

ETHERSCOPE

CINNAMON ROSE

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CINNAMON ROSE

An Etherscope adventure for 6th-level characters

“Most of all, I love Manchester. The crumbling warehouses, the railway arches, the cheap abundant drugs. That’s what did it in the end. Not the money, not the music, not even the guns. That is my heroic flaw: my excess of civic pride.”

– Tony Wilson, *24 Hour Party People*

Brought in to resolve a kidnapping, the characters are drawn into a shadowy world of occult conspiracies. “Cinnamon Rose” takes place in the Great Metropolis as well as in the Scope. The characters need social skills and a degree of Scope skill to overcome the challenges in this adventure. Occult knowledge may help the PCs, but is not necessary.

Background

Everyone knows that Sally Cinnamon is a virtuoso Scope performer. However, few people know that she is also an investigator of Scope phenomena. The same exceptional Scope skills that make her a famous artist open her etheric senses to strange happenings in the Scope.

Milo Porter, tobacconist, is a member of the Ancoats Historical Society. Unbeknownst to the general populace, the society is a front for occult research (more information about the Ancoats Historical Society can be found in **The Great Metropolis**). Although not a member of the society, Sally Cinnamon has done fieldwork for the aging Porter on a number of occasions. To allay suspicion, Porter communicates with Sally through his son Tony, an aspiring music promoter.



FACTIONS

Several factions vie for the artefact known as the Rose.

THE ADMINISTRATION DIVISION

Unbeknownst to almost everyone, including himself, the chief executive of the Corporation of the Great Metropolitan Estate, Maxwell Booth, has been possessed by the demon Yrjn'kruh-Gkayloi. A ruthless man even without demonic influence, the demon steers Maxwell towards some unknown (but undoubtedly nefarious) goal. The demon thought the Rose was destroyed and was dismayed to discover parts of it in the hands of mortals. He orders his minions to destroy it once and for all.

More about Maxwell Booth and the Corporation of the Great Metropolitan Estate appears in **The Great Metropolis**.

THE ANCOATS HISTORICAL SOCIETY

On the surface, the Ancoats Historical Society is just another local society dedicated to historical preservation. In truth, the organisation is a collective of occult researchers who exchange information and discuss their findings. They also work to protect humanity from etheric entities. A wealthy benefactor funds the society, and it has an extensive library of occult books and artefacts. Acquiring the Rose would be a boon, both to the collection and to humanity’s defence.

More information about the Ancoats Historical Society appears in **The Great Metropolis**.

THE GHOST HAND GANG

Mike Ryder, the Ghost Hand leader, took the Rose’s Prime Reality component from Tony Porter when he kidnapped him. Mike saw Sally Cinnamon give the cylinder to Tony; he doesn’t know what it is, but he figures it must be valuable.

THE SYSTEM AGENTS

The System is also aware of the Rose’s re-emergence. In a misguided attempt to destroy the demon contained within it, the System sends a team of System agents to destroy the Rose. The PCs may be able to convince the agents to abandon this goal if they demonstrate either the danger of destroying the Rose or the artefact’s potential usefulness.

More information on the System and System agents appears in **Mysteries of the Occult**.

Sally recently acquired a mysterious Lemurian artefact. The artefact has two components, one in Prime Reality and one in Etherspace. A fan gave her the Prime Reality component, but, because its Prime Reality and Etherspace components are separated, the artefact is inactive. Sally gave the object to

THE ROSE

This artefact appears as a perfect red rose in Etherspace and a small, thin brass cylinder in Prime Reality. The effects of the Rose manifest only if a character holds the Prime Reality component and the etheric component is bound to his avatar.

The etheric Rose bonds with the avatar of whoever holds it; it disappears when the character jacks out and materialises when he jacks in. The bond is severed if the bearer loses possession of the Rose (voluntary or not).

Etherspace Effects: The Rose's etheric component provides a +4 bonus on Charisma-based checks in Etherspace. In addition, the bearer can make a smite attack against etheric creatures in Etherspace. The bearer must declare the use of this ability before making a melee attack roll. The character adds his Charisma bonus on the attack roll. If he hits, he deals additional damage equal to his character level. The bearer can use this ability once per day for every 5 ranks she has in Scope Use (immersed).

Prime Reality Effects: The bearer can activate the Rose's Prime Reality component to trap an etheric creature encountered in Prime Reality, banishing it to an Etherspace prison. Doing so requires a DC 15 Warding check and a ranged touch attack (range equal to 25 feet,

plus 5 feet for every two ranks in Warding). If the attack succeeds, the target must attempt a Will save (DC 10 + half the bearer's ranks in Warding + the bearer's Intelligence modifier). If the creature fails, it is sucked into a portal, which shuts around it and traps it forever.

If the save succeeds, the portal opens and sucks in part of its essence, dealing 1d6 points damage for every 2 ranks the bearer has in Warding. If this attack reduces the creature to 0 hp, it is sucked into the prison.

The bearer can target a creature possessing a character with this attack; the attack affects the possessing creature and could free the host from the possession.

Destroying the Rose: If either component is destroyed (hardness 10, 35 hp, 1/2 damage from all energy types), the artefact no longer functions. If the etheric component is destroyed, in addition to deactivating the device, an etheric bubble opens and its prisoners escape — one per round, starting with the first to be trapped. Only Xycyla (a tentacled horror) is trapped in the artefact at the start of the adventure.

A character can permanently deactivate the Rose (without releasing its prisoners) by separating its components and making a DC 30 Scope Use check over 1 hour of work.

Tony Porter whilst she searched for the etheric component. Unfortunately, Mike Ryder, leader of the Ghost Hand and Sally's jealous on-again-off-again boyfriend, witnessed the exchange. With some difficulty, Sally acquired the missing etheric component, but before she could pass it along to Tony, Mike Ryder's thugs abducted him.

Milo learns about the kidnapping and asks the PCs to rescue his son. Meanwhile, Sally has drawn the attention of System agents and demons, who seek the artefact for their own inscrutable purposes.



PART ONE: PENDLEBURY

The adventure begins when the PCs meet Milo Porter, which can occur for any number of reasons.

- If the PCs are police or private investigators, their superiors might call them in to solve the kidnapping of Tony Porter.
- If the PCs are occult investigators, Milo hires them (even though this case bears no appearance of the supernatural).
- Milo knows a surprising number of people. He has aided the PCs' organization in the past, and in recognition, the PCs' superiors send them to help Milo.
- An NPC for whom the characters regularly work is secretly a member of the Ancoats Historical Society. He asks the PCs to help a friend.

In any case, the PCs receive directions to Milo Porter's shop. Read or paraphrase the following.

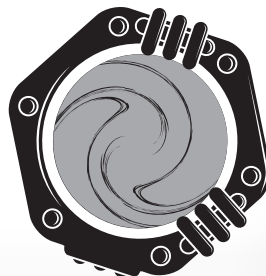
You head down streets that wind between dirty high-rise residential blocks. As you turn the last corner, you see a distinctly old-fashioned tobacconist shop wedged between two blocks of flats. The clean and inviting facade contrasts with its surroundings. A check of your directions reveals that this is your destination.

When the PCs enter the shop, Milo greets them warmly and invites them into his upstairs flat. Milo explains that two nights ago the Ghost Hand gang kidnapped his son Anthony (everyone else calls him Tony, but his father never does).

Milo initially suggests that the abduction may be related to Anthony's business — Anthony works clubs in the seedier side of town, looking for talent. However, with skilful diplomacy (a Diplomacy check opposed by Milo's Resolve check — his bonus is +9), Milo reveals that his son meets with Sally Cinnamon, the gang leader's erstwhile girlfriend. If the PCs ask how his son knows Sally, Milo tells them it's because they're both in the music industry. Though genuinely concerned about his son, Milo denies ever having met Sally (his Bluff bonus is +7).

After leaving the tobacconist, the PCs likely want to do some research. The "Word on the Street" sidebar suggests information the PCs might discover with gather information checks. It's a good idea to use this opportunity to roleplay the characters' interactions with people in and around the area, from moshers at the Factory to people who live under Ghost Hand "protection."

If the research drags on — or the PCs make nuisances of themselves or the players want some action — three Ghost Hand thugs attack them. Use the stats for a medium-level warrior (Chapter 8: Gamesmastering, "Ordinaries," *Warrior Ordinary*).



WORD ON THE STREET

The PCs can make gather information checks to learn about the people involved in the kidnapping.

GHOST HAND GANG

A gather information check with the Crime or Street influence reveals the following:

- DC 10: The Ghost Hand is a successful gang in Charlestown. They run protection rackets and smuggle drugs, tabs, and guns. Their colours are white on black.
- DC 15: The Ghost Hand gang claims the Justinian block as its base of operations. It also has “patches” outside Charlestown, including Ancoats, a popular nightspot. Mike Ryder is the gang’s leader. Thugs from the Ghost Hand abducted Tony Porter outside the Factory a few days ago.
- DC 20: The Ghost Hand has a good reputation in Charlestown, and is genuinely protective of those in the Justinian block. That’s where the gang took Tony.
- DC 25: The gang holds Tony on the 68th floor.

Diplomacy: If the PCs can change a Ghost Hand thug’s attitude from unfriendly to friendly (the thugs’ Resolve bonus is +0), he reveals that Tony is in the Justinian block. If made helpful, the thug reveals the precise floor.

MIKE RYDER

A gather information check with the Crime or Street influence reveals the following:

- DC 10: Mike Ryder is the Ghost Hand’s leader. Mike is gregarious, personable, and popular. He’s also an effective gang leader; the Ghost Hand has expanded exponentially under his leadership.
- DC 15: Mike Ryder is a heavy drug user. Though popular, his capricious decisions and juvenile pranks prove an annoyance to allies and enemies alike. Mike has no shortage of female companionship, notably his on-off relationship with Scope star Sally Cinnamon.
- DC 20: Mike Ryder has a stake in Sally Cinnamon’s career. Mike saw Sally give an envelope to Tony; worried that Tony Porter is trying to horn in on her contract, Mike ordered some of his goons to abduct the music promoter.

MILO PORTER

A character using gather information regarding Milo discovers that he is exactly what he appears to be: a friendly neighbourhood shopkeeper. Milo is scrupulous about keeping his affiliation hidden. Though you might drop hints that Milo is more than he says, for dramatic reasons, avoid revealing too much about Milo at this time.

SALLY CINNAMON

Sally keeps a low profile in Prime Reality. The PCs are unable to locate her physical residence (an anonymous flat in Manchester). If they insist on meeting Sally, someone directs them to her concert in Haven or to Mike Ryder.

A gather information check with the High Society or Street influence reveals the following:

- DC 5: Sally Cinnamon is a famous singer from Manchester.
- DC 10: Sally got her start singing in Ancoats clubs, including the Factory. After a few gigs in the Scope, she became a success. Her unique brand of opera-punk makes her popular with tab-jammers and young dilettantes alike.
- DC 15: Sally has been linked with a number of men, most notably Mike Ryder, a gang leader from Charlestown. Their on-off relationship is the object of much speculation. An additional bit of information is that Sally is playing a gig in Haven a couple of nights after the PCs meet Milo. (A DC 20 Knowledge (current events) check also allows a PC to know about this show.)
- DC 20: Few know what Sally gets up to when she’s not performing. Some have suggested that she works for a separatist organization.
- DC 25: Not many people know this, but Sally collects classical objets d’art. Sometimes a fan or admirer gives her an artefact as a gift.

TONY PORTER

The characters can search Tony’s flat (Milo has a key), though they find little. Tony’s management style is unusual: He has no contracts and keeps few records. In any case, no mention of Sally Cinnamon exists anywhere in his flat. A DC 20 Search check turns up a scrap of paper on which are scrawled the words “The Rose” and “Fatal Error” and a time and date: the night before the PCs spoke to Milo, after Tony was kidnapped.

A gather information check with the Street influence reveals the following:

- DC 10: Tony Porter is an aspiring music mogul. The bands he manages (Uncertain Ratio and the Transgenic League) are good enough to get gigs at Ancoat’s famous Factory venue, but they’re not great. Tony hasn’t been seen in several days, however.
- DC 15: Tony is not well respected as a person, but has a good idea of image and style. He seems to have money (relative to the working-class people normally involved in this type of music). A few days ago, some Ghost Hand thugs jumped Tony outside the Factory and dragged him off.
- DC 20: Some people have seen Tony talking to Sally Cinnamon at the Factory.
- DC 25: A few nights ago, one of the punks at the Factory saw Sally slip Tony a fat envelope.



PART TWO: CHARLESTOWN

Charlestown is four square miles of block housing. The buildings (many built in irregular stages) tower over seventy stories high. Mass transit lines snake about the buildings’ exteriors. The constabulary rarely patrols the streets, and never enters the buildings. Thus, the gangs have free run over the blocks.

The Justinian block is 76 stories; the Ghost Hand has a firm hold on the top 33 (the lower levels are contested, much to the residents’ detriment). The gang holds Tony on the 68th floor. Mike hasn’t seen Sally in months, but he still has a stake in her career. Mike assumes Tony is trying to steal Sally’s contract, and that is ostensibly why he had Tony abducted. Mike is also worried that Tony is interested in Sally on a more personal level. Mike has kept Tony locked up because he hopes Tony knows where Sally now resides. (He doesn’t.)

If the PCs don’t know what floor Tony is on, they can make gather information checks by asking the block’s residents.

Patrols (EL 7)

The PCs can enter the building either from the ground floor or one of the transit terminals; however, they must take the lifts to reach the upper floors. As the PCs explore the Justinian block, read or paraphrase the following.

Walking along the hallway feels like moving through a war zone. A few ether lights intermittently illuminate the dark, claustrophobic passage. What few residents you see pointedly ignore you as they scurry about their business.

Gang thugs (medium-level warriors) roam the halls in groups of 1d4; the PCs run into at least one such patrol on their way up, more if they don't go directly. These patrols are unlikely to trouble the PCs (too much) if the characters look like residents and avoid drawing attention. Otherwise, the thugs accost them; if the characters don't have a good explanation for their trespass, the thugs forcibly remove them.

The 68th Floor

Thugs roam the halls on this floor, and two thugs guard the door to Tony's room. The only ventilation in the room is a small window, stuck half open, which looks out onto a brick wall across the alley — and a 68-floor drop straight down. A Small character can get through the window easily; a Medium character must make a DC 20 Escape Artist check to do so.

The PCs probably attempt the rescue in one of three ways:

Diplomacy: The Ghost Hand thugs are initially unfriendly. They don't attack unless provoked, but they are not above threats. If a thug's attitude becomes hostile or a PC takes an offensive action, the thugs become violent. No amount of cajoling allows the characters access to Tony's provisional prison. However, if the PCs change a Ghost Hand member's attitude to friendly (their Resolve bonuses are +0), he takes them to see Mike Ryder (see "Mike's Flat," below).

If the PCs come to Charlestown at the end of the adventure and have Sally Cinnamon with them, the thugs immediately take them to see Mike Ryder.

Stealth: The PCs can get far into the building by staying out of sight or pretending to be working-class residents. However, the thugs are not tolerant of folks they don't know on the 68th floor. Regardless, the characters must still deal with the guards on the door.

Unless the PCs are good at covering their tracks, the gang discovers that Tony is missing within 10 minutes. If the Ghost Hand is tracking down the characters, the block residents are more likely to help the gang than the heroes.

Alternatively, if the PCs have a small zepcar, and they know which room Tony is in, they might try getting him out through the window in the alley. In this case, the gang might not notice the escape for hours, and Mike might assume that Tony committed suicide or escaped on his own.

Combat: Busting in with guns blazing is probably the least effective way to rescue Tony. Once combat breaks out, thugs arrive in groups of 1d4 roughly every minute, as long as the PCs are in Ghost Hand territory. These thugs don't hold back,

and they don't differentiate between Tony and the PCs. However, if the characters escape the building or incapacitate a dozen thugs, the Ghost Hand breaks off (for now).

Mike's Flat

If the thugs bring the PCs to see Mike Ryder, read or paraphrase the following.

The elevator wires creak as the lift ascends to the top floor. The doors open, revealing a hallway not unlike those in the rest of the building, yet somewhat cleaner. The thugs push you out of the elevator, and then lead you to a door where two more thugs stand guard. After a few terse words from your escort, the guards open the door.

The room is well furnished for such a low-rent building. A young man in gang colours, clearly Mike Ryder, sits at the back of the room with a bottle of spirits. He is surrounded by about half a dozen hangers-on.

"Oi, what do you want?" he shouts.

By the time the PCs arrive, Mike is coming to the realization that Tony is no threat and has no useful information. However, the PCs' involvement convinces him that Tony might be worth something to someone.

To get Tony released, the PCs must change Mike's attitude from unfriendly to friendly (his Resolve bonus is +9). Mike receives a +4 bonus on Resolve checks to resist Intimidation (from a combination of booze and home field advantage). If combat ensues, the hangers-on flee (if necessary, use the stats for low-level con artists and/or thieves; see Chapter 8: Gamesmastering).

If the PCs attempt diplomacy, Mike demands recompense. The PCs must make a DC 12 acquisition check; they take a -10 penalty on this roll if they hadn't planned for this eventuality (and brought along extra cash). The price goes up to DC 15 if the PCs have to return with the payment. Mike also accepts equivalent goods, especially drugs or tabs. As with any bribery, the PCs gain +1 bonus on their Diplomacy check for each point by which they beat the acquisition DC (max +10). Feel free to give the PCs a competence bonus on their checks for good roleplaying.

If Sally is with the PCs, she can then easily convince Mike to release Tony.

Success?

When the PCs rescue Tony, he informs them that Mike took an item of his — a brass tube. If the PCs bribed Mike to release Tony (or have brought Sally), Mike gives only token resistance before handing over the artefact. If the PCs used other means to rescue Tony, Mike is less forthcoming. He demands recompense (as above).

If the PCs rescue Tony, Milo is exceedingly grateful. However, when Tony tells his father about the Rose, Milo becomes worried for Sally Cinnamon's safety. Tony was supposed to receive an important program from her; his kidnapping prevented him from meeting her, and other groups hunt the pro-

gram. The Porters asks the PCs to go to Sally's upcoming concert and arrange a new meeting. If the PCs do not have access to the Scope, Tony can provide them with tabs for Haven (and, later, Fatal Error).



PART THREE: HAVEN

At some point, the PCs go to Sally Cinnamon's concert in Haven.

The concert venue is a spherical amphitheatre in the Scope rider domain of Haven. The place is standing room only, yet thanks to subjective gravity, fans eventually cover every inch of the sphere except the doors and the stage. A few even take to air for a better view or simply to show off their acrobatic dance moves.

Sally arrives shortly before the show starts, and thus the PCs are unable to speak to her beforehand. Allow the PCs another gather information check regarding Sally if they mingle with the crowd.

The Concert

At the appointed time, Sally and her band take the stage. Her skin like porcelain, eyes emerald green, and hair like the sun, Sally is stunningly beautiful. She stands center stage holding a red rose. Playing instruments unlike anything in Prime Reality, the band performs percussive punk-dance beats. Yet Sally's operatic voice rises above the sound, clear and distinct. The music moves the crowd of young tab-jammers to ecstatic dancing; it's as if Sally is singing directly to you.

Allow the PCs some time to soak in the atmosphere. When dramatically appropriate, read or paraphrase the following.

As the music reaches a crescendo, someone behind you screams. A group of people have entered the auditorium and are forcing their way through the crowd. Most of the revellers flee, but a few confront the newcomers — only to be knocked flying. As the crowd thins, you get a good look: six expressionless gentlemen in black suits, bowler hats, and dark glasses. They move purposely towards the stage.

Six System agents — five Agents Alexander and one Agent Gates — fight their way through the crowd towards the stage. The PCs should realise that they have little chance of defeating all the Agents in combat.

The PCs have only a few short rounds before the agents reach the stage. The PCs should have no trouble getting onto the stage. They can then quickly arrange a meeting with Sally. Before the PCs can ask any questions or the System agents can reach the stage, read or paraphrase the following.

Sally's gaze is sharp and focused. "Those are System agents. They are not human. They are after *this*. Please keep it safe for me." She places the rose in your buttonhole, then fades from sight.

The recipient of the Rose is immediately aware, on some indefinable level, that the Rose is now bound to his avatar.

The PCs can fight or flee as they see fit. The System agents pursue whoever has the Rose with intent to capture, and fight anyone who stands in their way.

Should the PCs know that the Rose disappears with the bearer, the easiest way to evade the agents is simply to jack out. For those who entered Haven via a tab trip, a number of exit points lie within a short distance from the amphitheatre, though the PCs may have to race to them.



PART FOUR: ANCOATS

After the PCs return to Prime Reality following the concert, but before they meet back with Milo (or possibly shortly after they do so), agents of the Administration division of the Corporation of the Great Metropolitan Estate accost the characters. Algid demons possess these agents; they seek to capture the Rose for their demonic patron. (See Appendix II: Demonic Agents.)

Four possessed agents arrive to arrest the PCs. A character who makes a DC 10 Knowledge (civics) check knows that the Administration division does not have that authority. If the PCs resist, the agents attempt to grapple and handcuff them (an agent can handcuff a pinned character as an attack action). The agents' frighteningly cold touch will be noticed immediately and painfully. The agents flee if one of them drops, but killing an Estate official is a bad idea.

Arrest

If the agents "arrest" the PCs, they take them to an Administration office. There the agents give them Scope tabs (forcibly if necessary). The demons then leave the bodies of the agents and attack the PCs in the Scope in order to acquire the Rose. If the PCs return to their bodies, the (bewildered) agents are unable (legally) to detain them.

Capturing the Demons

If the PCs capture an agent, the demon flees the body. The agent is unaware of why she is there or what she is doing, but asserts her authority as an Administration agent. If the PCs change her attitude from unfriendly to friendly (her Resolve bonus is +3), the agent admits to having occasional blackouts and sometimes finds unusual blood stains on her clothes after such an episode. (She has mentioned this to her superiors, but they tell her not to worry, that it is a common symptom of stress found amongst the workers of the Administration division. The agent has little choice but to accept this explanation.)

A ROSE BY ANY OTHER NAME

Each check described below requires 1d4 hours of research in the library or the Scope. The PCs can help Milo research the Rose with aid another actions. Alternatively, they might use the society's libraries to study their opponents.

THE ROSE

Milo is missing key information about the Rose, but he hopes that with the PCs' help he will be able to make a breakthrough. Milo is unfamiliar with the workings of ethertech; however, a character with such knowledge might be able to discern some additional facts about the Rose. The exact information they uncover depends on the skills they use and their degree of success.

Research

- DC 30: Read or paraphrase the following.

Amongst the documents in the library, you find an early Greek allegory describing a hero's journey into the underworld. The hero is given an enchanted rose by a goddess. The magic of the Rose allows him to slay underworld demons. After he returns to the world of the living, he uses the Rose to banish a demon that followed him back.

Based on this story and some corroborative texts, the PCs learn the Rose's use and activation (relate the "Effects" from "The Rose" sidebar).

- DC 35: Read or paraphrase the following.

A Scope drone turns up a mention of a brass tube: a pre-classical story describing a demon's attack on a Mediterranean island city. Though fragmentary, the account indicates that the creature, called Xyscylla, was imprisoned in a device that bears a striking resemblance to the Rose's Prime Reality component.

Engineer (ethertech)

- DC 20: The character realises that the Rose fits theoretical parameters of an extradimensional fold in Etherspace: a space outside space. In theory, destroying the etheric Rose would "unfold" this space, releasing its contents.
- DC 30: The character determines how to safely deconstruct the etheric Rose without unfolding space.

ADMINISTRATION DIVISION

Research

- DC 15: The Ancoats Historical Society believes that the Administration division is under the control of a demonic influence, but is unclear on the specifics.
- DC 20: Further research with this in mind reveals a number of suspicious policies: Whilst other local governments around the country are trying to restrict Scope access, the Great Metropolis Corporation has been implementing plans for more public information and public service Scope points.

DEMONIC POSSESSION

Research

- DC 15: Various cultures describe demons able to possess the minds of mortals.
- DC 20: The PC learns the species qualities common to all demons.
- DC 25: If the PCs fought the aligid demons in the Scope, he identifies the demon possessing the agents as an aligid demon. These demons can possess only minds that have been prepared over a long period of time. The demon is deathly cold, as is anyone it possesses.
- DC 30: If a character took cold damage in Prime Reality or spoke to a captured Administration agent, the character identifies the demon possessing the agents as an aligid demon (as previous).

SYSTEM AGENTS

Research

- DC 10: The character easily finds many urban myths regarding System agents: System agents protect the Scope from human exploitation; they are spies for a foreign government; they are spies for our own government; System agents have no eyes and no souls; agents abduct Scope riders and steal their faces; the System agents do not actually exist; and the like. It is impossible to tell truth from fiction.
- DC 20: The character finds some more reliable evidence of System agents, including images of System agents and official reports of Scope encounters with "men in black." While hardly conclusive evidence, the PC does learn the species qualities common to all agents.
- DC 30: The character discovers a report suggesting that System agents are involved in fighting demonic activity in the Scope; attached is a memo recommending that the AHS make contact with them.

Aftermath

After the attack, the PCs probably want to speak to Milo. When he discovers that the PCs have the etheric Rose, the tobaccoist reveals the truth; paraphrase the "Background" section (above) in Milo's voice.

Milo has been doing some research on the Prime Reality component of the Rose, but now that he has access to the etheric component, he believes he can discern its purpose. Milo asks for the PCs' further help in keeping the Rose safe whilst he studies it. He may ask PCs with appropriate skills to aid him. He brings them to the Ancoats Historical Society (AHS) building and allows them access to the libraries (real and etheric) to help research the artefact. The "A Rose by Any Other Name" sidebar reveals information that Milo and the PCs can discover. (This is also a good opportunity to introduce new character options from *Mysteries of the Occult* to your campaign.)

The Note

At some point during the research, the PCs (or Milo if none of the PCs has a domain) receive a Scope letter from an unnamed source. The correspondent claims to have captured Sally and offers to trade her for the Rose. The letter includes a time and place for the exchange.

If the PCs made arrangements to meet Sally in the Scope, the kidnapper has usurped the rendezvous; otherwise, the location is Fatal Error.



PART FIVE: FATAL ERROR

A short while after the concert, Sally Cinnamon jacked in again. This time, the System agents got the jump on her

and trapped her in a program that prevents her from jacking out. Accessing the System's resources, the agents then traced the PCs and sent them the kidnap note. The Administration division has intercepted the Scope letter and is sending its own agents to retrieve the Rose.

This part of the adventure probably takes place in Fatal Error. (Tony Porter, if freed, can provide the PCs with tabs to get here.) However, the locale is not essential; the meeting could take place in any domain you like.

Fatal Error is a Wild West-themed pleasure domain loosely controlled by the El Gauchos gang out of the American West Coast. Lawmen and other nosey folks don't last long in Fatal Error, making it an ideal place for clandestine meetings. This Class E30 domain adheres to strict real-world physics. A unique security program suppresses the enhanced transfer ability; a DC 20 Scope Use (immersed) check defeats this program for one character. However, the locals don't take kindly to "cheatin' varmints." (The gunslinger fighting technique, the signature combat style of El Gauchos, can be found in **Upload: Etherpunk**.)

The Meeting (EL 8+)

The meeting takes place in one of the many saloons in Fatal Error.

You push the swinging doors open and enter into the dusty saloon. The ground floor is one open room, with a bar across the back and a piano in one corner. A mezzanine section above you runs the length of the bar. A scattering of patrons and staff — a mixture of avatars and drones — occupy the room. A few look up as you enter, but most are focused on their drinks or their cards. The bartender looks you over before going back to cleaning glasses.

The folks in the saloon are indifferent to the PCs, and flee if combat breaks out — except the piano player, who merely increases the music's tempo. An exit point is down the street from the saloon.

The PCs have plenty of time to prepare before the meeting. When the time comes, read or paraphrase the following.

At precisely the scheduled time, a group of dark-clad gentlemen enters the saloon. They are dressed in old-fashioned black suits, their bowlers replaced by Stetson hats. Sally Cinnamon is with them: she has a gag over her mouth and manacles on her wrists. The lead gentleman surveys the room and then walks towards you.

These are the agents from the concerts — five Agents Alexander and one Agent Gates, less any the PCs defeated earlier. They head towards the closest recognisable PC.

The manacles Sally wears are in fact a program that prevents her from jacking out. Agent Gates has the key to the manacles; otherwise, another character can "pick the lock" with DC 25 Scope Use check.

The System agents' goal, which they reveal if asked, is to destroy the Rose. The PCs likely are unwilling to make this

CHERCHE LE FEMME

The PCs may decide to seek Sally Cinnamon before rescuing Tony Porter; the concert should provide the easiest means of contacting her. In this case, Part Three: Haven occurs before Part Two: Charlestown. The events at the concert run the same regardless of when and why the PCs visit.

If the PCs go to the concert before rescuing Tony, the Administration agents attack them at some point before their arranged meeting with Sally. Also before the meeting, Milo contacts them to enquire about the investigation. When the PCs mention the Rose and/or the possessed Administration agents, Milo reveals his affiliation. Sally does not show up for the meeting (having been kidnapped by the System agents).

If the PCs arranged to meet Sally in Prime Reality (to question her regarding Tony's abduction), Milo shows up instead. Sally has been kidnapped, but not before informing Milo of the meeting. He tells the PCs both the truth of the situation and Sally's predicament. This is a good time for the Administration agents to attack. The PCs must decide in which order to rescue Tony and Sally: Sally could help them rescue Tony, but the Rose's Prime Reality component could aid them against Sally's abductors. Equally concerned for both his son and Sally, Milo leaves the decision up to the PCs.

If either case, the PCs likely have less (or no) time to research the Rose before the final encounter.

trade: They might not trust the System agents; they may want to use the Rose to fight demons; they may know that destroying the Rose could have terrible consequences. The System agents are willing to hear the PCs out. However, before any agreement is reached, the four algid demons attack (less any demons — *not* possessed agents — the PCs defeated earlier). Read or paraphrase the following.

Shouts and gunfire sound outside; not unusual for Fatal Error, but it seems to be getting closer. There's a brief silence, and then the doors of the saloon blast from their hinges. Coming through the door is a creature resembling a giant, frozen corpse. Without a word, the black-clad gentlemen draw their weapons.

The demons also seek to destroy the Rose. However, the System agents assume the PCs have double-crossed them and attack. If the PCs attack the System agents before the demons arrive, the agents retaliate; the demons arrive a few rounds later.

In either case, the PCs find themselves in a three-way battle. The PCs might convince the agents to join them against the demons.

Both agents and demons focus on the Rose's bearer (if he is present). They attempt to grapple or disarm him and then sunder the Rose in order to claim and destroy it. They attack with deadly force anyone who gets in their way.

If the Rose is destroyed, Xyscyla is unleashed. The tentacled horror seeks only to wreak havoc. The algid demons flee, while the System agents attempt to destroy the horror.

PART SIX: WHERE TO NEXT?

How the adventure resolves is in the hands of the PCs. If they defeat the demons, the System agents are more amenable to the PCs' plans for the Rose. Destroying the demons foils Yrjn'kruh-Gkayloi's plans for now, but does not stop it from seeking the Rose in the future. The System will continue to send agents after the Rose unless the PCs have convinced the agents to do otherwise.

If the PCs give the Rose to Milo, the Ancoats Historical Society has access to high security domains in which to safeguard the artefact. If one of the PCs is an occultist, she may wish to keep the Rose. The Society approves of the device being used responsibly (rather than stored away), but the PC may become the subject of unwanted attention.

If the Rose is destroyed (safely or not), both the demons and the System agents are satisfied. If Xyscylla escapes, it runs amok, perhaps plaguing the PCs at a later date.

If the PCs rescue Sally before rescuing Tony, she offers to help them convince Mike to let Tony go.

Milo is grateful to the PCs for rescuing Anthony and Sally. In addition to any monetary compensation, he proves an excellent contact for the PCs in the future.

EXTENDING THE ADVENTURE

You can run "Cinnamon Rose" as a stand-alone adventure or as part of a campaign. The following are some suggestions to integrate the adventure into an existing campaign.

- If your campaign includes an organisation with an interest in the Scope, the occult, or Lemuria, it may want to acquire or destroy the Rose. This group could replace one of the default groups in this adventure or be in addition to those presented.
- The Ancoats Historical Society may want to recruit one of the PCs (perhaps a player has expressed interest in the AHS associate prestige class from The Great Metropolis). This adventure could serve as a test before the society formally invites the character to join.
- If you want to make this adventure longer, the System agents do not bring Sally Cinnamon to Fatal Error. If the PCs do not reach an agreement with the agents, they must discover Sally's prison to rescue her. To further complicate matters, demons have infiltrated the agents' base.

APPENDIX I: NPCS

The following NPCs play key roles in "Cinnamon Rose." You might also use them as recurring characters in your campaign.

Mike Ryder

Mike Ryder is a bon vivant ever in search of new experiences. He is the life of the party and an inveterate prankster. Highly intelligent, Mike plays the fool because it amuses him and because it leads people to underestimate him. Indeed, Mike Ryder has built a crime empire on his enormous charisma.

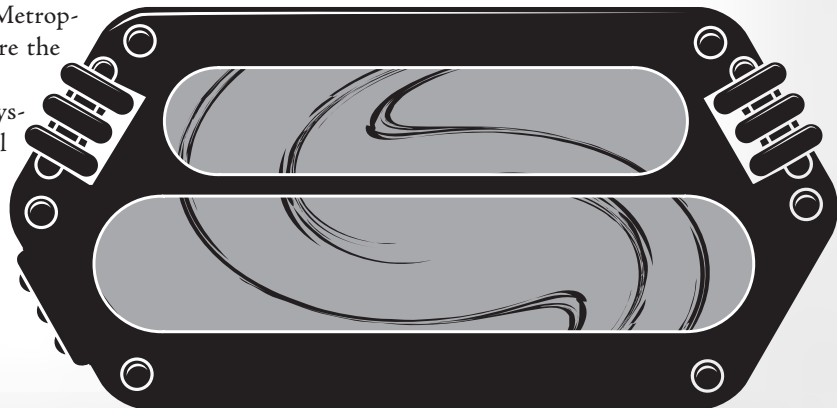
Mike founded the Ghost Hand gang with some friends as a way to maintain a steady supply of drugs and tabs. From smuggling, the Ghost Hand moved into protection rackets; clubs where the gang dealt drugs were forced to pay for the privilege.

Mike's convivial personality makes him popular in the Great Metropolis' club scene, yet it has led him down the path of drug addiction. Mike is smart, but he's also capricious. Still, he has no shortage of friends and admirers.

Appearance: Mike Ryder is young (in his mid-twenties) with baby-faced good looks and a sophomoric demeanour. He speaks in a thick Mancunian accent.

Agenda: Mike has few goals beyond his next high, though he has a vested interest in keeping the Ghost Hand gang running smoothly. Mike also endeavours to win back Sally Cinnamon's favour.

Mike Ryder (Scoundrel 6): CR 6; Medium humanoid (human); HD 6d6+12; hp 35; Mas 14; Init +1; Spd 30 ft.; Defence 17, touch 15, flat-footed 16 (+1 Dex, +4 class, +2 equipment); BAB +4; Grap +5; Atk +5 melee (2d4+1/19–20, knife), or +6 melee (1d6+1d4+1 nonlethal, unarmed strike) or +5 ranged (2d4, small pistol); SQ dazzle (–2 penalty, DC 19), fast talk; Val honesty/enthusiasm; AL self, Ghost Hand; SV Fort +4, Ref +4, Will +1; Ex 5; Str 12, Dex 12, Con 14, Int 14, Wis 8, Cha 16.



Scope Avatar: HD 6d6+18; hp 39; Mas 16; Init +2; Defence 9, touch 9, flat-footed 9 (-1 Dex, +0 class); BAB +0; Grap +2; Atk +2 melee (1d6+1d4+2 nonlethal, unarmed strike); SV Fort +5, Ref +2; Str 14, Dex 8, Con 16.

Template: Criminal (Crime, *Constabulary*, *Street*).

Skills: Bluff +10 (+16 lying), Diplomacy +9 (+15 lying), Disguise +5, Intimidate +5, Knowledge (current events) +10, Knowledge (tactics) +10, Munitions +6, Perform (oratory) +12, Resolve +9, Scope Resilience +9, Sleight of Hand +11.

Influences: Civic +1, Constabulary +1, Crime +5, Industry +2, Street +4.

Feats: Brawl, Deceptive, Light Armour Proficiency, Literate, Personal Firearms Proficiency, Persuasive, Simple Weapon Proficiency, Spirited, Streetfighting, Windfall.

Possessions: The Rose (Prime Reality component), small pistol, light undercover vest, drugs (various), Scope tabs (pleasure domains), blue collar outfit, 68th floor of the Justinian block.

Wealth: +5.

Milo Porter

To all appearances, Milo Porter is nothing more than a humble tobacconist. He is well respected in Pendlebury and beyond for his generosity and friendly advice. Recently widowed, Milo fills his time as a member or supporter of a number of service organizations. Recently, he helped establish a historical society in Ancoats.

Few know of Milo's interest in the occult, and fewer speak of it. Milo has avidly absorbed mythology since childhood. After his own children left home, his pursuit of the occult transcended that of a mere hobby. He became an active contributor to occult journals. Then Milo discovered, almost by accident, that he could reproduce, on a smaller scale, some of the feats that had enthralled him so many years ago. Milo's breadth of knowledge, both magical and mundane, made him a natural choice to join the start-up Ancoats Historical Society, a front for occult research.

Appearance: Milo Porter looks the typical tradesman. He is in his late fifties, short and slightly balding. Milo dresses in patched tweed suits, and he smells of tobacco and cologne.

Agenda: Milo Porter is a philanthropist. He is well known for going above and beyond the call of duty to help a neighbour, from giving advice on family matters to lending money. Now, as a member of the Ancoats Historical Society, Milo defends his neighbours against supernatural troubles, even if they aren't aware of it.

Milo Porter (Broker 4/Savant 4/Ancoats Historical Society Associate* 1): CR 9; Medium humanoid (human); HD 9d6; hp 34; Mas 11; Init +1; Spd 30 ft.; Defence 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +4; Grap +3; Atk +3 melee (1d3-1 nonlethal, unarmed strike); SQ ear to the ground (Occult), ear to the ground (Street), first amongst equals (Street), occult learning, occult skills (Imbuement, Warding), program crafter skills, Scope ritualist; Val loyalty/detachment; AL The Great Metropolis, AHS; SV Fort +4, Ref +5, Will +10; Ex 7; Str 8, Dex 12, Con 11, Int 18, Wis 13, Cha 14.

Scope Avatar: HD 8d6+1d8+18; hp 50; Mas 14; Init +1; Defence 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +4; Grap +8; Atk +8 melee (1d3+4 nonlethal, unarmed strike) or +4 melee (1d4+4, sword cane); SV Fort +2, Ref +5; Str 18, Dex 13, Con 14.

Template: Tradesman (Civic, *Church*, *Industry*, *Street*).

Skills: Bluff +9, Diplomacy +9, Engineer (pharmaceutical) +12, Imbuement + 15 (+16 in the Scope), Investigate +12, Knowledge (art) +14, Knowledge (civics) +14, Knowledge (current events) +14, Knowledge (history) +14, Knowledge (linguistics)† +8, Knowledge (mystical philosophy) +14, Listen +4, Research +11, Resolve +9, Scope Awareness +8, Scope Use (immersed) +12, Sense Motive +8, Warding +15 (+16 in the Scope).

Influences: Academic +3, Church +2, Civic +4, Occult +5 (+7 to gather info), Street +4 (+6 to gather info and standing).

Feats: Academic (Knowledge (art, history)), Academic (Knowledge (mystical philosophy), Research), Air of Mystery‡, Bureaucrat (Knowledge (civics, current events)), Great Fortitude, Influential (Occult), Simple Weapon Proficiency.

Possessions: Sword cane program, Scope tabs (AHS domain), business outfit, shop-and-flat.

Wealth: +8.

* The Ancoats Historical Society associate prestige class is described fully in **The Great Metropolis**.

† In addition to English, Milo knows Greek and Hebrew.

‡ The Air of Mystery feat appears in **Mysteries of the Occult**.

Sally Cinnamon

Sally Cinnamon's hauntingly beautiful voice makes her a world-famous Scope star. No one knows much about her origins, except that she was born and raised in Manchester by lower-middle-class parents. Few people know her real name.

Sally got her start as a performer in the clubs around Ancoats. There she first came in contact with tab-jammer culture. Tab-jamming came naturally to Sally and revealed talents she never knew she had. In the Scope, Sally became famous. Though highly talented in the flesh, in the Scope her performances were sublime. Although she still makes appearances in Ancoats, she also performs to sold-out shows in Scope cities from Centropolis to Kabuki.

Sally's parents told her of her fey origins, but she thought of these stories much as one might consider tales of King Arthur: rooted in truth, but exaggerated beyond recognition. Yet, when she got into tab-jamming, she realised there was more to being a fey than just mysterious, mythic ancestry. As her Scope skills improved, she noticed strange phenomena. As she explored the Scope, she grew aware of entities lurking beyond the Walls and of other mystery seekers like herself.

Appearance: Sally Cinnamon is stunning, with pale skin, blond hair, and piercing green eyes. In the Scope, her beauty is even more idealised. When not performing, however, she conceals her face under a hood and sunglasses to avoid attention. Always twined around her avatar is a yellow viper she calls Ogilby.

Agenda: Sally Cinnamon is first and foremost a performer. She loves the thrill of singing before an audience. When not performing, she explores Etherspace. She has an insatiable curiosity about the nature of the Scope and its relation to the fey race. Though she is driven by a desire to know her origins, Sally sometimes works alongside others who share her interests.

Sally Cinnamon (Broker 4/Scope Star* 4/Tab-Jammer 1): CR 9; Medium humanoid (fey); HD 8d6+1d8; hp 35; Mas 13; Init +1; Spd 30 ft.; Defence 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (1d3–1 non-lethal, unarmed strike) or +5 ranged; SQ captivating performance, coordinate, ear to the ground (Occult), ether sense, ethereal voice, improved recovery, inspiration, move the crowd, resilient avatar, Scope familiar (snake), star quality, unearthly beauty, unusual anatomy; Val loyalty/enthusiasm; AL tab-jammers; SV Fort +4, Ref +7, Will +8; Ex 7; Str 8, Dex 14, Con 13, Int 12, Wis 12, Cha 18.

Scope Avatar: HD 4d6+4d8+1d12+36; hp 77; Mas 18; Init +1; Defence 17, touch 14, flat-footed 16 (+1 Dex, +3 class, +3 equipment); BAB +2; Grap +3; Atk +3 melee (1d3+1 non-lethal, unarmed strike); SQ captivating performance, ethereal voice, move the crowd; SV Fort +11, Ref +6; Str 12, Dex 12, Con 18.

Template: Tradesman (Civic, Church, Industry, Street).

Skills: Bluff +8 (+11 in the Scope), Creative Art +8, Diplomacy +13, Engineer (pharmaceutical) +7, Knowledge (art) +6, Knowledge (current events) +6, Knowledge (mystical philosophy) +6, Listen +4, Perform (sing) +18 (+22 in the Scope), Resolve +11, Sense Motive +6, Scope Awareness +12, Scope Resilience +20, Scope Use (immersed) +8, Spot +3.

Influences: Civic +2, Finance +1, Guilds +2, High Society +3, Occult +2 (+6 to gather information), Street +6.

Feats: Alertness, Creative (Creative Art, Perform (sing)), Light Armour Proficiency, Scope Raider, Simple Weapon Proficiency, Personal Firearms Proficiency, Spirited.

Possessions: The Rose (etheric component), Scopers' leathers (program; appears as fashion outfit), Scope tabs (various), fashion outfit, blue collar outfit, family flat.

Wealth: +8.

* The Scope star advanced class is fully described in **Upload: Etherpunk**.

Star Quality: Sally adds her Scope star level to her broker lever for the purposes of her inspiration talent.

Ethereal Voice: Within the Scope, Sally's performance is limited only by the imagination. She adds her Scope star level as a competence bonus on her Perform checks in the Scope.

Captivating Performance: Sally can temporarily beguile an audience through her performance. This class feature functions identically the broker talent captivate, except as follows: Add her broker and Scope star levels to the Charisma check and the save DC; she can attempt to captivate any number of targets within range; and she can use this ability only in the Scope.

Move the Crowd: Sally can affect the attitude of people she captivates. In a round in which she concentrates on captivating an audience, she may make a Perform check opposed by each target's Resolve check. If she succeeds, the target's attitude raises or lowers by one category with regard to a subject

of her choice. If she succeeds by 10 or more, she adjusts the target's attitude by two categories. A target that succeeds on his Resolve check is immune to this ability for one day. This mind-affecting ability can be used only in the Scope.

Tony Porter

From a young age, Tony Porter's parents instilled in him a love of the arts. Though born in Salford, Tony earned a scholarship to Cambridge, where he studied literature. However, Tony's true passion is music. After university, he returned to the Great Metropolis where he took a day job with a publisher in order to fund his fledgling music company.

Tony is a proponent of Manchester's underground music scene. With his fashionable suits and casual literary references, he stands out among the typical working-class patrons of urban music. Yet Tony has an unquestionable eye for talent and trends. With his connections in and out of the Great Metropolis, he hopes to bring Mancunian music to a wider audience.

Tony might be more successful if not for his unusual management style. Having seen the kind of chicanery practiced by the upper class, Tony eschews written contracts with his clients in favour of gentlemen's agreements. In many ways, his company is as anarchic as the music he promotes.

Appearance: Tony is in his late twenties. His fashionable business suits are counterpoint to his rebellious long hair. Tony has a habit of dropping classical references into casual conversation as if everyone knows what he's talking about.

Agenda: Tony Porter has a vision of selling Mancunian music to the world. In the meantime, he's surviving and enjoying the Ancoats nightlife.

Tony Porter (Ordinary Broker 3): CR 2; Medium humanoid (human); HD 3d6+3; hp 13; Mas 12; Init +0; Spd 30 ft.; Defence 11, touch 11, flat-footed 11 (+1 class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike); Val enthusiasm (music)/tenacity; AL self, Manchester; SV Fort +2, Ref +2, Will +4; Ex 0; Str 11, Dex 11, Con 12, Int 13, Wis 14, Cha 12.

Scope Avatar: HD 3d6+3; hp 13; Mas 13; Init +2; Defence 12, touch 12, flat-footed 12 (+2 Dex, +0 class); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); SQ —; SV Fort +1, Ref +2; Str 13, Dex 14, Con 12.

Template: Tradesman (Civic, Church, Industry, Street).

Skills: Bluff +6, Diplomacy +8, Knowledge (art) +7, Knowledge (current events) +7, Knowledge (history) +7, Listen +6, Resolve +7, Sense Motive +10, Spot +4.

Influences: Academic +1, Civic +2, Crime +1, Guild +1, High Society +1, Street +5.

Feats: Alertness, Attentive, Influential (Street).

Possessions: Demo tapes, gig flyers, Scope tabs (various), fashion outfit, two-up-two-down.

Wealth: +8.



APPENDIX II: DEMONIC AGENTS

Demons are insidious creatures and many who serve them do not do so willingly.

Algid Demon

Out of the doldrums — areas of static ether that destroys energy — come demons whose presence absorbs heat. Humanoid in shape, yet twice as tall a man, an algid demon appears emaciated, its skin blue as a frozen corpse.

Algid demons have the power of possession, which they use to work the will of their masters. Possession by an algid demon is less obvious than that by other demons, but requires the victim to be groomed for a longer period of time before the algid can take over his mind.

Though inhumanly intelligent, algid demons lack creativity and are literal-minded. They execute schemes, but do not mastermind them. However, with an eye for detail and a legalistic mind, an algid demon enjoys catching victims in Faustian contracts.

Species Traits

Outsider: Algid demons are outsiders and share traits common to such creatures.

Etheric Subtype: Algid demons are etheric creatures and share traits common to such creatures.

Prime Reality Inviability: Algid demons can never survive outside Etherspace.

Algid Demon: CR 4; Large outsider (etheric); SV Will +7; Ex 0; Int 17, Wis 17, Cha 17.

Scope Avatar: HD 4d8+12; 30 hp; Mas 17; Init +3; Defence 18 (19 vs. melee attacks), touch 14, flat-footed 15 (+3 Dex, +2 class, +4 natural, -1 size); BAB +4; Grap +7; Atk +7 melee (2d4+3 plus 1d6 cold, unarmed strike); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ darkvision 60 ft.; Val unknown; AL unknown; SV Fort +7, Ref +7; Str 17, Dex 17, Con 17.

Skills: Bluff +10, Diplomacy +10, Intimidate +10, Forgery +10, Knowledge (civics) +10, Knowledge (mystical philosophy) +10, Search +10, Sense Motive +10, Scope Awareness +10, Scope Resilience +10, Scope Use (immersed) +10.

Feats: Combat Martial Arts, Defensive Martial Arts.

Advancement: 5–12 HD (Large).

Possessed Administration Agent

This corporation employee has been corrupted by an algid demon. She exhibits none of the overt signs normally associated with demonic possession; only the unnatural chill that pervades her flesh gives any sign that something is amiss.

See *Mysteries of the Occult* for more information on demonic possession.

Possessed Administration agent: CR 4; Medium outsider (etheric); HD 1d6+3+4d8+12, hp 36, Mas 17; Init +3; Spd 30

ft; Defence 15 (16 vs. melee attacks), touch 13 flat-footed 12 (+3 Dex, +2 natural), BAB +4; Grap +7; Atk +7 melee (1d4+3 plus 1d6 cold, unarmed strike); SV Fort +7, Ref +7, Will +7; Str 17, Dex 17, Con 17, Int 17, Wis 17, Cha 17.

Scope Avatar: As algid demon.

Skills: Bluff +10, Diplomacy +12, Intimidate +12, Forgery +10, Knowledge (current events) +6, Knowledge (civics) +12, Knowledge (mystical philosophy) +10, Resolve +9, Search +10, Sense Motive +10, Scope Awareness +10, Scope Resilience +12, Scope Use (immersed) +10.

Influences: Civic +4, Constabulary +1, Industry +1, Parliamentary +2.

Feats: Bureaucrat (current events, civics), Combat Martial Arts, Defensive Martial Arts, Persuasive, Spirited.

Possessions: Handcuffs, Great Metropolis Corporation ID, uniform.

Wealth: +12.

If the demon leaves or is forced out of its host, the agent has the following stats:

Administration agent (Ordinary Broker 1): CR 1/2; Medium humanoid (human); HD 1d6; hp 3, Mas 11; Init +0; Spd 30 ft.; Defence 10, touch 10, flat-footed 10; BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike); Val detachment/loyalty; AL the Corporation; SV Fort +0, Ref +1, Will +2; Str 11, Dex 11, Con 11, Int 14, Wis 12, Cha 16.

Scope Avatar: HD 1d6+3; hp 6; Mas 16; Init +1; Defence 11, touch 11, flat-footed 10 (+1 Dex); BAB+0; Grap +2; Atk +2 melee (1d3+2 nonlethal, unarmed strike); SV Fort +3, Ref +1; Str 14, Dex 12, Con 16.

Template: Professional (Civic, Church, Parliamentary).

Skills: Bluff +7, Diplomacy +9, Intimidate +9, Knowledge (current events) +6 Knowledge (civics) +8, Sense Motive +5, Resolve +9, Scope Awareness +3, Scope Resilience +7, Scope Use (immersed) +4.

Influences: Civic +4, Constabulary +1, Industry +1, Parliamentary +2.

Feats: Bureaucrat (current events, civics), Persuasive, Spirited.

Possessions: Handcuffs, Great Metropolis Corporation ID, uniform.

Wealth: +12.

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