention to the creature (unlikely), the gremlin keeps tearing at the wing until the plane goes down, which requires just a few minutes of sabotage.

If the characters react by calling attention to the gremlin or attacking it in some fashion (perhaps by using type powers that merely require a PC to see the target, such as Dr. Holloway's Shatter revision or Jonny McDaniel's Exception revision, or something more drastic like attempting to shoot the gremlin through the fuselage), the acolytes make themselves known. Read or paraphrase the following to the players.

read aloud

Two people wearing wraparound sunglasses stand from their aisle seats, one a few rows in front of you and one a few rows behind you. Faint flickers of light leak around the edges of their dark glasses, as if the eyewear is showing each of them a flashing movie. The same flickering glow envelops their entire bodies like a nimbus.

If you haven't already, it's time to roll for initiative.

Weapons and PCs: As operatives of a quasi-official group that includes spinners (who are nothing if not persuasive), the PCs managed to get their personal weapons (including firearms) on board the plane with them, although they had to convince TSA they were federal agents to do so.

In fact, this means the stewardesses and pilots probably think the players are federal marshals or something similar. (That actually makes it easier for the PCs to extricate themselves from the situation after the plane lands.)

A FIGHT BREAKS OUT!

Gremlin Tactics: Each round as its action, the gremlin tears at the wing, visibly enlarging the hole it's making in the metallic cowl and occasionally ripping out a part. The gremlin was called by inapposite travel through the efforts of

one of the acolytes on the plane just moments before the PCs noticed it. Normally, once on Earth, a creature from Ardeyn would begin to experience degeneration of its abilities after one minute. Due to the ongoing breach located in the bottom of the All Souls Church, this gremlin's abilities are unaffected for the few minutes it needs to rip the wing to shreds and bring the plane down, if not stopped.

Acolyte Tactics: The **acolytes** are followers of Father Foss and are wearing war glasses (the war glasses are level 5). A pair of active war glasses transforms each acolyte from a level 1 human into a level 4 threat, with abilities beyond those of normal people.

Find the Flaw: If Arlo uses Find the Flaw, he learns that the war glasses are the acolytes' weak spot and that without them, the acolytes are nothing to be afraid of.

Each round on their action, the activated acolytes attempt to kill the PCs, which might keep the PCs distracted from dealing with the gremlin on the wing. The acolytes know about the gremlin's attempts to destroy the plane and are happy to sacrifice their lives to the cause. Remember to use the GM intrusions on page 8.

Acolyte war glasses (which look like wraparound sunglasses) are particularly well secured, and targeting the glasses with an attack or trying to snatch them off an acolyte's head requires a minor or major special effect—as when a PC rolls a 19 or 20—or “Trading Damage for Effect.” Doing the latter requires the sacrifice of 6 points of damage from a successful attack in order to target the glasses. If successfully targeted, each pair of war glasses has 2 points of health for the purposes of destroying them or ripping away the restraints holding them to someone's head (which means an attack would have to do 7 or more points of damage to actually damage the glasses).


Each acolyte has one level 5 cypher, which the acolyte could choose to use in combat if applicable. The anoetic cyphers are as follows.

- **Strength Boost:** Adds 1 to Might Edge for one hour.
- **Radiation Spike:** Delivers a powerful burst of radiation that disrupts the tissue of any creature touched, inflicting 5 points of damage.

If the PCs fail to stop the gremlin within ten minutes, the plane goes down: game over. In the unlikely event that this happens, consider asking the players to repurpose their characters as OSR agents, re-name them, and fast forward to the section where the OSR agents get news of the plane going down and the Estate team being lost (page 10).

Gremlin: level 4; has a fly speed able to match the jet's speed in short bursts; can adhere to and move about on any surface (such as the wings of a plane during flight); two melee attacks that do 4 points of damage each as a single action; Ardeyn native

War Code-Activated Acolyte: level 4; health 15; short-range electrical arc attack that inflicts 4 points of damage; unarmed melee attack that inflicts 4 points of damage; one cypher

 Trading damage for effect, page 353

GM Intrusion: *When an acolyte attacks a PC but misses, the flare of nimbus hits the overhead compartment; the entire thing drops onto the PC's head, dealing 3 points of ambient damage and pinning the PC to her seat until she can succeed on a difficulty 3 Might-based roll.*

GM Intrusion (Group): *The plane begins to steeply descend. Every PC who is standing and fails a difficulty 3 Speed defense roll falls forward about five rows, taking 3 points of damage in the process.*



FIGHTING ON A PLANE

When a fight breaks out on the plane and the gremlin is noticed by other passengers, lots of panicked screaming results. But at least in the short term, most of the passengers and flight attendants cower and shrink down in their seats, while others flee to the front or the rear of the plane.

The single aisle, the crowded flight, and the panicking passengers make a straightforward fight with the acolytes difficult. Only characters and creatures directly facing each other in the aisle are able to fight without modifications. Generally speaking, any other task or attack is modified by one or two steps to the detriment of whoever is attempting it. Some examples follow.

Climbing over a seat into a new row (normally routine) becomes a difficulty 2 Speed-based task. Firing a weapon at someone over the crowded seats increases the difficulty by one step (if trying to avoid hitting passengers on a miss—which the acolytes don't care about). Climbing over the food cart that's been abandoned in the middle of the aisle is a difficulty 2 Speed-based task. Avoiding being knocked down by a fleeing passenger just before taking a shot at an acolyte is a difficulty 2 Might defense roll. Trying to shoot the gremlin through the metal of the plane instead of sighting directly through the window (to avoid explosive decompression) increases the difficulty of the attack by one step.

FIRING A GUN ON THE PLANE

The PCs probably brought a gun on the plane. A bullet that punctures the skin of an airplane only creates a small leak, for which the plane's automated pressurization system can adjust. So even though punctures sound terrifying as air whistles out, a few holes have no effect on the condition of the plane. This means the PCs could fire their guns at the gremlin, although they should avoid firing directly through a window. Unlike firing through the fuselage, putting a bullet through a window is likely to blow out the window (and a chunk of wall with it); the PC needs to succeed on a difficulty 4 Intellect defense roll to avoid such an outcome. If the whole window goes, it will depressurize the plane.

HOLE IN THE PLANE

If a window is shot out, it's enough to tear a 5-foot (2 m) hole in the side of the plane. This threatens to suck unbuckled passengers and PCs out of the plane. (The PCs might even accidentally create a hole themselves while trying to get at the gremlin on the wing.)

If a big hole is created in the plane, oxygen masks drop and the pilots put the plane into a steep descent—they have a minute to reach an altitude of 8,000 feet (2,438 m) before the plane fully depressurizes. Meanwhile, debris streams toward the hole, and the plane loses a screaming passenger or two, a flight attendant, a pet carrier, and lots of loose possessions. (Unless prevented, the pilots reach a safe altitude before that minute elapses.)

Characters who are strapped in or who are specifically using both hands to prevent themselves from being sucked out of the hole can do so automatically, and those using both hands to secure themselves can also move up to an immediate distance at the same time. But each round a character moves more than an immediate distance or attacks, even if using one hand to hold herself in place on a belt strap, handle, or other projection, she must also succeed on a difficulty 3 Might-based task. On a failed roll, the PC is sucked to the edge of the hole but manages to grab hold of the edge. A difficulty 4 Might-based task is required for a character to pull herself back into the plane. A failed roll doesn't mean the PC is sucked to her death; it just means she continues to dangle—unless she fumbles. This might be the time for players who have them to use an experience point to reroll.

VENTURING ONTO THE WING

It's not a good idea to go out on the wing. Really. A PC who purposely goes through the hole onto the wing (or uses a phase changer cypher) must deal with extremely low oxygen. She must hold her breath, which she can do for about a minute, if really lucky. But she must also find some way to secure herself to the plane wing. If she can manage that, the gremlin takes an interest in her. Each time the gremlin hits her, she must make a difficulty 3 Might defense roll. If she fails the roll, she gets the breath knocked out of her and drops one step on the damage track. The acolytes and gremlin don't seem to be affected by the difference in air pressure. Pushing an acolyte out of the plane does, however, put an end to that particular threat.





AFTERMATH OF PLANE ATTACK

If the plane doesn't crash, chaos ensues, during which time the PCs might want to take care of a few things. For starters, the PCs may want to search the acolytes, question one if they managed to take one or more alive, and check out the war glasses.

When the fight ends, the PCs have only about ten minutes before the plane lands. So if PCs spend too long questioning the acolytes or dealing with others on the plane, you are within your rights to wrap things up. (During convention play, you've got only so much time to reach the finale.)

Questioning Surviving Acolytes: If the PCs subdued either of the acolytes without killing them, they can attempt to question them. Without their war glasses, acolytes are level 1 humans, and they're a bit confused. But they remain fanatics and will enthusiastically divulge the following if questioned, which is all they know. For instance, they don't know their own names, merely describing themselves as acolytes of the Most High and servants of Father Foss.

- "Father Foss knew you would come. He sent us to intercept you three days ago. He said to bring down your plane as a message to sinners everywhere and another omen to show the world that the End of Days is nigh!"
- "Father Foss is the first disciple of the Most High. Father Foss performs miracles that bear witness to the truth."
- "The Most High revealed to Father Foss that the End of Days is coming. The Most High makes the faithful like angels of War with holy relics." (The war glasses are the relics.)
- "You are servants of the Sinner and would prevent the prophecy of the End of Days from coming to pass. We were warned against you."
- "Those who follow the will of the Most High will live forever in glory." (Details known to the acolytes beyond this are fuzzy.)

In addition to war glasses, each acolyte might still have a cypher, a wallet with 1d6 x \$10, and an ID with a home address in Sioux Falls, South Dakota.

Examining a Pair of War Glasses: War glasses are level 5 objects. They look like the kind of computer glasses popularized by big Internet search companies, turned up a notch. A PC with

electronic or computer technical expertise (or other ways of gathering information) can hack a pair of war glasses on a successful difficulty 5 Intellect-based task. Each failed hacking attempt burns out a pair of war glasses (because anti-hacking safeguards are activated). A PC who successfully hacks a pair of war glasses can learn the following information.

- Normally, a pair of war glasses won't function unless worn by a user with a registered retinal print (a hack can bypass this).
- War glasses function only in areas with Wi-Fi (many jets in the US have Wi-Fi). When activated in the presence of Wi-Fi, a pair of war glasses streams optical information directly into a wearer's brain in a manner unlike anything the PCs have ever seen. (It's a direct feed from a quantum computer server hidden in the basement of the All Souls Church, which the PCs may later discover.)
- Putting on a pair of active glasses grants enhanced abilities but also risks consequences such as the wearer's memories being edited.
- Whatever is coming through the glasses violates the law of Standard Physics. Continued use of such devices can't be good for the integrity of Earth's defenses against the Strange. In fact, the appearance of the gremlin on the wing shows that cracks may already be forming, which is bad.

War Glasses Capabilities: Activated war glasses grant an NPC enhanced abilities for up to one hour at a time (requiring an hour's rest afterward) along the lines of those gained by the acolytes. However, each time a pair of war glasses is activated by an NPC, the NPC becomes more open to suggestion from Father Foss and the Betrayer.

A PC who puts on a pair of hacked, activated glasses is affected as follows for one hour per use:

- Gains 4 points to distribute among her Pools (these points don't fade after the glasses become inactive)
- Gains access to one of her type abilities at the next higher tier
- Gains +1 to Armor
- The PC must succeed on a difficulty 5 Intellect defense roll each time the glasses are used. Each time the wearer fails, she becomes more open to the Betrayer's influence. Three failed rolls causes a wearer's mind to become like an acolyte's—a fanatic serving Father Foss.

SIoux FALLS, SOUTH DAKOTA

This city of over 160,000 people is the largest in the region, located on the wide, flat area of the Great Plains. The PCs can find all the services they'd normally expect to find in any large city in the U.S.

The PCs have a day before things get out of control at the church, so if they elect to spend some time recuperating from the plane flight, it's not necessary to rush them.

Arrival and Dealing With Authorities: Try to wrap up this part of the adventure before it has a chance to lag.

If the plane doesn't crash, it sets down in Sioux Falls. Dozens of police vehicles, ambulances, and military vehicles from the nearby Air and Army National Guard bases line the tarmac. Beyond, all the local media are positioned with their satellite vans and video cameras. If the PCs aren't proactive, they'll be detained, questioned for hours, and possibly locked up pending further investigation. But their special abilities (and possibly the belief of the stewards and pilots that the PCs are air marshals) should allow the characters to deal with the authorities and extricate themselves from the mess. They could even call [the Fixer](#) at the Estate. The PCs would be well advised not to get into a firefight with the several dozen [police officers](#) and National Guard on the scene.

Local Accommodations: The Estate arranged for a rental van for the PCs, as well as rooms at a local Holiday Inn Express.

ALL SOULS CHURCH OF DELIVERANCE

Upon arriving in town, the characters can rest, do some local research on the church, or use the GPS on their phones or in the rental car to head right over to All Souls Church, which is located downtown, not far from a loop of the Big Sioux River.

RESEARCHING ALL SOULS CHURCH LOCALLY

The PCs can research All Souls Church online, call the church, canvass the neighborhood, or show up at the front door. Calling the church results in a recorded message that provides a schedule of services.

Online Search, All Souls Home Page: An online search brings up the church's home page, which is old-school basic. The site provides a vision statement, an address, a few pictures of

parishioners seated in a large sanctuary, and so on.

The vision statement is a quote from the Bible, Matthew 6:33: "Seek ye first the Kingdom of God and His righteousness, and all these things shall be added unto you."

A picture shows Father Foss, a thin, tall, older man with blond hair, smiling into the camera. The caption under the picture reads *Father Nick Foss*.

A schedule of services is also provided. (The PCs arrive on a Tuesday.)

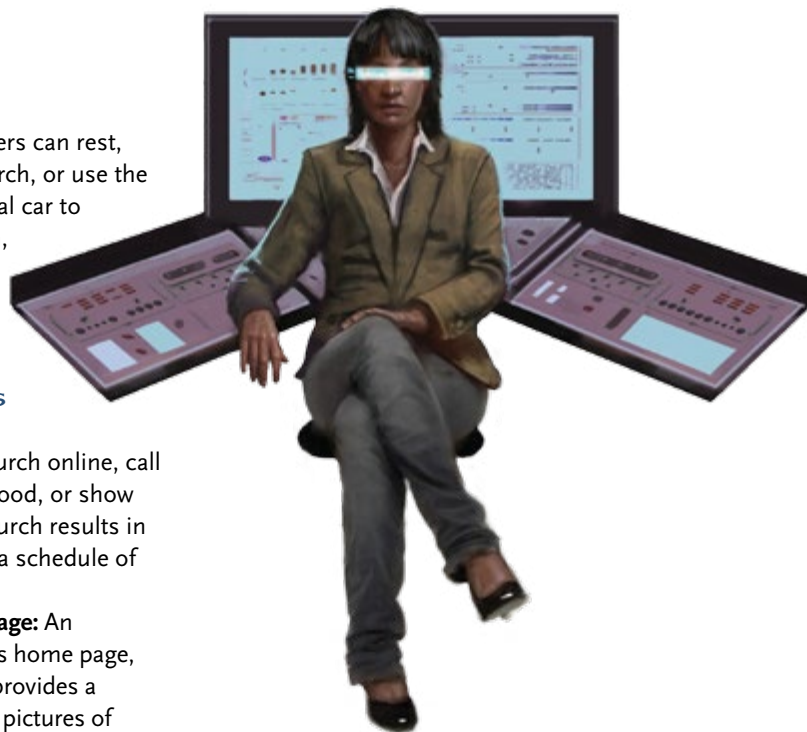
Every Sunday

- 9:00 a.m. Prayer Service
- 9:30 a.m. Sunday School
- 10:30 a.m. Morning Worship Service

Nothing on the web page says anything about the End of Days—apparently, no one has updated the church site since the eschatology ministry began.

Other Online Sources: The PCs can find lots of recent local media reports (from the *Argus Leader*, KSFY News, and KELOland News, to name the most prominent) that cover the apparent miracles being worked by Father Foss. The PCs can watch video of Foss levitating an acolyte, turning water into wine, reading the mind of a reporter, healing the sick and lame, moving things by mind alone, and more. Most of the reporters seem a bit stunned by the demonstrations.

The reason that these reports haven't broken out nationally is because of how recently the events occurred—and because of the efforts of both the Estate and OSR to keep them contained.



The Fixer, page 149

Police officer: level 4; health 9; Armor 1; long-range attack with pistol for 5 points of damage



Canvassing the Neighborhood: PCs who take the time to ask around Sioux Falls about the church discover that people generally don't know what to think. Despite news reports, most share a healthy suspicion about it. After all, before a few weeks ago, the place seemed like just one more of the many small ministries in town where well-meaning people of faith gathered, mainly for the sense of community provided. "But then that reverend—what's his name, Foss?—started making with all the pronouncements about the Most High and the End... I don't know. He's trying a little too hard. He's got something to sell, but it ain't salvation."

THE CHURCH BUILDING

The All Souls Church sits on a three-acre parcel of land. The church grounds are only a single structure and a parking lot. It looks no different from any number of similar churches in the area; it even has a steeple.

The church placard out front reads: "You Cannot Enter Heaven Unless the Most High Enters You."

Unless you are in the last hour of play (in which case the church is empty), visual surveillance reveals the parking lot mostly full of parishioners' cars, a media truck or two out in front of the church, lights and movement inside the sanctuary, and the sound of celebratory church music. Every few hours, a delivery vehicle pulls up with food of various sorts. Evidence suggests that the church must be hosting some sort of ongoing, days-long celebration.

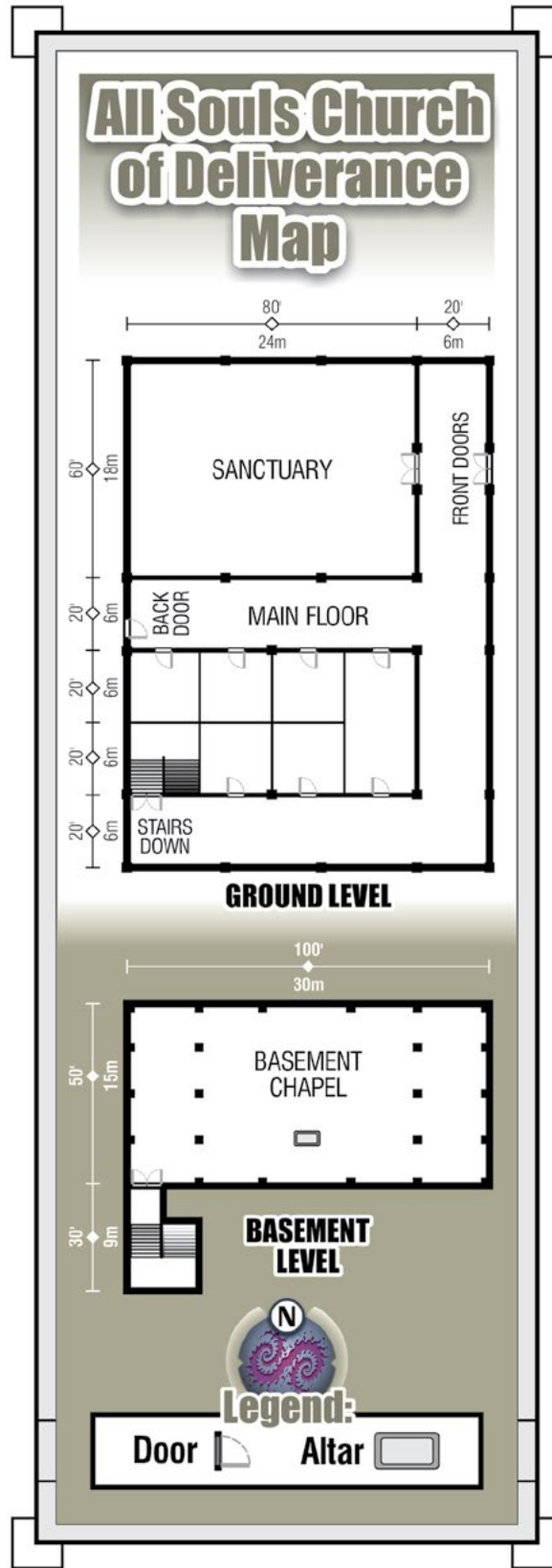
A check on Wi-Fi in the area shows only one network: End of Days. The network is heavily encrypted. A PC with skill related to computers and/or cryptography could try to crack it, but it's a level 7 Intellect-based task, and even if the network is cracked, the data coming through can be interpreted only with a pair of war glasses.

Interior Church Layout: The All Souls Church is divided into four parts: the Sanctuary (see Party in the Sanctuary), the Main Floor (see Exploring the Church Main Floor), the Stairs to the Basement (see Scurriers on the Church Stairs), and the Basement Chapel (see Breach in the Church Basement and Basement Chapel).

APPROACHING THE CHURCH

To get in through the front or side doors, the PCs will have to deal with the media first unless they're very sneaky.

Media Presence: During the week, even when no services are scheduled, there's always a media truck or two pulled up in front of the church (even at night), just in case something interesting happens. The arrival of the PCs certainly counts.



Kathy Billion, OSR Agent: level 3, level 5 for all tasks related to persuasion, perception, and stealth; short-range attack with medium pistol for 4 points of damage; hidden OSR badge

Band member: level 1, level 4 for tasks related to instrument or singing

Sheila Anderson: level 2

Troy Berg: level 3, level 4 with fists that deal 4 points of damage

Betsy Wilson: level 2; short-range attack with taser that deals 4 points of damage and dazes foe for one round; taser can be used only once

Katie Wheeler: level 2

Unless the PCs try to sneak into the church (and all succeed on a difficulty 5 Speed-based task to be stealthy), newswoman **Kathy Billion** notices and accosts them, with cameraman Jim Tucker in tow. (If the PCs evade her outside, Kathy finds them inside later at the party; she's actually an OSR undercover agent.)

Kathy Billion, identifying herself as a reporter for KELOLand News, shoves a mic in one PC's face and says, "What can you tell us about what's going on inside the All Souls Church? Are you here for a miracle?"

The PCs are free to give whatever story they want, but whatever they say, Kathy sees the characters' arrival as her ticket to get into the sanctuary where the party is, which means she pretty much goes along with whatever they say. If questioned, she reports that there's been no contact with anyone in the church for the last few days, and the celebration inside has been ongoing for the last several hours, if not longer.

If the PCs tell Kathy that she and her cameraman can't join them, she offers them a deal: Jim will go back to the van ("He's getting interference uploading his footage, anyway") and she'll go with them alone. If the PCs still don't agree, she sneaks after them.

Entering the Church: The front doors (as well as the one at the rear of the church) are locked with a level 3 mechanism. A window into a classroom or hallway can be broken with a large rock. That said, a heavy knock on the front doors or back door brings dazed-looking parishioner **Sheila Anderson** to the door (unless you're down to the final hour of play, in which case the sanctuary is empty, and Sheila doesn't appear). Sheila's expecting a delivery of pizza, ice cream, cookies, or some related snack. Stealth, fast talk, or a plea to join the congregation gets the PCs inside easily. (Violence would also do it, of course.)

PARTY IN THE SANCTUARY

Inside the church, the PCs find a party (unless you're running *Eschatology Code* at a convention and you've got only an hour left to play, in which case the sanctuary is empty, as noted above). PCs can avoid the party and explore the rest of the church by staying in the main hallway (see Exploring the Church Main Floor), or they can party crash. Read or paraphrase the following to the players who check out the sanctuary.

read aloud

Music and light stream from the sanctuary, as does

the smell of tuna casserole, coffee, what might be whiskey, cigarettes, popcorn, and fried chicken. About thirty people in their Sunday best are arranged in small groups, engaged in lively conversation and laughter. Tables with food are set up along the sides of the room. Across the room, a small band including a guitar player, a drummer, a tambourine player, and a singer are producing the joyous music. One table has a purple cloth draped over it, and on it, several interesting objects are arranged as if on display.

Unless the PCs are being stealthy, the congregation notices them, and the characters get several friendly waves and are immediately welcomed by Sheila Anderson and Troy Berg, true-believer parishioners. Throughout it all, the band plays on.

Interacting With the Parishioners: The parishioners aren't really clear on exactly what the End of Days is, but they're convinced it's going to mean wonderful things for each of them. If the PCs interact with the party attendees in the sanctuary, they learn the following:

- "The End of Days is going to happen in the next twelve hours! Isn't that wonderful?"
- "When the End of Days happens, we'll all be exalted and sit at the right hand of the Most High. We'll be saved!"
- "Father Foss is downstairs praying in the basement chapel. He said that in the hour of the End, he'll rejoin us here." (Foss isn't actually planning to do so.)
- "Father Foss was given relics by the Most High to help him convince the world of the coming change." (Actually, the "relics" on the purple cloth are cyphers. PCs who show interest are offered one or two by Sheila.)

If you need names and motivations for interaction with individual parishioners, use the following.

Sheila Anderson: Sheila is a true believer with enough passion for any five parishioners, although she's a bit dazed with exhaustion.

Troy Berg: Troy is a true believer who doesn't say much, but his shining eyes reveal his fervor.

Betsy Wilson: Betsy is the only parishioner to realize that something is wrong. She's afraid of everyone else, but she's also afraid of leaving, because when others left, acolytes like Katie and Eric went after them and she never heard from them again. She'll ask the PCs for help if they give her a chance.

Katie Wheeler: Katie is vindictive and mean, but she is scared of physical violence.



Eric Thorson: level 2

Eric Thorson: Eric is aggressive and suspicious of the PCs, but he will back down from a fight.

Holy Relics Displayed on the Purple Cloth: PCs who approach the objects immediately realize they are cyphers. Given all of the commotion of the party, the PCs could either swipe these with a successful difficulty 4 Speed-based task, convince a parishioner (not Katie or Eric) that Father Foss sent for the relics, or get on Sheila or Troy's good side so successfully that a couple of relics are offered as gifts. The four level 5 anoetic cyphers are as follows.

- **Cardinal's Hat (Reflex Enhancer):** The difficulty of any task involving manual dexterity, such as pickpocketing, lockpicking, juggling, operating on a patient, defusing a bomb, and so on, is decreased by two steps for one hour.
- **Holy Water Dispensing Aspergillum (Friend-Slaying Ray Emitter):** Allows the user to project a ray up to 200 feet (61 m) that causes the target to attack its nearest ally for one round.
- **Holy Wafer (Nutrition and Hydration):** User can go without food and water for a number of days equal to the cypher's level without ill effect.
- **Cassock (Null Field):** When activated, the user and all creatures within immediate range gain +5 to Armor against damage from fire for one hour.

EXPLORING THE CHURCH MAIN FLOOR

The main hallway opens onto both the front and back entrance, the main sanctuary, and about eight other doors. None of these are locked except for the double doors at the end of the hallway farthest from the sanctuary, which lead to the basement stairs. The other rooms on the main floor are innocuous: a lounge, a kitchen, bathrooms, a janitor's closet, a Sunday school classroom, and so on.

If Kathy Billion is with the PCs as they explore these rooms, she begins asking questions about their affiliation, their thoughts on the significance of the End of Days, whether people really should be worried, and so on.



NOTE:

If you're running *Eschatology Code* at a convention and you've got only about an hour to go, skip the Scurriers on the Church Stairs encounter. Make it so that the webbing is empty of scurrers, and the PCs can progress straight to Breach in the Church Basement.



SCURRIERS ON THE CHURCH STAIRS

The double doors to the stairs are locked (level 3). If opened, the PCs see that things aren't copacetic on the stairs. Read or paraphrase the following to the players, assuming time remains for the encounter.

read aloud

These wide stone steps look as if they've been made to resemble the cobwebby stairs of a gothic horror flick—strands of white web twine the railings leading down to the landing, thicker webs reach across that landing, and webs fill the raised alcove on the landing so fully that it's hard to see which saint's statue occupies it. From somewhere farther below, you can see flickers of multicolored light and hear the faint echo of chanting.

The web is thick but navigable down the middle of the stairs and on the first and second landings. Two kray scurrers infest the webs and attack anyone attempting to use the stairs (including acolytes). PCs who visually search the webs from the top of the stairs before descending see something horrifying: two creatures about the size of a human head that look like an unholy cross between a spider and a crayfish.

If Kathy Billion remains with the PCs, she pulls a medium handgun from her purse and joins in the fray, but she stays at the top of the stairs until all is safe.

More Implications: PCs with knowledge of the Strange (like paradoxes have) recognize the kray scurrers as creatures native to the Chaosphere, and as entities related to planetovore activity. For scurrers to be present on Earth means that something incredibly bad is happening. The presence of the scurrers is an even worse sign than the gremlin on the wing of the plane that reality may be under threat.

BREACH IN THE CHURCH BASEMENT

The stairs lead down to a set of double doors, closed but unlocked. Strobing light flashes from around the edges of the doors, and the PCs can hear the strident sound of a single man chanting prayers. A sign over the doors reads "Basement Chapel." But before the PCs get involved in the final confrontation, something very odd happens.

As soon as the PCs approach the bottom of the stairs, they begin to feel strange. A PC who steps from the bottom of the stairs into the area in front of the doors to the basement chapel undergoes a change. Read or paraphrase the following, leaving out any PCs who don't approach the bottom of the stairs.



Kray scurrer,
page 276

If a character uses the Find the Flaw ability, it doesn't reveal any particular weakness of the scurrers.

read aloud

You feel strange. Your clothing tugs, loosens, and shifts, and your skin prickles and tingles all over.

Arlo, your hunting knife lengthens and becomes the size of a scimitar, and your pistol fades away, to be replaced by a heavy bow.

Vanessa, your clothing flows and thickens, and your two nightsticks become two sharp, thin sabres. To you, it feels like coming home.

L. G., your pistol becomes mist, lengthens, and is now a bow. Your fingers warm as if with healing grace.

Torah, your machine gun fades away, and in its place is a scimitarlike blade. Suddenly, you can feel the dead, like firefly lights, stretching away in all directions, quiet and alone.

Sybil, it feels as if someone is pulling on your ears and nose; both lengthen, and your skin darkens to a shade of beautiful ebony. You remember that once, your kind served a demigod called the Incarnation of Death.

And Jonny, your skin turns grey, stiffens, and becomes as hard as rock, and the sound of your feet on the stairs thuds with a massive weight. Your flesh has become stone!

The effects of a **translation** wash over the PCs who reach the bottom of the stairs, despite the fact that none of them has initiated a translation. Give those PCs their Ardeyn foci, along with their Ardeyn character sheets (pages 29-34).

Translation occurs over the course of a round, during which time the PCs lose access to their Earth foci and equipment, and gain access to their Ardeyn foci and equipment. Stepping back up the

stairs is like translating back to Earth, and it also requires a round. If the PCs play around with this effect, they realize that they could choose to drag any of their Earth foci to the bottom of the stairs (even ones not normally draggable). If they do so, they retain their Earth equipment and foci at the expense of gaining Ardeyn equipment and foci. (In fact, the PCs can shift back and forth between Earth and Ardeyn foci at any time while the breach is open, but doing so consciously takes an action.)

This local effect breaks some of the rules of translation because the rules of existence are breaking down around them. For instance, despite translating, the PCs aren't transported to the default location in Ardeyn (or the last place they visited) when they gain their Ardeyn foci and equipment; they stay in the church on Earth.

On the other hand, non-quickened NPCs can walk down the stairs and into the chapel in the next room and be completely unaffected—as happens if Kathy Billion, cameraman Jim, or anyone from the party upstairs in the sanctuary follow the PCs here.

The Breach: Characters with some knowledge of the Strange realize that the recursion of Ardeyn is breaching into Earth. The real world and Ardeyn are overlapping each other, an inherently unstable situation that, if left unresolved, could shatter Ardeyn and, in the process, leave Earth wide open to the Strange (which is where the planetovores live).

If a PC doesn't come to this conclusion, Kathy Billion reveals herself as a secret OSR agent and describes the situation to the PCs. She also gives an ultimatum: if the PCs can't seal the breach, OSR will do so, but with lots of associated collateral damage (meaning huge numbers of civilian casualties that reach far beyond the church grounds, just to be sure).

Spirits: If Torah “the Windmill” Bishop is present and her Shepherds the Dead focus is active, she notices a spirit “caught” in the doorway leading to the chapel (no one else can see or sense it, initially). The spirit resembles that of a human child wearing Ardeyn clothing, crying. If Bishop uses her Question the Spirits ability on the child, it manifests so that everyone sees it. Before Torah can really ask it anything, the child says, “You must destroy the Machine! The world is breaking!”

Further questions are difficult because the ability used by Bishop was enough to allow the spirit to get free of the doorway, and it fades away with a sigh of relief. (Tell the character she just saved a lost spirit.)

BASEMENT CHAPEL

When the doors are opened, the scene beyond is revealed. Read or paraphrase the following to the players.



Translation, page 125

OSR, page 157





read aloud

A large chamber occupies the basement of the church. But the contents shift and waver every few seconds, in time to pulses of frenetic light emanating from a large machine sitting in the chamber's center. In the light of one pulse, a normal chapel occupies the space, including a pulpit. A man in ecclesiastical robes stands behind the pulpit, screaming out prayers to the Most High. Behind him, a gargantuan creature stands, wreathed in blue lightning connecting it to the central, pulsing machine. Thanks to your Ardeyn foci, all of you instantly know that this is the Betrayer, and if he's here on Earth, the planet is in dire peril.

In the light of the next pulse, the walls melt away. The floor, machine, man at the pulpit, and the Betrayer remain, but you and they are now perched at the top of a black tower in a place completely different than Sioux Falls. The tower is one of several studding a gargantuan fortress of black stone perched at what seems to be the edge of the world. Three creatures, just like the gremlin that almost brought the plane down on your way here, are also present around the machine during the "Ardeyn" pulse.

Reality shifts back and forth between the two scenes, and each time it does, you feel like the world tears a little bit more.

The gargantuan creature is the Betrayer of Ardeyn (shown on the cover of this adventure), as any PC with an Ardeyn focus immediately realizes. Normally, the Betrayer is a being whose power is just one step down from that of **Lotan the Sinner**, but he looks somewhat... preoccupied.

The situation seems complex, but it's fairly straightforward—if the PCs can disrupt the machine, the overlap of Ardeyn and Earth ends. Of course, the Betrayer attempts to stop anyone who interferes with the machine.

Pulsing Worlds: The gremlins exist only every other round. The easiest way to track this is to use a coin on the play surface. Turn the coin over each round. On a heads result, the chapel is in the basement on Earth; on a tails result, the chapel exists on a **Megeddon** tower top (and the gremlins are active).

Father Foss: The reverend screams out in the tones of a lunatic that the End of Days is now, that the PCs are too late, and that their only option is to accept the Most High into their hearts. Foss is wearing active **war glasses**.

Gremlins: The three **gremlins** exist only every other round, when the basement becomes the top of a tower in the fortress of Megeddon, during an Ardeyn pulse. One gremlin always protects the machine; the others attack the PCs. A gremlin

Lotan the Sinner,
page 162

Megeddon, page 179

Find the Flaw reveals that Foss's weakness is his war glasses, as described for the acolytes on the plane. Without them, he's a level 2 NPC.

War glasses, page 9

Gremlin: level 4; has a fly speed able to match a jet's speed in short bursts; can adhere to and move about on any surface; two melee attacks as a single action; Ardeyn native



GM Intrusion: *When the Betrayer hits a PC, she goes flying, almost going over the edge of the tower. The PC must succeed on a Might-based task to pull herself back onto the tower's top, or remain dangling on the edge until she succeeds.*

Find the Flaw reveals that the Betrayer's weakness is the machine—if the machine is destroyed, the breach is closed, and he can't manifest.

Abridged Betrayer: level 5; level 4 for Speed defense due to size; health 32; Armor 3; attacks up to four foes within immediate range with club as a single action, dealing 5 points of damage

The Machine: level 5; health 25; Armor 2

War Code-Activated Father Foss: level 5; health 18; short-range electrical arc attack that inflicts 5 points of damage; unarmed melee attack that inflicts 5 points of damage; regenerates 1 point of health per round while wearing activated war glasses; can create other minor effects such as moving small objects, changing water to wine, and so on

protecting the machine doesn't attack directly, but rather gets in the way of PCs who attack the machine. A PC attempting to target the machine must succeed on a difficulty 4 Speed-based task to avoid having the attack jostled or intercepted by the guarding gremlin (who might take damage for its sacrifice, depending on the attack).

The Betrayer: The Betrayer exists every round, regardless of whether it's during an Ardeyn pulse or an Earth pulse. The Betrayer is expending the greater part of his strength and power to remain entangled with the quantum machine, which means that despite his size and threat, he isn't an unstoppable demigod. He still does his best to kill anyone who interferes with the machine and can make four attacks as a single action against any PCs within immediate range.

If the PCs somehow manage to hurt the Betrayer so much that he feels at risk, he disengages, severing his ties with the machine and deactivating it.

The Machine: The quantum computer created by the September Project (the logo and company name are printed right on it), housed in a thick metallic cowling measuring 6 feet (2 m) on each side, is cold to the touch.

The machine offers a computer touch-screen interface plus about a dozen USB ports, of which only two are currently in use, charging war glasses.

Shutting down the machine with computer or hacking skills requires three successful difficulty 5 Intellect-based tasks (though the gremlins also attempt to prevent the PCs from accomplishing this). Each round spent attempting to hack the machine delivers an electrical charge to the PC programmer for 4 points of damage.



IF THE MACHINE IS DEACTIVATED

If the quantum computer hosting an instance of the Betrayer's mind and soul is destroyed or deactivated, the breach of Ardeyn onto Earth begins to heal. All the kray scurriers on the stairs dissipate like mist. The basement chapel solidifies and becomes permanent. The Betrayer fades away. So do the PCs' Ardeyn foci and equipment, to be replaced by their Earth foci and equipment in a shimmer of light.

If the PCs fail to destroy or deactivate the machine, the drone attack promised by Kathy Billion occurs. If Kathy is removed from the picture too soon to tell the PCs about OSR's plans, parishioner Betsy Wilson is instead revealed to be an OSR agent who describes the impending drone strike.



Kathy Billion: If she hasn't already done so, the newswoman reveals herself as an OSR agent and begins shooting a pistol at the Betrayer. If the PCs fail to destroy or deactivate the machine, Kathy shouts out that if they don't succeed, an inbound OSR drone strike will drop enough ordnance onto the church (and surrounding neighborhood) that the threat will be neutralized. The strike will cost of thousands of lives, but OSR needs to be sure.

CONCLUDING THE ADVENTURE

If you're running *Eschatology Code* at a convention, the adventure ends when the PCs shut down the machine or fail to do so. In the former case, congratulations are in order. Tell the players they have saved Earth, Ardeyn, and probably all of Earth's recursions!

In a non-convention setting, there's time for a little more wrap-up. Hopefully, the adventure ends with the PCs deactivating the quantum computer, not with a smoking, mile-wide crater in Sioux Falls. Assuming the former, the PCs can question the revealed OSR agent (if she yet lives) regarding any details about the quantum computer, the war glasses, and the Betrayer they didn't manage to figure out earlier.

In the end, **Father Foss** was only a stooge, fooled into believing that his cooperation would lead to some sort of heavenly transubstantiation for him and his flock. But in reality, the Betrayer wanted Foss's help in order to enter Earth with a full connection to the Strange. If he were successful, the Betrayer would have drawn upon enough power to become a planetovore himself.

Foss loses his ability to perform miracles, and every pair of war glasses loses its efficacy. Dealing with the parishioners in the aftermath is a task, but spinners in the party can help ease the transition of people waking up to reality.

The Estate gives each PC a commendation. The world is saved! But now the Betrayer in Ardeyn has learned of the PCs and remembers them as the agents of his defeat. Slowly but surely, he draws his plans against them.

EXPERIENCE POINT AWARDS

PCs gain 4 XP each for ending what was shaping up to be a terrible threat to Earth, or at least the death of over a thousand civilians in the aftermath of an OSR drone strike. This is in addition to any XP earned by other means.

THE STRANGE

1
TIER

1
EFFORT

0
XP

Arlo Coulton

IS A **Sharp-Eyed** **vector** WHO

Is Licensed to Carry ON **Earth**

• MIGHT •			• SPEED •			• INTELLECT •		
POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
10		1	16		1	8		0

• SKILLS •		
T	0	Initiative
S		
T	0	Speed Defense
S		(w/no armor)
T	0	Balancing
S		
T	0	Running
S		
T		Perception
S		
T		
S		

• ATTACKS •		
	MOD	DAM
9mm pistol		5
Hunting knife	-1	2

• SPECIAL ABILITIES •

Find the flaw: GM describes an NPC's weakness, if it has one

When not wearing armor, trained in Speed defense

Translation (better at easing)

Pierce (1 Speed point)

Fleet of Foot

Gunner: +1 damage with guns

• EQUIPMENT •	
0 ARMOR	Clothing Binoculars Cell phone 9mm pistol with 3 magazines of ammo (medium ranged weapon) Hunting knife (light melee weapon)
\$720 MONEY	

• CYPHERS •

2
LIMIT

Sniper module (level 6)
Darksight (level 5)

• RECOVERY ROLLS •				
<input type="checkbox"/> 1 ACTION	<input type="checkbox"/> 10 MINS	1 ID6+	<input type="checkbox"/> 1 HOUR	<input type="checkbox"/> 10 HOURS

• DAMAGE TRACK •	
<input type="checkbox"/> IMPAIRED	+1 EFFORT PER LEVEL IGNORE MINOR & MAJOR EFFECT RESULTS ON ROLLS COMBAT ROLL OF 17-20 ONLY DEALS +1 DAMAGE
<input type="checkbox"/> DEBILITATED	CAN ONLY MOVE AN IMMEDIATE DISTANCE IF SPEED POOL IS ZERO YOU CANNOT MOVE

THE STRANGE

CONSTRUCTING YOUR CHARACTER

USE THE PRIMARY SHEET TO DESCRIBE YOUR CHARACTER ON YOUR STARTING RECURSION
USE A FOLDED RECURSION SHEET FOR EACH ADDITIONAL RECURSION IN YOUR GAME
THE INFORMATION ON A RECURSION SHEET MAY CHANGE FROM ONE RECURSION TO ANOTHER



• ADVANCEMENT •

(You must have four of these to advance in Tier. Cost = 4XP each.)

INCREASE CAPABILITIES
+4 points into stat Pools

MOVE TOWARDS PERFECTION
+1 point to the Edge of your choice

EXTRA EFFORT
+1 point into Effort

SKILL TRAINING
Train in a skill or Specialize in a pre-existing skill

OTHER
Refer to The Strange corebook

↓ RECURSION SHEET HERE ↓

• BACKGROUND •

Arlo owes money to a number of people and doesn't have the funds to pay his debt.

In the recent past, while doing a little target practice, Arlo accidentally winged Dr. Sybil Holloway, leaving her badly wounded. It is up to Sybil to decide whether she resents, fears, or forgives Arlo.

• PORTRAIT •

• NOTES •

↓ RECURSION SHEET HERE ↓

↓ RECURSION SHEET HERE ↓

↓ RECURSION SHEET HERE ↓

THE STRANGE

1
TIER

1
EFFORT

0
XP

Vanessa Torgue

IS A **D Tough** **vector** WHO

Wields Two Weapons at Once ON **Earth**

• MIGHT •			• SPEED •			• INTELLECT •		
POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
16	1		10	1		8	0	

• SKILLS •		
0 Might Defense	0 Speed Defense	T S
	(w/no armor)	T S
	0 Running	T S
	0 Hiding	T S
		T S
		T S
		T S
		T S
		T S
		T S

• ATTACKS •		MOD	DAM
Nightstick		-1	2
Nightstick*		-1	2

• SPECIAL ABILITIES •

+1 to Armor, +1 to recovery roll
 Gain an extra light weapon when you translate to new recursion when not wearing armor, trained in speed defense
 Translation (better at easing)
 Practiced in armor: reduce Might cost and Speed reduction by 2
 Bash (1 Might point)
 *Dual Light Wield: 2 light weapon attacks as one action

• EQUIPMENT •	
2 ARMOR	Street clothes Leather jacket (light armor) Nightstick (light weapon) Another nightstick (light weapon) Camping gear
\$200 MONEY	

• CYPHERS •

2
LIMIT

Curative (level 6)
Electrical grenade (level 5)

• RECOVERY ROLLS •

<input type="checkbox"/> 1 ACTION	<input type="checkbox"/> 10 MINS	<input checked="" type="checkbox"/> ID6+ 2	<input type="checkbox"/> 1 HOUR	<input type="checkbox"/> 10 HOURS
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• DAMAGE TRACK •

<input type="checkbox"/> IMPAIRED	+1 EFFORT PER LEVEL IGNORE MINOR & MAJOR EFFECT RESULTS ON ROLLS COMBAT ROLL OF 17-20 ONLY DEALS +1 DAMAGE
<input type="checkbox"/> DEBILITATED	CAN ONLY MOVE AN IMMEDIATE DISTANCE IF SPEED POOL IS ZERO YOU CANNOT MOVE

THE STRANGE

CONSTRUCTING YOUR CHARACTER

USE THE PRIMARY SHEET TO DESCRIBE YOUR CHARACTER ON YOUR STARTING RECURSION
USE A FOLDED RECURSION SHEET FOR EACH ADDITIONAL RECURSION IN YOUR GAME
THE INFORMATION ON A RECURSION SHEET MAY CHANGE FROM ONE RECURSION TO ANOTHER



• ADVANCEMENT •

(You must have four of these to advance in Tier. Cost = 4XP each.)

INCREASE CAPABILITIES
+4 points into stat Pools

MOVE TOWARDS PERFECTION
+1 point to the Edge of your choice

EXTRA EFFORT
+1 point into Effort

SKILL TRAINING
Train in a skill or Specialize in a pre-existing skill

OTHER
Refer to The Strange corebook

• BACKGROUND •

Vanessa is a native of Ardeyn, but no one on Earth knows it (she thinks). An evil sorcerer laid a curse on her when Vanessa turned 16, which she escaped by translating to Earth and taking up a new life. Things were hard at first while she adjusted, but Vanessa has made it work.

Vanessa noticed that "Flip" is also skilled with weapons, and regardless of how she feels about him otherwise, can't help but respect him for that.

• PORTRAIT •

• NOTES •

THE STRANGE

1
TIER

1
EFFORT

0
XP

L. G. Babcock III

IS A **Appealing spinner** WHO

Operates **Undercover** ON **Earth**

• MIGHT •			• SPEED •			• INTELLECT •		
POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
9		0	12		1	16		1

• SKILLS •		
T	S	
		0 Pleasant social interaction
		0 Persuading & Deceiving
		0 Investigation
		0 Resist. persuas'n & seduc.
		0 Perception
		0 Cryptography
		0 Breaking into Comps.

• ATTACKS •		MOD	DAM
9mm pistol			4

• SPECIAL ABILITIES •

Practiced with light and medium weapons
 Translating (better at hastening)
 Enthral (1 Intellect point)
 Spin Encouragement (1 Intellect point)

• EQUIPMENT •		
0 ARMOR	Street clothes Disguise kit Light tools Duct tape Pen knife Smartphone	
	9mm pistol with 3 magazines of ammo (medium ranged weapon) "Sleep inducer" headset (made by Dr. Holloway)	700 MONEY

• CYPHERS •

2
LIMIT

Stim (level 5)
Temporary shield (level 5)

• RECOVERY ROLLS •

1 ACTION 10 MINS 1 HOUR 10 HOURS

1 **ID6+**

• DAMAGE TRACK •

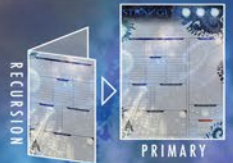
IMPAIRED
 +1 EFFORT PER LEVEL
 IGNORE MINOR & MAJOR EFFECT RESULTS ON ROLLS
 COMBAT ROLL OF 17-20 ONLY DEALS +1 DAMAGE

DEBILITATED
 CAN ONLY MOVE AN IMMEDIATE DISTANCE IF SPEED POOL IS ZERO YOU CANNOT MOVE

THE STRANGE

CONSTRUCTING YOUR CHARACTER

USE THE PRIMARY SHEET TO DESCRIBE YOUR CHARACTER ON YOUR STARTING RECURSION
USE A FOLDED RECURSION SHEET FOR EACH ADDITIONAL RECURSION IN YOUR GAME
THE INFORMATION ON A RECURSION SHEET MAY CHANGE FROM ONE RECURSION TO ANOTHER



• ADVANCEMENT •

(You must have four of these to advance in Tier. Cost = 4XP each.)

INCREASE CAPABILITIES
+4 points into stat Pools

MOVE TOWARDS PERFECTION
+1 point to the Edge of your choice

EXTRA EFFORT
+1 point into Effort

SKILL TRAINING
Train in a skill or Specialize in a pre-existing skill

OTHER
Refer to The Strange corebook

↓ RECURSION SHEET HERE ↓

• BACKGROUND •

As a child actor, L.G. was loved and adored. As an adult, less so, so L.G. keeps it a secret.

Torah Bishop knows that L.G. was a child actor, but has kept that information private . . . so far. In addition, Dr. Holloway made L.G. a "science" machine that allows him to get a good night's sleep.

↓ RECURSION SHEET HERE ↓

• PORTRAIT •

• NOTES •

↓ RECURSION SHEET HERE ↓

↓ RECURSION SHEET HERE ↓

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OTHER
Refer to The Strange corebook

• BACKGROUND •

Torah is part owner of a local bar, where she's something of a whiz at creating specialty cocktails.

Arlo and Vanessa seem pretty tough . . . and Torah secretly hopes that at some point she'll see who's tougher—her or them. In addition, Torah knows that L.G. was a famous child actor, despite the fact that he hides it.

• PORTRAIT •

• NOTES •

THE STRANGE

1
TIER

1
EFFORT

0
XP

Dr. Sybil Holloway

IS A **Ducky** paradox WHO

Conducts weird science ON **Earth**

• MIGHT •			• SPEED •			• INTELLECT •		
POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
8		0	8		0	18		1

• SKILLS •		
T		0 Setting up
S		experiments
T		0 Knowledge of
S		the Strange
T		0 High-energy
S		physics
T		
S		
T		
S		

• ATTACKS •		
	MOD	DAM
Light handgun	-1	2

• SPECIAL ABILITIES •

Luck Pool: 3 floating Pool points
 Advantage: When XP used to reroll d20, add +3
 Practiced with light weapons
 Translation (better at initiating)
 Premonition (2 Intellect points)
 Shatter (2 Intellect points)
 Lab Analysis: Analyze samples from scene of interest to learn pertinent facts

• EQUIPMENT •

0 **ARMOR**

- Street clothes
- Science field kit
- Light tools
- Pen knife
- Smartphone
- Light handgun (light weapon)

\$1,700 **MONEY**

• CYPHERS •

3
LIMIT

- Force screen projector (level 6)
- Meditation aid (level 6)
- Phase changer (level 5)

• RECOVERY ROLLS •

1 ACTION
 10 MINS
 ID6+ 1
 1 HOUR
 10 HOURS

• DAMAGE TRACK •

IMPAIRED
 DEBILITATED

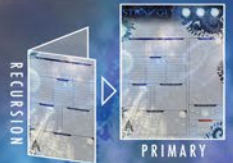
+1 EFFORT PER LEVEL
 IGNORE MINOR & MAJOR EFFECT RESULTS ON ROLLS
 COMBAT ROLL OF 17-20 ONLY DEALS +1 DAMAGE

CAN ONLY MOVE AN IMMEDIATE DISTANCE IF SPEED POOL IS ZERO YOU CANNOT MOVE

THE STRANGE

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SKILL TRAINING
Train in a skill or Specialize in a pre-existing skill

OTHER
Refer to The Strange corebook

• BACKGROUND •

Sybil studied high-energy physics and found something strange in her experiments—something she published, although it got her thrown out of the ranks of respectable researchers.

Sybil created a scientific instrument designed to give L.G. a restful night's sleep, but she now fears unanticipated long-term side effects. In addition, Arlo Coulton accidentally winged Sybil during firearms practice a few months ago. She's fine now, and has yet to decide how she feels about him after the incident.

• PORTRAIT •

• NOTES •

THE STRANGE

1
TIER

1
EFFORT

0
XP

Jonny "Flip" McDaniel

IS A **Graceful** **paradox** WHO

Solves Mysteries ON **Earth**

CYPHERS

3
LIMIT

Corrosive grenade (level 6)
Disguise module (level 6)
Lift (level 5)

• MIGHT •			• SPEED •			• INTELLECT •		
POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
10		0	12		0	14		1

• SKILLS •

T	Speed Defense	0	I	Intellect	0
S	Balance and	0	S	Defense	0
S	careful	0	S	Perception	0
S	movement	0	S		0
S	Physical	0	S		0
S	performing	0	S		0
S	arts	0	S		0

• ATTACKS •

	MOD	DAM
Light handgun	-1	2
Nightstick	-1	2
Exception		4

• SPECIAL ABILITIES •

Practiced with light weapons
Translation (better at initiating)
Exception (2 Intellect points)
Closed Mind: Intellect defense and Intellect armor
Spend points from Might, Speed, or Intellect to apply levels of Effort to any Intellect-based task.
Sleuth: Trained in Perception

2*
ARMOR

- Street clothes
- Laptop computer
- Flashlight
- utility knife
- cell phone
- Light handgun (light weapon)
- Nightstick (light weapon)

*2 Armor versus Intellect damage only

\$600
MONEY

• RECOVERY ROLLS •

<input type="checkbox"/> 1 ACTION	<input type="checkbox"/> 10 MINS	<input checked="" type="checkbox"/> ID6+ 1	<input type="checkbox"/> 1 HOUR	<input type="checkbox"/> 10 HOURS
-----------------------------------	----------------------------------	---	---------------------------------	-----------------------------------

• DAMAGE TRACK •

<input type="checkbox"/> IMPAIRED	+1 EFFORT PER LEVEL IGNORE MINOR & MAJOR EFFECT RESULTS ON ROLLS COMBAT ROLL OF 17-20 ONLY DEALS +1 DAMAGE
<input type="checkbox"/> DEBILITATED	CAN ONLY MOVE AN IMMEDIATE DISTANCE IF SPEED POOL IS ZERO YOU CANNOT MOVE

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MOVE TOWARDS PERFECTION
+1 point to the Edge of your choice

EXTRA EFFORT
+1 point into Effort

SKILL TRAINING
Train in a skill or Specialize in a pre-existing skill

OTHER
Refer to The Strange corebook

↓ RECURSION SHEET HERE ↓

• BACKGROUND •

An experiment Jonny conducted in his garage blew up, burning down his house and killing some family members. Jonny still dreams about the event.

Arlo is a good sounding board. After you talk to this character for an hour, you gain an asset on any Intellect-based task you attempt related to the conversation.

• PORTRAIT •

• NOTES •

↑ RECURSION SHEET HERE ↓

↑ RECURSION SHEET HERE ↓

↑ RECURSION SHEET HERE ↓

• PORTRAIT •

Arlo Coulton

• NOTES •

• MIGHT •

• SPEED •

• INTELECT •

Carries a Quiver ON Ardeyn

POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
10		1	16		1	8		0

• SKILLS •

T	Initiative	S	Perception
S	Speed Defense	T	
T		S	
S		T	
T		S	
S		T	
T		S	
S		T	
T		S	
S		T	
T		S	
S		T	

• ATTACKS •

• SPECIAL ABILITIES •

	MOD	DAM	
Bow	4	4	Find the flaw: GM describes an NPC's weakness, if it has one
Shamshir		4	When not wearing armor, trained in Speed defense
			Translation (better at easing)
			Pierce (1 Speed point)
			Fleet of Foot
			Spend points from either Speed or Intellect Pool when applying Effort to increase bow damage

• EQUIPMENT •

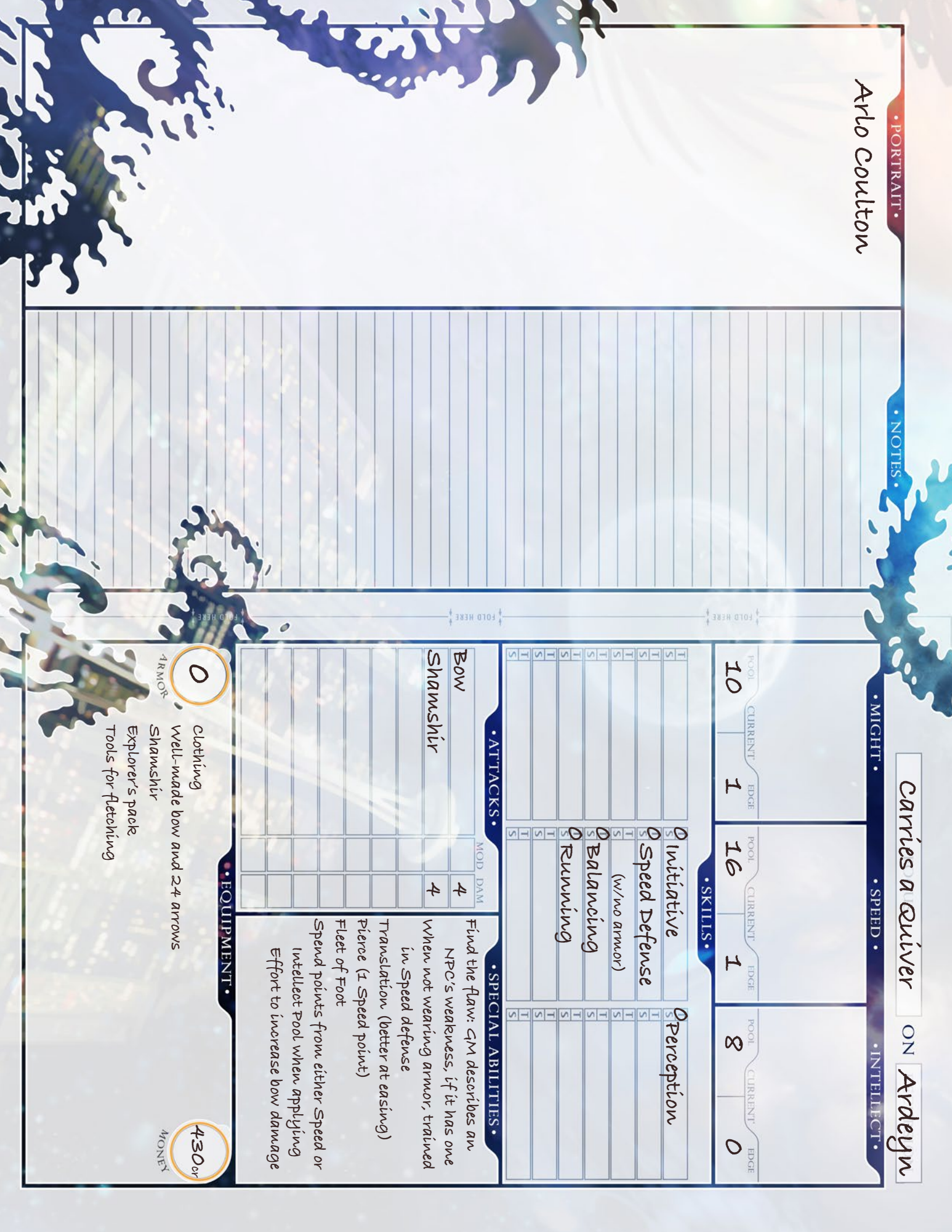
0

ARMOR

Clothing
Well-made bow and 24 arrows
Shamshir
Explorer's pack
Tools for fletching

430

MONEY



• PORTRAIT •

Vanessa Torque

• NOTES •

• MIGHT •

• SPEED •

• INTELLECT •

Wields Two Weapons at Once ON Ardeyn

POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
16	1		10	1		8	0	

• SKILLS •

Might Defense	S	T	Speed Defense	S	T
	T	S		S	T
	S	T		T	S
Running	T	S	(w/ no armor)	S	T
	S	T		T	S
	T	S		S	T
Hiding	T	S		S	T
	S	T		T	S
	T	S		S	T

• ATTACKS •

• SPECIAL ABILITIES •

Sabre	MOD	DAM	+1 to armor, +1 to recovery roll Gain an extra light weapon when you translate to new recursion When not wearing armor, trained in Speed defense Translation (better at easing) Practiced in armor: reduce Might cost and Speed reduction by 2 Bash (1 Might point) *Dual Light Wield: 2 light weapon attacks as one action
		2	
Sabre*		2	

• EQUIPMENT •

2 ARMOR

- Clothes
- Leather jerkin (light armor)
- Sabre (light weapon)
- Another sabre (light weapon)
- Explorer's pack

200 MONEY

FOLD HERE

• PORTRAIT •

Torah "The Windmill"
Bishop

• NOTES •

• MIGHT •

• SPEED •

• INTELLECT •

Shepherds the Dead ON Ardeyn

POOL CURRENT EDGE
10 0

POOL CURRENT EDGE
14* 1

POOL CURRENT EDGE
10 1

• SKILLS •

T	
S	
T	
S	
T	
S	
T	
S	
T	
S	
T	
S	

Initiative
Ignoring fear/
intimidation

Deceiving

S	
T	
S	
T	
S	
T	
S	
T	
S	
T	
S	

• ATTACKS •

Shamshir MOD DAM
4

• SPECIAL ABILITIES •

Practiced in light and medium weapons
Translation (better at hasting)
Fast Talk (1 intellect point)
Sleight of Hand (1 Speed point)
Question the Spirits (2 intellect points)

• EQUIPMENT •

1

ARMOR

- Clothes
- Leather jerkin (light armor)
- Shamshir (medium weapon)
- Explorer's pack
- 12 sticks of incense
- 10 watchsticks

400

MONEY

Dr. Sybil Holloway

Embraces cephalim Ancestry ON Ardeyn

POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
8		0	8		0	18		1

• SKILLS •

T	T	T	T	T	T	T	T	T	T	T	T
S	S	S	S	S	S	S	S	S	S	S	S
T	T	T	T	T	T	T	T	T	T	T	T
S	S	S	S	S	S	S	S	S	S	S	S
T	T	T	T	T	T	T	T	T	T	T	T
S	S	S	S	S	S	S	S	S	S	S	S
T	T	T	T	T	T	T	T	T	T	T	T
S	S	S	S	S	S	S	S	S	S	S	S

• ATTACKS •

• SPECIAL ABILITIES •

Sabre	MOD	DAM	Luck Pool: 3 floating Pool points
Death kindred		2	Advantage: When XP used to reroll d20, add +3
(Ignores Armor)		2	Practiced with light weapons
			Translation (better at initiating)
			Premunition (2 intellect points)
			Shatter (2 intellect points)
			Mythlight abilities
			Death Kindred (1 intellect point)
			Looks like a cephalim

• EQUIPMENT •

0 **ARMOR**

Clothes
Sabre (light weapon)
Shield (asset to speed defense rolls)
Relic "badge" of the incarnation of Death
Explorer's pack

400 **MONEY**



• PORTRAIT •

Jonny "Flip"
McDaniel

• NOTES •

Notes area with horizontal lines for writing.

• MIGHT •

• SPEED •

• INTELLECT •

Abides in Stone ON Ardeyn

POOL	CURRENT	EDGE	POOL	CURRENT	EDGE	POOL	CURRENT	EDGE
15		1	12		0	14		1

• SKILLS •

T	Speed Defense	S	Intellect
S	Balance and	T	Defense
T	careful	S	
T	movement	T	
S	physical	S	
I	performing	T	
S	arts	S	

• ATTACKS •

• SPECIAL ABILITIES •

	MOD	DAM	
Golem fists		4	Practiced with light weapons
Sabre		2	Translation (better at initiating)
Exception		4	Exception (2 intellect points)
			Closed Mind: intellect defense and intellect armor
			Golem Body
			Practiced in using fists as Medium weapon
			Golem Healing: Lose access to first single-action recovery roll each day

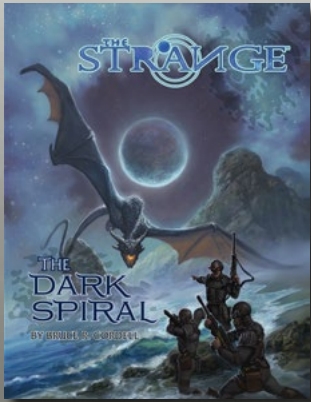
• EQUIPMENT •

1/2* ARMOR
Pouch
Chisel and hammer
Sabre (medium weapon)

200 MONEY

*2 Armor versus intellect damage only

THE STRANGE™



THE DARK SPIRAL Now Available

Spiral dust is a transcendent, wonderful, and orgasmic high. That's what users claim, eyes wide to reveal blue fractals instead of irises. Spiral dust addiction is on the rise. But why? Who is the Dustman who deals this strange substance from the shadows? And why do heavy spiral dust users tend to disappear without a trace?

NOW AVAILABLE:



The Strange corebook



The Strange Player's Guide



The Strange XP Deck



The Strange Cypher Deck

THE STRANGE BESTIARY Available: November 2014

Monument spiders, data sentinels, octopus sapiens, extereons, blobs, kaiju, and killer robots: *The Strange Bestiary* features more than 150 lavishly illustrated creatures and characters native to Earth, Ardeyn, Ruk, Crow Hollow, Atom Nocturne, and others. It also facilitates creating your own worlds by providing scores of creatures that will work in any recursion you can dream up, including those created by fictional leakage and operating under the laws of Magic, Mad Science, Psionics and more.



The Strange PDFs are also available on [DriveThruRPG](http://DriveThruRPG.com).

DriveThruRPG