

VIOLET SPIRAL GAMBIT

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Enkara-ulla, a Rukian scientist working for the Karum has developed a theoretical application of violet spiral which he believes he can use to force a localized pocket of Earth to obey the rules of Mad Science. (Essentially he's trying to "trick" the Strange into running Mad Science recursion code within the context of the prime world. The analogy isn't perfect, but he's basically trying to use the violet spiral to force the Strange to read the wrong "memory location" and write Rukian reality into the prime world.) This would be specifically advantageous to the Karum because it would allow them to construct a backpack-size particle accelerator, which would be used, in turn, to "ping" the Strange energy network and provide a path for a planetovore to reach (and destroy) Earth.

Several weeks ago, Enkara-ulla came to Earth in order to conduct a final round of experiments at a small house in California. These alpha tests have caused several ruptures of space-time, opening rifts to various recursions (and possibly even the Strange itself).

Enkara-ulla is now stepping up his testing regime: A beta test is performed at a water tower in San Francisco. And he is now preparing for a "final release" at the Transamerica Pyramid.

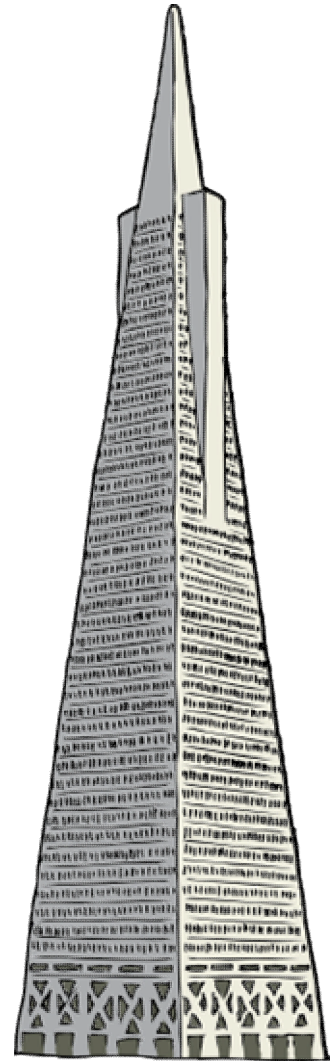
PCs may be concerned that Enkara-ulla's Final Release will actually ping the Strange and summon a planetovore, but that's not actually the case. What it will do, however, is cause an entire chunk of the Strange to be "copied" into the sky above San Francisco... including a huge fractal worm (*Strange Bestiary*, pg. 55).

VIOLET SPIRAL (*The Strange*, pg. 219)

- A solid purple crystal which has a specific form of fundament from the Strange.
- Once transported to a recursion, it can be fashioned to create items of great power (like magic staffs on Ardeyn that act as sorcerous assets).
- **White Spiral:** Violet spiral processed in a specific way becomes white spiral. Toxic to handle (causing tremors, loss of sensation, and death with prolonged exposure). But incredibly valuable due to its rarity and danger. (Particularly prized in Ruk.)

ENKARA-ULLA

- Using the name Andrew Uller on Earth.



ESTATE BRIEFING

PC estate agents are briefed by their handler (Melissa Rains).

- A recent raid on a Circle of Liberty compound outside of San Jose, TX resulted in the capture of financial data from the Circle's computers.
- The Circle routinely has dead man's switches set up to destroy their digital records. In this case, the data was only successfully retrieved because an Estate agent onsite was able to use a cypher to temporally reverse the destruction of a hard drive.
- This data cache has created a huge number of leads. It's hard to say how many of them will actually pan out, but the Estate has activated a half dozen teams to investigate them simultaneously.
- All of these teams will be acting under the codename OPERATION RED HYDRA. (Classify reports and code expense reports accordingly.)
- One of the financial records indicated that a residential house in California had been purchased by the Circle of Liberty through a front company. The purchase is anomalous and, correspondingly, has been given a high priority rating.
- No preliminary sweep of the property has been performed. (And the IT guys are tied up pursuing RED HYDRA leads with even higher priority ratings, so don't expect assistance any time soon.) The Estate has no idea exactly what they might find there. That's why they're sending the PCs to figure it out.
- The house is located in the countryside outside of Sebastopol, CA – not far from Santa Rosa, north of San Francisco and the Bay Area.
 - Address: 10560 Moonshine Road; Sebastopol, CA.

CIRCLE OF LIBERTY (*The Strange*, pg. 154)

- A collection of loosely affiliated groups publicly advocating for decentralized government. It's supplied with millions of dollars each year through hard-to-trace funding networks.
- Includes charities, think tanks, advocacy groups, and industry associations.
- The Estate originally suspected that the Circle of Liberty was an Ardeynian splinter group, possibly being run by the Betrayer.
- Recently, however, it's become clear that it's actually a front for the Karum.

KARUM (*The Strange*, pg. 200)

- Karum is a Ruk nihilist group which desires to destroy the Earth so that the recursion of Ruk can be "freed" and allowed to continue its journey across the Strange.
- Karum believes that Ruk's true destiny can never be fulfilled while tied to Earth. They're fanatics.
- Karum agents regularly infiltrate Earth, often using secondary recursions to obscure their trail.

REVELATION LIST

NODE 0: THE HOUSE

- Estate Briefing

NODE 1: ESCHATON ELECTRONICS

- Package from Eschaton Electronics (Node 0)
- Parts from the Perpetual Motion Machine (Node 0)
- Shipping Label (Node 2)

NODE 2: TOMAHAWK WAREHOUSE

- Bill from Tomahawk (Node 0)
- Shipping Invoice (Node 0)
- Questioning Soren Ginnis (Node 1)
- Computer Shipping Records (Node 1)

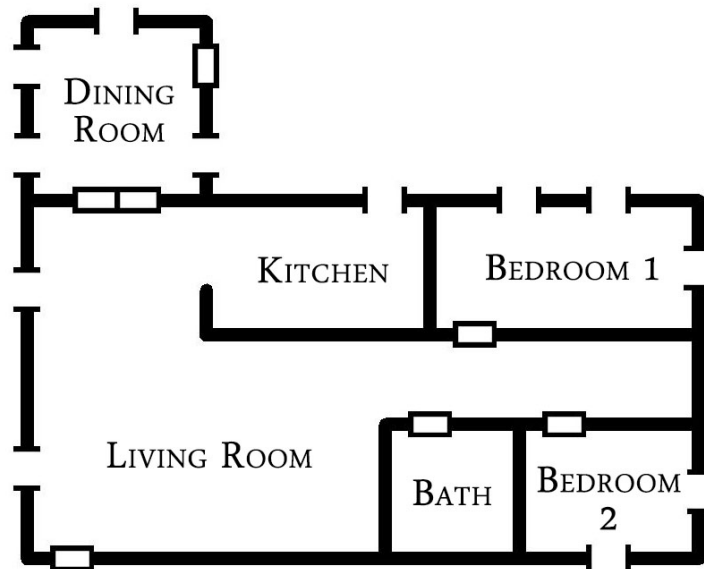
NODE 3: WATER TOWER

- Questioning Soren Ginnis (Node 1)
- Computer Shipping Records (Node 1)
- Trailing / Interrogating Ruk Agents (Node 2)
- GPS Records in Ruk Van (Node 2)
- Map of John McLaren Park (Node 2)

NODE 4: TRANSAMERICA PYRAMID

- Laser Sight Pointed at Pyramid (Node 3)
- Access Gnathostome Cerebrospinal Fluid Memories (Node 3)
- Blueprints of the Transamerica Pyramid / Flyer of the 48th Floor (Node 3)

NODE 0: THE HOUSE



LOCATION

- 10560 Moonshine Road; Sebastopol, CA
- You can read the address of the mailbox jutting out over the faded concrete.
 - **MAILBOX:** *Prop – Bill from Tomahawk Warehouses*
- Up in the California hills. A long drive way drops over the lip of a hill or ridge.
- House itself is shrouded in a little clot of scrappy pine trees.
- Thick, waist-high grasses have grown up in front of the house.

OUTSIDE THE HOUSE

- **SCLERID PATCH:** The front yard is occupied by a sclerid patch (*The Strange*, pg. 298).
- **FRONT DOOR:** A muddy handprint has been partially smeared on the door.
 - **Examining - Intellect** (difficulty 2): To note that the hand print has a sixth finger.
 - **Lock:** Speed task (difficulty 2)
- **BACK DOOR:** There's no sclerid patch in the backyard.
 - **Lock:** Speed task (difficulty 2)
- **WINDOWS:**
 - *Living Room:* Blinds have been pulled.
 - *Dining Room:* Open.
 - *Kitchen:* Open.
 - *Bedroom 1:* Exterior shutters are closed and the windows have been painted over with black paint from the inside.
 - *Bedroom 2:* Exterior shutters are closed. (If opened, you can look in. You can even see the prop stuck between the desk and the window.)

INSIDE THE HOUSE

- A sharp smell of ozone and chemicals in the air.
- A thin, greasy coating on every surface. Kind of a rainbow quality on metallic surfaces.

LIVING ROOM

- An overturned wooden chair next to a chemical-scarred table. An overstuffed chair with strange stains shoved into a corner.
- A gritty, ashy dirt muddying the floor.
- **RUKIAN CORPSE:** In the center of the room.
 - Pale, purplish skin. Silvery, metallic hair.
 - A pronounced, but narrow ridge encircles the head.
 - Blue blood leaks from large, anime-like eyes with metallic irises.
 - **Intellect** (difficulty 4): To identify the corpse as being definitively Rukian (assuming awareness that Ruk exists). It's out of context, which means inapposite travel.
- **ANGIOPHAGE:** An angiophage rips out of the corpse's chest and attacks. (*The Strange*, pg. 258)
 - Alternatively, the PCs might see something writhing and wriggling under the corpse's clothing. (Or the angiophage might emerge when they aren't looking and ambush them.)
- *GM Background:* This was one of Enkara-ulla's assistants. An recursion rupture during the last round of experiments here caused his artificial heart graft to mutate (killing him).

KITCHEN

- A little niche of a kitchen.
- The cupboards are bare. The refrigerator is empty.

DINING ROOM:

- There's no furniture here. Wood-paneled, splinter-laden walls. A crooked light fixture of cracked glass.
- The floor is covered with a strangled patterned, grayish, lumpy shroud.
 - **Perception – Intellect** (difficulty 4): To realize that the "shroud" is very slowly *undulating*.
- **DYING THONIK:** Covering the floor is a dying thonik, ripped out of the Strange (*The Strange*, pg. 294). It'll rear up and attempt to enfold itself around anyone walking across it.
 - **Out of Context:** The thonik is out of context and dying. It is at a disadvantage.
 - **Cypher Connection:** If the thonik can absorb the energy of a cypher (by enfolding someone carrying one), it can tap the latent energy fields left here by Enkara-ulla's experiments and re-energize its connection to The Strange. Dim, ghost-like fractals will dance through the air and the thonik is considered by in the Strange (see *Modifications* in its stat block).

BATH

- **DOOR:** The door has been nailed shut.
 - **Might** (difficulty 5): To break the door down without removing the nails.
- **SCLERID EXECUTIONER:** A human woman. Huge, sclerid vines with acid-tipped stingers grow out of her skin (ripping through her clothes and distorting her features) to obscene lengths. (*The Strange*, pg. 299)
 - **GM Intrusion:** The sclerid executioner breaks through the door (perhaps just before they can remove the last nail).
- **INSIDE THE BATHROOM:**
 - Toilet smashed, spilling dirty water across the floor.
 - Shower rod hangs askew from the wall, sending a tumble of plastic curtain cascading across the floor.
 - Bath tub is full of water with a thick, viscous green slime floating atop it in ropy patches.
- *GM Background:* Another assistant of Enkara-ulla. She was infected by the sclerid patch outside. Enkara-ulla's guards managed to bulrush her into the bathroom and then nail the door shut.

BEDROOM 1

- Several large, thick cables dangle from outlets incongruously placed halfway up the walls. The paint is mottled and discolored. Dark stains mottle carpet that may once have been cream.
- In the center of the room, there is a four foot high, bullet-shaped case of gleaming chrome. Atop the chrome case, rotating in opposite directions, are two large dials. Petal shaped holes have been punched through the metal of the dials, and heavy-looking weights fall in a perpetual, eye-bending loop within each petal.
- **PERPETUAL MOTION ENGINE** (Level 5): A perpetual motion engine doesn't require fuel. It attached to something capable of doing work (and properly brace), the engine can deliver up to 300 horsepower for up to a day (which is considered one use of the artifact. If the engine is depleted, fixing it to work condition is an Intellect task (difficulty 5) and several hours in a shop. (Depletion 1-3 in 1d100)
 - **Studying the Machine – Intellect task** (difficulty 3): Identifies the machine as a perpetual motion engine. Several parts inside the machine still have stickers on them indicating that they were purchased from Eschaton Electronics in the Mission District of San Francisco.
 - **Removing the Machine:** It has been bolted to the floor, but it's relatively trivial to remove it.
- **CABLES:** It's clear that these were once connected to a large number of machines. (There are matching indentations in the carpet.) One of the cables is a Rukian umbilical.
- **DARK STAINS:** Machine oil. (Although someone touching it receives a painful, but not particularly harmful, electrical shock. If the perpetual motion machine is removed from the room, this effect stops.)
- *GM Background:* This room was the heart of Enkara-ulla's testing apparatus here in the house. He used the perpetual motion machine as an engine for powering them (after discovering that the power grid effectively grounded out the recursion ruptures if he connected the machines to it). The recursion rupture machines have been removed, but Enkara-ulla left the perpetual motion machine (having no further use for it).



BEDROOM 2

- There's a table in the center of the room and a small, antique writing desk sitting underneath one of the windows (to take advantage of the view out of the front of the house). There's a scattering of miscellaneous papers on the table, and a few stuffed into
- **PAPERS:** An inspection of the papers makes it clear that these are just the remnants of much more extensive files that were kept here. (Somebody cleaned it out and left garbage behind.) There is one thing of interest though; it's fallen off the side of the desk and is resting on the window ledge behind it.
 - *Prop: Shipping Label to Tomahawk Warehouses*

EVENT: PACKAGE DELIVERY

- At some point while they're exploring the house, the PCs will hear a blood-curdling scream from the front yard.
 - **USPS Mail Carrier (Level 2):** He's arrived to deliver a package and unwittingly stumbled into the sclerid patch.
 - **GM Intrusion:** If the PCs wiped out the sclerid patch, use an intrusion here to have the patch regenerate. (If they refuse the intrusion, then the USPS mail carrier just rings the doorbell and delivers the package.)
- **PACKAGE:** It contains a cypher (a weird helmet with wires, transformers, magnetic coils, and small parabolic dishes attached to it).
 - *Prop: Eschaton Electronics Package Label*
 - **Mind Meld Cypher (Level 3):** *The Strange*, pg. 322.

NODE 1: ESCHATON ELECTRONICS

LOCATION

- 12 Liberty Street; San Francisco, CA
- Half a block off Valencia Street, squeezed into a narrow shop front at the heart of the Mission District.
- Gray-faced building with dirty white trim. Gilt letters on the glass of the door.

ESCHATON ELECTRONICS

- When the front door opens, an electronic “bell” plays the Imperial March from *Star Wars*.
 - (“Technically it’s not in *Star Wars*,” Soren says. “It didn’t actually show up until *Empire Strikes Back*.”)
- The ceilings are vaulted, but with the narrow spaces between a dozen or so shelves thrusting above your head the place still feels crowded and claustrophobic.
- The shelves are stuffed with eclectic collections of electronics gear. A few smaller shelves near the front desk.
- **SOREN GINNIS:** Either sits behind the front desk flipping through a comic book (an issue of *The Invisibles* by Grant Morrison) or he’s in the room at the back (and will shout that he’ll be out in just a minute).
- **CYPHERS:** Any browsing the crowded shelves finds that many of the items cyphers. Most of these are exhausted, but two can still be used. (Soren recognizes their value and wants \$100 for each “collector’s item”.)
 - **Repeating Module (Level 6):** *The Strange*, pg. 326.
 - **Mind-Restricting Wall (Level 5):** *The Strange*, pg. 323.
- **COMPUTER RECORDS:** Intellect task (difficulty 3) to access the shipping records on the store’s computer. +2 difficulty if attempting to hack the system remotely.
 - Andrew Uller’s store account shows that electronic supplies have been shipped to three addresses:
 - 10560 Moonshine Road; Sebastopol, CA (*Node 0: The House* – this is also where bills are sent)
 - 8 22nd Street; San Francisco, CA (*Node 2: Tomahawk Warehouse*)
 - 100 John F. Shelley Drive; San Francisco, CA; with a note appended “Deliver to the Tower” (*Node 3: Water Tower*)

SOREN GINNIS

APPEARANCE: A scrawny guy with a spine welded into a permanent slouch. Greasy-haired with a greasy t-shirt.

ROLEPLAYING NOTES:

- Rubs his mouth with the back of his hand.
- Darts his eyes around nervously when talking to crowds.
- Hyperventilates if a girl flirts with him.

BACKGROUND:

- Soren collects “weird things” and conspiracy theories.
- He’s sort of “half-quickened”: He can recognize cyphers as being special, but he doesn’t really know what they do.
- He *does* know that there’s a market for the “weird stuff”. He ran off Craigslist for a couple of years, then struck it big when he found an Age Taker cypher and sold it to Sergey Brin.
- He used the proceeds to set up Eschaton Electronics.

NOTES:

- Andrew Ullen first came into the shop about six weeks ago. He’s been making regular purchases and special orders. He’s a good customer.
 - **Physical Description:** Non-descript guy, really. Always wears a suit, but never a tie. Wears weird contacts in his eyes to make them purple (which seems kind of out of character, since everything else about him feels like a muggle).
- **Intellect task** (difficulty 4): Convince Soren to look up Andrew Uller’s file. (Or the file associated with any of the addresses the PCs know.) He can tell them the same information found in the computer records.
 - Offering a cypher counts as two assets for this test. (An exhausted cypher counts as a single asset.)

NODE 2: TOMAHAWK WAREHOUSE



LOCATION

- 8 22nd Street; San Francisco, CA
- Down right on the bay, although a veritable ocean of shipping containers stacked behind a barbed wire fence separates it from the water.
- Walls of iron rusted blood-brown.
- Lines of windows around the upper level of the warehouse, with a lot of broken glass up there.
- Whole place is surrounded by a fence, with a sprawling loading dock on the the west side (away from the bay).
- There are a total of 18 big cargo doors around the perimeter of the building.
 - East Side: EV 1-4
 - West Side: WV 1-8
 - North Side: NV 1-2
 - South Side: NV 1-4
- The east side also has an old machine shop thrusting out of it. (Doors padlocked. Dusty, abandoned machinery from the '70s.)
 - Might be ventilation access from here into the ceilings above storage garages.

SECURITY GUARDS (x2) (Level 2): health 8, damage 3, armor 2.

- Perception as level 3.
- Mostly hang out in guard shack in the parking lot.
- **GM Intrusion:** One of the guards decides to check the perimeter.

UNIT WV8

- **CRATES:** Several dozen crates. A few have been opened and their contents removed. A few have been opened and only partly emptied.
 - The crates contain a lot of machinery components, many of them quite large and almost all of them custom fabricated by a wide variety of firms from the across the United States and China. There's also a few crates from high-end German companies and Korean electronic manufacturers.
 - Some of the crates were shipped from a local address (Eschaton Electronics).
 - *Prop: Eschaton Electronics Shipping Label*
- **CYPHERS:** Mixed in with the other equipment are three cyphers.
 - **Strength Enhancer (Level 4):** *The Strange*, pg. 329 (takes the form of a multi-jointed mechanical device that attaches over and reinforces the spine).
 - **Vocal Translator (Level 1):** *The Strange*, pg. 331.
 - **Antidote (Level 6):** *The Strange*, pg. 313 (bulky, mechanical wristband with several glass tubes jutting out of it; when attached, it rapidly cycles the wearer's blood through the various tubes).
- **MAP OF JOHN MCLAREN PARK:** Pasted to the wall of the storage space.
 - *Prop: Map of John McLaren Park*

SURVEILLANCE

- **RUKIANS IN A VAN:** If the warehouse is placed under surveillance, a couple of Rukians show up in a white cargo van, unload several crates of equipment into unit WV8, and then return to *Node 3: Water Tower* to pick up another load.
 - **Observing/Trailing:** Unless they've been given cause, the Rukians won't be on the lookout for anybody (-1 difficulty on any Stealth-type tasks to avoid being detected by them).
 - **GPS Records:** The van is equipped with GPS. The system can be accessed with an Intellect task (difficulty 4). On a success, you can pull up a list of location it has driven to (including *Node 0: The House* and *Node 3: Water Tower*).
 - **Questioning Rukians:**
 - They know the general outlines of Enkara-ulla's research and his intentions.
 - They participated in the test at *Node 3: Water Tower* and know that it was a success.
 - They were not told the location of the final test, but they know that Enkara-ulla was observing it from the roof of *Node 3: Water Tower*.
- **GM Intrusion:** The Rukians arrive while the PCs are investigating the contents of WV8.

RUKIAN TECHNICIANS (Level 2): health 6, damage 3.

- Technician / lab assistant tasks as level 5.
- *Note: These agents translated to Earth. They're in context and look human.*

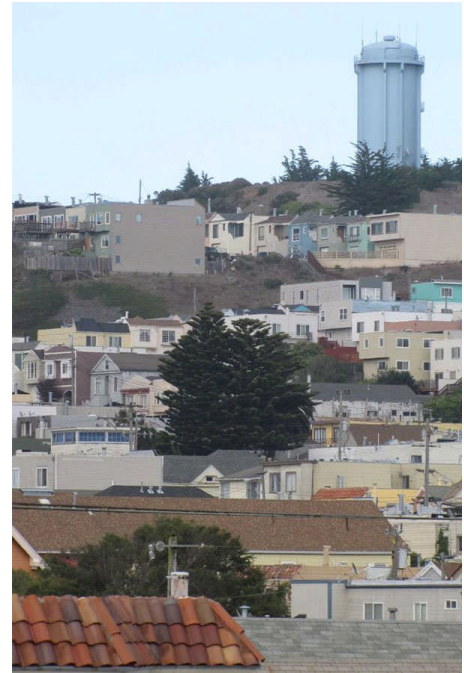
NODE 3: WATER TOWER

BACKGROUND

- Enkara-ulla identified *Node 4: Transamerica Pyramid* as a major recursion resonance point.
- The entire Bay Area contains echoes of this recursion resonance point (and other resonance points).
- Enkara-Ulla identified the water tower at John McLaren Park (referred to as “Big Blue” by the locals) as the strongest echo of the Transamerica resonance point. This made it an apt testing site for his equipment.

JOHN McLAREN PARK

- The park is a mess of hills with a tangle of paths winding around them.
- The water tower (“Big Blue”) stands up at the top of the tallest hill and can be easily seen for miles around (most notably from Interstate 280, which passes about a half mile to the north).
- Despite this, the water tower is surprisingly isolated (up a trail shrouded by trees).

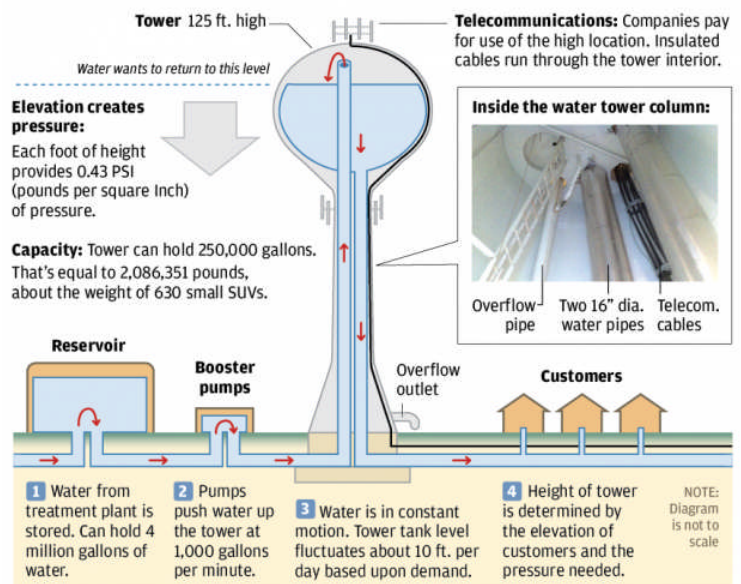


WATER TOWER

- **ADDRESS:** 100 John F. Shelley Drive; San Francisco, CA
 - *Prop: Photo of the Water Tower (From Distance)*
 - *Prop: Photo of the Water Tower*
- From the outside, everything about the tower seems perfectly normal. PCs who specifically inspect the top of the tower may notice the laser sight on the upper balcony.
- **FENCE:** Barbed wire. There’s a single gate.
 - **Gate Lock:** Speed task (difficulty 1)
- **ENTRANCE:** There’s a single door in the base of the tower.
 - **Door Lock:** Speed task (difficulty 3)

How a water tower works: Height equals pressure

Prosaic as they may seem on the landscape, water towers such as this one on High Point Road perform a crucial service you probably don’t think about when you turn on your water tap. The water towers not only store water, their height helps provide the pressure that helps fight fires and makes your morning shower so pleasant.



SOURCE: Madison Water Utility

LAURA SPARKS - State Journal

INSIDE THE WATER TOWER

- **PIPES:** Two large pipes (about 3 feet across each) go up through the center of the tower.
- **LADDERS:** Four ladders ascend the tower alongside the pipes (one to each cardinal point).
- **CATWALK AND HATCH:** At the top of the shaft, the ladders reach a circular catwalk. Another short ladder (about 7 feet) goes up to a hatch that leads into the *Reservoir* walkway (see below).
- **GNATHOSTOME:** *The Strange*, pg. 269.
 - Crawling along the pipes or walls. (Should probably put in an appearance when the PCs are halfway up the ladders.)
 - **Accessing Cerebrospinal Memories:** The gnathostome fed on Enkara-ulla's cerebrospinal fluid as part of exchanging memories with him. These memories can be accessed (see the description of the gnathostome), revealing that Enkara-ulla's next stop is the Transamerica Pyramid.
 - *Note: A PC who has their own cerebrospinal fluids extracted could realize that memories have been "sucked" out of them; which might cue them to think about accessing them through the gnathostome.*
 - **GM Intrusion:** An attack severs one of the water pipes. Water begins spewing everywhere (creating disadvantage on tasks; possibly knocking a character off a ladder).
 - **GM Intrusion:** A second (or third) gnathostome shows up.
 - *GM Background:* The gnathostome was used by Enkara-ulla as a portal analysis lab. The gnathostome, dependent upon the Law of Mad Science in Ruk, is in considerable pain and agony (and has been simply abandoned here by Enkara-ulla, who has no further use for it).

RESERVOIR

- *Prop: Photo of the Reservoir*
- **WALKWAY:** Circles the entire pool.
 - *Prop: Flyer of the 48th Floor (With Blueprints on Back)* (laying on the walkway)
 - **MACHINERY:** Several large pieces of machinery are still attached to the railings and walls and so forth. A few long rods of either brass or bronze (although closer inspection reveals them to be of no earthly metal) descend down into the pool.
 - Any inspection of the machinery trivially reveals that it is no longer running.
 - **Intellect task** (difficult 6): To figure out what the purpose of the machinery was (i.e., rewrite the laws of Earth to allow Mad Science to function normally within a short distance). The key components are all missing, but appear to have been carefully removed (most likely so that they could be used somewhere else).
- **POOL:** The water in the tower has been corrupted with Rukian biology. Several large, sightless fish (several with electronic or biotechnology components jutting out of them) swim around. Notably alien plant life (festooned with softly glowing bulbs) grows thickly. Phosphorescent colonies of fast-moving plankton-like creatures swirl through the dark depths of the reservoir.
 - *GM Background:* Although the PCs might suspect that this was Enkarulla's true purpose, the corruption of the reservoir was merely a side effect of the recursion rupture that happened here.
- **WINDOWS:** The windows currently present in the reservoir are not visible from the outside of the building. This is because they look out over the landscape of Ruk.
 - **GREY FOREST:** A vast grey forest sweeps away from the windows. Exotic fungi, globular sporepods, broad mushrooms, tall stalks of fruiting bodies. (Perhaps one of the huge, mobile factories that harvest the fungi forests is lumbering along in the distance.)
 - *GM Background:* This is a vestigial effect of the lingering energy field. These windows could theoretically be used as inapposite gates (by crashing through them), but this carries a high risk of collapsing the energy field (causing the gate to shut).
- **DOORS:** There are two doors. Unlike the windows, these lead out onto the outer balcony circling Big Blue on Earth.
 - **LASER SIGHT TRIPOD:** On the outer balcony, a large, bulky laser sight has been positioned above a telephoto lens on a tripod. It looks north and anyone looking through the lens will see that it's targeted at the tip of the Transamerica Pyramid (just visible above the Bank of America building).

NODE 4: TRANSAMERICA PYRAMID

BACKGROUND

- Enkara-ulla has replaced the Crown Jewel beacon atop the Transamerica Pyramid and filled the Spire below it with his multiply field-tested equipment.
- When the PCs arrive, Enkara-ulla's machinery is up-and-running.
- His goal is to temporarily blanket downtown San Francisco with the law of Mad Science.
- Enkara-ulla's experiment will actually fail regardless of what the PCs do. However, if it's allowed to continue to conclusion what it *will* do is rip a huge recursion rupture in the sky above downtown San Francisco. (See *Failure*, below.)

GM Note: The general intention here is that the Rukians on the 48th Floor will fall back into the Spire. There will be a big, climactic fight in the Spire itself. And then the PCs will need to ascend to the Crown Jewel and prevent Enkara-ulla's machine from opening the recursion rupture.

GM INTRUSION: THE RUPTURE BEGINS

This intrusion can be triggered at any time when it would complicate something the PCs are trying to accomplish: Just as the PCs arrive at the building. While they're arguing with security guards in the lobby. Just after they've been arrested by security. As the fight breaks out on the 48th Floor. (It should definitely start before they reach the Crown Jewel.)

BLUE LIGHTNING: Races up and down the exterior of the Pyramid, dancing across the surface of white quartz and between the 3,600 windows.

- Speed defense (level 4) to avoid 6 points of ambient damage, then Might defense (level 4) to avoid losing next action.
- **Entering/Exiting Building:** Blue lightning affects anyone trying to enter or leave the building.
- **GM Intrusion:** Can be used for a blue lightning strike almost anywhere, but particularly in the Spire and Crown Jewel.

PANIC: Once the blue lightning starts, people will begin to panic (both inside the building and outside of it). PCs may need to deal with mobs (Might task to move through them). Once it becomes clear that the lightning is striking people trying to run out of the building, they may also need to take action to save people.

STRANGE CREATURES: The rupture can also serve as a vector for a GM intrusion which adds creatures from anywhere in the Strange or the recursions of Earth.



STOPPING THE RUPTURE: Once the experiment has been triggered, the equipment in the Spire is largely irrelevant. Its purpose was to catalyze the Enkara-ulla's Ersatz Jewel. Once that's done, the Ersatz Jewel runs by itself (see *The Crown Jewel* below).

FAILURE: If the PCs fail to prevent or interrupt Enkara-ulla's experiment, the sky above the Transamerica Pyramid *ruptures* and a portion of the Strange is copied into the sky above downtown San Francisco.

- Clouds billow out of the rupture, rapidly filling the sky above the pyramid.
- Then the clouds are eaten away by huge, fractal roils of purple and blue which burn the eye that tries to follow them.
- **FRACTAL WORM:** The massive tentacles of a fractal worm (*Strange Bestiary*, pg. 55) descend out of the roiling fog of the chaos-stuff. (Followed by the full bulk of the thing moments later.)

ACCESSING THE 48th FLOOR

- The public is only allowed on the ground floor of the Pyramid (where a gift shop and historical center are located).
- Access to the elevators requires passing through metal detectors monitored by security guards.
- The 48th Floor is rented out by "Uller Manufacturing": Mentioning that name or Andrew Uller counts as an asset for convincing the guards that you have legitimate business up there.

TRANSAMERICA SECURITY GUARDS (Level 3): health 12, damage 4, armor 1.

- Perception as level 4.
- Paranoid, all activities involving suspicion as level 5.



48th FLOOR

- A single conference room with an elevator in a niche off to one side and a flight of stairs that lead down to the restrooms on the 47th Floor.
- **VIEW:** Surrounded by windows looking out over Alcatraz, Coit Tower, Golden Gate Bridge and Bay Bridge. (The Bank of America building to the south takes a chunk out of the view.)
- **SPIRE DOOR:** On the wall of the conference room opposite the elevator, there's a metal security door in the wall next to a 55" television. It leads to a short flight of stairs up to the base of the Spire.
- **VENOM TROOPERS (x2):** *The Strange*, pg. 300.
 - Armed with slaughter accelerators that spit out a hail of plasma-charged flechettes.
 - After a round or two of combat, they'll fall back into the Spire.
- **ENKARA-ULLA ON AIR:** Enkara-ulla will commandeer the TV, displaying his face and using it to shoot electrical bolts.
 - **Electrical Bolts (Level 5):** 6 damage



THE SPIRE

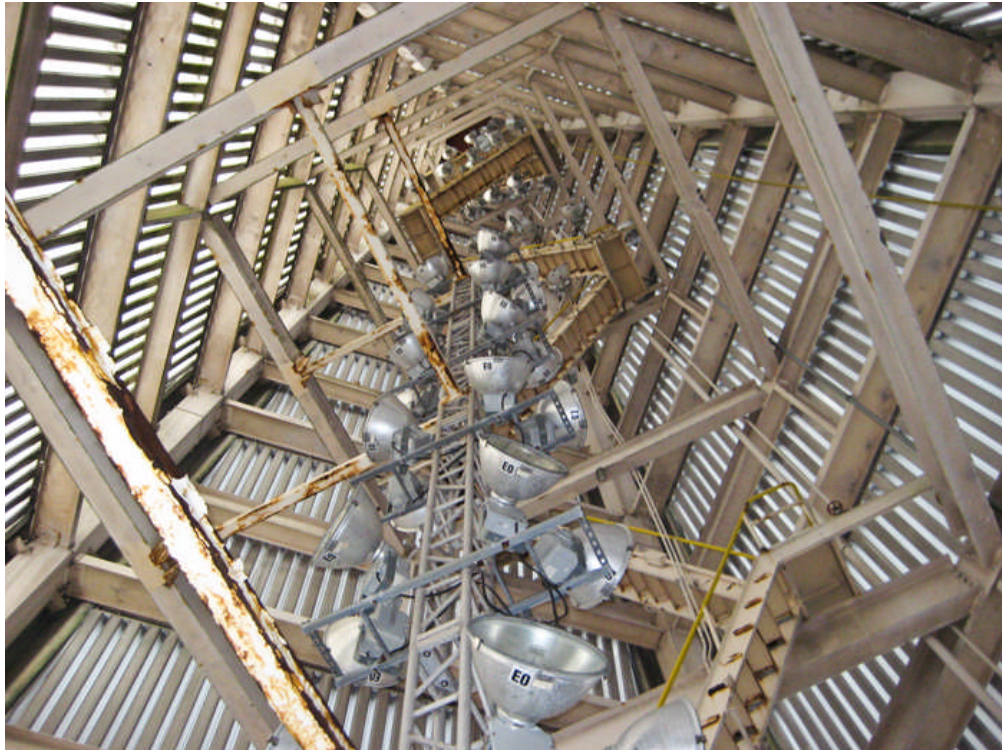
- **BASE OF THE SPIRE:** A broad, open space with diamond-like girders above. The walls of the Spire are only open, aluminum grating – the window howls straight through them.
 - Strange, alien machinery has been suspended from the support beams like scaffolding. Thick, black cables run between them.
 - There are several ominous hums in the air; each overlapping and harmonizing with each other in a horrible, broken cacophony.
 - Bright lights pulse randomly here and there. Several thick laser beams stutter-step back and forth, like some sort of fiery morse code.
 - *GM Note:* The Spire is 212-feet tall.
- **STAIRS:** Lower Spire is lined with a 100-foot steel stairway at a steep, 60-degree angle (+1 difficulty to move up or down it).
- **LADDERS:** At the top of the stairs, there are two steel ladders that climb another 100 feet to the Crown Jewel above.
- **VENOM TROOPERS (x2):** *The Strange*, pg. 300
 - 1 near the top of the stairs, 1 near the bottom.
- **RUKIAN SERVITOR DRONES (x8):** Flying here and there throughout the entire height of the Spire.
- **ENKARA-ULLA:** He's up on the ladders, finishing adjustments to the last bit of machinery.
 - **Andrew Uller:** Non-descript guy. Mousy brown hair. He's taken off his suit coat and has the sleeves on his dress shirt rolled up.
 - His eyes have purple irises.
 - **Manipulating Machinery:** Causes various pieces of machinery to jut out or spark, causing 4 points of damage. (If he feels eminently threatened, he triggers his battle chrysalid transformation.)
 - **Battle Chrysalid Transformation:** Rips out of his skin. Mechanical wings spread wide. His human face sloughs away.
 - *Prop: Enkara-Ulla*
 - **GM Intrusion:** Instead of dying, he smashes out through the aluminum grating. (He'll begin using his shoulder cannons to attack from a Long range, firing into the interior of the Spire.)

ENKARA-ULLA: level 5, health 30, damage 5, armor 2

- Performs Mad Science tasks as level 7.
- **Melee Flurry:** Can make two melee attacks as a single action.
- **Shoulder-Mounted Slaughter Accelerators:** Can also fire two shoulder-mounted slaughter accelerators as part of the same action.

RUKIAN SERVITOR DRONES: level 2, health 6, damage 2

- Rukian Servitor Drones are the size of a small dog with a vaguely insectoid appearance.
- They're biotech, with either metal wings or aeropter rotors grafted to their backs.



The Spire

THE CROWN JEWEL

- The chamber at the top of the Spire is a glass cap perched atop the Pyramid. It's roughly the size of an office cubicle.
 - *GM Note:* The beacon that is normally located in the center of the Crown Jewel is a multi-faceted reflector inside a glass cylinder. Puts out 6,000 watts and is only lit on special occasions.
- **ERSATZ JEWEL:** A huge, cylindrical console thrusts up out of the floor. Atop it is a device studded with long, purple crystals.
 - **Strange Lore – Intellect task** (difficulty 3): To recognize the purple crystals as violet spiral (see *Scenario Background*).
 - **Removing the Jewel:** Intellect task (difficulty 6). On failure, the person pulling the jewel out is struck by arcs of blue lightning.
- **BREAKING THE JEWEL:** Deal 10 damage to the Ersatz Jewel and it will explode. (The explosion takes off the top of the Pyramid.)
 - **Explosion:** 12 ambient damage, Speed task (difficulty 6) to jump down the stairs and only take 2 ambient damage.
- **REMOVING THE JEWEL:** As they begin working to deactivate the Ersatz Jewel, it will begin sending pulses of energy up into the air. The blue lightning will intensify. It's a race to finish before the rupture occurs.
 - **Rupture Race:** Must succeed at 5 Intellect tasks (difficulty 5). If the PCs ever have more failures than successes, they've failed and the rupture occurs (see *Failure*, above).
 - **Special:** PCs can't fail on the first check. If they fail the first check, arcs of blue lightning (6 ambient damage) course through them. (This still counts as a failure; they'll need to dig out of the hole.)

FOLLOW-UP

A few thoughts on follow-ups to this scenario:

- Enkara-ulla contaminated the reservoir at the water tower with Rukian biology. That reservoir is connected to the water supply for thousands of San Francisco residents. What effect may it have had on them?
- The crisis at the Transamerica Pyramid may result in a huge up-tick in quickened individuals throughout the San Francisco region. (Particularly if the fractal worm showed up.) The Estate may be working overtime tagging new threats and recruiting new assets.
- Speaking of the fractal worm, the PCs may need to work fast to plant a cover story capable of explaining its presence. (LSD in the water supply?)
- What made the Transamerica Pyramid so special? Did Jack R. Beckett (CEO of Transamerica when the Pyramid was built), William Pereira (the architect), and/or someone at the Dinwiddie Construction Company include Strange technology in its construction? (Perhaps recursion keys or inapposite gates?)
- The most obvious step is tracking Enkara-Ulla's operation back to Ruk. As long as he, his notes, and/or his prototypes survive there's a significant danger to Earth. (Such an investigation might start with tracking down the inapposite gate he was using to bring Rukian equipment and personnel to Earth.) Things could get even more interesting if the entity behind the Qinod Singularity takes an inexplicable interest in his technology.
- The mailing list of Eschaton Electronic's customers represents a database of people with potentially strong or unusual interest in cyphers. If the Estate became aware of it, they might attempt to secure a copy (if the PCs have not already done so). And once they've done that, they'll start sending teams to investigate it.

TRANSAMERICA GATEHOUSE

Alternatively, the recursion rupture powers up the Transamerica Pyramid as a giant, multifaceted inapposite gate.

Because of the building's unusual shape, all of the windows in the building are designed to rotate 180-degrees – flipping around so that they can be cleaned from the inside. After the Incident, however, when you flip one of the windows around you'll find yourself looking into another recursion (or out into the Strange).

The Estate (or some other organization) moves in to secure the building and begin exploring the 3,600+ gates that the building now plays host to.

(Alternatively: Perhaps the windows act as gates *without* showing you what's on the other side. That turns the building in to the recursion-equivalent of Frederick Pohl's *Gateway*.)