

CLOAK & DAGGER

A SUPPLEMENT FOR THE STRANGE RPG

DECEPTION

LIES

DECEIT

SECRETS

DEATH



METAL WEAVE
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Strange Corebook
From
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Table of Contents

Introduction

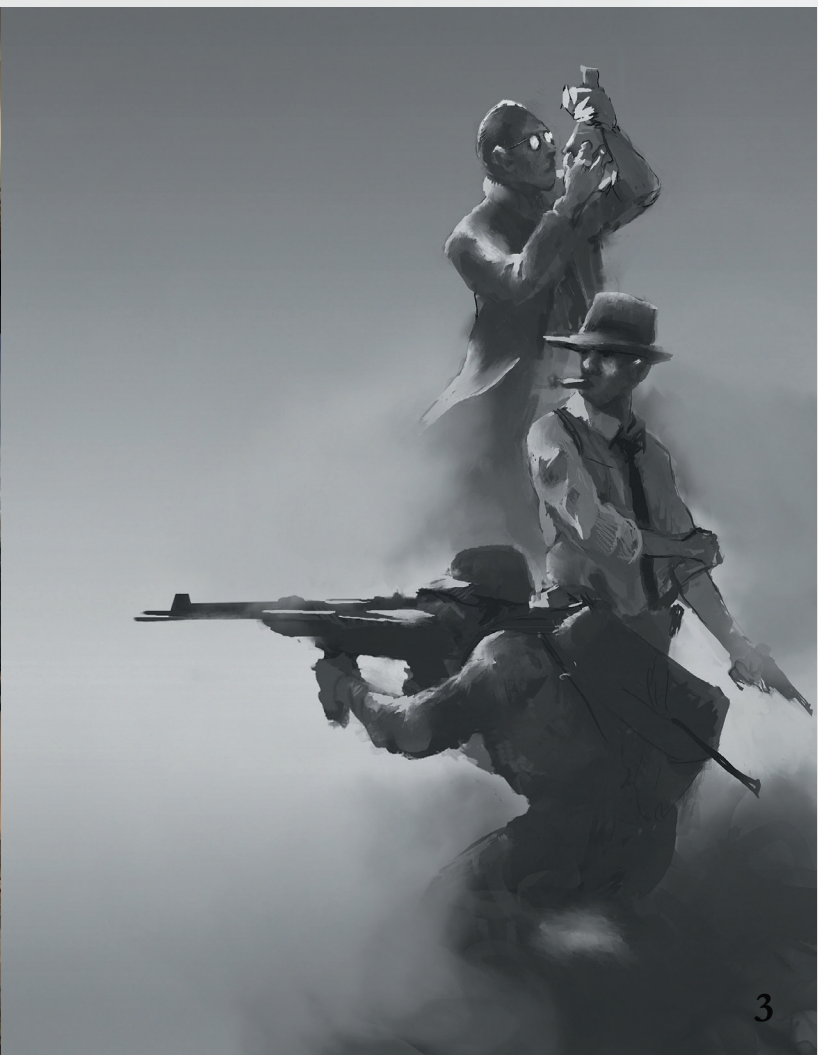
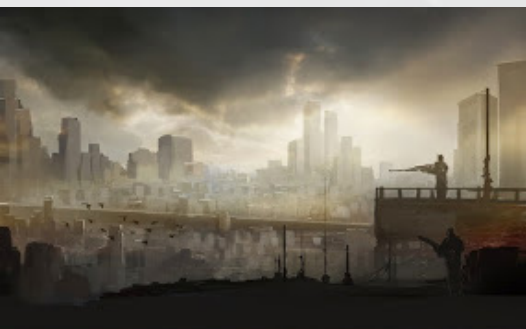
Surviving The Strange

The Divided City

Agentopia

Conspiranoia

Adventure: Bombs Away



Introduction

While *The Strange* breaks many genre barriers, it is in many ways a spy game. The PCs are often undercover in exotic locations and, most of the time, the people they save will never learn of their sacrifices. With the wealth and power the Chaosphere offers it's no surprise people are drawn to it, and less so that they abuse the power they find.

It's no wonder that most recursors grow paranoid, considering that even a benign organization like the Estate won't hesitate to assassinate them if they pose a risk to Earth. With groups like the OSR and the Karum, even the most careful must watch their back. There's one lesson all successful recursors learn; secrets can get you killed.

If recursors from Earth think they have it bad they should remember that there are recursions where paranoia is a way of life, where secrecy and information are the lifeblood of society. These worlds are caught in an endless cold war, punctuated with bright hot violence.

In this supplement you will find three such recursions, drawn from popular images of the 20th and 21st century. The first is *The Divided City*, an analogue of Cold War-era Berlin. The Allied and Russian sectors are caught in perpetual stalemate, and engage each other through espionage. The second recursion is *Agentopia*, which is based on the last thirty years of spy movies. In the streets of *Agentopia* and in the facilities outside it, daring secret agents launch spectacular missions against each other, trying to gain the upper hand. Finally, there is the recursion of *Conspiranoia*. Based on conspiracy theories from popular culture and actual beliefs, nothing here is as it seems. Shadowy government agencies and even more shadowy cabals wage a thousand invisible wars of deceit and subterfuge.

Each of the three recursions comes with new foci and artifacts to use in your game, and a scenario is included which ties them together.



Surviving The Strange



In the Strange, any faction that gets strong enough can create a recursion fitting their needs. Many choose to do so, but even then ultimate power in one place isn't enough. Above all, there is one prize that rivals all others; Earth. A Prime World, Earth is the center of a web of hundreds of interconnected recursions. Events on Earth ripple out through the Strange, seeding new recursions through the sheer power of seven billion beings with the Spark. Power in, and over, the Strange can be most easily influenced from Earth, making it both target and battleground. The priorities of the Estate demonstrate this. In Ardeyn they fear the Betrayer, where his vile designs threaten irreparable damage to Earth and the Strange, but they also fear scientists here, dabbling in the quantum sciences, which may call planetovores to Earth's door. Even the vilest creature from a bizarre recursion can't rival the potential for destruction from humans who don't even know about the Strange.

With Earth as the largest battlefield most factions have decided that it is best to keep humanity clueless. Some fear that an educated human population might resist control, while those that work in the interest of humanity hope to prevent panic. Selfish recursion-miners don't care either way but, like gold diggers of the past, the fewer that know of the claim the better. For all of these reasons the war is

fought covertly, and even the most alien of agents take on human guise.

While the ultimate prize is Earth, operations in other recursions offer many opportunities. They can be havens or fortresses, protecting assets coveted by rivals. In many cases they provide weapons, tools and personnel used for denying opponents their resources or preparing for open conflict. Entering a recursion is in many ways the ultimate spy mission; an operation conducted in hostile, if not enemy, territory while wearing faces chosen for anonymity and deception.

In the war that is daily waged across the Strange Ruk is by far the most experienced, having infiltrated Earth millennia ago. Earthlings, however, are catching up and taking their spy games into the Strange with a vengeance. At their core, all factions that taken an interest in the Strange are spy organizations, whether they hide their true identity like the Estate, or work secretly for the government like the OSR.

There is an important distinction between a group's power at home and their influence beyond it. While the OSR work for the US government, their power in other recursions far exceeds the power of the government that gives them their remit. As soon as someone steps into the Strange, the laws that limit them at home become meaningless. So too with the

politics of Ardeyn, Ruk, Earth or countless other recursions. They may be covert and deadly, but they are still limited by their home. It is when they step outside, and become inter-recursional that a new game develops.

While all endeavours into foreign recursions are unique, there are some common categories. Assassinations, or wet-works as they are known in the trade, target enemy or hostile human resources. Recursions are also an important source of resources, both cyphers and materiel brought through inapposite gates, and many operations exist solely to collect them for their organization. On the flip-side is sabotage, the act of destroying an enemy's ability to gather said resources, or stealing and destroying stockpiles of assets. Finally there is information gathering, the most basic of fall spy activities, the easiest thing to carry between recursions, and the fuel for all other activities.

During the Cold War, newly deployed CIA agents to Moscow were taught the Moscow rules. Working in the capital of the enemy required extra care and finesse since failure here could have serious ramifications, both for the agent and the US. Many recursions are just as dangerous to operate in as Cold War Moscow, and the Estate teaches the same set of rules to their field agents.

The rules are:

1. Assume nothing.
2. Never go against your gut.
3. Everyone is potentially under opposition control.
4. Don't look back; you are never completely alone.
5. Go with the flow, blend in.
6. Vary your pattern and stay within your cover.
7. Lull them into a sense of complacency.
8. Don't harass the opposition.
9. Pick the time and place for action.
10. Keep your options open.

Assassinations

Assassination is used to eliminate important enemy leaders or to silence those that either know or talk too much. In the war between groups with access to the Strange there are few public political leaders, so the most high-profile targets are the top recursors. The director of the OSR can be replaced, but rob them of their best translators and the organization is crippled.

Even the Estate use assassination, though they avoid calling it such. When agents investigate Strange-related occurrences and threats to Earth, they are well aware that most such disturbances can be traced to a single individual. The Estate will frequently ask agents to "step in" if there is danger of a planetovore being attracted. This is code for assassination, and most agents would rather be safe than sorry.

The reason many agents prefer an preemptive approach is that with all the treasures to be found in the Strange, there are few limits to how powerful a recursor can become. Why be a scientist on Earth when you can be a sorcerer on Ardeyn? Taking out a threat before it reaches full potential is just good sense. The power-hungry are drawn to, or create, recursions where they can wield potent Foci, so would-be assassins often have an uphill battle. A sniper with a high-powered rifle doesn't work if the target is the sorcerer-king of his own recursion. Such a well-entrenched enemy might bring the entire population of a recursion to its defense, so a stealthy approach and a surgical elimination is critical.

A second class of targets for assassinations are those that simply know too much, and can't be trusted not to leak that information. In espionage information control is paramount, and removing holders of information is usually cheaper than protecting it indefinitely. Those with experience in the intelligence community know this full well, and if they feel they're no longer needed or trusted,

they might drop out of sight and go underground, or leverage their knowledge with the enemy for protection.

Finding an obscure recursion to hide in is often the safest bet for someone on the run, but some decide to sell their services to former rivals. Of course, once the intelligence is sold or traded, that bargaining chip is lost. A fleeing agent is hounded by all sides; his former allies want to kill him before he can reveal what he knows, while his former enemies want to buy or take his knowledge. Few find the peace they are looking for, but sometimes a rogue agent manages to find a safe recursion to hide in, at least for a little while, before some catches the scent again and the chase continues.

Resources

When one can access recursions, the possibilities become endless. Despite the many marvels found in the Strange, many have a limited application since only standard physics are compatible with Earth. Technology that is beyond

Earth's level, but still within the realm of standard physics is therefore the most valuable. This doesn't mean that items of magical or weird origins are worthless; they can either be used in other recursions with similar laws, or they can be applied to Earth before they deteriorate or made effective with the right cypher. Some of the OSR's most successful programs are based around objects with only a limited duration on Earth. This is true for recursion miners as well, who can make fortunes on Earth from magical items or items beyond the laws of "normal" physics.

Making a fortune on Earth from activities in the Strange is easy; keeping it is the challenge. Recursion-aware agents amongst law enforcement, tax and financial institutions are sensitive to unusually large transactions, and will investigate if the paper trail is dubious. The methods used in mundane criminal activity, money laundering and so on, is often the simplest way to get around this problem, which is why many recursion miners have ties to organized crime.

After securing a resource there are logistics to take care of. Having a steady flow of resources from the Strange requires an inapposite gate and a handling facility to receive it. This is especially true for objects following the wrong kind of natural law, where such objects have a limited shelf-life. Operating and protecting a gate to a reliable source can be a more valuable venture than exploring a new recursion. Even a lost agent can be more easily replaced than a lost gate.

Sabotage

Striking at the enemy's most vital installations is key in any conflict, and especially so when the enemy is dependent on highly specialized infrastructure. Regular war sees high intensity destruction of both civilian and military infrastructure on a large scale. When the factions of



the Strange wage war, they are usually far more precise.

A base of operations in a foreign recursion is often limited to facilities that can house personnel, stockpile gear, and conduct business. When the OSR are exporting weapons from a recursion to Earth, they need very little infrastructure in that recursion to do so. An operation in any recursion is usually just a bomb away from being destroyed completely, to cover tracks or deny enemies access to intel.

Whatever scale of destruction, the task of sabotaging is still complicated and hazardous. Getting the tools needed in a recursion might arouse the suspicion of the locals, and other factions operating there may have feelers out, to detect others operating on their turf.

While some recursions are defended to such a degree that a direct attack is impractical, related infrastructure on Earth might be vulnerable. A part of a recursion's defense is having few gates to it, and destroying a recursion's sole gate is as effective, at least in the short term, as destroying the recursion itself. Inapposite gates are in low supply, but essential to any cross-recursion logistics. All factions thus guard their gates jealousy, though they may keep some unused and hidden as back-up.

The advantage recursors have in sabotage is their built-in exit strategy. A team can infiltrate a target facility, complete their mission or leave a timed explosive and, with a Spinner in play, only need ten minutes to leave without having to backtrack.

Information Gathering

While information is usually just the means to an end, it is also the most valuable means. The factions that operate in the Strange spend most of their capabilities acquiring more information, and all have field teams on duty in different recursions.

With the endless possibilities that the Chaosphere provides, most factions use

a sizable chunk of the human resources on exploration. While the recursor who do this kind of work may be drawn to it out of a sense of adventure the sponsors are mostly interested in what resources such exploration can provide. Upon finding virgin land, an explorer will return to his employer, who can then move in other teams more specialised for the extraction of resources. Many recursion natives have welcomed a friendly explorer only to discover too late they have opened a floodgate to exploitation by those who came after.

In the more established recursions, gathering information is more about knowing what your enemy is doing. With the multitude of different factions in the Chaosphere, it is essential to keep up to date on current affairs. The trick, of course, is to stay hidden while gathering information; a good agent can blend into a recursion for many years. Activating such an agent is never done lightly, but sometimes it is necessary in order to oppose a more significant threat.

One of the largest prizes for anyone who wants to extend their influence in the Strange is the agents of enemies. Finding such recursors and recruiting them is top priority, which is one of the reason it is important to keep up appearances. It is easier to get someone to switch sides if they have a good impression of you.

There is no piece of information small enough that it doesn't warrant knowing. Otherwise inconsequential details about the lives of other agents can come in surprisingly handy. Having dossiers on how someone acts and thinks goes a long way in neutralizing their effectiveness, which is why a truly unpredictable agent is always feared. Such dossiers are also handy when recruiting, and a faction goes agent poaching.





The Divided City

Level: 4

Laws: Standard Physics

Playable Races: Human

Foci: Solves Mysteries, Works the System, Listens In, Is Licensed to Carry, Leads, Interrogates, Operates Undercover

Skills: Cold War Lore

Connection to Strange: Both sides have rocket projects that allow them to launch crafts into the Strange. So far only monkeys and dogs have been sent.

Connection to Earth: A few gates

Size: 350 square miles (842 square km)

Spark: 20%

Trait: Stealthy. For any creature with the spark attempting to be stealthy, the difficulty is modified one step to its benefit.

What a Recursor Knows About The Divided City

- The Divided City operates under the same laws of physics as Earth, and was created by fictional leakage from Cold War Berlin.
- The Divided City is split into communist Russian and capitalist Allied zones and since neither of them has the military advantage, they engage in a covert cold war.
- Both sides use informants and spies to gather information about the opposition, as well as on their own citizens to root out dissent.

The first Estate agent who came to The Divided City was an old CIA-operative, Adam Lewis. He recognized the city and its usefulness immediately. Having worked for the Agency in Berlin during the tumultuous 60's, he remembered the atmosphere as soon as he set foot there. The city is divided into two sectors, a communist Russian one, and a capitalist one dominated by Americans. The general population, and most of the people in the recursion, are German just like historical Cold War Berlin.

The recursion was created several decades ago by fictional bleed from the public perception of the Berlin Wall and the famous division of the city as a symbol for the Cold War. In the Divided City, the tension between the sides is ice cold, as neither side feel they are in a position to strike militarily. They turn instead to espionage as a way to get the upper hand.

Since its creation, the localized tensions

Someone translating into the Divided City finds themselves standing in line at Checkpoint Charlie. On them are papers to enter both the western and eastern side, so the recursor can at this point decide where to go. Be careful not to get searched though; having two sets of papers will raise questions.

have escalated in proportion to the recursion's physical growth such that there isn't just one Berlin Wall, but many. They crisscross the city in complicated patterns that even the local residents have trouble keeping track of. The purpose of the wall is to hinder people's movements, but it isn't the only thing in the city obstructing people's lives. Both sides have military checkpoints, police patrols and an aggressive secret police that control and monitor the citizens making sure they stay in line and don't fraternize with the enemy. The communists have the most

comprehensive programs (their secret police have thick files on every citizen) but the Americans aren't far behind.

The basic layout of each Wall is the same. A tall wall with barbed wire on the top, a no man's land on each side, followed by a second perimeter with more barbed wire, tank traps and guard towers. While crossing this formidable obstacle seems like folly, many still try and a few even succeed. The most successful tactic, though, is not to try one's luck with the wall but to float down the River Spree at night.

Since the option of direct attack is off the table, the two sides try to weaken their enemy through covert means. Thousands of people are employed by both sides' spy agencies and spend their time surveilling and infiltrating the opposition. To the constant chagrin of leaders of both factions, loyalties aren't as ironclad as many would wish, and a month rarely passes without a senior official revealed as a mole or traitor.

While the day-to-day norm is silent espionage, the more overt tactics of assassination, sabotage and kidnapping are followed by periods of heightened tension. The border is shut down, and the military and police become overzealous in random checks, arrests and shootings of suspicious persons.

Bureaucratically, The Divided City is governed by puppet German mayors beholden to each side; an Oberbürgermeister in East Berlin and a Regierender Bürgermeister von Berlin in the West. Figureheads, they exercise power only if it supports their master's interests and are quickly replaced if they show any resistance. The Americans are fond of propaganda telling citizens they are free to go travel to the East any time, but any who do so are closely monitored.

Despite the tension between the two sides, many do cross from one side to the other legally. In addition to diplomats, a co-dependent economy means that business people often travel across the Wall. Families have also been divided by

the Wall and the two governments, keen to appear generous, allow brief family reunions. The most used of all border crossings is Checkpoint Charlie. A heavily fortified crossing it is one of the more peaceful places in The Divided City, as both sides have formidable forces just out of sight and the threat of mutually assured destruction keeps the soldiers from getting trigger-happy.

The Spy Organizations

While there are many secret organizations operating in Berlin, two dominate the others: The American CIA and the Russian KGB. In the secret headquarters of these two organizations the efforts, both civilian and military, of the two sides are planned.



The main objective of espionage is information. Knowing something about the other side, no matter how small, has value. What are the enemy's plans, what do they have, what don't they have, where are their troops? Infiltration, subversion, wiretapping and theft are just some techniques to get information, and assassinations and sabotage are secondary tools. The defense against espionage is secrecy and loyalty, and the CIA and KGB are equally good at employing the former and undermining the latter. Secret codes, hidden bases and monitoring public communication are all weapons in the counter-espionage arsenal.

Out of necessity the two organisations operate with a cell structure and a large degree of autonomy between departments and for individual agents. Nevertheless, an order from Washington or Moscow is always obeyed. That is, John F. Washington, Director of the CIA or Nikita Moscow, Head of the KGB. These men are the most powerful in the Divided City, and many consider the cold war that engulfs the city to essentially be a battle of wits between the two.

Foci

Those that utilize the two foci below are experts in gathering the secrets that fuel the cold war in The Divided City. A character who Interrogates does it by direct means, while a character who Listens In does so covertly. Both these foci are Draggable to Earth, and possibly other recursions with GM permission, but characters who Listen In will be less effective in environments where their surveillance tech doesn't work.

Interrogates

Everyone talks, eventually, but the interrogators job is to make sure it happens quickly, with or without suffering. Sometimes it is only the right

question that is needed and an effective interrogator is just as good at making someone talk, as making them want to talk.

Connection: If this is your starting focus, choose one of the following connections.

1. Pick one other PC. That character was once believed to be a spy, but after a "session" with you, their name was cleared.
2. Pick one other PC. That character once captured an enemy agent. After turning that agent over to you, they got all the information they wanted, but never saw the enemy agent again.
3. Pick one other PC. That character is disgusted with you, and is not afraid to say so.
4. Pick one other PC. That character is terrified of you.

Equipment: Street clothes, one melee weapon of your choices, torture kit, complete first aid kit, duct tape, handcuffs, poison (works as **Arukral**), and \$200.

Arukral (Corebook page 92)



GM Intrusion

A subdued creature suddenly becomes aggressive and attacks you

Minor Effect Suggestion: You spontaneously recover 1 point of your Intellect pool.

Major Effect Suggestion: The victim of your interrogation reveals some unexpected piece of information; something which you would never consider asking about.

Tier 1: Interrogator: Everyone talks, eventually. You are trained in all tasks related to making someone talk. Enabler

Tier 2: Knows what Hurts (1 Intellect point): Those you hurt are usually strapped down, but you know to apply your knowledge when fighting as well. When you use effort to increase the damage of an attack, you can choose to stun a creature instead of doing additional damage on a successful attack roll of 17-20. Enabler.

Tier 3: Medical Knowledge: When interrogating, it helps to be able to cause pain without actually hurting someone. Of course, this knowledge as other applications as well. All your melee attacks do two extra points of damage. You are also trained in First Aid. Enabler.

Tier 4: Iron Will: Doing your kind of work for a long time, gives an iron resolve. You are trained in mental defense, and all Intellect damage is reduced by two points. Enabler.

Tier 5: Cruel Pleasures: To thrive in your business, you need to find some joy in it. Whenever you cause an enemy physical pain, you recover one point of a pool of your choice. Enabler.

Tier 6: Dark Reputation: Those around you can sense what horrible things you have done, and are eager to please you. This is an asset, albeit with a dark slant, on all tasks related to social interaction with other sentient beings. Enabler.

Clever Brute: You have 6 additional points to permanently divide among your Might and Intellect pools. Enabler.

Listens In

In the Divided City knowledge is power, and to know the secrets of others is one of the few tools that works both for attack and defense. Listening In while others talk has a wide variety of uses, and is one of the primary occupations amongst spies in the Divided City. In the cold war that has frozen the city, knowing what allies and civilians are talking about is just as important as knowing the enemy.

Connection: If this is your starting focus, choose one of the following connections.

1. Pick one other PC. You spied on that character, and thought their line of work sounded more interesting than your own. After that you found ways to start working with them.
2. Pick one other PC. You have spied on the character, and learned one of their darkest secrets. The character doesn't know that you know.
3. Pick one other PC. You spied on that character, and were exposed. They hate your guts.
4. Pick one other PC. Your superiors think that the character might be a traitor. You are tasked with uncovering the truth.

Equipment: Unassuming street clothes, telephoto lens with mount, concealed microphones, concealed camera, receiver with 1 mile (1.6km) range, recorder, earpiece, medium handgun, and \$200.

Minor Effect Suggestion: The targets you are spying on let their guard down more than usual, and speak very freely about what you want to hear.

Major Effect Suggestion: You suddenly pick up on a different conversation than you intended which has unexpected, but important information.

Tier 1: Lies with Conviction: With your expertise in the intelligence community, you are trained in deception and in using surveillance equipment. Enabler.

GM Intrusion

The targets you are spying on find your bugging equipment.



Artifacts

Diplomatic Papers

Level: d6+1

Form: A diplomatic passport with identity documentation.

Effect: The status of diplomats is recognized by both sides in the Divided City, and few risk getting in the way of someone in such a position. Diplomatic papers work as an asset in all social interactions with officials and soldiers in the Divided City. The papers may even give entry or passage merely by being shown.

Depletion: 1 in D20

Universal Receiver

Level: d6+2

Form: A backpack with an antenna and earphones.

Effect: Using the Universal Receiver, a character can access any surveillance equipment within kilometers equal to the artifacts level, allowing the user to listen to what is being recorded. Doing so requires a successful level 3 Intellect task.

Depletion: 1 in D20

Quick-Change Outfit

Level: d6+3

Form: A set of clothes that have several layers, and could with quick modifications completely change appearance.

Effect: Vanishing quickly can be immensely helpful for a spy, and there is no better place to get lost, than in a crowd. This artifact works as an asset in all attempts to sneak, disguise or flee from someone, as long as there is a crowd nearby.

Depletion: 1-4 in D20

Rebreather

Level: d6

Form: A small apparatus that can be fitted over the mouth.

Effect: Allows the user to breath underwater for a number of minutes equal to the artifact level.

Depletion: 1 in D6

Tier 2: Ear to the Wind (2 Intellect points): With the use of a receiver, you may tap into nearby surveillance equipment. Whether there is surveillance at the location is up to the GM, and depends largely on the type of recursion you're in. The range of the power is the same as the receiver. Action.

Tier 3: Quick on your Feet: A surveillance can go wrong at any moment. You are trained in Speed defense and stealth related activities. Enabler.

Tier 4: Observationist: You understand people, and after having studied someone through your equipment, you quickly get a sense of what they are like and how they will act. You get an asset on all actions with people you have spied on. Enabler.

Tier 5: Open the Floodgates (4 Intellect Points): May be used once per session. You use your receiver to search the wavelengths for the information you need. The GM gives you one piece of information relevant to your current situation. Action.

Tier 6: The Eternal Listener (5 Intellect Points): Your many hours of listening to the radio waves has made you privy to all kinds of secret information. When you use this ability, you remember an embarrassing or secret fact about an NPC. Action.

Gear in the Divided City is similar to what found on Earth during the 60s and 70s. Most notably, computer technology has not been developed to modern day Earth standards. Weapons and surveillance equipment are also far more strictly controlled, and hard to get outside the military.

Agentopia



Level: 4

Laws: Mad Science

Playable Races: Human

Foci: Looks for Trouble, Solves Mysteries, Works the System, Is Licensed to Carry, Leads, Is Licensed to Kill, Conducts Weird Science, Uses Gadgets

Skills: Agentopia Lore

Connection to Strange: Some of the secret branches have projects that have allowed them to enter the Strange through special gates.

Connection to Earth: Various gates

Size: 1,500 square miles (3,885 square km)

Spark: 20%

Trait: Fortune favours the bold. Whenever a task is attempted that has an unmodified skill level of 7 or more, any creature with the spark rolls an extra D20, and picks the best result.

What a Recursor Knows About Agentopia

- Agentopia seems to operate under the same laws of physics as Earth, but many unusual gadgets made by scientists here are far more effective than one would expect.
- Agentopia is dominated by a city, simply called “The City”. Inhabitants feel a stronger sense of belonging to the district they live in, rather than the city itself.
- Agentopia resembles secret agent movies from Earth, but instead of a whole planet, everything is condensed into a single city, with an installation-riddled countryside.
- The city is supposed to be governed from city hall, but instead various secret branches across the city are the real power, and they are always at war.
- The Eastern part of the city is dominated by the Kreml borough, while the Western part is dominated by the Britton and Capitol districts. They fight for control of the city with their allies, while many parts of the city try to remain independent
- Many famous landmarks from Earth can be found in Agentopia.

The role of the charismatic action-spy has for several decades been an important trope in the public perception; it isn't strange they would have their own recursion. Most of Agentopia is dominated by a single city, but few consider themselves a citizen of the whole city. Instead, the citizens swear their allegiance to their home district. Agentopia's plethora of secret services fight for domination through covert warfare waged by secret agents. These brave and often gadget-laden agents are worth a hundred regular mooks, and strike at the enemy in daring raids of outlandish ambition.

The government in Agentopia is so bland

Someone translating into Agentopia arrives in the lobby of The Monaco Casino. There is always a gambling chip worth a hundred dollars in one of the recursor's pockets.

and grey that few pay any attention to it; true power lies within the government's many secret branches, most of which are at odds with one another. The secret branches have home districts where they are based and draw recruits from. Of the major branches, MI5 is based in the Big Ben clock tower in Britton, the CIA operates from the Statue of Liberty in the harbor of Capitol, and the KGB has its base next to Red Square in the Kreml district. Other frequent hot spots of spy activity

are Prague Street (especially Prague Spring café), the Beirut bazaar and the Monaco Casino.

Few outside visitors to Agentopia have managed to figure out what the purpose of the spy-war is, but it seems, much like most wars, to be about domination. While the branches use espionage and secrecy to accomplish their goals, some of their most valuable human assets are public. The irony is that the identity of spies are rarely secret. High-speed chases, high-profile assassinations and high-stakes gambling usually gets one noticed.

While most of Agentopia is one city, it is surrounded by plenty of wilderness where the secret branches have their more sensitive operations. Military bases, secret labs, dams and other facilities are built here, and are also often the target of clandestine activity. Many of these facilities are in inaccessible, exotic and beautiful locations, meaning attackers have to get there by parachute, hang-glider, snowboard, or other unusual means of transportation.

Such is the life of Agentopia's secret agents; an intense life, full of great danger and thrills. All the familiar cinematic spy types can be found here, from three-digit agents with a license to kill, to Russian femme fatales and amnesia-suffering super-agents. They blow up enemy installations, hunt enemy subs in the harbor and steal each other's gold, all in the name of Branch and District. Districts and Branches.

When travelling in Agentopia's city, crossing from one district to the next can often mean radically different architecture and even culture. The more prosperous districts are located on the west side. Capitol is the biggest one, a sea-side area which contains the city's financial district, something which gives it considerable influence over others. It is also home to the CIA, one of the major secret players in the city. Closely allied with Capitol is Britton. With their headquarters in Big Ben on Downing Street the MI5, under



the leadership of the secretive N, employs some of the best agents in Agentopia. Further to the east are more of Capitol's allies, and other districts that at least are leaning towards supporting Capitol. Sometimes friend and sometimes rival is the bohemian cultural district of Eiffel, whose arrogance and audacity has annoyed the Capitol leadership on many occasions.

On the east side the KGB are in-charge. Operating out of the Kreml district, they are far more heavy handed than the western Capitol, they take a more direct approach in dominating their neighboring districts. The area around Prague Street, the Polski district and Transylvania Park are all in the zone of control of the KGB. If the CIA have problems with the people in Eiffel, the KGB has their own issues with the district council in Chinatown. Rarely doing as they are told, these up-and-comers and their MSS secret branch may very well threaten the KGB and the

balance of power in eastern Agentopia.

In between the two power blocks there are plenty of small branches trying to get a piece of the pie. For many the most precious thing they stand to lose is their independence, trying to remain outside the sphere of influence of the major players is at the top of the agenda. There are also a variety of criminal and financial syndicates that rival the branches for power, and employs agents for themselves to pursue their own nefarious schemes.

Secret Agent Man

There are two primary uses of agents in Agentopia. The first kind are the ones that gather information, either by intimidation, data analysis or theft. The second type is far more prestigious. They are tasked with using the acquired information to strike at the enemy. Planning for such attacks is often meticulous, but as soon as an agent hits the field dramatic complications inevitably develop.

Operations are conducted either in the city itself, or the wilderness around it. Attacks targeting facilities in the wilderness are often more destructive, but an agent doesn't shy away from gunfights or car chases within the city either. Despite the fact that explosions and gunfire always seems to be more potent in Agentopia, a crashing car might explode in a huge fireball for instance, civilian casualties are usually low during agent-warfare. A secret agent almost always works alone, at least when on the offensive, though sometimes they may be put in charge of soldiers and facilities in the hopes of foiling the work of an enemy agent they have a particular rivalry with.

In addition to battling rival spy branches, agents are also used as secret police. With the many non-governmental organizations trying to upset the balance of power, there is always something an agent can be used for. Corrupt bankers, fallen media moguls and rogue generals have all been the targets of secret agent smack-downs in the past.

Foci

The two foci below are perfect for the thrilling conflicts that constantly go on in Agentopia. Agents with the license to kill and agents that use gadgets, contribute in their own way to the glamorous and exciting spy-war. Both foci can be applied to Earth as well, though gadgets here are usually less fanciful.

Uses Gadgets

All secret branches have engineers and scientists whose job it is to create gadgets and equipment for the secret agents to use. Some agents are better at using gadgets properly, and even find new ways to deploy them and better ways to cobble them together.

Connection: If this is your starting focus, choose one of the following connections.

- Pick one other PC. When working on some new contraption, you always seem to find stuff you can use on that person.
- Pick one other PC. That character doesn't trust your gadgets.
- Pick one other PC. That character was given a gadget by you that nearly killed him.
- Pick one other PC. You once made a gadget that saved that character's life.

Equipment: Street clothes, a laptop computer, a utility knife, nightvision goggles, pen video camera, motion sensor, light armor, one weapon of your choice and \$2000.

Minor Effect Suggestion: The equipment you are using turns out to be particularly effective. You get an immediate additional use of the gear.

Major Effect Suggestion: You find new application for the gear you are using. It is immediately turned into a random cypher.

Tier 1: Gyverism (1 Intellect point):

When there is something difficult that needs doing, you can always put together something that will help the situation. With ten minutes of preparation and your utility knife, you can make something which gives an asset to any task. Action.

GM Intrusion

Your gear turns out to be unexpectedly volatile. It explodes, causing 4 ambient damage.

Tier 2: Jury-Rig (4 Intellect points):

Most only see one use for a cypher, but you see a hundred. You can improve the quality of any gear by combining it with a cypher. This ability can be used on either armor or weapons, and increases the damage or protection, from light to medium or medium to heavy. The negative effects remain the same, but the improvement only lasts for a session. The cypher used is also expended. Action.

Tier 3: Cobble Together (2 Intellect points):

You'd be surprised at what helpful stuff you can find just laying around. If you have no cyphers, you can spend ten minutes to make one. Action.

Tier 4: High-tech Contacts: All secret branches have a special equipment lab, and yours is no different. You can borrow an artifact each session. The GM gives you an artifact of use for the current scenario, which you will have access to for the rest of the session. Enabler.

Tier 5: Gadget master: You have worked with gadgets for so long you are familiar even with those you have never seen before. You are specialised in all tasks when you use cyphers, artifacts and jury-rigged gear. Enabler.

Maximize Effect (2 Intellect Points): You know how to get the most out of your gear. When you use a cypher, you can increase it level by a D6 to a maximum of 10. Enabler.

Tier 6: Gadgets at Full Effect (6 Intellect Points): You never cease to amaze those around you. By tightening a nut or rewiring a circuit board, cyphers suddenly pack far more potential. When you use a cypher, it also has the same effect as three other randomly determined cyphers. After determining the effects, you may choose which ones to apply. Enabler.

Has a License to Kill

The most glamorous, but also the dirtiest of all covert work, is assassination. You are a recognized professional in the art of killing, cool and relaxed; you know a thousand ways to end a life. Unlike common murderers you have a purpose that sets you apart from their senseless killings, as well as a sense of style.

Connection: If this is your starting focus, choose one of the following connections.

- Pick one other PC. You were once tasked with killing that character, but for some reason you refused.
- Pick one other PC. You once mistook the character for your target, and almost killed him or her.
- Pick one other PC. You have killed a friend of the character. You don't know this, but the character hates you.
- Pick one other PC. The character once saved your life, and you have sworn to do anything in your power to protect him or her.

Equipment: Classy Suit, light armor, two weapons, a cell phone, and \$2000.

Minor Effect Suggestion: You hit the target in a vulnerable location. They are stunned for one round.

Major Effect Suggestion: You move easily between attacks, you may immediately attack again.

Tier 1: Weapons Expert: At the core of all secret agent training is knowing how to handle weapons. You are trained in either ranged or melee weapons. Enabler.

Tier 2: Trained Killer (3 Speed Points):

You don't attack to hurt someone, you attack to kill, and you have a wide variety of techniques to accomplish this. When you roll between 17-20, and cause extra damage you may use this ability to double the bonus damage. Enabler.

GM Intrusion

You start doubting that the current mission is in keeping with your purpose. You are stunned for one round.



Tier 3: Cold Blooded: Most find the act of assassination as disturbing, you use it to strengthen your inner conviction. Whenever you kill an enemy, you recover their rating in points from either your Speed or Intellect pool. Enabler.

Tier 4: Can Kill with any Object (4 Speed Points): Whether it's a pen, coin or blade-rimmed hat, you can be deadly with any object. If you make a surprise attack, any improvised weapon counts as a medium weapon. You roll two d20 and take the highest roll, and the attack ignores armor. Action.

Tier 5: Determined to Kill (5 Intellect points): You don't kill indiscriminately; you follow orders. You can nominate an enemy to be your target. You get an asset in all defenses and attacks against this target. You can only have one target at a time, and if you want to nominate another, you must spend 3 Intellect points. This ability is free if used at the beginning of a scenario, if it is a supervisor or employer which nominates the target. Action.

Tier 6: Henchmen Killer (6 Speed points): You have a name, and many of those you come upon during your work don't. These nameless goons don't stand a chance against you. With this attack, you can instantly kill a creature that is level 3 or lower. Action.

Ruins Secret Plots

Secret agents are often up against impossible odds, trying to save the day against overwhelming opposition. Still, often enough they pull it off, not just finding clever solutions but being lucky when their skill fails them. Get in, get out, get the job done. Wicked people's wicked plans are never secure against those that can sneak in and blow it all up. A secret agent must always be careful though, they usually have nemesis, and sometimes neither luck or skill is enough.

Connection: If this is your starting focus, choose one of the following connections.

- Pick one other PC. That character once worked for your arch-enemy. You are not completely sure of that character's loyalties.
- Pick one other PC. That character seems to be able to leech off your lucky breaks, and you work excellently together. Whenever you succeed at an action, that character gets +1 to his or her next action.
- Pick one other PC. That character is a favored sidekick of yours during missions. At least you think they are the sidekick.
- Pick one other PC. You once acted in a way that might have cost that character his or her life. The character survived, and you don't know how the character feels about it all now.

Equipment: Smart clothes, light armor, two weapons of your choice (one of which must be a melee weapon), a utility knife, a cell phone, and \$500.

Minor Effect Suggestion: After performing such a successful action, a smart quip is in order. Your own cleverness raises your spirits, and you regain two points from your Intellect pool.

Major Effect Suggestion: Your attack is so utterly confusing to the target, that it immediately attacks one of its allies.

GM Intrusion

Sometimes even the most clever of agents gets fooled. The evil mastermind suddenly appears from nowhere to throw a spanner in the works.

Tier 1: Lucky Entry: When trying to sneak into a building or complex, you always seem to be able to slip in unnoticed. When stealthily trying to gain access to a guarded location, the difficulty is two levels lower. Enabler.

Tier 2: Confrontation Seeker: You have a knack of getting past all the smaller obstacles, so you can get to confront the main villain. When you are inside the headquarters belonging to an enemy worthy of your skills, a criminal boss or enemy mastermind, all rolls are one level lower. This ability ceases to work when you eventually reach your nemesis and confront them. Enabler.

Tier 3: Reckless Attack (2 Speed Points): You perform a mad dash towards an enemy, up to long range, and make an attack. All defenses until your next turn is one level higher. Action.

Tier 4: Delaying Question (4 Intellect Points): By succeeding in an Intellect task against an enemy, you may make them hesitate with whatever they are doing, and instead explain to you the details of their plan. This is exceedingly helpful for an agent when trying to get out of a pickle, or getting the evil mastermind to reveal their plot. The target will resume fighting if attacked. Action.

Tier 5: Daring Escape: After completing your mission, getting back out is easy. When fleeing after the successful completion of a mission, all rolls have a reduced difficulty of one. Enabler.

Tier 6: Unstoppable: When you are on a mission, you are near unstoppable. You take every setback in stride, and carry forward relentlessly. The first three recovery rolls each day only take one action, and you can take a new action immediately after. Enabler.

Artifacts

Collapsible Scooter

Level: D6+2

Form: A surprisingly heavy briefcase
Effect: With the push of a button, the briefcase unfolds itself into a scooter with the top speed of 80 kph.

Depletion: 1-2 in D20

Missile pen

Level: D6+2

Form: A high-quality ink pen
Effect: A seemingly regular pen that can fire small, explosive missiles causing 5 damage, up to long range.

Depletion: 1-9 in D20

Hat with Bladed Brim

Level: D6+3

Form: A stylish, black bowler hat.
Effect: Can be thrown at targets up to long range. It goes around in a circle, attacking two enemies, before returning to the owner. It does 4 damage.

Depletion: 1-2 in D20

At first glance, gear in Agentopia seems similar to that found on Earth. It soon becomes clear, though, that everything is more spectacular. Explosions are bigger, surveillance equipment is sharper, cars faster, and so on. To those who know who to ask, specialty gear is easy to come by.



Conspiranoia



Level: 5

Laws: Standard Physics

Playable Races: Human

Foci: Solves Mysteries, Works the System, Operates Undercover, Knows Secret Symbols, Is licensed to Carry, Conspires

Skills: Conspiranoia lore

Connection to Strange: Deep down in the sewers there exist routes into the Strange.

Connection to Earth: A few well-hidden gates.

Size: 160 square miles (415 square km)

Spark: 30%

Trait: Deceitful: For any creature with the spark attempting to trick or fool someone without the spark, the difficulty is modified by one step in its benefit.

What a Recursor Knows About Conspiranoia

- While many of the people in the recursion believe in all manner of occult practices, the recursion operates under the same laws of physics as Earth.
- The recursion is a single city, which is called Ingol by those who live there, and is rife with conspiracies and secret societies. Everything is a cover for something else.
- Clues to the conspiracies can be found everywhere. Hidden in paintings and architecture, hidden codes can be found for those that know where to look.
- No one really knows how old Conspiranoia is, but its roots go back hundreds of years. The first conspiracy is probably older than the city itself.

On the surface, Conspiranoia is a well-run and united city, called Ingol by the natives. Founded over 200 years ago, it has a rich history with many historical sites dotting the city. It has an executive commission that takes care every-day government, supported by a democratic parliament, strong courts and an effective bureaucracy. Most of the people work in the government, and there are few reasons to complain as living standards are high and few live in poverty. As well as being citizens of the city, there is also a strong culture towards joining a fraternity, sorority or lodge, and the city has a rich selection to choose from. These organizations are like a second family to the initiate, and offer companionship and support in times of need.

Everyone knows that the serenity is a front. Real power isn't in the public

institutions, but rather shadowy societies. The various public organizations are only the first levels of hidden societies with secret agendas. Few of the lower-level initiates, shadows most of the time, know little of the conspiracies that are discussed on the higher levels. No one knows how much of the population involve themselves in conspiracies, but for those with the Spark the path to joining a full conspiracy is short once initiated.

The purpose of the conspiracies are also hard to understand. One group might believe that fluoridated water is a good idea, and introduces this covertly, while another thinks it is the Devil's work and tries in secret to destroy and oppose them. Not to say that all conspiracies have mundane goals; there are always whispers of secret covens and cabals that worship the Devil, or worse. The oldest cabals are

as old as the city itself, and their secrets are embedded in its foundation stones. For a while the Estate believed that occult magic worked in the city but eventually discovered, despite the many occult practices within the city, that it has no effect.

In such a world, anyone can become a secret agent. Unfortunate turn of events can push a poor historian or public servant unto the path of revelation, a path they are unable to leave before they unravel the whole truth, or are killed. The police fish bodies out of the canals daily, people killed for knowing too much. Sometimes they have to put someone in.

The few times a conspiracy is exposed, it turns out it was just a cover for something else. There are layers upon layers of secrets, and often the conspirators don't know when a conspiracy ends, and another begins.

Webs of lies and water

Ingol's most distinguishing feature is its canals and bridges. Crisscrossing the city in intricate patterns, it is sometimes hard to find their sources and end. Often they go underground, only to reappear elsewhere in the city. On dry land, canals and bridges are replaced by cobblestone and temples. The city's many landmarks, most of them churches, give the city an ancient feel. Few believe the official story that the city isn't older than 300 years, as its landmarks and culture seems older.

Despite its many old buildings, there is still room for the modern in Ingol. For every organization with roots in the past there is another reinventing itself for modern times. Churches and old palaces are overlooked by concrete high-rises and fancy towers of glass and steel. In the clash of new and old, everything has a purpose. The symbol on the company skyscraper has meaning, and is connected to the steeple of the church across the street. The signs are there to find, to those who are wise to them.

The canal network and lack of properly paved roads means there are few cars in



Ingol. Most work close to where they live, and the preferred mode of transportation is walking. For this reason, Ingol is an unusually quiet city. Of course, the rich and powerful are often seen thundering past in their black limousines, trailed by equally black security vans.

The Pyramid of Deceit

The conspiracies of Ingol take many forms, but always cloak themselves with legitimacy. In one neighborhood, for instance, the residents enter the church each sunday to worship. After the service, many go down into the basement, where the meetings of the local shooting club is held. Of those, a rare few enter the crypt, where the "real" meeting is held. Here the enlightened of the Club of Hunters discuss how to fulfill their master's wishes, an enigmatic figure who drops coded messages in the donation box every week.

Behind the closed doors there are always secrets, whether it is amongst the Chief Engineers of the Guild of Sewer Workers, the Grand Masters of the Lodge of Freeman or the Board of Directors of the Bavaria Corporation. The layman feels their influence every day, and while the government trudges away at its own pace, a wave of the hand from those at the top can get anything done in an instant, with no accountability.

After several years of research the Estate is starting to believe that Ingol is as united as it appears on the surface. By tracing all the conspiracies, they have discovered that many of them share a common upper-echelon, and that the Board of Directors, Grand Masters and High Priests are often

the same people. This is a rumor that has been persistent amongst the people of Ingol as well, that the real power behind everything is the New World Order.

Making this realization, the Estate analysts have tried to identify the top of all the pyramids, and think they have narrowed it down to one person; Sophia Weis. She is the Speaker of the House in the Ingol parliament, she is also on several boards of directors, and has a wide range of interests and associates. Her public powers are formidable but pale in comparison with her hidden influence, granted to her by all the organizations, churches and lodges she secretly controls. The question that remains for Estate researchers is what purpose does her great design serve. So far it seems like there has always been someone at the top of the pyramid, and that is a purpose in itself.

Foci

Conspiranoia's unique web of conspiracies make the Foci here more specific to the recursion's situation, and thus may not be a good fit for other recursion. Still, many believe that our Earth is as conspiracy-filled and code-riddled as Ingol, so the GM could easily make the Earth in her game more like Conspiranoia.

Knows Secret Symbols

To those who know where to look, answers are everywhere. They are in the first letter in each word in old books, in the keystones of buildings, and even in the logos of modern companies. Everything has meaning, and you know how to extract it. The only thing you need now is the right questions.

Connection: If this is your starting focus, choose one of the following connections.

- Pick one other PC. You see that character's name everywhere.

GM Intrusion

The information is confusing, and points in many opposite directions. All tasks are one level more difficult until you succeed in an Intellect task.

- Pick one other PC. That character thinks you are mad.
- Pick one other PC. You feel like that character's mentor, and are always explaining things to him or her.
- Pick one other PC. The character's name has the same numeric value as yours, and you were born under the same auspice. That must mean something.

Equipment: Street clothes, light armor, one weapons of your choice, laptop computer, flashlight, notebook, cell phone, and \$500.

Minor Effect Suggestion: You decypher new and unexpected information. It is not relevant now, but the discovery is rejuvenating, and you regain 3 Intellect points.

Major Effect Suggestion: You sense that the truth is near, and you hunger for it. You get an asset in Speed defense for the rest of the encounter.

Tier 1: Knows the Way: Years of exploring your surroundings mean you rarely get lost. You are trained in all tasks related to finding the right way and navigating.

Tier 2: Analytical Mind: You are accustomed to seeing the world through a distorted lens. Your ability to draw complex conclusions from very little information gives you a degree of intellectual fortitude. You are trained in mental defense, and whenever you fail a mental defense roll, you immediately recover an Intellect point.

Tier 3: Secrets in Stone (4 Intellect Points): Those that built this world were privvy to secrets, secrets they have left behind for those who can see. After studying local architecture, monuments and art, the GM must tell you a pertinent fact about the current situation or adventure. Using this ability is a difficulty 5 Intellect task. Action.

GM Intrusion

Someone has tricked you, one of your pieces of equipment turns out to be a fake.

Tier 4: Secret Messages (5 Intellect Points): Clandestine groups sometimes leave signs in the open, allowing allies to find them. You can follow these signs to a group that will be supportive of your cause. Using this ability is a difficulty 5 Intellect task. Action.

Tier 5: Master Symbolist: You have forgotten more about secret symbols than most will ever know. You are trained in all tasks related to this foci. You are also able to put whatever you see or hear into a wider context, and are therefore trained in awareness and exposing falsehood.

Tier 6: A Beautiful Mind: Through years of sharpening it, your intellect is now finely honed. Your Intellect pool is increased by 8 points.



Conspires

To create a conspiracy, is in itself an oxymoron. One must keep the utmost secrecy, and at the same time involve more people. Constructing elaborate intrigues is in your blood, and if you once had a cause, it is now lost to the delight of the simple act of conspiring.

Connection: If this is your starting focus, choose one of the following connections.

- Pick one other PC. You don't trust that character. He or she can never get a benefit from your abilities.
- Pick one other PC. You have constructed an elaborate, but untrue, cover story about who you are, which the character believes.
- Pick one other PC. The character believes you and him are part of the same conspiracy. You really aren't.
- Pick one other PC. You consider the character a fool, and have a pathological need to lie to him or her.
- Equipment: Street clothes, disguise kit, light armor, knife, one weapons of your choice, flashlight, notebook, and \$1000.

Minor Effect Suggestion: One of your sources has passed on secret information. You get an asset for your next task.

Major Effect Suggestion: You have contacts amongst the enemy's organization. They have been given faulty gear.

Tier 1: Knows Human Nature: To conspire is to lie. You are trained in lying, being deceitful and judging the motives and truthfulness of others. Enabler.

Tier 2: Dangers Everywhere: Trusting no one, you are trained in speed defense. Enabler

Tier 3: Assassination: Conspiracies are often created with murderous intent, with all members participating in the deed. When you attack someone, you get a +1 modifier on the attack and damage roll for every who has attacked the same target

before you. Anyone attacking after you gets the same modifier. Enabler.

Tier 4: Eyes in the back of the head: In a conspiracy, you can never be sure if you are the next to be removed. You are trained Speed defense, stealth and disguise.

Tier 5: Shocking Truth (4 Intellect Points): You reveal some horrible and shocking truth, which greatly disturbs your enemies. You make an attack against all enemies up to long range who can hear and understand you. If the attack is successful, the enemy is stunned. Action.

Tier 6: Hidden Allies (8 Intellect points): There are a legion of sleeper agents dedicated to your cause. With this ability you can reveal that one of the enemies opposing you are really on your side. This ability can only be used against “henchmen”, and not named and important NPCs. Action.

Book of Rituals

Level: D6+2

Form: A large and old tome bound in leather.

Effect: All the secrets of Ingol is written in this book, but it can be hard to decypher. Using the book costs 1 Intellect point, but grants the user an asset in all tasks when knowing the inner-workings of Ingol might be helpful.

Depletion: -

Map of Ley Lines

Level: D6

Form: An old hand-drawn map on parchment.

Effect: The map details all the secret ley lines in Ingol. This is very helpful when finding secret locations, such as gates and hidden headquarters.

Depletion: -

Sword of Ingol

Level: D6+3

Form: A large two-handed sword, inscribed with esoteric symbols and runes.

Effect: The sword of Ingol is a legendary artifact going back to the founding of the city. Lost for many generations, it is said to have the secret truths about the recursion written on it. For combat purposes it functions as a heavy weapon. Additionally, any native of Ingol is awed by sword, and it counts as an asset when the wielder defends against their attacks.

Depletion: 1 in D20

Fake Sword of Ingol

Level: D6

Form: A large two-handed sword, inscribed with esoteric symbols and runes.

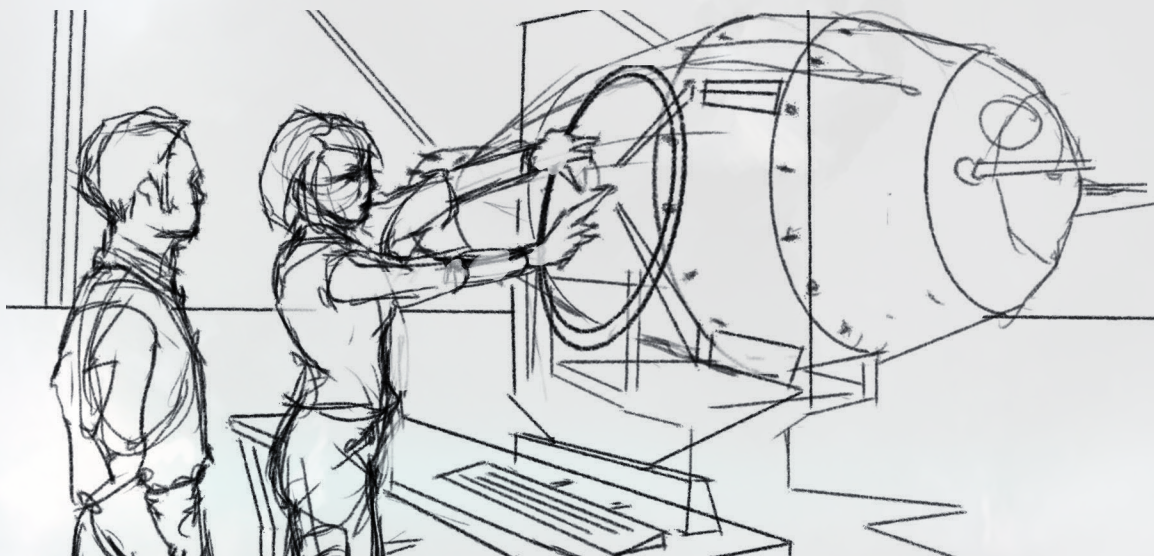
Effect: The sword of Ingol is a legendary artifact going back to the founding of the city. This is not that sword, rather, it is a cheap replica. Any native of Ingol is still awed by sword, and it counts as an asset when the wielder defends against their attacks. Any attempt to actually use the sword, immediately breaks it.

Depletion: 1 in D20

Gear and equipment in Ingol is very similar to Earth, though there are very little military hardware. Conspiranoia is also teeming with artifacts, or so it seems. Many are fakes and replicas, and it is hard to tell the real thing from the fake. A real artifact is often old, and the product of some great master of Ingolian intrigue.



Bombs Away



Bombs Away is a scenario for low- to mid-level characters, drawn heavily from the spy-genre. This should not be the PCs' first investigation – the players need to have some familiarity with recursions and the Chaosphere. The scenario works best with PCs who work for the Estate, but can easily be adapted for characters with other allegiances.

Background

The OSR seeks to weaponize the magics and technologies discovered in the recursions. They are willing to lie, cheat, steal and kill to acquire the latest, greatest weapon – and have been quite successful at it so far.

OSR laboratories on Earth have developed a new bomb. It is designed to kill everyone and everything within the blast-range, whilst leaving buildings and infrastructure intact – and leaves no lingering radioactivity, making it the perfect 'urban cleansing' tool.

The OSR is now seeking to test their latest weapon, and has searched for a suitable recursion to do just that. If successfully detonated, the new bomb will completely wipe the recursion out.

Three recursions have been identified as perfect candidates for testing: the Divided

City, Agentopia and Conspiranoia.

OSR have recruited personnel from Earth (and from within the three recursions) to plan and set up the testing program and facilities. Their most important find has been the Turncoat – a native of one of the recursions who is willing to betray their home. The Turncoat has been appointed leader of the testing program, codenamed Operation Glimmer.

Through careful infiltration and sheer luck, the Estate has discovered hints of the OSR's plans for Operation Glimmer. For various reasons, the Estate has mandated that it is unacceptable to destroy a recursion in this manner, and has therefore assembled its trusty team of PCs to foil the OSR's plans.

The Estate's only solid lead is a known OSR base located in a particularly useful recursion, so the PCs are dispatched on a fact-finding mission, with the long-term goal of locating and seizing the weapon, and delivering it to the Estate.

Note to the GM

This mission has three sequential stages. Stage One is the fact-finding mission in the OSR's recursion hideout. This stage ends with the discovery of the Turncoat's

identity.

Stage Two takes the PCs to the Turncoat's home. This stage ends with the discovery of Operation Glimmer's location.

Stage Three takes the PCs to the testing facilities for Operation Glimmer, the location of the bomb and the big confrontation with the Turncoat.

You can choose to run all three stages in one of the three recursions (the Divided City, Agentopia or Conspiranoia). You can also run two stages in one recursion and one stage in another, or run each stage in a different recursion.

Which recursion you choose to run each stage in will determine various settings and outcomes. The recursion you choose as the setting for Stage Two will determine the identity of the Turncoat, which the PCs will discover at the end of Stage One.

If you want to use a different recursion for each stage, but think the multiple translations might be confusing for your players, you can allow one or more players to drag their foci between the three recursions, to give them a greater sense of stability.

For the purposes of this scenario walkthrough, the PCs will be affiliated with the Estate and the villain will be the OSR. However, with only minor tweaking, you can run this scenario for PCs affiliated with or employed by any of the Strange's other major players – including the OSR. If your PCs are affiliated with the OSR, you can change the villain of the scenario to one of the sinister groups working out of the Ruk.

Regardless of the PC's affiliations, the key briefing points to cover at the start of the scenario are:

- The villains are developing a new type of bomb, designed to kill all life within a 20 mile radius but leave buildings and infrastructure intact.
- The OSR intend to test their bomb in a recursion, and are setting up the test using the codename Operation Glimmer. If successful, the

recursion will be obliterated.

- The leader of Operation Glimmer (referred to as 'the Turncoat') is from a recursion, not from Earth; their identity and native recursion is unknown, but they are supposedly uniquely qualified for a cut-throat career in Earth's espionage communities.
- The good guys (e.g. the Estate) are opposed to the obliteration of a recursion for weapon testing. They want the PCs to stop the test, and bring the bomb's warhead back for destruction.
- The Estate's best lead is a recently discovered hideout which may have relevant information.

The recursion you chose as the location of the OSR hideout, is the setting for Stage One.

Running Bombs Away

Because each stage can be run in one of three recursions, each location in the scenario is given a general description (common across all three recursions), and then more detailed information specific to the recursion you choose to run that stage in.

Some recursions offer special encounters, challenges and GM Intrusions. These are listed in the relevant locations within each stage.

You do not have to use each location described for the stage, some are provided for extra color or as misdirection.

None of the stages need to be time-sensitive. When the PCs reach the Turncoat's home in Stage Two, the Turncoat will have left only the night before for Operation Glimmer's secret location. When the PCs reach that base in Stage Three, the test will be nearly set up and ready to begin. You can choose to run the scenario as a mad dash from stage to stage, or provide downtime between locations. This may be especially useful if you use a different recursion for each stage.

The OSR Hideout

The OSR hideout is in a little-traveled side street, dominated by residential tenement buildings. Most people living here are lower middle-class bureaucrats, who go to work in the morning and return in the evening. As a result, the area is usually deserted during the day, making it ideal for people to come and go unobserved.

In all recursions, **Joel Tomas** is the OSR agent in charge of the hideout. Use the stats for Agent on page 302 of the Corebook. Joel carries a gun, as well as the keys to the hideout's office and storage. He also has a bigger weapon kept in a different room (the weapon varies depending on which recursion you choose).

Joel is backed up by three Mooks native to the recursion. Use the stats for Guard on page 303 of the Corebook.

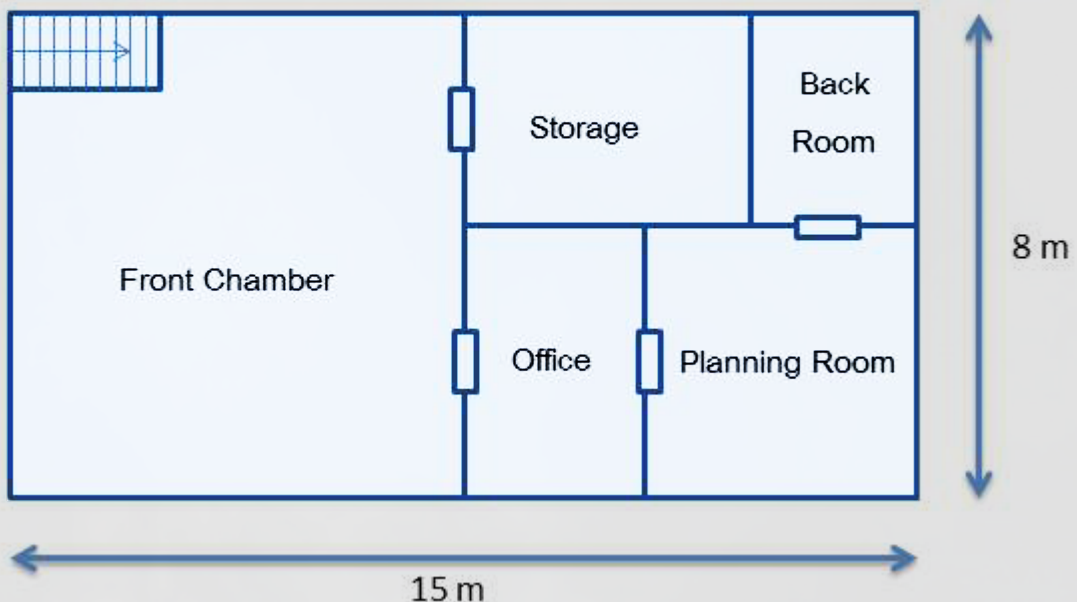
The Divided City: The OSR have poached a small barracks of American soldiers, located in a quiet area close to the Wall. Meant to be a temporary posting for a quick response unit, OSR made the paperwork disappear, taking it over as a permanent base. The barracks houses

American soldiers who are ignorant of the base's true use and awaiting new orders, while a constant trickle of OSR personnel and material is moved under their noses.

Agentopia: The OSR have taken over the kitchen and basement of the Hotel Helsinki, an old, run-down hotel located in a terrible location between the Western and Eastern districts. Despite its crystal chandelier and mahogany furniture, it is seedy and depressing. It is common knowledge that the only reason it manages to stay open is that it is sometimes used by the secret branches for high-profile meetings.

Conspiranoia: The OSR have subverted a minor local chapter of the Knights of the Fountain, using their secret headquarters in an old, nearly-abandoned church. Worshippers trickle in via the church's front entrance, but the Knights enter via a side entrance in a small alleyway. For the last couple of months, the OSR have had several of their operatives join the Knights, posing as high-ranking members from other chapters. This has given the OSR total control of the branch and its resources.

The OSR Hideout



Rooms

Front Chamber

A large rectangular room, with two doors leading out. Joel Tomas is in the room when the PCs arrive, along with three Mooks. If Joel feels that the gun he is carrying is not enough against the PC, he will spend a round running to get his other weapon from his office.

The nature of the room and the Mooks backing up Joel varies depending on the recursion you choose:

The Divided City: The soldiers' barracks. It has four bunk beds, chairs, a table, a sofa, a kitchen nook and a bookshelf with books and some games. Joel is posing as the barracks Commanding Officer (CO). Each Mook is a soldier armed with a standard-issue firearm and has basic field training.

Agentopia: The room is Hotel Helsinki's kitchen, and is connected to the dining room above via dumbwaiter. The room is dominated by several large metal benches and stoves. Joel is posing as the executive chef in charge of the hotel kitchen. Each Mook is a burly kitchen employee with a thuggish appearance and criminal background. They are armed with kitchen equipment (knives, cleavers, heavy pots).

Conspiranoia: The main room in Conspiranoia is the Knights of the Fountain's room of ceremony. It has several worn benches, a podium, some cabinet for the members to change into robes and corner with armchairs and bookshelves for study. Joel is posing as the Knights' Grand Master (complete with deep red robes). Each Mook is a Knight-initiate wearing white robes, convinced that the PCs are a rival order attacking their lodge.

Storage Room

This room doesn't contain anything pertaining to the mission that is of interest to the characters. Instead, it

contains equipment used by the OSR front. The door is locked, Agent Joel has the key.

What the room contains varies depending on the recursion you choose:

The Divided City: The soldiers' armory. Rifles, armor, canned food and surveillance equipment are stored on shelves.

Agentopia: The kitchen's freezer. Several animal carcasses hang from meat hooks, and the walls are lined with shelves full of frozen food.

Conspiranoia: The Knights' spare equipment. Ceremonial equipment and extra robes are stored neatly in wooden cupboards.

Joel's Office

Agent Joel's work space. It contains just enough trappings to maintain his cover. The dominant feature is a large desk and a large closet behind it. The desk is covered in paperwork relating to Joel's cover job.

The desk also contains a random cypher, Joel's emergency weapon (which he may have gotten during the fight when the PC arrived) and a key.

Scrapes on the floor around the closet indicate that it has been pushed there recently. Pushing the closet aside reveals a locked door. Opening that door with the key from the desk reveals a secret passage.

Pushing the closet is a level 4 Might task.

Joel's emergency weapon varies depending on the recursion you choose:

The Divided City: an assault rifle. Using it increases Joel's level by 2 and causes 6 damage.

Agentopia: A flame-thrower. Using it, Joel can attack twice per round, doing 6 damage with each attack.

Conspiranoia: A two-handed ceremonial blade. Using it, Joel does 8 damage.

Planning Room

OSR operatives have used this room to plan and organize several different missions. Besides the secret passage, one door leads out of the room. It appears that all work has been focused on Operation Glimmer.

One board has 'Operation Glimmer' written above it. It has been completely emptied.

Of interest to the PCs is a cupboard containing boxes of papers and ledgers. These contain general information about all three recursions included in this scenario. OSR operatives appear to have been tracking names, materials and activity relating to other missions that have either been completed or put on hold to make way for Operation Glimmer.

The information is disorganized and doesn't shed any light on the OSR's activities. However, the PCs can put the information to good use after returning from the Back Room.

GM Intrusion

One of the PCs finds a folder with several pictures of himself. The documents in the folder talk of Operation Evisceration, which has the goal of killing the character. The operation has been put on hold, but no reason is given for either the operation's existence, or why it is on hold.

Back Room

Extra storage for documents and files, now almost completely stripped. Filing cabinets stand open and empty. The only thing left is a recorder hooked up to bugs in the other rooms. Only one tape remains, in the recorder itself.

Playing back the tape, the PCs will hear a recording from the Planning Room. They will recognize Joel's voice, discussing Operation Glimmer with a stranger. The stranger explains that the OSR is expecting interference in the operation from rival groups. Their intelligence is good – the stranger mentions the Estate, and possibly even one or two of the PCs themselves.

Joel asks how Glimmer will be kept secure. The stranger tells him that the operation is now moving to the new manager's headquarters – and gives the manager's name, the name of a prominent recursion citizen. This is the identity of the Turncoat.

The Turncoat's identity varies depending on which recursion you choose for Stage Two (this can be the same recursion as Stage One or a different recursion):

The Divided City: John F. Washington, leader of the Allied side in the Divided City. He lives in a neighborhood for Allied top brass.

Agentopia: N, leader of the MI5 secret branch in Britton. He lives in a townhouse on Downing Street.

Conspiranoia: Sophia Weis, the secretive head of all the city's conspiracies. She lives on an estate in an area inhabited by affluent business-people.

The PCs can crosscheck the manager's name heard on the recording with the papers in the Planning Room to identify who the manager is, which recursion they are from and roughly where they live.

This completes Stage One.



Stage Two

The Turncoat's Home

While the three possible OSR leaders have different background and personalities, their history with the OSR is the same. Having grown tired of the squabbling within their own recursion, they started to look elsewhere. By accident they uncovered OSR operatives within their organization, but instead of removing them, gave them an offer. The Turncoat offered to betray their recursion, providing help for the OSR, and in turn he or she would get a senior position in the OSR. The OSR readily accepted, acquiring almost an entire recursion ready to use, as well as a highly competent operative. Soon thereafter, the Turncoat was given an operation to lead, Operation Glimmer; picking a test location was the first decision to be made.

Throughout this scenario, the name "the Turncoat" is used as a placeholder, meaning the villain the GM has chosen to use in the story.

After picking a test site, the Turncoat prepared to leave home, until the test was completed. On the night of departure, the Turncoat was attacked by a Ruk assassin. Managing to lock the assassin into a panic room, the Turncoat managed to flee, and is now no longer at this location. The assassin, on the other hand, is eagerly waiting to escape.

Regardless of which recursion you choose for this stage, the turncoat lives in a two-story villa or townhouse. The lay-out is identical, but the surroundings differ, which means different approaches need to be used by the PCs to get inside. Gaining entry to the home should not be easy; the players should be clever in finding a way for their characters to get inside. At the same time, getting to the Turncoat's home isn't the purpose of the scene, and the GM should be careful not to distract too much from the real purpose of the mission.

Surveillance of the estate reveals that there are always six guards inside at all

times. The guards are replaced every two days, with new guards arriving by car. The soldiers come and go via the cellar door in the back.

Sneaking into the Turncoat's home should require a couple of level 3 tasks. Should the PCs fail, a suitable penalty could be that the PC hurt himself climbing or sneaking, losing 4 and 5 pool points respectively. A failure in interacting with an NPC could lead the PCs to expend some resources in subduing the inferior enemy. Remember that the goal is getting to the mansion, failure before getting there shouldn't be punished too harshly.

The Divided City: John F. Washington lives in a city neighborhood dominated by gardens and free standing townhouses. The area is walled and patrolled, but there is no additional perimeter around the house.

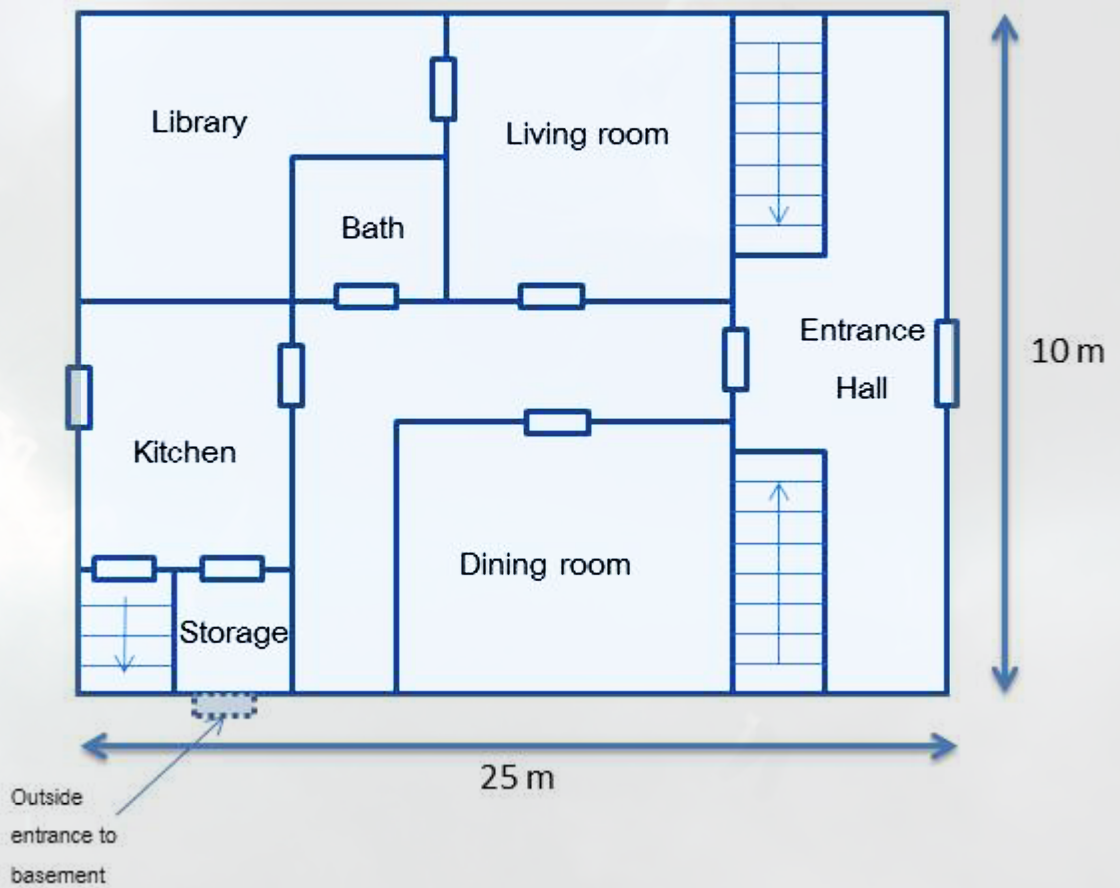
Possible challenges to get to the home is climbing the wall surrounding the neighborhood, dodging military patrols, fooling the guards at checkpoints or manufacturing fake papers.

Agentopia: N's townhouse is located on Downing Street in the Britton district. The area is patrolled by easily fooled police officers. The house is on the corner, with a garden stretching around three of its sides. Possible challenges in getting to the house include fooling the police, sneaking in through the sewers, jumping from an adjacent building or paragliding up onto the roof.

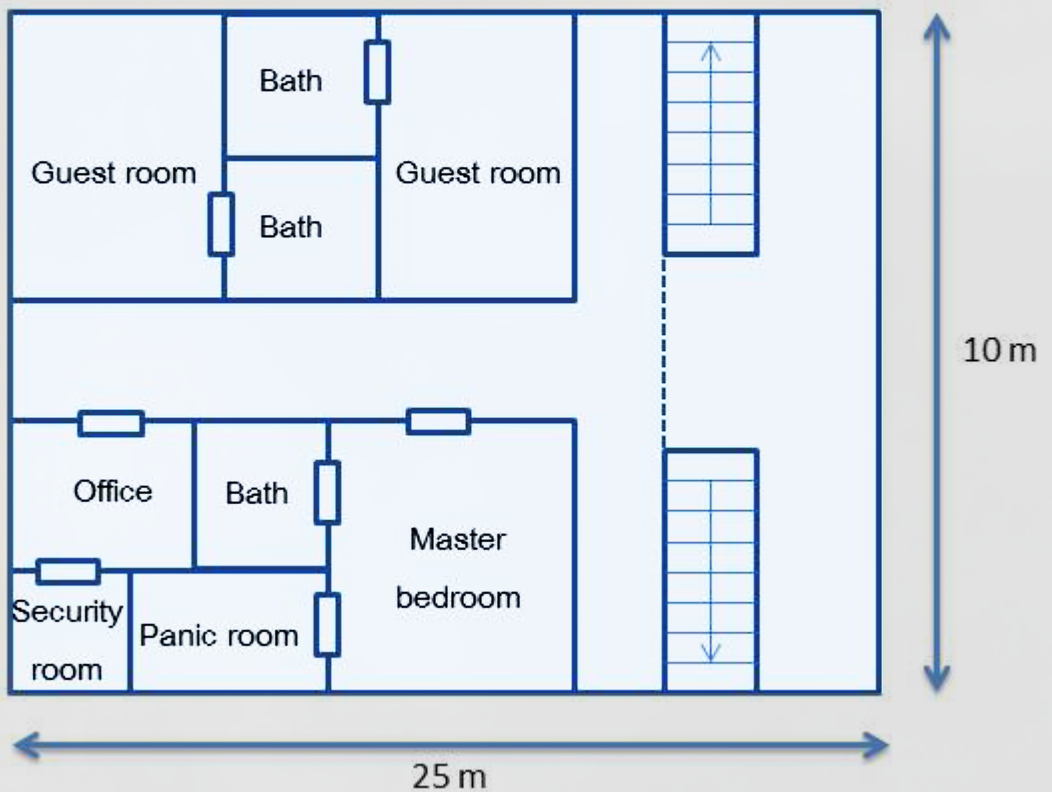
Conspiranoia: Sophia Weis' villa is surrounded by a beautiful trap-filled garden, containing a half-dozen fake villas mixed with the real one. It is not a big house, but has a very pleasing aesthetic. Zealously devoted cultists also patrol the ground.

Possible challenges in getting to Sophia's villa are avoiding the traps in her garden, hiding from patrolling guards, and finding the right villa amongst the fakes.

The Turncoat's Home – Ground Floor



The Turncoat's Home – Upstairs



Roaming Creatures

The Turncoat expects someone is coming after him or her and has deployed additional security, in addition to the guards normally stationed in the house. The type of security depends on the recursion. These enemies move about the Turncoat's home, looking for intruders. The GM can spring them on the PCs at the most opportune moment, perhaps when they feel at their safest, or on their way out. They also make for a good GM intrusion.

The Divided City: John F. Washington keeps five attack dogs in the house. They are trained not to attack anyone in American military uniform, but viciously assault anyone else.

Attack dogs - Level 3

Speed defense and awareness tasks at level 4; 4 damage; 10 health

Agentopia: N uses five high-technology surveillance helicopter drones. They fly from room to room, recording constantly. If they see someone their machine mind isn't able to identify, they attack with miniature rockets.

Drones - Level 3

Speed defense at level 4; 4 damage; 1 armor point; 7 health

Conspiranoia: Sophia Weis has groomed three of the most fanatical followers in one of the cults she leads, into guarding her home. They have no real understanding of who she is, but they follow orders to the letter, and kill anyone that shouldn't be there.

Cultists - Level 4

5 damage; 1 armor point; 12 health

Ground floor

There are two entrances: the main entrance at the front and a kitchen entrance at the back. There are also windows along most of the wall. They are locked, but can easily be broken.

In addition to the doors, there is a cellar door by the kitchen entrance, which, naturally, leads into the basement.

Entrance Hall

This large entrance hall is has no separation between the lower and upper floor. Large floor-to-ceiling windows bathe the room in natural light during the day. On the shorter wall large tapestries hang from the ceiling. There is also a large closet with several coats and shoes.

Two flights of stairs lead to the upper floor, with a gallery across the landings. Three guards keep watch here at all hours.

Guards: Use the stats for Guard on page 303 of the Corebook

Living room

A couple of sofas and a low wooden table stand in the middle of the room. In front of it, embedded in the wall, is the fireplace. Above the fireplace hangs a large mirror – although at first glance it looks like a painting. A large, soft Persian rug covers the floor. The room is inviting, but looks like it doesn't see much use.

Dining room

A long wooden dining table dominates this room. There is, strangely enough, only one chair, standing by one of the short sides. There are several cabinets lining the wall, half of which are filled with china. The other cabinets contain awards and memorabilia belonging to the Turncoat.

With a successful level 5 Intellect task, a PC can notice that one of the memorabilia on display is out of place. It is in reality a cypher, gifted to the Turncoat by the OSR. It looks like a round metal plaque, easily fitting inside a pocket. In reality, it is a level 9 Force Armor Projector.

Force Armor Projector: page 317 of the Corebook

Library

A more intimate and private room containing a couple of leather chairs, a corner table and several bookshelves. Because of the bookshelves, the room seems far smaller than it actually is. The books kept here are picked solely to convey the image of a respectable and intelligent owner. Listening devices are concealed under the chairs and in the lamps.

Kitchen

The kitchen is well-stocked with plenty of fresh fruit and vegetables. A maid works here during the day-time and evening, unless she is cleaning or dusting somewhere else in the house. She will not hesitate to raise the alarm, but can also be easily subdued or fooled.

Adjacent to the kitchen is a storage-room, filled with different kinds of canned food in neat rows.

Finally, there is a locked door going down into the basement.

Maid: Level 2; 5 health

Locked door: Level 3

Basement

The guards' barracks. It is a bare room, with brick walls, containing only basic necessities. There are six camp beds, provisions, ammunition, an old television and some novels for entertainment. There are always three guards here, who relieve the guards in the entrance hall every six hours.

Close inspection of the television reveals both a hidden camera and a listening device.

There is also a door leading into a large storage room containing old furniture, but nothing of any interest to the PCs.

Guards: Use the stats for Guard on page 303 of the Corebook

Upstairs

The Turncoat keeps most of their sensitive material in the upper floor. The only way up, short of climbing the walls or parachuting onto the roof, is the stairs in the hall.

Guest Bedrooms

The two guest bedrooms are furnished identically. Each room contains only a single bed, a closet and a desk with a chair. The only difference between the two rooms is that someone has left a tie in one of the closets of the second one.

There is a full-length mirror next to each closet. With a level 6 Intellect task, a PC can discover there is something wrong with the mirror: It is a one-way mirror, with a camera behind it.

Office

The Turncoat's home office. By the window stands a grand wooden desk, with a matching chair. Behind the desk are several large bookcases in similar design. In a corner is a small cabinet, hiding a mini-fridge.

Despite the grandeur and obvious purpose of the room, there is not a single piece of paper here. All the binders and catalogs are neatly shelved, but each one is empty.

Security room

Beyond the office is a tiny room filled with recording and receiving devices. The Turncoat can monitor most of what goes on in the house from here. The PCs are free to study the material, but will quickly discover that while the Turncoat often figures in the tapes, he or she never incriminates him or herself in any way, nor discusses her work or the OSR.

Master bedroom

The Turncoat's bedroom is simply but tastefully decorated. The bed is made, and has clearly not been used for a few days. The adjacent bathroom and dressing room is equally clean and unused. The only thing

that gives the room a little color is a vase with flowers standing on a side table by one of the walls.

Next to a very flattering framed photo of the Turncoat hanging on the wall, is a metal door leading to the panic room. With all the other doors in the house being wooden, it looks very much out of place. A casual check of the door will reveal that it can be locked either from the inside or outside, something which will make it impossible to open from the other side. It is currently locked from the outside, and can easily be opened by the PCs.

Panic Room

As the OSR were preparing the last stages of their plane, their correspondence between the recursion and Earth was intercepted by the Ruk faction Zal. Not happy to see OSR advancing their agenda so quickly, the Zal dispatched an assassin both to gather information, and to disrupt their test. The last night the Turncoat spent at the mansion before going to the test site, the assassin decided to strike. The Turncoat got lucky however, and managed to lock the intruder into the panic room. The intruder has been waiting patiently since, and mercilessly attacks anyone who opens the panic room door. Regardless of recursion, the intruder is a black-clad thug, wielding a large sword who will fight to the death.

Assassin: Use the stats for Recursor on page 305 of the Corebook, but make him level 5 instead

Except for the assassin, there is plenty of food in the panic room, as well as some magazines and books. The furniture consists of a bed, a desk and a chair. On the desk is a copy of the book, *Earth History before The Strange: An outsider's guide*.

Looting the dead assassin: Searching the body of the defeated assassin yields two things of interest. The first is a random cypher, the second item is the Zal's file on the Turncoat. The file contains plenty

Earth History before The Strange. An outsider's guide: Anyone affiliated with The Estate know that this book is used by the Estate when training new agents from outside Earth. Those with knowledge of the OSR also know that the quality of the book has caused it to be adopted within the OSR as well.

of background information, but most interesting to the PCs is information about a new base the Turncoat is constructing. Zal researchers believe it to be the location of some new major project. With their briefing from their own employer, combined with the Zal file, the PCs should be able to figure out that this is the test site.

The location varies depending on which recursion you choose for Stage Three:

The Divided City: The Turncoat and OSR base is at the McNair barracks in southern Berlin. A huge military compound, the OSR has managed to infiltrate and annex a recreational building on the outskirts of the base. The lower floors have empty swimming pools and training rooms, while the OSR use the two top floors.

Agentopia: Hiding in plain sight, the OSR has taken over the top two stories of the Monaco Casino. The location is ideal, since it allows them to keep tabs on the high-profile agents in the city, and because it is located in the middle of the city, it is a good place to detonate the bomb.

Conspiranoia: With great effort the OSR have managed to gain access to the heart of Ingol's many secret societies: The Grand Masonic Lodge. The building is supposed to house the Lodge of Freemasons, but this is just the front. Members usually go on to join other conspiracies and secret societies operating within it. The OSR has managed to close off the upper levels of the building, and are preparing it for the test.

Stage Three

The Test Site

The location the Turncoat intends to use as a test site is notable. Hiding in plain sight, the Turncoat has occupied parts of the location to serve the needs of the OSR. While detonating a bomb might sound easy, it is anything but, since the entire crew must evacuate before the detonation takes place.

The test site has three lines of defense. The first is the cover itself, swarming with recursion natives who may give the PC a hard time getting to the test site. The second line of defense is in the first level of the test site. The guards here are partly aware of the conspiracy, but are not informed of the exact nature of it. They are also recursion natives, and will be killed when the bomb detonates. The final line of defense is on the second level, where the bomb is kept and prepared. Here the Turncoat and other OSR personnel are preparing the test, they plan to evacuate shortly before the test is conducted.

Regardless of the recursion the location is in, the test site is in the two upper floors of the building used for cover. The easiest way to access the top floors is using a flight of stairs or elevator from the lower floors. Scaling the walls or getting onto the roof are also options, if the PCs have a way to accomplish this unnoticed.

Just as with the Turncoat's home, a couple of tasks getting inside is appropriate. The tasks should be level 4, and like with the house infiltration, a failure should mean the PCs lost or had to spend some resources, rather than their attempt failing completely.

The Divided City: While the Turncoat's base at the McNair Barracks is in a secluded part of the base, the PCs still have to get inside and avoid being discovered until they reach the right building. The bottom floors of the target building are empty, and the PCs can use the stairs or climb the walls of the four-story building to the two upper floor to

gain entry.

Getting inside the base itself is a challenge. The PCs can scale the fence or trick their way passed a checkpoint. Once inside they can slip away, but military police patrols check the papers of anyone suspicious.

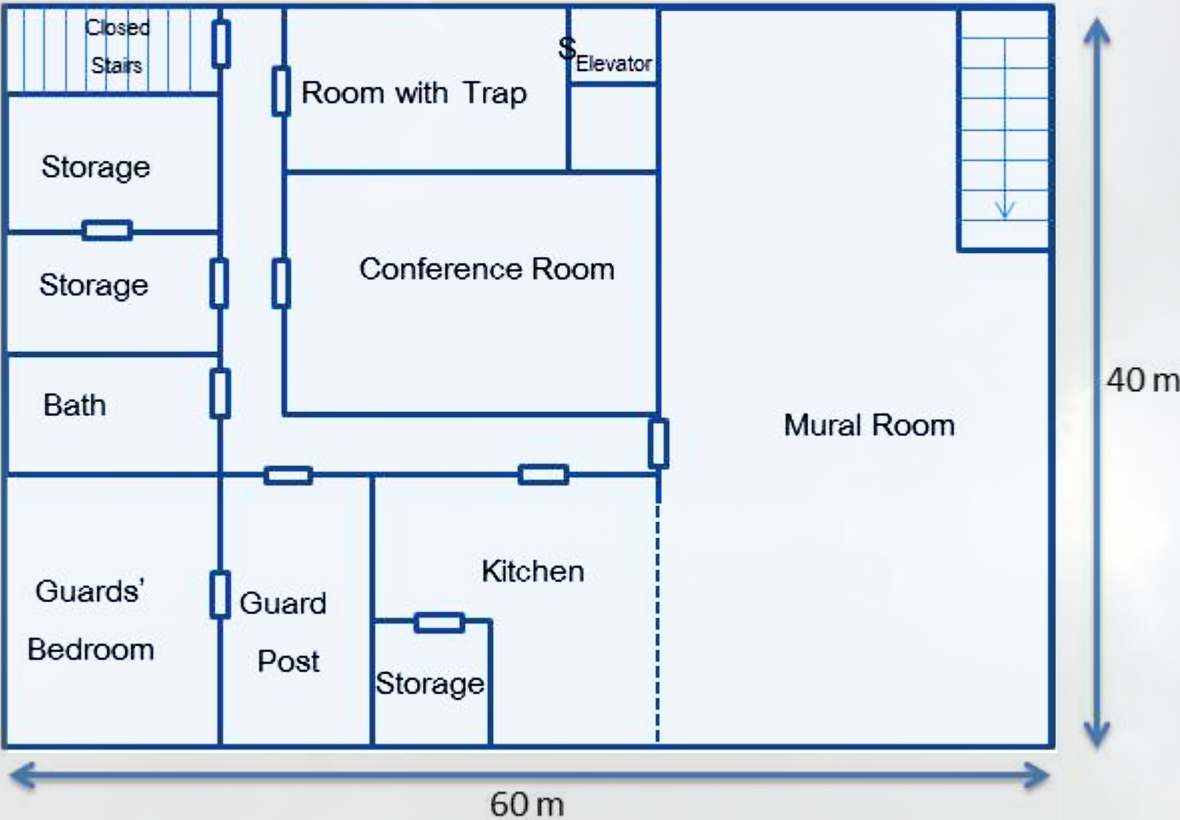
Agentopia: The Turncoat's base in Agentopia is in the middle of the City, in a well-known location: The Casino Monaco. It is a hot spot for agent activity, since the casino is in a luxurious and, more importantly, neutral part of town. The Turncoat has managed to hide their activities well, and the great number of agents at the casino means that anyone new will be watched by many secret branches.

Except for the location itself, there are few real obstacles here. When the PCs enter, agents from different branches approach, trying to figure out who they are and who they work for. This may complicate matters for the PCs in unexpected ways. Finally, the elevators leading up to the two top floors require a special key. Some of the senior staff have a copy, one is kept in the guard room, and one in the floor manager's office. Of course, the PCs could also hack the elevator, or climb the shaft.

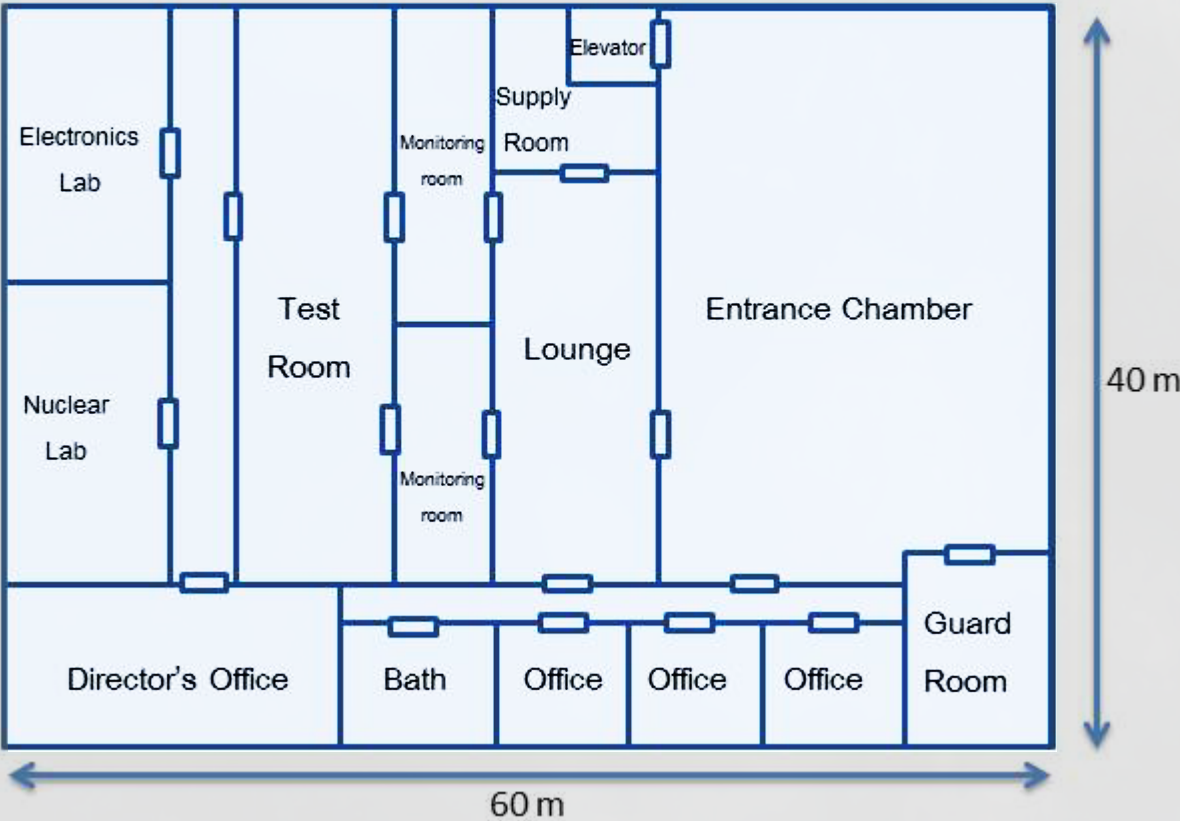
Conspiranoia: If the OSR plan to test in Conspiranoia, they have taken control of the Masonic Grand Lodge. A monumental building in the center of town, everyone knows where the grand lodge is, but many are reluctant to say so. Square as a box, it has many side-entrances, in addition to the massive wooden doors at the front. The sewers and nearby buildings also have secret passages leading into it.

There are people inside at all hours, and they are highly suspicious of anyone not wearing the proper robes. Getting robed is not hard, but judging what level of initiation a robe means is a challenge; wearing the wrong color robe at the wrong place is as bad as wearing none at all. The confusing lay-out of the interior can make even finding a route through difficult.

The Test Site – Lower Floor



The Test Site – Upper Floor



Lower Floor

The Turncoat keeps the henchmen on this floor as an additional layer of defense, but they are not aware of the full extent of the operation here. They know it is secret but have never been on the top floor. The Turncoat hopes they will be able to defeat any intruder before they get to the floor where the bomb is kept. If someone were to attack that floor directly, the Turncoat will call the guards here to help upstairs.

Mural Room

The elevator/stairs from the floors below open to a large mess hall, row after row of long tables lined with chairs. At the far end an opening into the kitchen allows for cafeteria food serving.

The walls in the mess hall are covered with magnificent murals, giving the room a more extravagant look than it deserves. Lining the walls are tables with utensils and plates.

At the moment the room is empty and uncleaned. With a level 3 roll, the PCs smell food cooking.

The Divided City: This is a military mess hall. The murals are patriotic, showing brave soldiers waving flags and advancing on the enemy, or helping civilians.

Agentopia: Employees of the casino were fed here. The murals are tacky and have little artistic value, with themes of money and gambling.

Conspiranoia: If the lodge was completely united, this might be a good place to have larger gatherings; for now, it stands unused. To the untrained eye the murals make no sense, consisting of intricate symbols that hurt the mind to look at. If deciphered, the symbols on the left wall are a satanic ritual, while the ones on the right wall are the budget for Ingol's channel maintenance department 25 years ago.

Kitchen

The kitchen is unused, except for two refrigerators stocked with food. When the PCs enter one of the ovens is on, warming some beef and potatoes. Three of the guards return to the kitchen from the guard post shortly after the PCs arrive.

Guard Post

Since the Turncoat's project started, a group of nine guards have been stationed here. They know they are part of a secret operation, but know little of its purpose and nature. Despite being left out of the loop they are highly trained and motivated, and will fight vigorously for what they believe is an important installation belonging to their side.

When the PCs arrive on this floor, three of them will shortly leave for the kitchen, where they are preparing food in one of the ovens, while three remain at the guard post. The remaining three are sleeping in the adjacent bedroom. If the PCs engage the three guards outside the guardroom, the three here rushes to their help on the third turn, on the fifth turn the sleeping soldiers have managed to get their kit together, and join as well.

The guard post and bedrooms are sparsely decorated. There are some chairs, a table, a book of crossword-puzzles and numerous magazines. All the crosswords have been completed; the guards are getting pretty bored. The bedroom has four bunk beds.

The Divided City: The guards are US Airborne soldiers, armed with assault rifles.

Agentopia: The guards are low-level spies in black suits, armed with machine guns.

Conspiranoia: The guards are robe-wearing initiates, armed with machine pistols and ceremonial blades. The most difficult crossword in the book has the following solution, "Test bombs are no laughing matter".

Storage

Two rooms with a connecting door filled with junk from the cover location. If the PCs spend five minutes searching the second room, and succeed in a level 4 task, they find an artifact specific to the recursion.

The Divided City: The room is filled with enough discarded sports equipment to outfit an entire gym. Together with a box of microphones, the PCs find a universal receiver. Very handy, since most rooms at the base are bugged.

Universal Receiver: see page @@

Agentopia: Several large gambling tables are stored here, along with a dozen slot machines. In a box of show costumes lies a Hat with Bladed Brim.

Hat with Bladed Brim: see page @@

Conspiranoia: A case of old telephones, several bottles of old champagne, a pile of large frames, stop watches and a canoe. Casually thrown into a corner with some broom handles is The Sword of Ingol.

Sword of Ingol: see page @@

Conference room

A large wooden table stands in the middle of the room, with a dozen chairs standing around it. This room was once used for larger meetings, but has seen little use recently. On the walls are paintings of prominent people from the recursion. Writing equipment fills a low cupboard by one of the walls, and above it hangs a board for writing. Across it one of the guards has written "Boring!"

Closed stairwell

A flight of reserve stairs goes down to the lower floors, but has been sealed off. Several locked doors keep anyone from using them to get up or down.

Trap and Secret Elevator

The room itself looks like a two-man

office, with desks and filing cabinets. There are several piles of papers on each desk, covered with complicated mathematical equations. A level 4 Intelligence roll will reveal them to be nonsense.

The Turncoat has created this room to be a trap to make sure the guards on this floor don't question the purpose of the facility. In addition to the trap, which is set to trigger if someone investigates the room too closely, there is a secret elevator that goes to the floor above.

The far wall in the room is fake, making the room smaller than it should. This is spotted with a successful level 5 task.

Trap: On the wall is a panel with numbered buttons, like those found on phones. Searching the desks uncovers a piece of paper with the numbers 5-2-7-5 on it. The corresponding buttons on the panel are also slightly worn, as is the "Enter" button.

The Turncoat hopes that anyone snooping will not realize that this is a trap, and try to enter the code. Pushing any number on the panel detonates a bomb hidden in the panel, only pushing the enter key will open the secret door. The bomb does 10 damage to anyone operating the panel, and 5 damage to anyone nearby. The detonation of the bomb will also reveal the secret elevator, and alarm the guards above.

Secret Elevator: Embedded in the wall is the platform which rises to the second floor of the test site. It is operated by a pair of switches on a side railing.

Upper Floor

The second floor of the Turncoat's base is where the test preparations are being conducted, and most of the OSR personnel spends their time here. It has been heavily modified, and looks a lot less like other structures in the recursion compared to the floor below.

Entrance Chamber

The elevator opens raises up into an open, but partly fortified room. Positioned at the only exit from the room are two sandbag positions, and the furniture that stood in front of them has been moved to the side walls. This room is the main defense in the Turncoat's facility, and consists of highly trained OSR agents armed with silenced machine guns. The Turncoat knows that if anyone breaks through this line, the entire test may be in jeopardy.

The OSR agents fight to the death. After three rounds they are joined by an additional three agents that were resting in the adjacent guard room. The walls leading into the rest of the facility are brick, and the doors out are metal, but unlocked. A gun fight here will not be heard in the rest of the floor, but the Turncoat sees it on the monitors in their office.

Offices

Several one-person offices line a hallway. Each office has a desk, a chair and some cabinets. Most of them are not in use, but in the last one on the row, the corner office which also has a couch, an OSR lab technician named Boris Nome is taking cocaine he brought from Earth. When the PCs arrive, he will try to escape and raise the alarm. Should he be captured, he will gladly plead for his life, trading what information he has for freedom.

Lounge

This area is used by those taking short work breaks. The OSR agents on assignment to the recursion try to make this part of the facility a bit homey. A microwave oven and freezer with frozen pizza and burgers stand in the corner, and the center of the room is occupied by several sofas, tables and large plants.

When the PCs arrive here, the area is empty, but there is a cake standing on one of the tables. The cake has 'Andy - 50 years' written across it.

The wall separating the room from

the rest of the facility is clearly a recent addition; it cuts across the room in a manner clearly not part of the original construction, and is more highly reinforced than the other walls. The OSR built this wall when they prepared the test site to create a barrier from this part of the facility to the test site itself. Two metal doors lead from the lounge into rooms adjacent to the test room. Both are fitted to be used as monitoring rooms, but only one of them is currently in use.

Supply Room

When preparing the test site the OSR made an inapposite gate into the facility. The OSR used it both to move the bomb and other hardware to the recursion, and to test the limits of the gate. Many of these test objects were stored here afterward leaving the room filled with all manner of mundane technology, little of it of any real use to the players. Most of it is from Earth, and of a higher technological sophistication than normal for the recursions.

Searching the stored items for ten minutes, and succeeding with a level 4 task, reveals 2 random cyphers.

Monitoring Rooms

The left of the two monitoring rooms has been fitted with a long observation window into the test room with a desk running its entire length. The desk has computers and instruments on it and when the PCs enter, six scientists are working here. They offer no resistance, but try to flee deeper into the facility if given an opportunity. A metal door leads into the test room itself, and can be opened with a press of a button on a panel on the adjacent wall.

Scientists - Level 2

5 Health

The monitoring room to the right contains the same equipment as the left room, but instead of being installed, the boards and electrical equipment are in boxes on the floor.

Test Room

The room appears slightly futuristic, with all the walls, floor and ceilings encased in shining metal.

Suspended in cables from the ceiling and floor is a cone-shaped metal object, clearly a bomb. The metal fins attached to the back give it a shark-like appearance. Part of the casing is gone, revealing internal wiring.

The bomb is too large to move, but its safety measures are on and is in no danger of exploding. A level 4 Intellect task is enough to remove the bomb from the chassis.

Laboratories

Adjacent to the test room, through an unlocked metal door similar to the ones in the monitoring rooms, are a series of laboratories. The first is an electronics lab, and the second is a nuclear physics lab. They are similar in lay-out; several work stations and advanced research equipment, though the equipment and calculations on the blackboards are far more advanced in the nuclear lab. At the moment there is no one here, and most of the equipment is partly dismantled.

Director's Office

At the end of the row of laboratories lies the Director's office. What awaits the PCs here depends on who the Turncoat is, but the room has the same basic furniture. A large wooden desk, some filing cabinets, a large electronic screen showing figures and graphs, and several official portraits on the wall of people totally unknown to the PCs.

Recursion Key: Regardless of who the Turncoat is, he or she will have a recursion key given by the OSR. It takes the shape of an identity card, with the Turncoat's name and image on it.

If the key is used, the user will arrive on Earth in an OSR base in the Nevada desert. The base is completely deserted, with several empty buildings and hangars. Just in front of the translation point stands a large square box. The box contains only an

iris-scanner and a bomb. Whoever uses the key will immediately be scanned, if the newly arrived isn't the Turncoat, the bomb starts a loud countdown and explodes after ten seconds. This is the Turncoat's last little trap, in case he or she is defeated.

John F. Washington (from The Divided City): Director Washington is in his office with two other high-ranking OSR officers. If alerted they are preparing their last stand here. Equipped with machine guns and grenades, they won't go easily. They use two filing cabinets and a desk to make a protective barricade. If they are not expecting the PCs they are occupied with planning for the test in front of a large electronic screen.

John F. Washington: Use the stats for Commander from page 304 of the Corebook.

OSR Officers: Use the Agent stats from page 302 of the Corebook.

N (from Agentopia): N is alone in his office, sitting in his trademark sleek wheelchair. Various electronic gadgets of unknown function hang on the walls. They are there to impress and distract, but have no practical use. The real danger is N's reinforced wheelchair. Metal plating offers some level of protection, and with all the weapons tucked inside hidden compartments, the wheelchair is veritable war machine. N knows his operation has been compromised, and intends to ruthlessly kill the PCs.

Motive: Power and survival

Health: 25

Damage Inflicted: 5 points

Armor: 3

Movement: Short

Combat: N's wheelchair is full of hidden weapons. From his wheelchair, N can strike two targets at once, one at close range with chainsaws and one at long range with needle missiles. Both attacks do 5 damage.

Interaction: N has only one goal; to kill the PCs and get out alive. He will stall, lie and bargain as much as needed to reach this goal.

Use: N is hoping Operation Glimmer will be his first success in a long line of successes. If he does manage to escape the PCs, he Can easily return later at the head of another OSR operation.

Loot: A random cypher and a recursion key.

Sophia Weis (from Conspiranoia):

Sophia Weis has decorated her office with a wide variety of esoteric symbols and artifacts, something which puts her fellow conspirators from the OSR ill at ease. When the PCs arrive she is alone, but tied to a chair. She will try to convince the PCs that she has been kidnapped, and tricked into helping the OSR. Her goal is to see if the PCs have taken the bomb from the test room, grab it, and flee down and into the sewers to a translation gate back to Earth. If she can verify that they don't have it, she flees to the test room, pulls the bomb out of the chassis, and uses the same escape strategy.

Ending the Adventure

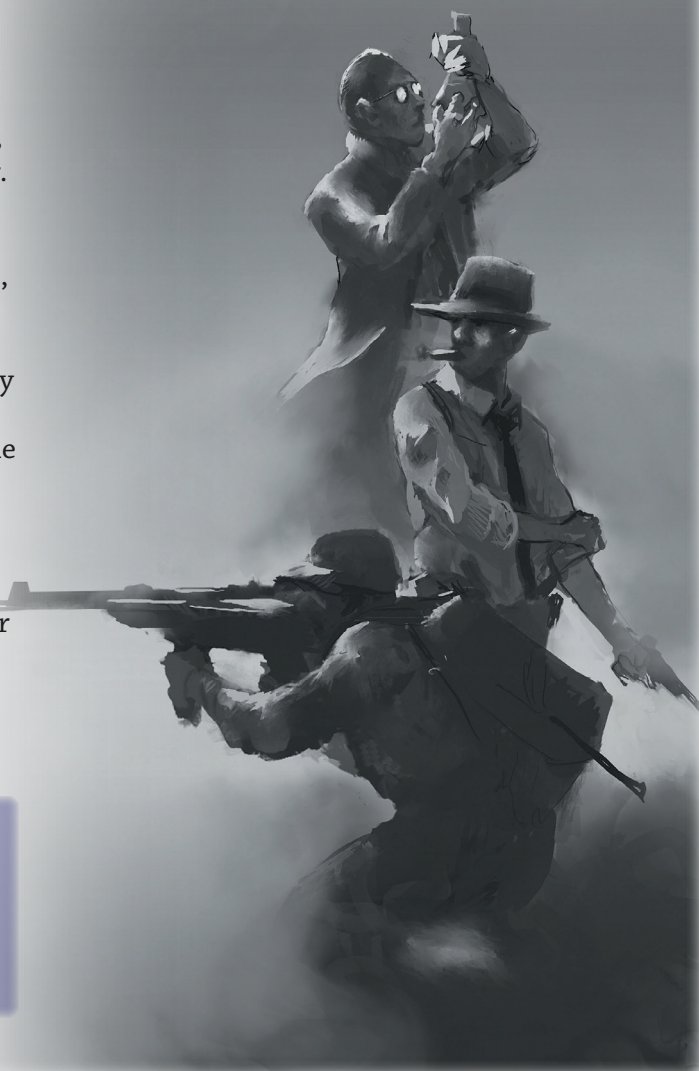
The Turncoat defeated and bomb secured, the PCs can report back to their employer. The fate of the bomb will depend on the group the PCs work for, but if they are working for the Estate they will destroy it, or at least claim they did.

Destroying the project has also been quite costly for the OSR, who has probably placed the PCs on a list of high-priority targets. This may not be the last run-in the group has with the OSR, especially if the Turncoat escaped.

If the PCs failed, the repercussions are dire. The OSR will have a new weapon, which they are eager to put to use in other places. If they survived, the PCs may also find it hard to reconcile the fact that they failed to save an entire recursion from destruction.

Sophia Weis - Level 4

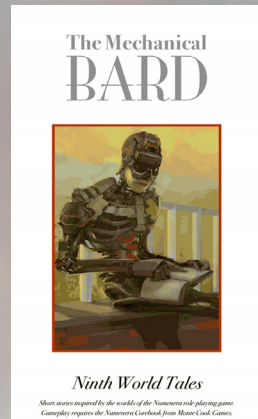
Deceive as level 7; 10 Health; 3 damage; As a level 6 attack, useable once per day, she can tell some shocking lie, that stuns all that hear her, unless they make a level 6 Intellect defense roll.



Experience Point Awards:

A PC gains an XP for each stage of the scenario they completed. They also get an XP for finding the cypher in the dining room of the Turncoat's home and the artifact in the storage at the test site. This is in addition earned by other means.

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