

ESCHATOLOGY CODE

CHEAT SHEET

OPENING SPIEL

- Vector/Paradox/Spinner briefing + tent card character selection.
 - *Handout: Mission Briefing*
- Setting Briefing
 - The Strange / Recursions
 - The Estate
 - Ardeyn
- Rules Briefing
 - Basic Mechanics / Modifying Tasks / Special Rolls
 - Initiative / Distance / Attack + Defend
 - Damage + Armor / Recovery
 - Give 1 XP / Use XP to reroll dice

THE STRANGE

- Dark energy network. Alien origin. Concentrates around sentient life.
- Dark energy network manifests *recursions* which are drawn from the collective subconscious of sentient life.
- Concentrations of dark energy also attract *planetovores*, vast creatures so named because the first one we encountered attempted to eat the planet.

THE ESTATE:

- You are agents of the Estate.
- Founded in memory of Carter Morrison, who reportedly saved Earth during its first encounter with a planetovore. (The details of how he did that, exactly, are classified.)
- To the world at large, it's a philanthropic institute. But its actual goal is to protect Earth from all the threats to its existence that originate from the Strange.

RUK: Example threat. (Recursion from outside Earth Prime.)

ARDEYN: See *The Strange*, pg. 160.

- As operatives, you've been primarily active on Earth. Among recursions, the one you've spent the most time working is Ardeyn.

DATE REFERENCE

July 18th – WAR CODE glasses delivered to church.

August 1st – Foss begins “End of Days” countdown.

August 3rd – Potluck Party begins in the church.

August 4th – OPERATION ESCHATOLOGY CODE activated.

August 5th – PCs are on the plane to Sioux Falls, SD.

August 10th – The last day of the “End of Days” countdown.

TURBULENCE AT 30,000 FEET

Handout: 787 Blueprints

GREMLIN: Level 4, health 12, Ardeyn native

- Fly speed to match the jet's speed in short bursts.
- Can adhere and move on any surface.
- *Claws:* 2 melee attacks, 4 damage each (single action).

WAR CODE-ACTIVATED ACOLYTE: Level 4, health 15

- *Electrical Arc:* Short range, 4 damage
- *Unarmed Melee:* 4 damage
- *War Glasses:* level 5, weak spot for the acolytes (without them they're level 2)
- **Acolyte 1 Cypher – Strength Boost:** +1 Might Edge (1 hour)
- **Acolyte 2 Cypher – Radiation Spike:** Powerful burst of radiation that disrupts the tissue of any creature touched. 5 damage.

FIGHTING ON A PLANE

- Shooting the sides of the plane isn't a big threat. Breaking a window is (pg. 8)
 - Intellect task (difficulty 4) to recognize the danger/safety
- *Climbing over seat:* Speed task (difficulty 2)
- *Climbing over snack cart:* Speed task (difficulty 2)
- *Firing over seats:* +1 difficulty (if trying to miss innocent passengers)
- *Shooting gremlin through metal of plane:* +1 difficulty

QUESTIONING ACOYLTES: See pg. 9.

WAR GLASSES: See pg. 9

RESEARCHING CHURCH

Online Search:

- *Church Webpage*
 - *Handout: All Souls Church of Deliverance* (representing web page)
 - 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.
- *News Reports*
 - *Argus Leader*, KSFY News, KELOLand News, and others
 - 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, etc.

Canvassing the Neighborhood:

- *Handout: All Souls Church of Deliverance* (as flyer being distributed)
- See pg. 11

APPROACHING THE CHURCH

(pg. 11-12)

KATHY BILLION: Level 3

- Level 5 for persuasion, perception, stealth
- **Medium pistol** (short range, 4 damage)
- *GM Background:* OSR agent posing as a news reporter with KELOLand News.
 - Will question PCs and try to piggyback with them into the church.

JIM TUCKER: Level 1

- Kathy's cameraman

ENTERING THE CHURCH

LOCKS: Level 3

PARTY IN THE SANCTUARY

(pg. 12)

SHEILA ANDERSON: True believer. Dazed with exhaustion.

- Level 2

TROY BERG: True believer. Doesn't say much. Shining eyes reveal fervor.

- Level 3, level 4 with fists (4 damage)

BETSY WILSON: Knows something is wrong. Afraid of everyone else; afraid of leaving. (When others left, Eric and Katie went after them and she never heard from them again.)

- Level 2, taser (4 damage + daze for 1 round, 1 use)

KATIE WHEELER: Vindictive, mean. Scared of physical violence.

- Level 2

ERIC THORSON: Aggressive, suspicious. Back down from a fight.

- Level 2

INSIDE THE CHURCH

CLASSROOMS: One of the classrooms has "All Hail the Most Holy" written in child-like script all over the whiteboard (and onto the walls around it).

OFFICE: Level 3 lock.

- Paperwork documenting the September Project's donation of "educational technology" on July 18th.
- Father Foss' diary, showing a rapid decline of coherent thought and references to the "Most Holy" and "the Betrayer" used interchangeably.
- A letter that was sent out to parishioners detailing the timeline of the End of Days and that a "celebratory potluck" will be held from August 3rd through August 10th "during which, at some point, our faith shall bring about the End of Days and we will be Chosen at the Right Hand of the Most Holy".

STAIRS TO BASEMENT

KRAY SCURRIER: Level 3, health 12, damage 4, armor 2

- **Pincers:** Short movement + Attack in the same turn.
- **Web Attack** (every other round): 4 damage, victim must make Might task to escape

WEBBED ALCOVE

- Kray scurrier perched on top of headless saint statue.

BODY AT BOTTOM OF STAIRS

- Chest ripped out.
 - *GM Background: Body served as host for the kray. This was one of the parishioners who tried to leave the Party.*
- Kray scurrier hiding inside for ambush.

HALLWAY

- Stairs lead to a longer hallway (just to add some additional space between fight on the stairs and the chapel).
- There's another kray-host body in a storeroom off this hallway.

CHURCH BASEMENT

TRANSLATION: See pg. 14.

BASEMENT CHAPEL:

- *Handout: The Betrayer*
- *Handout: Pulsing Worlds*

FATHER FOSS (WAR CODE ACTIVATED): Level 5, health 18

- **Electric Arc** (short range, 5 damage)
- **Unarmed** (5 damage)
- **Regenerates** 1 point per round
- **Minor effects** (telekinesis, water to wine, etc.)

ABRIDGED BETRAYER: Level 5, health 32, armor 3

- **Obsidian Club:** Attack four foes in immediate range as single action, 5 damage.

GREMLIN (x3, present only every other round): Level 4, health 12, Ardeyn native

- Fly speed to match the jet's speed in short bursts.
- Can adhere and move on any surface.
- *Claws:* 2 melee attacks, 4 damage each (single action).

THE MACHINE: level 5, health 25, armor 2