

ETHERSCOPE

the GREAT METROPOLIS



A SETTING SOURCEBOOK

Created by
Nigel McClelland and Ben Redmond

ETHERSCOPE

THE GREAT METROPOLIS

*This book is dedicated to the cities of Manchester and Liverpool.
Dirty, crazy and bad enough to inspire the creation of Etherscope.*

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CONTENTS

THE GREAT METROPOLIS CREDITS	1	Tameside	31
INTRODUCTION	7	Trafford	32
HARGREAVES	7	Warrington	32
WELCOME TO THE GREAT METROPOLIS	7	Wigan	32
CHAPTER I: HISTORY	11	Makerfield	33
LIVERPOOL	11	THE GREAT METROPOLIS SEWER KINGDOMS	33
MANCHESTER	12	The Black Dot	34
THE GREAT METROPOLIS	13	The Kingdom of Drudgney	34
CHAPTER II: BOROUGHs	17	Georgetown	36
LIVERPOOL BOROUGHs	17	Hades' Gate	37
Liverpool	17	New Dresden	38
Chinatown	18	The Duchy of Raymond Faulk	38
Great Docklands	18	CHAPTER III: FACTIONS AND ORGANISATIONS	41
Pierhead	19	THE CORPORATION OF THE GREAT METROPOLITAN ESTATE	41
Ellesmere Port	19	CRAFTSMEN'S GUILDS	43
Neston	20	The Association of Licensed Scriveners	43
Halton	20	The Brotherhood of Liverpool Dockworkers	45
Knowsley	21	The Society of British Mechanics and Repairists	46
Huyton	22	INDUSTRY	47
Saint Helens	22	The Metropolitan Venture Corporation	47
Newton-Haydock	22	PanoptiCorp	49
Sefton	23	Ironwheel Secure Transport	50
The Wirral	23	METROPOLIS CONSTABULARY	54
Hoylake	24	THE GREAT METROPOLIS SEWER KINGDOMS	57
MANCHESTER BOROUGHs	24	The Black Dot	57
Manchester	25	Bugsy Bob's Courier Service	59
Ancoats	25	The Cerberus Society	60
Castlefield	26	The DKR	61
Ringway	27	The Georgetown Industrial Guild	62
Bolton	27	Ratpacks	64
Farnworth	28	THE NORTHUMBRIAN REPUBLICAN MOVEMENT	65
Bury	28	ORGANISED CRIME	67
Valleys	28	The Koyekh Gang	69
Oldham	29	The Old Boys	70
Rochdale	29	The United Sky Triad	70
Salford	29	STREET GANGS	72
Charlestown	30		
Stockport	30		

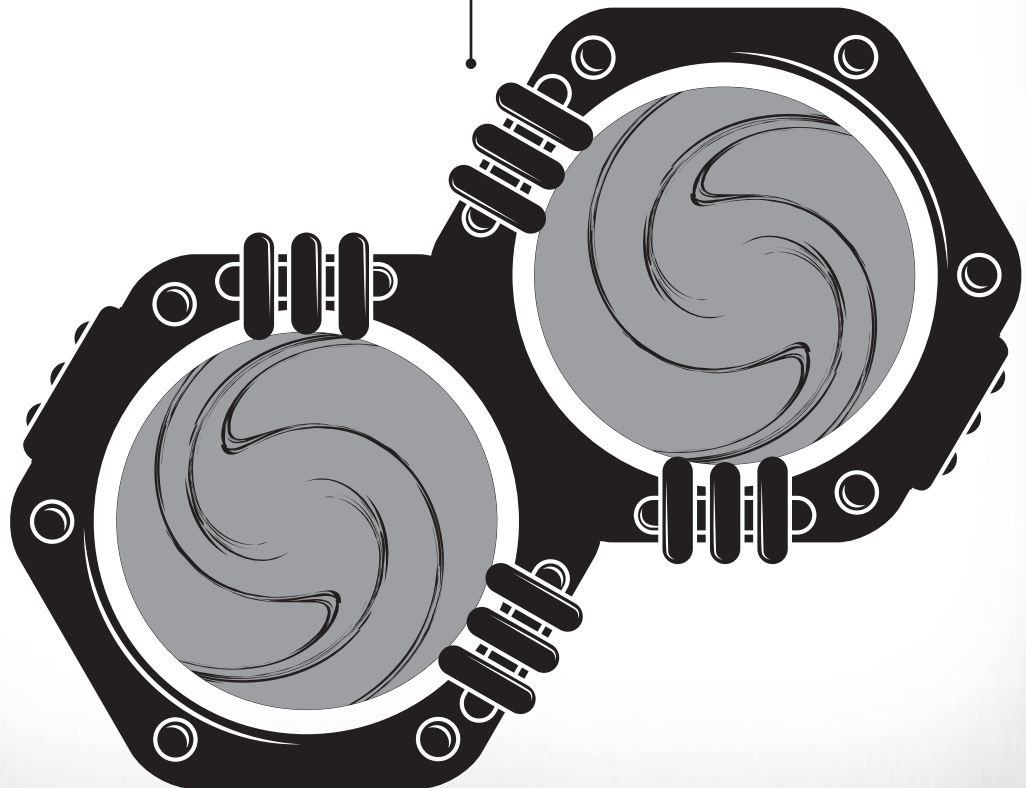
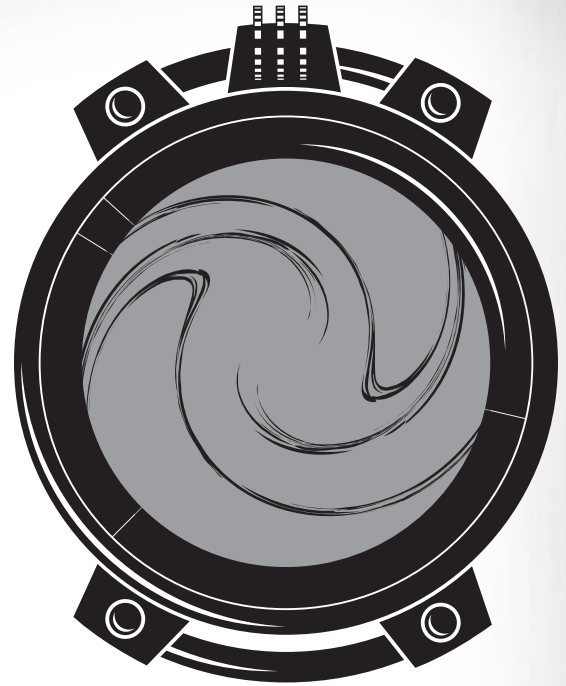
Bartleby Collin's Boys	72	The Old Boys	96
The Merry Widows	72	The Sewer Kingdoms	96
The Red Mollies	73	US Agents	96
Other Street Gangs	76	GOVERNMENT	97
The Easies	76	The Corporation of the	
The Hatchets and Squabs	76	Great Metropolitan Estate	97
The Smiling Jacks	76	The Association of Licensed Scriveners	97
The Southside Sackmen	77	Industry	97
SCOPE GANGS	77	The Metropolis Constabulary	98
The Farradays	77	The Northumbrian Republican Movement	98
The Green Angels	79	The Old Boys	98
The Phantom Huntsmen	82	The Sewer Kingdoms	98
SECRET SOCIETIES	82	US Agents	99
The Ancoats Historical Society	82	INDUSTRY	99
The Brotherhood of the Worker	84	Industry	100
The Mass Heresy	85	The Metropolis Constabulary	100
Society for the Preservation and		The Northumbrian Republican Movement	101
Advancement of the Emerald Rose	86	The Old Boys	101
US AGENTS	87	The Sewer Kingdoms	101
		The Society of British Mechanics and Repairists	101
CHAPTER IV: POLITICS		CHAPTER V: CHARACTER	103
AND CURRENT EVENTS	91	COMBAT STYLES	103
CIVICS	91	Alley Wolf	103
The Corporation of the		Def Fu	104
Great Metropolitan Estate	91	NRM Guerrilla Combat	104
The Brotherhood of		Ratfighting	105
Liverpool Dockworkers (Shadow Guild)	91	Street Gunner	106
The Metropolis Constabulary	92	FEATS	107
The Northumbrian Republican Movement	92	Advanced Razor Fiend	107
The Sewer Kingdoms	92	Combat Bluff	107
COUNTERCULTURE	92	Extraordinary	107
Industry	92	Improved Razor Fiend	107
The Metropolis Constabulary	93	Nondescript	108
The Northumbrian Republican Movement	93	Razor Fiend	108
The Sewer Kingdoms	93	Scope Fighter	108
US Agents	94	Sewer Kingdoms Weapons Proficiency	108
CRIME	94	Sludgerunner	108
The Brotherhood of		Tunnel Runner	108
Liverpool Dockworkers (Shadow Guild)	94	Vermin's Voice	108
Industry	94	ADVANCED CLASSES	108
The Koyekh Gang	95	Agitator	109
The Metropolis Constabulary	95	Game Rule Information	109
The Northumbrian Republican Movement	95	Class Features	109

Cabbie	110	Brian Rice and the Location of the Etherfold Synthesiser	131
Game Rule Information	110	Conclusion	131
Class Features	111	SIN	132
Jacktar	111	Adventure Background	132
Game Rule Information	112	Getting the Characters Involved	133
Class Features	112	Key Factions	133
Sally	112	Scene 1: Police Station	134
Game Rule Information	113	What the Police Know	134
Class Features	113	Scene 2: The Morgue	135
PRESTIGE CLASS	114	Scene 3: Jonathan Wilson's Flat	135
Ancoats Historical Society Associate	114	Scenario 4: Other Flats and Murder Scenes	136
Game Rule Information	114	Scene 5: Warehouse (EL 5)	137
Class Features	114	Rodger Freeland	138
EQUIPMENT	115	Mooks	138
New Armour	115	Scene 6: Abandoned Mansion (EL 7) (Scenario A Conclusion)	138
New Vehicles	116	Scene 7: Diana's Den (EL 6) (Scenario B Conclusion)	140
NEW CYBERNAUGHTICS	117	Diana Jones	140
Changeable Face	117	Conclusion	140
Drug Release System	117		
Flexible Joints	118		
Heat-Resistant Skin	118		
Integrated Equipment	118		
Upgrade: Integrated Equipment (Arm)	118		
Upgrade: Integrated Equipment (Hand)	119		
Keen Sight (upgrade for cybernaughtic eyes)	119		
Protected Vitals	119		
 CHAPTER VI: ADVENTURES	 121	 APPENDIX ONE: LEGAL INFORMATION	 141
TRIPLE CROSS	121		
Adventure Background	121		
Getting the Characters Involved	121		
Scene 1: The Museum of Mystical History	122		
Mr. Friendly	122		
Scene 2: The Sewer Kingdoms	123		
Crocodiles	123		
Ratpacks	124		
Patrols	124		
Scene 3: Georgetown	125		
Georgetown Industrial Guild	126		
The Bowler Hats	127		
The Mass Heresy	127		
Scene 4: Etherspace	128		
The Neon Flamingo	128		
Scene 5: Bringing It All Together	129		
Branson and the Georgetown Industrial Guild	129		
Serena Townsend and the Mass Heresy	130		
The Bowler Hat Collective	131		



TABLES

Table 5–1: Alley Wolf Stance Feats	103
Table 5–2: Alley Wolf Manoeuvres	103
Table 5–3: Def Fu Stance Feats	104
Table 5–4: Def Fu Manoeuvres	104
Table 5–5: NRM Guerrilla Combat Stance Feats	105
Table 5–6: NRM Guerrilla Combat Manoeuvres	105
Table 5–7: Ratfighting Stance Feats	106
Table 5–8: Technique Name Manoeuvres	106
Table 5–9: Street Gunner Stance Feats	106
Table 5–10: Street Gunner Manoeuvres	106
Table 5–11: Vermin's Voice DCs	109
Table 5–12: The Agitator	109
Table 5–13: The Cabbie	111
Table 5–14: The Jacktar	112
Table 5–15: The Scally	113
Table 5–16: Ancoats Historical Society Associate	114
Table 5–17: New Armour	116
Table 5–18: New Vehicles	116
Table 5–19: New Cybernaughtic Apps	118





INTRODUCTION

HARGREAVES

James William Hargreaves surveyed his empire.

Not literally, of course — an empire of five different companies, with a total of twenty-five factories, eighteen warehouses, over four hundred shops in locations around the world and over two million employees, that would be an impossible task. Yet here, in the Scope, he could survey the machinery that crunched the data for the entirety of his commercial interests. It was a vast warehouse, bigger than anything physically possible to build outside of the Scope. The huge room was filled with all apparatuses of industry, from gargantuan machinery of raw processing power to the simple filing and ordering systems. Paper — or what passed in the Scope for paper — whizzed through the air, flying in streams from cabinet to cabinet, file to file; sorting and ordering every document of his entire empire.

This was where Hargreaves belonged, the true hub of his business. He felt alive in the Scope, more powerful than his saggy, overweight frame could allow him back in the Prime Reality. Here in the Scope he was swift, resilient, and mighty. Subconsciously, he rubbed the back of his neck, his skin unbroken by the small brass ring of his Scope jack implant. It irritated him constantly in the Prime — he was always scratching at the skin around its rim, although he considered it a small price to pay.

As the slight disorientation of Scope entry cleared from his mind, he took in his surroundings in more detail. It was a familiar sight. Every time he jacked in from his office Scope point, he found himself here. An array of portals was displayed in front of him, linking to every factory and warehouse under his command. The office itself floated over the centre of the processing house, allowing him a clear view of every machine.

Having completed his first quick survey of his empire, Hargreaves sat back in his plush leather chair and his attention fell on the desk. The usual pile of internal memoranda and Scope letters awaited his attention. He skimmed through the first five or six, trifling irrelevancies. He merely logged the facts in his cast-iron memory and continued on. However, one document caught his eye. With a bellowed curse, his avatar flashed out of existence as he jacked out of the Scope.

The paper drifted gently to the floor of his office. The words on it were big and bold:

**SECURITY BREACH: ETHERSCOPE WEAPONS
DEPARTMENT, LABORATORY 17ALPHA**

WELCOME TO THE GREAT METROPOLIS

Welcome to the Great Metropolis, the largest, most populous, and most industrialised city on earth. The wonders and horrors of the etheric age are on display for all to see in the Great Metropolis, from the squalid, densely packed slums that house its vast workforce, human and transgenic alike, to the luxurious estates of the industrialists and aristocrats who govern the city. Industry dominates the Great Metropolis' life and its docks, warehouses and transportation systems ceaselessly operate, channelling the resources of the British Empire throughout the city, generating wealth faster than any other place on earth. Exploitation and corruption are rife in the city at all levels of society, and the profits of criminal organisations match those of the wealthiest industrialists. Inequality is another feature of life in the Great Metropolis; not surprisingly, rich and vibrant countercultures have grown up in the shadows of the streets and alleys in defiance of the social order, a process enhanced by the rich ethnic diversity of the city. For good or ill, no place in existence better captures the meaning and nature of the Etherscope world than the Great Metropolis.

The Great Metropolis is a city of contrasts. The ruling elite industrialists, aristocrats, and governors of the city live within isolated, secure compounds enjoying the extravagant luxuries and technological wonders their wealth affords them. The middle classes provide the administration and bureaucracy that keeps the city operating. Whilst these classes enjoy the security and protection of the authorities, they lack the opportunities for wealth and luxury available to the elite. The middle classes must be content with the relative security, wealth, services, and responsibility their dedication to work and support of the status quo brings them. The metropolis' working classes form the majority of its population and receive the least benefit from the role they play in making the city function. Without their labour, industry would grind to a halt. However, transgenics provide a willing, undemanding workforce for the city's industry, and beta humans must accept the same conditions or be without even a meagre means of survival. Little is available to the working classes in terms of wealth, services or technology, other than what they can make for themselves.

The northern industrialists, in spite of their wealth and their role in the city's great prosperity, possess little real power or social standing. They resent the rule of London over their city and the exorbitant taxes that are levied against them. As a result, Republicanism and revolution hang in the air and many

businessmen secretly support the Northumbrian Republican Movement's quest for independence, always aware of the severe penalties such actions would bring if discovered. All levels of society find themselves caught up in the shadowy war between the CIA and its attempts to foster another revolt in the Great Metropolis and MI5's ruthless quest to eliminate this threat. Violence and tension are daily facts of life among the working classes. As huge areas of the city are left without law enforcement, a street culture has evolved where the fittest survive. Disaffected youths abandon all social norms and form gangs that viciously fight for prestige and territory, while terrorising those who simply crave a semblance of normality. Criminal organisations seek to control the lucrative smuggling, Scope tab, and black market technology markets that flourish in the city's lower districts. A whole class of specialist operatives, such

as street mercenaries and Scope riders, with a street culture of their own have flourished in this environment and can earn a healthy, if risky, living serving government, industrial, or criminal factions in covert operations. Racial and ethnic tensions also divide many groups within the Great Metropolis and lead to hostilities. Caught in-between many of the city's factions are the middle classes, who most feel the pressure to preserve the degree of stability the city needs to function.

Counterculture is the Great Metropolis' truly vibrant characteristic. Tab tripping is prevalent among the lower classes as a means to escape their harsh existence, despite its illegality. Youth music, art, and fashion have grown to symbolise the dissatisfaction of youth against society, and much of this culture is positive and empowering, offering an alternative to the nihilistic futility of gang membership and culture,

although the two areas frequently overlap. Likewise, not all the city's street culture is mercenary. Many street mercs and Scope riders seek a better future and use their skills to fight and counter the plans of criminals or the authorities and create a more egalitarian future. The blending of ethnic groups and human strains has led to new forms of expression and identity that make the Great Metropolis truly unique. Combined with the constant activity of the city, these factors create a sense of energy and activity unmatched by any other city on Earth.

This supplement enables players and GMs alike to understand, use, and enjoy the wonders and horrors of the Great Metropolis. The book is organised as follows.

Chapter 1: History: This chapter explains the history of the original cities of Liverpool and Manchester that form the heart of the Great Metropolis



and the history of the Great Metropolis from its inception to the present. This background provides an understanding of how the Great Metropolis has reached its prominent position at the heart of the British Empire and the unique attitudes and ideas of its people.

Chapter 2: Boroughs: This chapter provides a detailed breakdown of the physical structure of the Great Metropolis, descriptions of the peoples and cultures that make up the city and insight into how the city functions as a whole. Throughout this chapter, GM character sidebars are provided, giving examples of typical citizens.

Chapter 3: Factions and Organizations: This chapter details a history of the major groups affecting life in the Great Metropolis, their resources, agendas, and areas of influence. GM character sidebars provide details of some of the Great Metropolis' signifi-

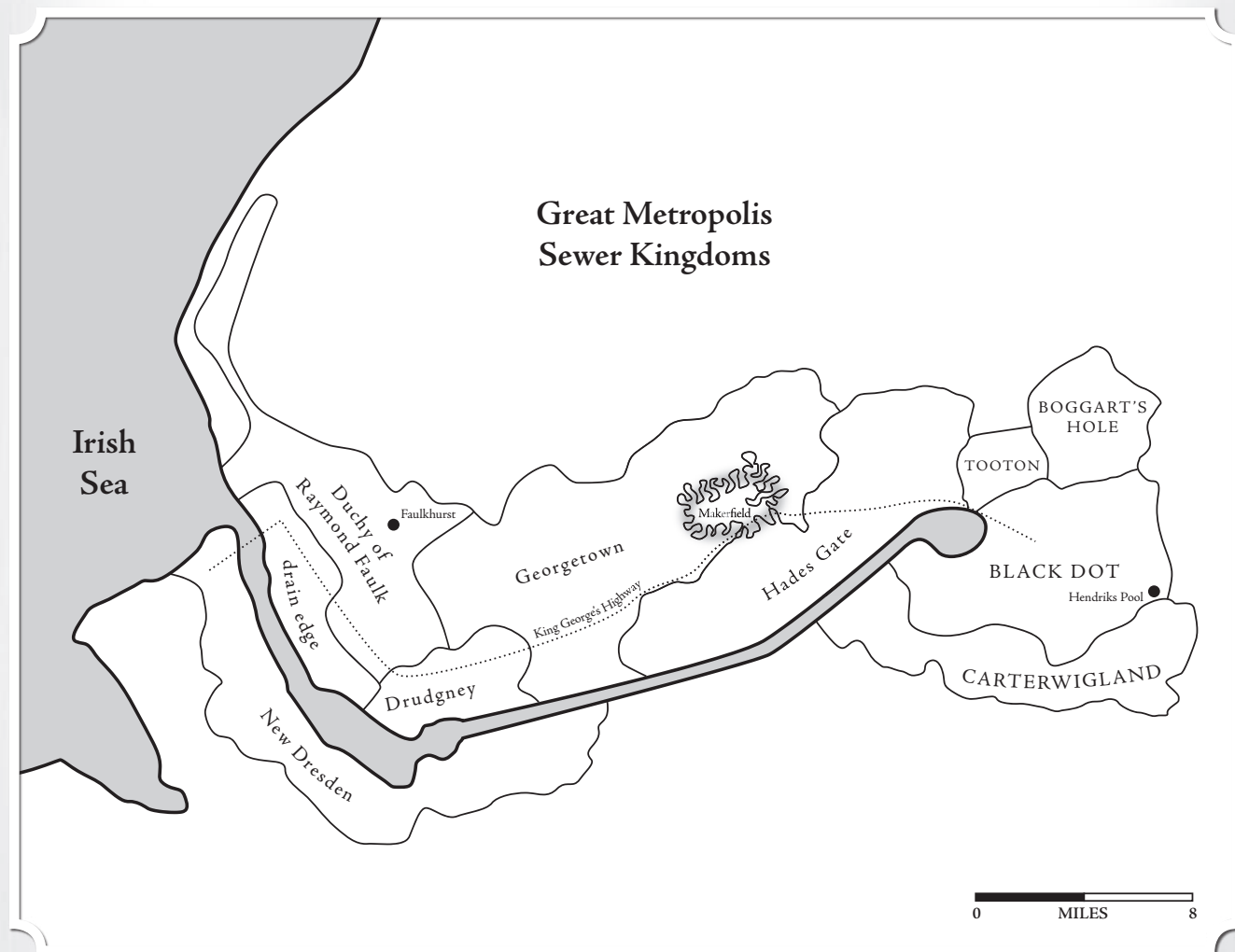
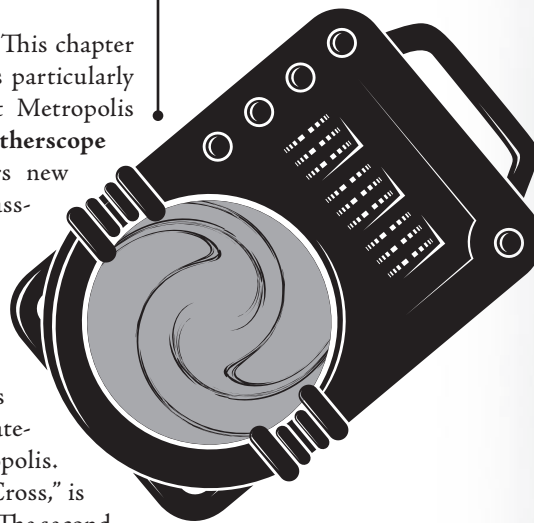
cant citizens and the role they play in the city.

Chapter 4: Politics and Current Events: This chapter explores the distribution of power and control within the Great Metropolis, the major events taking place within the city, and their effect on day-to-day life.

Chapter 5: Character: This chapter offers new rules materials particularly appropriate to the Great Metropolis setting for use in an **Etherscope** game. This section offers new advanced and prestige classes, cybernaughtics, feats, occult powers, fighting techniques, and vehicles.

Chapter 6: Adventure: This chapter equips GMs with adventure material set in the Great Metropolis. The first section, "Triple Cross," is a fully detailed adventure. The second

section, "Sin," provides an adventure toolkit equipping GMs with guidance on how to create adventures suited to the Great Metropolis setting.





CHAPTER I: HISTORY

The Great Metropolis covers a large area of the northwest of England, swallowing many smaller towns up into its urban mass. However, at the time of its formation in 1900, the region was dominated by two industrial giants: Liverpool, the empire's biggest port, and Manchester, home to much of the industries that drove Britain forward.

LIVERPOOL

Liverpool, a port on the north bank of the estuary of the Mersey River, took its name from the Middle Age words "lifer pol" meaning "muddy pool." Shortly after King John had conquered Ireland, he founded the port of Liverpool in 1207, although the settlement itself was little more than a hamlet at this time. The port became the major supply route between England and Ireland and this continued well into the 16th century. In 1229, the citizens purchased a new charter from Henry III for ten marks (£6-18-4), which granted them practically the full liberties of a borough — security, administration of justice, exemption from tolls everywhere, and power to form a merchant guild. This remained the governing charter until the 17th century.

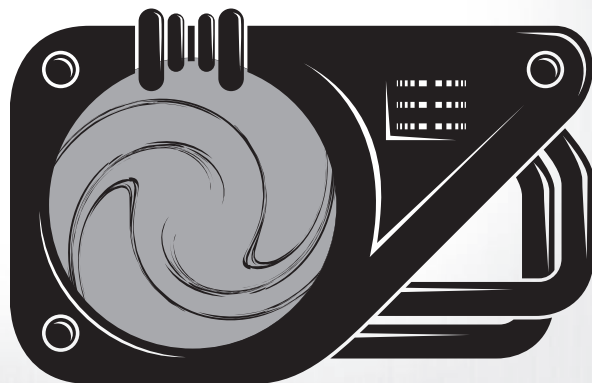
From the end of 1361 to 1565, the records of Liverpool are few and unimportant. Commerce was confined to occasional voyages of a few traders to Ireland and the dull transit of goods by coasters to other parts of the Palatinate and Wales. The only memorable event was disastrous to Liverpool, and that was a plague which in 1540 nearly depopulated the whole town. Such was the poverty of Liverpool that a petition to Elizabeth I stated, "Her Majesty's poor decayed town of Liverpool." During her reign, however, Liverpool greatly improved, her harbour was fortified, and a new quay built. In the middle of the 17th century, a corporation of merchants purchased all the feudal rights from Sir William Molyneux, the governor, and the great Corporate Estate of Liverpool was formed. This established a government by a mayor and bailiffs and by twelve burgesses of the commonality, effectively moving power into the hands of the merchant classes.

From 1700, Liverpool was transformed from a modest trading village into a major mercantile capital, when the slave trade was embraced by the city's merchants, prospering on the back of the infamous "triangular trading" of slaves for raw materials. Cotton goods and hardware were transported to West Africa to be exchanged for slaves, who were in turn carried to the West Indies and to Virginia to be exchanged for sugar, rum, tobacco and raw cotton. The city's positioning, on the western side of England, made it an ideal location for ships travelling to and from the ports of call in the triangle. It is no exaggeration to say that the grand buildings which grace Liverpool's waterfront and inner heart were built with the blood money of slavery. Living conditions were, however,

often inadequate, as overcrowding put a great strain on the burgeoning metropolis' relatively immature infrastructure.

Slowly and gradually, though, Liverpool became more and more civilized. In 1714, the first Charity school was erected and endowed. George II passed an act in 1738 for the improvement and extension of the harbour, and in 1749 a new infirmary was opened. The same year, an act was passed for the lighting and cleansing of the streets. Despite these improvements, there still existed a massive gap between the wealthy merchant classes and poor working classes. The only event to seriously impact the city's economic growth was the American War of Independence in 1775 — all trading with the colonies ceased, and France, Spain, and Holland declared war on Britain. Even then, in 1778, English ships from Liverpool began "privateering," capturing ships and stealing cargoes, instead of trading, bringing much wealth into Liverpool. The gains were enormous. Prizes would arrive valued upwards of one hundred thousand pounds. Towards the end of the 18th century, four more docks were built to cater for the increasingly busy port, and Liverpool became the third busiest port behind London and Bristol. The city also benefited from increased industry in other northern cities such as its illustrious neighbour Manchester. Shipbuilding soon became the biggest single employer in Liverpool.

The abhorrent slave trade was abolished in 1807, and people-moving of a different kind became the port city's major industry. Millions of hopefuls — English, Scottish, Irish, Swedes, Norwegians, and Russian Jews — set sail from the Mersey river docks at the heart of the city to find a better life in Australia and the USA. Many would-be emigrants decided to travel no further than the docks at Liverpool's Pier Head; this was particularly true of the Irish escaping the potato famine. Liverpool was also the port of entry for



migrants from Britain's far-flung colonies, and the resulting Caribbean, Indian, and Chinese communities that developed made it one of Britain's first multicultural cities. In 1880, Liverpool achieved city status with a considerable population of 600,000.

By the beginning of the 19th century, Liverpool had replaced London as the principal port where cotton was imported. To cope with this increased traffic, eight new docks were built between 1815 and 1835.

The early part of the 19th century saw a rapid growth in the trade between Liverpool and Manchester. The Stockton & Darlington Railway, opened in 1825, was highly successful and convinced Liverpool merchants, such as Joseph Sandars, that the city needed a new transport system. Sandars formed the Liverpool & Manchester Railway Company and recruited the legendary George Stephenson, inventor of the first commercial steam locomotive, as chief engineer. The Liverpool & Manchester railway opened on 15th September, 1830. The railway was a great success and increased the importance of Liverpool as a trading centre. A new series of docks were built, including the Albert and Stanley Docks during the 1840s. Large warehouses were also erected and the dock area eventually spread for 7 miles (11.3 km) along the Mersey Estuary. The expansion of

the port also stimulated the growth of other industries such as marine engineering, clothing manufacture, and food processing. By the late 1870s, the city had become one of the most important trade and shipping centres in the British Empire. However, despite the increasing influx of residents from the countryside and burgeoning industries, living conditions and social rights of the working classes remained poor, especially compared to the wealth and luxury of the city's merchant families and the members of the City Corporation.



MANCHESTER

Manchester started life as a Roman fort situated at the confluence of the Rivers Irwell and Medlock in the Castlefield area of Manchester. The fort was established by Julius Agricola in 79 AD and was known to the Romans as Mamucium, meaning "the fort near the breast-shaped hill." It was rebuilt around 160 AD and a civilian settlement had grown outside the fort. The fort was an important location as it was on the Roman road between the great Roman forts of Chester and York.

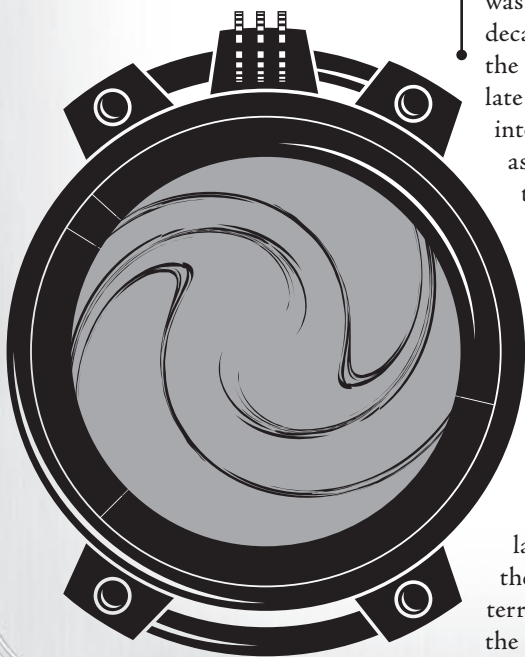
Around 411 AD, the Roman fort was abandoned. In the following decades, the Anglo-Saxons settled on the eastern coasts of England. By the late 6th century, they had penetrated into the area later to be known as Lancashire. In the late 800s, the Danes arrived from the east across the Pennines. Although viking settlement was extensive in Yorkshire and in the east Midlands, most of Lancashire escaped their colonisation. The Manchester area was an exception, however, and most of the Danish settlement in Lancashire fell upon the Manchester area. Manchester lay in the Danish settled area of the northwest, not the Norwegian territory, and so had strong links with the Danish settlements in Yorkshire

and the East Midlands.

Manchester and the northwest were relatively unstable area, disputed by Anglo-Saxons of Mercian and Northumbria, by Celts — both native and those from Wales and the Lake District — and by Danes and Norwegians. Following the victory of Alfred the Great over the Danes in the south of England, the Anglo-Saxon Kings of Wessex gained supremacy in England and they recognised the instability of the region to the north of the Mersey. Manchester became land belonging to the King: a neutral royal domain, until after the Norman Conquest.

Manchester became the property of the Archbishop of Canterbury from the 10th century. It became a market town in the 13th century, receiving its charter in 1261. By virtue of its geography, it was a key location for transporting fruit and vegetables by water to London. Growing comparatively rapidly to a population reaching almost 2,000 into the 14th century, Manchester was then devastated by the Black Death of 1348–49. A reference to a fulling mill in 1322 was the first indicator of the textile industry that was to mean so much to Manchester's fortunes. Flemish weavers introduced by Edward III settled in Manchester in the 14th century and this was to mark the early beginning of the textile industry.

By the 1500s, Manchester was beginning to grow and prosper. Manchester's growth was acknowledged by Hugh Oldham, the Manchester-born Bishop of Exeter, who established a grammar school in the town in 1515. Foreign immigrants had a big influence on Manchester's cloth trade with the arrival of victims of religious persecution from the Netherlands in the 16th century. A court acted in the town to ensure standardized weights and measure and consistency in the quality of products; it grew in authority, virtually governing the town. In 1565, Parliament appointed "aulnagers" to stamp woollen cloth produced in Manchester once it was ready for sale. Many of the products, including Futsian, flax, and raw cotton, were sold at markets in the south of England



or at foreign markets such as Rouen in France. Manchester's merchants became very wealthy.

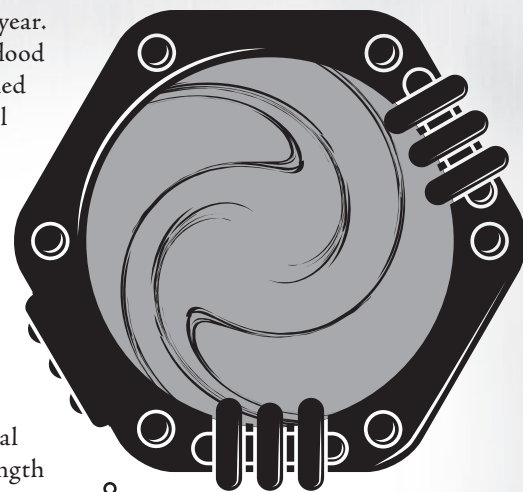
Manchester's development from a market town into a huge industrial town took place in the 1700s. Its established textiles tradition made the town perfectly poised to exploit the arrival of cotton from the American colonies in the 18th century. With its canal transportation, accessible supplies of coal and water, and culture of enterprise and innovation (exemplified by Richard Arkwright's steam-powered spinning frame), Manchester became the burgeoning hub of the new textile industry and, in effect, of the Industrial Revolution.

In 1721, improvements were made to the Rivers Irwell and Mersey with the enforcement of the Mersey Irwell Navigation Act. Much larger vessels could now reach Manchester and ensured Manchester's development as an "inland port." Road improvements were also being made, and in 1724 the first turnpike road in the area linked Manchester with the spa town of Buxton in Derbyshire. Sir Oswald Mosley opened Manchester's Cotton Exchange in 1729 in the town's market place, a symbol that Manchester was now becoming a great cotton town. Manchester's population began to rapidly increase and social improvements were made including the building of the Manchester Royal Infirmary in 1752 and the first workhouse in 1754. Between 1759 and 1761, James Brindley constructed the Bridgewater Canal at the authorisation of the Bridgewater Canal Act. The first modern artificial waterway in the world, it linked Manchester to coal mines at Worsley to the northwest and provided the regular and efficient supply of coal necessary for an industrialised town.

Improvements in spinning, notably by Hargreaves at Blackburn in 1767 and by other pioneers like Arkwright, enabled Manchester's textile output to increase. By 1789, the town's population had grown to almost 50,000. By this time, the age of steam was firmly in place across the region. In Manchester in 1789, a steam engine was built for the manufacture of cotton. Power looms

were introduced the following year.

The cotton mills attracted a flood of workers to the city and fuelled its economic growth. Additional industries, such as brewing and papermaking, boomed through the 19th century. This growth pattern ensured the development of other local commerce including the manufacture of farm implements and machinery and food processing, jam making, and bottling mineral water. This industrial strength came at a high price, however. Living and working conditions were horrendous, and Manchester became a hotbed of radicalism. Friction between the authorities and the disenfranchised "mob" came to a tragic head in St. Peter's Field in 1819, when a popular assembly of 60,000 people rallied to the cause of parliamentary reform, free trade, and opposition to the price-inflating Corn Laws. Seriously misjudging the situation, the authorities ordered mounted troops to charge through the crowds with their sabres drawn, resulting in the deaths of 11 people and the maiming of 400. The event went down in history as "Peterloo," the poor man's Waterloo. The Peterloo Massacre did make some difference as the Factory Act was introduced later in the year to improve conditions, but achieved no real changes in people's lives. A climate of radical thinking continued in Manchester, an attitude for which no other town in the country was better known. Despite Peterloo, and despite Manchester's great size, the town still had no representation in Parliament, a source of consternation for its merchant elite. Two positive outcomes from Manchester's growth during this period were the development of the first passenger railway, connecting Manchester with Liverpool in 1830, and the creation of the Manchester Ship Canal in 1894, bringing ocean-going vessels direct to the city, greatly increasing its capacities as an industrial centre.



THE GREAT METROPOLIS

The success of the Liverpool and Manchester Railway and Manchester Ship Canal drew the two cities, and their rich merchant classes, closer together throughout the 19th century. By the century's end, many businesses shared common ownership and investment or depended upon one another to function at their fullest profitability. Culturally, the two cities also began to exchange traits. Ethnically diverse groups formed their own communities within Manchester, enhancing its already vibrant culture. Likewise, the unrest and radicalism of the Mancunian people influenced communities within Liverpool, creating a thriving counterculture, as ideas spread alongside trade.

Ether technology and its implications for industry marked the birth of the process that would create the Great Metropolis as a single conurbation and establish it as the industrial heart of the British Empire. As industrial capability grew in relation to advancements in ethertech, more people came to these great cities to find work. The need for housing and services caused both cities to grow in size and, due to their geographic proximity, towards each other. Similarly, the nature of trade and development between the two cities saw

a dramatic expansion of their storage, manufacturing, transportation, and commercial sectors, which led to land in and between the two cities being swallowed up.

Whitehall, the centre of Britain's bureaucracy in London, would be the final factor in the creation of the Great Metropolis proper. As the empire flourished and its rulers in London began to shape their city into the pinnacle of British culture and power, it was clear that the industrial aspects of the city would need to be relocated. The Liverpool/Manchester area seemed an ideal solution; it was far from London, its people were already used to hard labour and harsh conditions, and it possessed the necessary access to sea lanes and transportation networks to the south. Besides, the merchant classes of the region were becoming troublesome with demands for political representation. The Home Office, Britain's interior ministry, had a solution to that problem.

In 1900, an Act of Parliament created the Great Metropolis Corporate Estate. The two cities, and numerous adjoining regions, become one administrative area. The Corporate Estate was structured like a business with different departments administering the various functions needed to maintain the new super city. Running the Corporation was tasked to the merchants who already practically controlled the major interests of the two cities. In effect, these merchants were given free rein to maximise their profits so long as they did not oppose the will of the ruling classes in London.

Between 1900 and 1928, the city saw a series of massive building projects. Both the Liverpool docklands along the River Mersey and the Manchester Ship Canal were expanded to accommodate the new classes of super transport ships made possible by the new ethertech ship engines. As Africa and Canada became the main suppliers of raw materials for the empire, the Great Metropolis' location meant it was once again the central point of a great trade network, as in the days of the slave triangle. In response, the city grew upwards as increasing

amounts of goods needing storage, manufacture, and transportation necessitated the utilisation of even more space. Fortunately, engineering technology advanced rapidly with other new technologies and so the Great Metropolis began to transform into the monolithic industrial sprawl of the present.

The wealthy elite were able to withdraw to their fortified estates on the edges of the industrial zones and control their businesses from equally luxurious and well-guarded business compounds, the grandeur of which was testament to a merchant's business success. Those of more aristocratic descent withdrew even further into the countryside, now virtually devoid of people who had long since moved to the cities, and created pleasure estates for their own amusement. Motivated by profit and status the Great Metropolis Corporate Estate cared little for the conditions of the workers who fuelled the industrial machine. Already-poor conditions continued to worsen; disease, poverty, and hunger grew among the populace as the working-class slums of the city became ever larger and overcrowded.

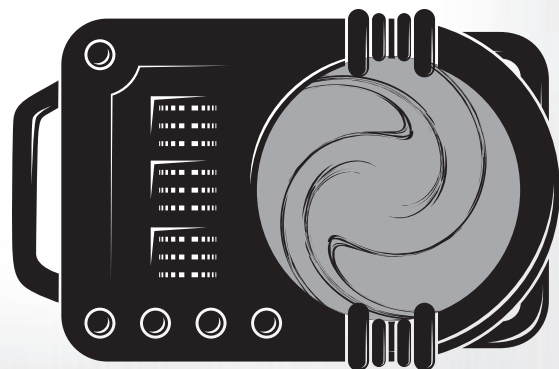
Given the region's history of protest and independence, it is no surprise that resentment and rebellion soon grew among the working classes of the Great Metropolis. When peaceful protest failed and representation was prohibited, rebellion took their place. One of the darkest and bloodiest events in British history took place in 1937: the Great Metropolis Uprisings. Workers across the city took up arms and attacked factories, corporation holdings, and the residences of the wealthy, as well as extensively looting the storehouses of the Metropolis. Unable to cope with such widespread disorder, the governors of the Great Metropolis Corporate Estate immediately called upon the Home Office to deploy the military to assist in restoring order.

The response was as swift as it was brutal. Whitehall

immediately mobilised the King's Regiment, stationed just outside the city, to eliminate all rebellion with maximum force. Amphibious landings by Royal Marines from the Atlantic fleet reinforced their assaults, and both task forces had local reconnaissance from the Metropolis Constabulary. Whereas the Peterloo rioters faced sabres, those who rebelled in the Great Metropolis Uprisings faced the weapons of modern warfare. The courage and ferocity born of desperation among the rioters was no match for piston and power armour, autoguns, v-prop weapons, and super heavy artillery. The British Redcoats showed no mercy in carrying out their duty. After only two days of fighting, hundreds of thousands were dead and millions of pounds of property damage had been done.

Many feared, or hoped, that the British Empire would never recover from this blow to its industrial heart. This was not to be the case. Firstly, even millions of pounds were a sum the treasury could call upon from its colonies without undue concern. This showed many American corporations the money that trade with the empire could bring, and resulted in new markets for the rebuilt Great Metropolis. Human losses were more problematic. A world-changing event solved even this dilemma as the Eugenics League revealed the extent of its capabilities and forever secured its place as a major player on the international stage. The gammas, deltas, and epsilons created to replace the lost population of the Great Metropolis were a wonder of science and allowed the city to rebuild and achieve its former levels of production within 10 years.

Nevertheless, the Great Metropolis



was forever changed by these events. Gamma humans were the first strain introduced to the world and deployed to rebuild the metropolis. Their high-speed breeding rate and resistance to disease meant there was plenty of expendable labour available and it could work in appalling conditions — both major factors in the rebuilding project. Whilst the gammas were primarily responsible for the city's rapid reconstruction, the first few years of their deployment proved them to be highly unreliable, prone to self-interest, and difficult to control in the long run. The secret kingdoms they established in the city's sewers, cellars, and underground areas during the reconstruction flourish to this day and the gammas themselves soon became involved in many aspects of the Great Metropolis' criminal and countercultural groups.

Deltas and epsilons were introduced in 1945 to address the problems with the gammas. Bred to be more compliant and reliable, they offered a better alternative to the gammas. As a result, the conditions that led to the Uprisings did not have to be addressed and these altered humans happily accepted their given lot in life whilst labouring and living in some of the worst conditions in the British Empire. The very fact that they could be housed in slums helped speed the rebuilding of the Great Metropolis and explain the predominance of poor housing and services that exist outside of the industrial, mercantile, professional, and government sectors of the city. Additionally, the relatively quick maturity of deltas and epsilons meant that tens of millions of them quickly swelled the city's population to undreamed-of numbers.

Beta humans, whilst still the single largest group, would never again be the overall majority in the city, approximately totalling only one third of its population. Theirs was a search to find a new identity in a greatly changed environment. Some accepted their lot and filled the bureaucratic roles needed to keep the city functioning. Many, however, turned to the multicultural, regional, social, and political heritage of the region's past and formed

countercultural groups to survive the drudgery of day-to-day existence. These countercultural groups were further influenced by those altered humans who sought their own cultural identity and American cultural forms, particularly tab jamming, which came to the city alongside increased trade with America. Even the limited concessions to workers rights and representation, gained through the establishment of Trade Guilds from the Trade Guilds Act of 1949, did little to put any real power into the hands of the working classes or stem the tide of countercultural opposition to the authorities.

Most significant in the wake of the Great Metropolis Uprisings were the changes to the government of the city. The Great Metropolis Corporate Estate remained in place but was overseen by inspectors from Whitehall. The changes denied any chance of social mobility to the great merchant families of the city for their failure to control the populace. Military forces were permanently stationed within the city and the powers of the constabulary greatly increased. Such actions created resentment towards London that would have long-term effects for the city's future as the thought of independence from the control of London grew among the bourgeoisie. These sentiments were further fuelled by the government's decision to give its military manufacturing contracts to industrial cities in the West Midlands. Simply, the government did not trust the industrialists and did not want to expose military technology to transgenic workers or to risk it falling into rebel hands. Not only did these acts cost the industrialists of the north money, but the tax concessions given to the human workers in the West Midlands for working on military projects would have helped them establish better relationships with the Great Metropolis's human workers.

Since the mid-1950s, the city has continued to grow along the pattern established in the early part of the century. With increased trade with America and the expedient growth of the empire's trade and wealth, the

Great Metropolis' size and capacity continued to grow. The construction of the steam monorail in 1955 greatly enhanced the movement of middle and upper classes around the city whilst avoiding the slums and ghettos. Extensive widening of the road and canal systems during the 1960s was necessary to accommodate the legion of steam trucks and barges that operate throughout the city 24 hours a day. Liverpool docks have been expanded three times since 1950 to handle increased sea traffic and the larger and more powerful steam cranes required to load and unload the super ships of the ether age. The development of the Royal Hospital in 1972–77 was intended to alleviate some of the discontent growing among the populace whilst accounting for the various charitable institutions set up by the more philanthropic of the Great Metropolis' merchant families; conditions for the working classes remain poor.

Resentment towards the south has grown significantly over the past four decades, fuelled by social inequality, outside influence, and increasingly harsh taxation and control of the Great Metropolis from London. New technologies and trade have made the Great Metropolis a place where fortunes can be made and lost in the space of a day. Smuggling and black marketeering have become industries to rival their legitimate counterparts. Counterculture continues to grow among youth groups, and Scope and street gangs have become a part of the cities fabric. Claims of a more fantastical nature have been reported or rumoured in recent years and a new folklore has grown around sightings of bizarre creatures. The most famous of these stories is Steamheel Jack, a creature said to be part man, part devil, and part machine.

In 1984, the Great Metropolis is one of the most vibrant, wealthy, populous, polluted, industrialized, and dangerous places on earth.



CHAPTER II: BOROUGHs

The Great Metropolitan Estate is divided up into eighteen operational boroughs, each with its own corporation office. These boroughs are based around the main towns that existed within these regions at the formation of the estate in 1900. Most of these remain as satellite centres of the two main centres of Liverpool and Manchester. Towns like Bolton, Oldham, and Stockport remain somewhat independent, with their own segregated industrial zones and the full social strata represented within their populace. Other boroughs, such as Tameside, Knowsley, and Salford, are, in part at least, overrun by the sprawl from their neighbours, becoming a dumping ground for the desperate and the destitute. Whilst the Liverpool and Manchester zones reap great profits of industry and commerce, the masses are pushed out into the slums of the surrounding boroughs to keep the central zones controllable. Other boroughs found that a quirk of their geography provided industrial growth. Canals are often the key to this success. Boroughs along the Ship Canal, such as Ellesmere Port and Trafford, find themselves ideal places for chemical and distribution industries, whilst the Rochdale Canal provides its namesake town with a huge amount of trade leaving the Great Metropolis for the north. The coal mines of Wigan supply the entire city, and its network of canals ensures speedy distribution to all boroughs.

This chapter describes each borough in detail, detailing its makeup — geography, populace, and industry — and its character. Each borough is also divided into townships (the regions within the borough that were once small towns, and which retain some degree of a town centre) and districts (the different zones within multi-level urbanised borough that lack any sort of town centre of their own). Each borough description includes an overview of its townships and districts alongside more detailed information on the most important or interesting townships or districts within it. Also included in this section are a list of notable individuals and samples of typical GM characters that populate these areas.

Classes, equipment, and other items marked with an asterisk (*) appear in Chapter 5: Character. Characters that do not have a race listed are beta humans.



LIVERPOOL BOROUGHs

Liverpool is the most important centre in the Great Metropolis. Although not as big an economic driving force as Manchester, its docks and import and export businesses are the pressure valve for the whole city. Around the central zone and the Liverpool borough itself are a number of satellite boroughs which share this burden of keeping the city's economy moving.



LIVERPOOL

Population: 10 million (40% gamma, 30% human, 15% epsilon, 10% delta, 5% fey, 0.03% alpha).

Townships and Districts: Anfield (poor residential district), Chinatown (mixed residential district controlled by the Triads),

Everton (poor residential district), Garston (mixed residential district), Gateacre (mixed residential district), Great Docklands (large docks district covering the whole of the coastline north of Pierhead), Pierhead (administrative centre), Speke (warehousing and minor docks, poor residential district), Toxteth (squalid residential district), Wavertree (mixed residential district).

Industry: Ports dominate Liverpool, both this borough and the western half of the Great Metropolis. Large shipping houses and import and export businesses are the driving force not only of this borough but of the entire city. Without the prosperity of Liverpool's ports, the whole of the Great Metropolis would grind to a halt.

Key Personalities: Edward Flixton-Knowles (shipping magnate, human broker 4/industrialist 3), Micah Harrison (legendary dockworker, epsilon enginaught 10), Pat McFadden (notable sailor, enginaught 2/combatant 2/jacktar* 5), Hanlon Torrance (NRM activist, scoundrel 3/combatant 1/agitator* 5).

Liverpool is the oldest and most important of the two major centres in the Great Metropolis area. Liverpool is the world's largest port and the most important factor on the success of not only the city, but the whole country, and indeed empire. Liverpool's docks bring in foods and goods from throughout the empire. Without Liverpool's docks, the whole country would probably starve and the empire's economy would grind to a halt.

In the Liverpool borough, the importance of the docks cannot be ignored. Along the entire coastline, from Speke in the southeast to the Great Docklands in the northwest, there is barely an inch of accessible coast that has not been given over to docks. The impact on the economy is huge, with many of the richest men in Britain having interests in the Liverpool docks, in one form or another.

As a major port, Liverpool is a cosmopolitan place, with many different human races and nationalities making it their

home. There are large African, Irish, and Chinese communities within the city, and immigrants from around the world arrive daily. Liverpool is a working class city, though, and it is not an open and willing melting pot of cultures; racial tensions are a fact of life. However, the counterculture embraces much of what these varying communities have to offer, mixing musical styles and developing new martial arts based on a mixture of eastern and western fighting techniques.

Chinatown

Population: 4 million (89% human, 11% fey).

Social Class: Mixed, but mainly working class (academic, craftsman, criminal, disenfranchised, manager, proletariat, tradesman).

Character: This is the home of the large Great Metropolitan Chinese population, with heavy ethnic flavour.

First Impression: A rag-tag jumble of British architecture and Chinese adornments and writing. Its streets bustle with pedestrians and small shops.

The Great Metropolis' Chinatown district is the oldest and largest conglomeration of Chinese outside China. With the formation of the Great Metropolis Corporate Estate, the Chinatown district was portioned off a large section of the Liverpool borough and large populations were moved from around the rest of the country, including those in Manchester borough and London's famous Limehouse district. This was initially a bloody operation, with the Triad gangs from the different source cities vying for control of the district. Now, though, the victors execute responsible leadership

and protection for the entire community.

The Triad control of Chinatown makes it a thriving centre for access to drugs, and has become a key focus point for the counterculture. The tab houses here are much better run and have access to a better quality of tab than others throughout the city. Mass (see Chapter 3: Factions and Organisations, "Secret Societies," *The Mass Heresy*), opium, and other drugs are also readily available in the Chinatown district. This has led many proponents of the counterculture to become regular visitors to the district, and aspects of Chinese culture are a vibrant part of the counterculture. Most noticeable is the use of martial arts, an area of culture rarely embraced by mainstream British society. Martial arts provide the Triads with an advantage over their local criminal rivals, a fact noticed by many visiting counterculturalists. It was not long before such people were attempting to learn these techniques, either through paying for lessons from masters or developing upload tabs for instant mastery of the art. Now, those who have learnt most of the Chinese ways have adapted their fighting styles to develop new techniques, such as Met-fu and Scope-fu.

Great Docklands

Population: 1 million (52% gamma, 33% epsilon, 13% beta, 2% delta).

Social Class: Working class (criminal, disenfranchised, enlisted, proletariat).

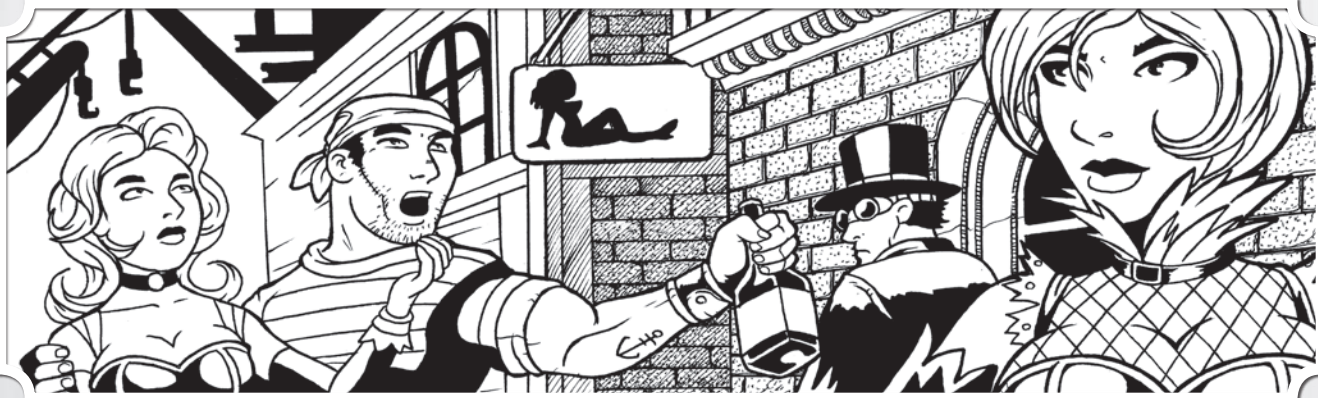
Character: A busy port, dominated by huge cranes and warehouses, famous for its bawdy houses and smuggling.

First Impression: From the seafront,

the cranes tower high in the sky, as do the huge multi-level warehouses. At the ground level, bawdy houses and worse feed the desires of sailors as they come off the ships with money to burn.

Great Docklands is possibly the longest and narrowest district in the Great Metropolis. It covers all of the northern shore from Pierhead to Bootle (in Sef-ton). The district has one business in mind: the docks. The cranes dominate the skyline of this district, reaching higher than the seventy-storey warehouses. The cranes move cargo directly from the ships to the different levels of the warehouses, sorting directly by goods types. The backs of the warehouses are riddled with lanes that carry the heavy steam wagons from the top floors of the warehouses to the streets below. Goods are sorted and dispatched with great speed, steam wagons filled almost directly from the crane and driving off the moment they are full. It is an efficient operation, but it needs to be in order to deliver the goods throughout the entire country. Many goods make their way to the local markets in the Great Docklands district, where fresh goods provision the larders of the borough's population.

On the waterfront, bawdy houses and brothels dominate the ground level, and sailors spend their hard-earned pennies on whatever takes their desire. The nightlife here tends towards more common tastes than those of the subcultures of the rest of the city. Sailors drink rather than drop Scope tabs. They prefer rum, gin, whiskey and ale, and enjoy real pleasures of the flesh to anything the Scope has to offer. Sailors' musical tastes run to folk music and sea shanties



rather than the etherpunk tunes of the subculture. Sailors come ashore with a heavy pocket of money, earned on the sea where there is little to spend it upon. This money is often spent quickly within the short periods of shore leave they are granted. The authorities are happy to let the sailors spend their money as it boosts the city's economy, but they are also keen to keep the sailors contained within Great Docklands. The borders of the district are walled so that only local resident workers can pass in and out and the neighbouring residential districts are left free of drunken sailors and the destruction that often follows in their wake.

Great Docklands has also become notorious for smuggling. The same walls that keep the sailors in provide an excellent veil for the criminal fraternity. Behind the warehouses are blocks of coffin flats in which a number of dockworkers make their homes. However, many of these are little more than warehouses themselves, holding the high cost-to-weight and illegal goods smuggled in through the port. Scope tabs, street-grade cybernaughtics, cigarettes, snuff, and other goods are smuggled through the Great Docklands district. The constabulary attempts to crack down on the trade, but is thwarted by the gangs' ability to shift their stock around quickly between flats in a single block before the police can even get to the right floor of the huge residential blocks.

Pierhead

Population: 67,000 (60% human, 31% epsilon, 6% gamma, 2% delta, 1% fey).

Social Class: Mixed (almost all templates are represented in this district).

Character: A bustling 24-hour multi-layered district with administration, docks, service industry, and housing for all social classes.

First Impression: Mighty and beautiful buildings tower over the Liverpool waterfront. Broad boulevards between the buildings are filled night and day with steam carriages, wagons, and zeppcars.

Pierhead is built on three different levels. At the bottom there are the docks, warehouses, and working class flats.

Although the docks are much smaller than those of Great Docklands, they form the basis of the district's economy and physical structure. The port facilities don't stretch far beyond the ground level. Warehouses and cranes operate below the usual heights of Great Docklands and beyond, and the wagons that carry the loads out of the warehouses are quickly shuffled down to ground level streets. Just above the warehousing levels are a thin slice of poor quality flats, converted from now-disused upper floors of the warehouses. These makeshift constructions lack many basic facilities found in more modern flats.

The impressive buildings of the Liverpool waterfront rise from above the warehousing level. Made of white marble and other high-quality materials, they were beautifully crafted by the finest masons and architects. These buildings are literally built on top of the warehouses. These are the Great Metropolis Corporation's finest monuments to the greatness of the city, and to its own leadership: a signal to all of the Corporation's dominance. These buildings in general have three tiers: high-quality but serviceable apartments for the middle classes at the lowest levels, the offices of the bureaucrats and corporation management in the middle, and the offices and penthouses of the wealthy elite at the top. These higher levels have elevated sidewalks and tramways to connect their privileged occupants with the surrounding buildings. Many of the city's wealthiest and most powerful shipping magnates live and work in the top levels, overlooking the docks that have made them their millions. At the very top, luxurious apartments with glorious views and roof-top gardens dominate. The offices in the middle section are the heart and mind of the city's corporation. It is from here that the city is run and all the important decisions are made. These offices are opulent — some would say decadent — decorated with glorious leather and mahogany furniture, plush carpets, and bookcases filled with many rare and expensive books. The middle classes that work in these offices, and those of the shipping firms, dwell at the base of these buildings, just above the warehouses and coffin flats. However,

they are isolated from their lower-floor neighbours by layers of security and a lack of transportation between the levels.

The poor of the borough, and indeed of the city, eye these buildings with envy and resentment. They see the wealth and dominance of these structures and see the money wasted that could have provided them with decent sanitation or better living conditions. These buildings have become an ideal target for the NRM and other disgruntled organisations. Intelligence about planned attacks appears often, and the Corporation is regularly increasing the security on these buildings. This action represents yet more resources spent on these structures, siphoned away from the poor who need it.



ELLESMERE PORT

Population: 2 million (50% human, 38% gamma, 11% epsilon, 1% fey).

Townships and Districts: Burton-Willaston (wealthy residential compounds), Capenhurst (manufacturing industry district), Ellesmere Port (large secondary port on the Mersey with important import and export trade), Elton (poor residential district), Frodsham (mixed residential township, some chemical industry), Helsby (limestone quarrying township), Neston (small port and poor residential township).

Industry: As this borough is dominated by the township to which it owes its name, the main industry of Ellesmere Port is importing and exporting goods. Neston, on the River Dee side of the Wirral peninsula, is also a port, but on a much inferior scale to Ellesmere. Other townships and districts in the borough have some manufacturing and chemical works.

Key Personalities: Lady Danica Islington (Burton-Willaston socialite, alpha broker 2/connector 2), Kulgan Jones (notable dockworker, epsilon enginaught 3/cybernaught 2), Lord Benjamin Telford (port owner and driving force behind the borough's surging economy, human ordinary savant 7/

enginaught 3), Frank Zebulon (dock-worker and MI5 agent, delta ordinary scoundrel 5/enginaught 1).

Ellesmere Port is arguably the second most important port in the Great Metropolis region. A recent dramatic rise in its activity means that it will soon overtake Bootle as the area's second busiest docks. Both the River Mersey and the Manchester Ship Canal run parallel within a short distance of each other for the entire length of the borough's eastern shore. This allows the rapid transfer of cargo from one to the other. However, it was not until recently that the potential for Ellesmere Port was realised. Twenty years ago, a local peer, Lord Benjamin Telford, bought up the land between canal and river, previously used for warehousing, and installed huge crane and transportation systems to enable the cargo to be transferred directly from vessels waiting in the docks at either side of the "Telford Strip." Telford used his influence in Parliament to gain land grants and crucial building permissions and drove his family's fortunes into developing the transport systems and mechanisms to allow direct vessel-to-vessel cargo transfer. This has dramatically improved the fortunes of this formerly small port town and promoted rapid growth over the last sixteen years.

Most of this borough shows its working-class roots, with a number of poor residential areas, where squat blocks of coffin flats provide accommodation for the increasing number of dock workers being moved into the area. In order to work his rapidly expanding docks, Lord Telford needed a large number of dock workers in a short space of time. Unable to afford guild rates or epsilon workers, Telford was forced to search around the docks of Liverpool and Bootle for workers without guild recognition and offer them little more than secure employment — something that many of them craved more than anything else. However, they were forced to leave their homes on the north bank and move "south of the river." The living conditions in Ellesmere Port are better than much of the Great Metropolis, but may be on the verge of a rapid decline. The limited blocks that were built are now proving

insufficient for the growing population, and money to develop the properties is not forthcoming. Telford does not own these residential blocks, and in the early stages of his plan, he granted landlords capital to build in the vicinity, but now that the initial builds need upgrading Telford cannot afford the work, and the greedy landlords are looking for hand-outs. Whether Telford or the landlords will break first, or the progress made in Ellesmere Port will stutter and fail only time will tell.

The lack of recognised guilds workers in the borough causes additional problems for the people of the borough. The workers brought in are cheap and often petty minded. Without guild protections, they are poorly treated, although notorious for their poor skill, punctuality and attitude. The workers have formed a kind of unofficial union — an illegal act in itself — and commit acts of vandalism across the docks. Whilst this is little more than an annoyance for the dock managers, the British government is concerned that this type of militant action might grow and become more organised. The government recruits spies from amongst the "union's" number. Whether the group has the potential to become a real threat, or will never be more than a limited criminal gang is as yet unknown.

Neston

Population: 250,000 (61% gamma, 38% human, 1% epsilon).

Social Class: Working (mainly proletariat, some disenfranchised and craftsmen).

Character: Neston is a town with little successful industry; the people in it are envious of the success of their neighbour, making them aggressive and surly.

First Impression: A small and dirty port located on the north bank of the silt-ridden River Dee, given over to squat residential buildings to support the neighbouring economies.

Neston tried to ride the back of the Telford boom and failed. Situated on the western side of the Wirral peninsula, the shallow waters and shifting silts of the River Dee do not provide the ben-

efits of the east side's Mersey. Neston had a small port throughout its history, but the rapidly shifting silts of the river cut it off many years ago. When Lord Telford began his expansion of Ellesmere Port, the plucky investors of Neston invested in digging out a channel in the Dee to encourage ships back into Neston docks. They made good use of Telford's housing grants and paid the newly arriving workers well for their labours in the channel. However, maintaining the channel is a constant fight against the Dee's silts and incurs a great cost. Many of the township's investors have gone bust and now most of their former workers travel across the peninsula to Ellesmere's busy docks.



HALTON

Population: 2 million (75% human, 13% gamma, 12% delta).

Townships and Districts: Halton (an administrative centre and residential township), Runcorn (chemical and distribution township), Widnes (chemical works district).

Industry: Halton borough is built on the chemical industry. The narrowing banks of the River Mersey are lined by chemical works, making good use of the river's natural resources: water, transport, and an easy place to dump chemical waste.

Key Personalities: Michael Murray (corrupt chemical works inspector, human ordinary savant 2/scoundrel 2), Daniel Snape (chemical workers' guild safety activist, gamma ordinary enginaught 3/combattant 2), John Worrel (reforming chemical works manager respected by the guilds, alpha broker 3/savant 1).

If boroughs are named after their most powerful township, Halton borough would appear to be inappropriately named. The downstream giants of the chemical industry, Runcorn and Widnes, are now the industrial driving force behind the borough's industry. Halton remains the administrative centre, but amounts to little more than a housing estate for neighbouring Runcorn. Widnes, north of the river, has

merged with the urban sprawl of Liverpool and Knowsley boroughs and is an entirely industrial district, supported by the towering residential warrens of Huyton. The relative unimportance of Halton township in the borough creates a rivalry between the bureaucrats of the borough, with Halton's leaders often putting punitive restrictions on the chemical industry, which are of course ignored by Widnes and Runcorn's corrupt inspectors.

The chemical industry is one of the few industries to have significant operating restrictions placed upon it, due to the direct damage that unsafe practices can cause. The guilds are heavily involved in trying to establish safety protocols that enable profitable enterprise for the chemical industry. They are working, however, in a crossfire between the corruption of the industry and the jealously overzealous restrictions of the bureaucrats.

The guilds have an unlikely ally in the Eugenics League. The league has interests in producing genetically engineered crops, and sees a close alliance with the chemical industry as an important part of developing this aspect of its operations. They send a number of managers up to the borough to work with the industry leaders, but they find the slap-dash attitude of the industry leaders to be a danger to the prosperity and well-being of the surrounding region. Some league members are fearful that the transgenic strains might not be as resilient against chemical agents as they are against disease. They see the guild's efforts to improve the safety standards alongside ensuring productivity as the most effective way forward, and their managers are working closely with the guilds to develop and implement the protocols. However, this is done in ignorance of both the instructions of their employers and the bureaucratic regulations.



KNOWSLEY

Population: 15 million (43% epsilon, 27% gamma, 17% delta, 13% human, 0.3% fey).

Townships and Districts: Halewood

(mixed residential), Huyton (poor residential district, notorious for organised crime), Kirkby (squalid residential), Knowsley (poor residential), Prescott (poor residential).

Industry: Not known for its independent industry, Knowsley is mainly given over to residential zones for the workers in neighbouring Widnes and Liverpool.

Key Personalities: Andrew Hardman (epsilon community spokesman, epsilon ordinary enginaught 5/broker 1), Connor Murphy (mob enforcer, human combatant 4/scally* 5), Declan O'Reilly (mob boss, human combatant 4/broker 2).

The current Knowsley borough was effectively created in the wake of the 1937 riots. This borough saw some of the worst of the violence in its poor streets. However, when the money came to rebuild, the city corporation planned for Knowsley to become a feeder borough, capable of housing over fifteen million people in relative comfort. It was a revolutionary plan and has led to the Knowsley of today – a futuristic and endless morass of tall blocks and winding streets. A new populace was installed:

TAXI DRIVER ORDINARY

The winding, dirty streets of the city are not always a safe place for pedestrians. While the working class rely on mass transit, those who can afford it prefer to travel by taxi. This working class ordinary represents a typical driver of a steam carriage taxi. (For an exceptional taxi driver, see the cabbie advanced class in Chapter 5: Character.) Taxi drivers know their way around the streets of the city, and are more than willing to suggest destinations to out-of-towners. Reputable taxi drivers belong to a pilots' guild. Most drivers rent their vehicles from a dispatch company, whom they also pay a percentage of their fares.

This archetype can be easily be adapted for pilots of other passenger vehicles. For pilots of zepcars, trains, ferries, and light airships, change the Vehicle Expert feat to the appropriate Civilian Vehicle Operation feat (the character's Pilot (civilian) skill modifier drops to +8). For drivers of Hansom cabs, change the Vehicle Expert feat to Animal Affinity, and replace the Pilot (civilian) skill with Handle Animal (+5 modifier).

Taxi Driver (Ordinary Enginaught

gammas first, followed by epsilons and a few deltas. Knowsley is, as planned, an entirely working class borough, with an almost unbroken spread of tower blocks over the entire borough. Only the western edges of Halewood remain relatively homely, with a number of lower middle class families remaining in the area.

Knowsley is a warren of towering buildings and weaving streets. Knowsley has, in many ways, been better planned than the similarly populated boroughs of Tameside and Salford. The potential for population growth in the borough was much better understood, and for many years the borough was underpopulated, with many of the upper floors of the huge towers left empty. Now these same buildings are full, but there has been no need for expensive and dangerous extensions. However, the same foresight and invention that saw the need for such tall blocks of coffin flats also has led to some of the borough's biggest problems. The planners decided to create a criss-crossing web of streets throughout the borough, rather than using a traditional model of main thoroughfares and side streets. As a result, the streets are narrow, winding, and labyrinthine. The

2): CR 1; Medium humanoid (human); HD 2d10; hp 11; Mas 11; Init +2; Spd 30ft.; Defence 15, touch 14, flat footed 13 (+2 Dex, +2 class, +1 equipment); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or +1 (1d6 bludgeoning, tire iron); Val any/any; AL any; SV Fort +2, Ref +2, Will +0; Str 10, Dex 15, Con 11, Int 14, Wis 10, Cha 12.

Scope Avatar: HD 2d6+2; hp 9; Mas 12; Init +0; Defence 10, touch 10, flat footed 10; BAB +0; Grap +2; Atk +2 melee (1d3+2 nonlethal, unarmed strike); SV Fort +1, Ref +0; Str 14, Dex 11, Con 12.

Template: Craftsman (Guilds, Civic, Industry) (Engineer (mechanical), Pilot (civilian)).

Skills: Concentration +5, Diplomacy +3, Engineer (mechanical) +10, Knowledge (current events) +6, Listen +5, Navigate +7, Pilot (civilian) +10, Resolve +3, Scope Use (remote) +4.

Influences: Guild +1, Street +1.

Feats: Simple Weapons Proficiency, Tinkerer, Vehicle Expert.

Possessions: Club (tire iron), leather jacket, zepcar (rented), basic mechanical toolkit, blue collar outfit, family flat.

Wealth: +4.



uniform tower blocks make every street look the same, yet many possess tunnels beneath them and irregular sequences of side streets seem to sweep away in random directions. These features have made the borough a haven for petty street crime and a regular scene for chases between police and criminals. It has become the place you run to when you want to get lost, or to lose those who might be following you.

Huyton

Population: 5 million (43% gamma, 26% human, 22% epsilon, 9% delta).

Social Class: Working class (criminal, disenfranchised, and proletariat).

Character: Huyton is a poor residential district which feeds both Liverpool and Widnes with its workers. It is also notorious for its brutal gangs and organised crime.

First Impression: Towering blocks, coated in grey pebbledash, watch over a twisting warren of narrow streets and tunnels.

Huyton (pronounced HYT-n) is typical of Knowsley's townships and districts — a tangled mess of streets overlooked by towering residential blocks. Unlike Salford, where small gangs run each block, Huyton is controlled by one large criminal organisation, the Irish mob. The mob, run by an alliance of significant Irish families, operates through

a number of gamma and human operatives who bully and enforce the hierarchy of the boss families. The district is completely off limits to the Great Metropolis constabulary, and the mob maintains some degree of order, under its own rules.

The district has become a haven for petty criminals and small-time gangs, fleeing to the police-free streets. Such gangs must, however, pay the mob a special "rent" and woe betide them should they attempt any criminal activity within the mob's protected zones of the district. However, the mob does permit some small-time crime to go unnoticed, and keeps an eye out for promising individuals to enlist within their organisation.



SAINT HELENS

Population: 2 million (50% human, 25% gamma, 13% epsilon, 12% delta).

Townships and Districts: Billinge-Rainford (wealthy residential compounds), Newton-Haydock (squalid residential, suffering from mining subsidence), Rainhill (poor residential), Saint Helens (manufacturing and distribution township).

Industry: Saint Helens is famous for the glass industry, having excellent natural resources nearby, but was built on distribution through its canal networks.

More recently, a variety of manufacturing industries have been introduced, as workers and investors move away from neighbouring Makerfield.

Key Personalities: Morris Eckerswaite (rugby player, human ordinary combatant 7), Horace Johnson (glassworkers' guild chief, human ordinary savant 2/broker 2/enginaught 1).

Saint Helens is a typical industrial borough in the Great Metropolis, with a large main township supported by a strong manufacturing industry. In many ways, it is replica of the whole city in miniature. Factories and industry dominate the central township, whilst its outlying regions are taken over by dense working-class residential blocks to supply these industries. At the northern border of the borough, and also the city, are the residential compounds of the wealthy.

Saint Helens is also at the centre of an area noted for its love of Rugby football. Along with areas of Warrington and Wigan, Saint Helens is part of a small locality where this mainly upper-class, public school sport is popular with the working classes as well. Because of Rugby's unifying effect on the borough, the sport's stars enjoy a level of celebrity and financial success here that is rare amongst working-class sporting heroes. This communal atmosphere filters throughout the borough and makes for a deferential working class, even amongst the gamma and beta human populations.

Newton-Haydock

Population: 900,000 (35% gamma, 30% human, 18% epsilon, 17% delta).

Social Class: Working class (criminal, disenfranchised, and proletariat).

Character: Newton-Haydock was once an important industrial area that now wallows in decrepitude. Its people are angry and poor.

First Impression: Huge residential buildings with shattered windows and missing bricks. Everything is covered in soot and grime.

Newton-Haydock is a former industrial heartland. Bordering with the Makerfield area of Wigan (see below), it

DILETTANTE ORDINARY

Dilettantes come from a background of wealth and influence. Provided since birth with everything they could want or need, these upper class ordinaries have become disillusioned with the traditional high society lifestyle, and are drawn to find new and different experiences in both the real world and the Scope. When they discover something that interests them, they embrace it completely, only to discard it when something else sparks their passion. The recent trend of cybernaughtics as fashion accessories means many of these dilettantes sport aesthetic attachments, which clearly mark them as rich, yet rebellious. Whether enjoying a ethereal garden party in New London or 'slumming' with actors and artists, the dilettante surrounds herself with only the most interesting and popular people.

The GM may adapt these statistics to cover all sorts of characters the PCs might encounter at a high society party.

Dilettante (Ordinary Broker 5): CR 4; Medium humanoid (human); HD 5d6; hp 17; Mas II; Init +2; Spd 30 ft.; Defence I4, touch I4, flat footed I2 (+2 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (Id3 nonlethal, unarmed strike) or +4 melee (Id4

sword cane) or +1 ranged (2d4, pepper-box revolver); Val any/any; AL any; SV Fort +1, Ref +5, Will +3; Str II, Dex I4, Con II, Int II, Wis I4, Cha I3.

Scope Avatar: HD 5d6+5; hp 22; Mas I3; Init +2; Defence I4, touch I3, flat footed I3 (+2 Dex, +1 class, +1 equipment); BAB +1; Grap +1; Atk +1 melee (Id3 nonlethal, unarmed strike) or +3 melee (Id6, epee); SV Fort +3, Ref +0; Str II, Dex I4, Con I3.

Template: Idle Rich (High Society, Finance, Parliamentary).

Skills: Bluff +9, Diplomacy +9, Intimidate +7, Knowledge (current events) +8, Perform (any one) +9, Resolve +7, Scope Awareness +6, Scope Use (immersed) +4.

Influences: Academic +1, Civic +1, High Society +8, Finance +4, Industry +1, Street +1.

Feats: Fencing Proficiency, Major Cybernaughtic App (cybernaughtic eye), Weapon Finesse.

Possessions: Sword cane, pepperbox revolver, epee program, Scoper's leather program, Scope tabs (New London), Scope tabs (pleasure dome), upload capsules (reality drama), cybernaughtic eye (aesthetic, attachment, upgrade: keen sight*), fashion outfit, steam carriage, quality address.

Wealth: +25.

was a rich coal-mining area in the 19th century. Now the mines are closed and the land is starting to subside. Landowners, rather than reinvest in new factories, used the area for residential blocks to support Saint Helens' growing industry. Many buildings are caving in and the township is in a sorry state. The people took to actively campaigning for investment to rebuild their homes, but their protests were met with armed resistance — the Corporation has learnt its lesson from the 1937 Uprisings and objects to any organised protest.

SEFTON

Population: 2 million (75% human, 11% gamma, 10% fey, 2% delta, 2% epsilon).

Townships and Districts: Bootle (docks and poor residential district), Crosby (docks and mixed residential township), Formby (wealthy residential compounds), Litherland (docks and poor residential district), Maghull (tex-

tile industry township), Sefton (residential zone and administrative centre), Southport (docks and mixed residential township).

Industry: The importance of the docks continues up the west coast far north of Liverpool. As such, the importance of the import and export trade, along with port-related manufacturing industries, is the driving force of Sefton's economy. However, a number of other industries have developed in the outlying townships.

Key Personalities: Dominic Grady (dockers' guild leader, human ordinary enginaught 3/broker 1), Frances Swagpole (confidence trickster, human ordinary scoundrel 3/broker 2), Julian Michaels-Jones (womanising socialite, fey scoundrel 3).

As with Liverpool to the south, Sefton is dominated by docks. The southern end of Sefton borough is little more than an overflow from Liverpool. Bootle and Litherland merge into one with the Great Docklands district of Liverpool borough. The northern spur of the borough is perhaps an overestimation of the

growth rate of the city. Formby's compounds sit on the edge of the city, yet further north, the town of Southport, with its own fully independent centre and industries, is technically part of the Great Metropolis. When the estate was created, it was expected that the docks would grow much further up the coast from Liverpool, and it looked like they might until Lord Telford's development of Ellesmere Port. The prosperity of Ellesmere Port has led much of the increasing port traffic to the south bank of the Mersey rather than north of the city.

Sefton itself is a relatively small township, but holds the administrative offices for the borough. It has become a residential zone, with many people travelling from Sefton to work in the docks of Bootle, Litherland, or Crosby. The centre of the township has a higher quality of housing, with a number of large middle class houses situated close to the administration buildings. The corruption of the docks is monitored a lot better in Sefton, by a more efficient, if less well paid, bureaucratic body. The distance of the governing centre from the active ports probably helps, as the inspectors are not as tied in to the day-to-day running of the docks. They also maintain good relationships with the guilds, enabling a much more cooperative atmosphere. The guilds themselves are opposed to the smuggling operations and the Sefton-controlled docks have a reputation for fighting smugglers and corruption.



THE WIRRAL

Population: 2 million (75% human, 15% delta, 10% fey, 0.1% alpha).

Townships and Districts: Birkenhead (docks and manufacturing township), Bromborough (docks and other industry), Heswall (wealthy residential compound), Hoylake (wealthy residential compound), Irby (wealthy residential compound), Wallasey (docks and poor residential township)

Industry: The south bank of the Mersey has large docks areas, making imports and exports an important part

of the borough's industry. A variety of port-related industries also exists, such as shipbuilding. The Wirral, however, is home to the largest number of wealthy residential compounds in the Great Metropolis.

Key Personalities: Danny Blackknife (gang leader, delta ordinary combatant 4/broker 1), Miles Fitzwarren (compound spokesman, fey ordinary broker 3), Harry Grimshaw (career burglar, human scoundrel 3/thief 4), Marissa Whitehaven (Hoylake socialite, alpha broker 3/connector 6).

The Wirral is a split borough, with two different sides: in the west, on the River Dee side of the peninsula, the townships of Heswall, Hoylake, and Irby are pleasant wealthy districts, where the wealthy look out over the sea from their protected compounds. In the east, overlooking the Mersey, busy docks, factories, shipyards, and towering blocks of coffin flats dominate. The Wirral has become, unfairly, an area of ridicule. Those in Liverpool look down on their compatriots, the working class, "over the water," thinking that they live in luxury and are mollycoddled by their

wealthy neighbours. Unfortunately for the inhabitants of Birkenhead, Wallasey, and Bromborough, this is far from the case. Far too much of the borough's resources are siphoned into additional protection for the compounds, leaving the working class residential zones under-resourced.

In the borough, tensions are high. Gangs of disenchanting youths recruit new members by the day, angry at the wealth and privilege of the aristocracy. They regularly attempt break-ins, trying to steal from the compounds' inhabitants. However, this merely sends more money into the compounds' security and away from the poor districts. The tension has led to many counterproductive outbursts and angry, wild accusations. Stereotypical beliefs are strong on both sides of the peninsula — the compound-dwellers see all of their working class neighbours as ruffians and thieves, whereas the working class see the wealthy as greedy and haughty, willing to see them starve and suffer ahead of their own security.

TRAPSMITH ORDINARY

In the industrial regions of the Great Metropolis and New London, security is of utmost concern. Goods, money, and information are all prime targets for thieves and rivals. More than run-of-the-mill locksmiths, trapsmiths are experts in high-tech security for both real world buildings and Scope domains. Often current or former police officers, these middle class ordinaries interact with people from every level of society from bank executives to anarchist tab jammers.

The statistics below represent a typical trapsmith; by changing the template and influences, reallocating skill points, and swapping feats as needed, these statistics could also be used for a corporate system administrator, a police detective who investigates Scope-related crimes, or a self-educated hacker.

Trapsmith (Ordinary Savant 3): CR 2; Medium humanoid (human); HD 3d6-3; hp 10; Mas 8; Init +0; Spd 30 ft.; Defence 12, touch 11, flat footed 12 (+0 Dex, +1 class, +1 equipment); BAB +1; Grap +1; Atk +2 melee (1d6 nonlethal, unarmed strike) or +1 ranged (2d4, small pistol); Val any/any; AL any; SV Fort +0, Ref +1, Will +3; Str 11, Dex 11,

Con 8, Int 16, Wis 12, Cha 12.

Scope Avatar: HD 3d6+3; hp 16; Mas 12; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +3; Grap +6; Atk +7 melee (1d6+3 nonlethal, unarmed strike) or +4 ranged (2d8, large pistol); SV Fort +4, Ref +3; Str 16, Dex 12, Con 12.

Template: Constabulary (Constabulary, Street) (Investigate).

Skills: Engineer (ethertech) +9, Engineer (mechanical) +9, Engineer (structural) +9, Forgery +9, Investigate +10, Knowledge (civics) +9, Knowledge (current events) +9, Knowledge (tactics) +9, Research +9, Scope Awareness +4, Scope Resilience +4, Scope Use (immersed) +9, Scope Use (remote) +9.

Influences: Constabulary +2, Finance +1, Industry +1, Street +1.

Feats: Extraordinary* (savant, Scope Use [immersed]), Brawl, Minor Cybernaughtic Implant (Scope jack), Personal Firearms Proficiency.

Possessions: Small pistol, light undercover shirt, large pistol program, briefcase, basic ethertech tool kit, basic mechanical tool kit, lockpick set, business outfit, large house.

Wealth: +8.

Hoylake

Population: 10,650 (67% human, 21% fey, 12% alpha).

Social Class: Upper and middle (bourgeoisie, idle rich, landed gentry, some academics and officers).

Character: Hoylake is a heavily fortified wealthy compound with attractive beaches. People here live in isolation from the working class on the far side of the peninsula, save for the frequent attempts at robbery.

First Impression: A beautiful, peaceful community, where the large Georgian-style houses all face away from the imposing compound walls around the district, designed to keep out the gangs and burglars of the nearby working class districts.

Hoylake is a pleasant area on the northwestern corner of the Wirral peninsula. However, it was once one of the most regularly burgled compounds in the city. As a result, many of its inhabitants left. A new building approach was necessary. The new Hoylake compound is bigger and has more open parkland than its previous incarnation, but it is the walls that are the most noticeable change. These are now over a hundred feet tall and covered in barbed wire, spikes, prongs, and other climbing deterrents. A team of guards patrol the walls 24 hours a day, watching for incursions, and a number of riverboats guard the coastline. The houses have been constructed facing away from the wall, in an attempt to reduce its imposing presence. The streets form large arching crescents that sweep around the corner of the peninsula, facing the coast. In front of them are swathes of parkland following the curve of the street. This pattern is repeated all the way to the coast, where the most expensive properties are found.



MANCHESTER BOROUGH'S

As the second of the two main central zones within the Great Metropolis area, Manchester is a centre for much

of the city's economic activities. The surrounding boroughs are connected by canals and factories, and dominated by the distribution and manufacturing industries.



MANCHESTER

Population: 11 million (32% human, 27% gamma, 18% delta, 18% epsilon, 5% fey, 0.02% alpha).

Townships and Districts: Ancoats (the printing district, notorious for its nightlife), Castlefield (a major commercial district, topped by high-quality blocks), Cheetham-Platt (a poor residential district noted for its Irish population), Chorlton-cum-Hardy (a township south of the city with mixed residences but little industry of its own, location of the Metropolis Constabulary headquarters), Hulme-in-the-Moss (a poor residential district, but topped by high-quality blocks), Piccadilly (a warehousing district, close to the main station), Ringway (a township at the far south of the borough built around the airfield with mixed residences and warehousing), Universities (where the borough's academic centres are based).

Industry: As a central zone borough, Manchester has a wide variety of industries. Its most prominent are warehousing and distribution, linked to its canals, airfield, and railways, and its press industry, producing many books and a couple of national newspapers.

Key Personalities: Jack Baxendale (notable cabbie, gamma enginaught 2/pursuer 1/cabbie* 7), Sally Cinnamon (singer and regular at the Factory, fey broker 4/tab-jammer 5), James Hargreaves (powerful industrialist, fey broker 5/industrialist 7/savant 3/occult investigator 1/Ancoats Historical Society associate* 2), Lord Charles Hawthorne (police commissioner, human ordinary broker 9), Danny "The Knife" Scholes (notorious street thug, alpha bastard scoundrel 2/scally* 5), Michael Thornlea (mechanics guild spokesman, delta ordinary enginaught 4/broker 3), Lady Prunella Westerra (socialite, fey broker 2/pursuer 3).

Manchester is a large city-centre bor-

ough with major industry throughout its districts. It's a hard-working city, where many high-volume, low-profit enterprises provide prosperity. As such it has need for millions of workers and not enough space to house them all. This has resulted in many workers coming in from the nearby Salford and Tameside boroughs.

Manchester is dominated by the distribution trade, and has been called "the Warehouse for the World." The Ship Canal allows heavy ships to come many miles inland, where canal and rail networks allow the distribution of the goods throughout the country. Few imported goods now get to London without first having passed through Manchester's warehouses. Its roads are filled by service vans and steam wagons, delivering goods throughout the Great Metropolis. The Monorail links the upper districts, where the wealthy live in isolation from the squalor of the lower levels of the city, with the rich commercial districts where they work and play. In the lower levels, transgenics live alongside human workers in some of the worst conditions of the whole of Britain.

Ancoats

Population: 10,000 (38% human, 27% gamma, 22% delta, 11% epsilon, 2% fey).

Social Class: Working class (mainly craftsmen).

Character: Ancoats is the home of the Great Metropolis' printing industry, and home to a number of notorious drinking establishments and tab houses. Most of the people here are young workers within one of these two industries with enough money to afford the inflated rents of the area and a desire to be close to the district's nightlife.

First Impression: Massive press houses dominate the Ancoats skyline, sitting side-by-side along the district's two main roads. The backstreets are dirty rundown areas. Residential flats rise above the street-level gin shops and tab houses, all trapped within the old decaying skeletons of the district's abandoned factories and printing presses.

The first of Ancoats' two main roads is Great Ancoats Street, which runs along the northeastern edge of the city. This road used to house a variety of industries and factories, but many of these are

JOURNALIST ORDINARY

Newspapers are one of the few forms of mass communication in the Great Metropolis. Whether the broadsheets of the upper class and bourgeoisie, the middle class tabloids, or the underground newspapers of fringe political groups, newspapers are many peoples' only source of news (aside from the ubiquitous gossip). This middle class ordinary represents a typical journalist. As purveyors of the written word, journalists — with the exception of a few populist writers — pride themselves on their wide (some might say pretentious) vocabulary. Some pursue a career in journalism with the idealist goal of "exposing the truth." However, those who have been in the business know that the content that editors and owners allow in their papers is often determined by political bias or issue sales. By their nature, PCs are likely to draw the attention of journalists who want to use their fame (or infamy) to push political agendas or merely sell papers.

The GM may adapt these statistics for more specialised sorts of journalists, such as financial reporters, sportswriters, or conspiracy theorists.

Journalist (Ordinary Pursuer 2): CR

I; Medium humanoid (human); HD 2d8; hp 9; Mas II; Init +0; Spd 30ft.; Defence I2, touch I2, flat footed I2 (+2 class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed strike) or +1 ranged (2d4, pepperbox revolver); Val any/any; AL any; SV Fort +2, Ref +0, Will +5; Str 8, Dex II, Con II, Int I2, Wis I6, Cha I2.

Scope Avatar: HD 2d6+2; hp 9; Mas I2; Init +3; Defence I3, touch I3, flat footed I0 (+3 Dex); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); SV Fort +1, Ref +3; Str I2, Dex I6, Con I2.

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

Skills: Diplomacy +3, Creative Art +3, Knowledge (civics) +5, Knowledge (current events) +7, Research +3, Resolve +7, Sense Motive +8.

Influences: Civic +2, Constabulary +1, Industry +1, Street +1.

Feats: Bureaucrat (civics, current events), Personal Firearms Proficiency.

Possessions: Pepperbox revolver, briefcase, ethertech audio recorder, business outfit, flat (over shop).

Wealth: +8.

now gone, leaving behind massive empty buildings into which people have built flats and their own businesses, most of which have eventually moved into the district's profitable night-time economy. The second road is Corporation Street, which leads into the city from the north, running perpendicular to Great Ancoats Street. At the city end, Corporation Street runs close enough to the Castlefield district to have thriving shops. The far end of Corporation Street runs down to Victoria Station and is where the printing industry — Ancoats' most important industry — holds much of its warehousing.

The presses of Ancoats publish more books than the rest of Britain combined. The largest printing business in the world is found here, comprised of huge buildings, thirty or forty stories high, that dominate the district and flank Great Ancoats Street. Ancoats is also home to the *Metropolitan Guardian*, a leading national newspaper, and the *Republican Star*, an underground publication in support of the NRM.

Ancoats is a unique district in the Great Metropolis, as it is the one area where social barriers break down. Its public houses, gin shops, and tab houses have such a reputation that they have

developed a level of chic appeal with the young of all social classes. As such it has become a notorious hideout for Scope gangs and tab-jammers, as well as being at the cutting edge of the Mancunian music scene. Besides luring the wealthy and noble youth of the city, the district also attracts journalists and workers from the print houses and Scope riders and tab-jammers from across the city.

The Factory: This small, disused factory building on the edge of the district has become a music venue of wide repute. Bands have even travelled here from America and the New Reich, at their own expense, to play on its hallowed stage. It fills out weekly and often has ten or more bands on the bill. Its success led it into the world of Scope concert hosting, where its administrators came into contact with the Irish mob, pushing Scope tabs. Now the Factory is under the control of the tab dealers, but the music is still as cool and revolutionary as ever.

Castlefield

Population: 500,000 (63% human, 21% delta, 19% gamma, 7% fey, 0.08% alpha).

Social Class: Wealthy (bourgeoisie,

professional, idle rich) and working class (proletariat, disenfranchised).

Character: This district is home to the city's theatres and shops, and to some of the most exclusive upper-reach accommodation in the Great Metropolis. Sandwiched between are the slums of retail workers and squats for many of the city's homeless.

First Impression: Castlefield is one of few places in the Great Metropolis that is clean and affluent at street level, with a variety of high-class shops and theatres. Buildings are stacked on top of other buildings, and towers reach high into the sky, dwarfing neighbouring Ancoats and Piccadilly. Whilst its highest levels are saved for the wealthy, with beautiful roof terraces and fine quality flats, its middle layers are deprived and filled with the poor proletariat who work for petty wages in the shops below.

Castlefield is the most affluent of Manchester's districts, but also home to some of its poorest inhabitants. The wealthy enjoy life at both the top and bottom of this district. They shop in the clean streets and arcades, exploring a range of fine haberdasheries, jewellers, bookshops, and tea rooms, and enjoy the freedoms of quality living and rooftop parklands at the peak of their Mancunian buildings. The poor, however, feel trapped — they cannot even escape to the streets and must live their entire life holed up in their coffin flats and squats between the havens of the rich. Only the service tram, known locally as the "meat wagon," provides them with the daily release from the cells of Castlefield's working class levels to the humdrum of work in Manchester's factory districts. Many, however, do not get even this illusion of freedom, and are trapped in unemployment and their home building.

Royal Exchange Theatre: Manchester's most highly respected theatre, the Royal Exchange, is housed in the city's old cotton exchange. They use the space well, having an innovative central stage with the audience watching in a complete circle. Many actors have gone on from here to become the stars of London's West End, and its penchant for new and innovative plays has established many a new playwright on the national stage. It is an exclusive theatre, with few

SPOKESMAN ORDINARY

Characters who wish to meet with an important industrialist, politician, or landowner must first go through one or more subordinates. The spokesman is a middle class ordinary who acts as the mouthpiece for the head of a business or government department. When the PCs come knocking on the door of a powerful individual, they are likely to be greeted by a spokesman whose job it is to protect his employer from unnecessary distractions. In most cases, the spokesman gives the characters the run-around if they aren't sufficiently influential or eloquent. Although not a physical threat, this character can be as challenging as any combatant. His weapons are double-speak, red tape, and petty authority, and he wields them with well-honed proficiency.

With some modification, these statistics can also be used for marketers, entrepreneurs, headhunters, efficiency experts, spin doctors, and other sorts of frontline businessmen.

Spokesman (Ordinary Scoundrel

4): CR 3; Medium humanoid (human); HD 4d6; hp 14; Mas II; Init -1; Spd 30 ft.; Defence 12, touch 12, flat footed 12 (-1 Dex, +3 class); BAB +3; Grap +3; Atk +3 melee (1d3 nonlethal, unarmed strike); Val any/any, AL any; SV Fort +1, Ref +2, Will +2; Str II, Dex 8, Con II, Int 16, Wis 12, Cha 13.

Scope Avatar: HD 5d6+5; hp 22; Mas I3; Init +1; Defence II, touch II, flat footed 10 (+1 Dex); BAB +0; Grap +3; Atk +3 melee (1d3+3 nonlethal, unarmed strike); SV Fort +1, Ref +1; Str 16, Dex 12, Con 13.

Template: Management (Industry, Civic, Finance, Guild) (Diplomacy).

Skills: Bluff +8, Diplomacy +10, Forgery +10, Intimidate +10, Knowledge (civics) +6, Knowledge (industry) +6, Resolve +6, Scope Resilience +3, Scope Use (remote) +10, Sense Motive +8.

Influences: Civic +2, Industry +7, Finance +3, Guild +2.

Feats: Persuasive, Spirited, Windfall.

Possessions: Briefcase, ethercomm device (business), business outfit, large house.

Wealth: +12.

seats given away for prices cheap enough for the working classes — it is even more expensive than the city's opera house.

Ringway

Population: 2.5 million (29% gamma, 27% epsilon, 22% human, 19% delta, 3% fey).

Social Class: Mainly working class (craftsman, criminal, disenfranchised, proletariat).

Character: A township built around the airfield, combining major warehousing and distribution industries with mixed residential areas.

First Impression: Ringway is dominated by towering warehouses and zeppelin hangars, but fringed by the pleasant green of the Cheshire plain.

Ringway Airfield came into being when, in 1913, the city's existing airfield at Barton, in the Salford borough, proved inadequate. Originally the land, previously known as Wythenshawe, was a rural area on the fringes of the Great Metropolitan estate. This area was chosen to house the new airfield due to its size and proximity to the corporate estate, and the land added to the Manchester borough. The township of Ringway rapidly expanded as the airfield grew to become the busiest in the world.

Ringway's biggest industry centres are around the airfield. There are a great many warehouses and excellent train and canal connections with the rest of the city. Zeppelin building yards are also a prominent industry, attracting many skilled workers to the area. The Great Metropolis has been a major port for many years, and in the past century a great deal of expertise in the distribution industry has developed. This and the city's location, at the centre of the British manufacturing region, enable the airfield to be the most prominent air cargo port in the world. Goods from around the empire are shipped here in zeppelins and distributed by rail, canal, or road throughout the country. Also, the products of British manufacturing are delivered here from Birmingham, Sheffield, Glasgow, and the many other industrial cities of Britain, for world-wide distribution. Ringway has become

as important to British imports and exports as Liverpool's docks.

Ringway is also a major residential area within the Manchester borough, with many blocks of coffin flats and larger working-class apartments built near the warehouses and zeppelin yards. Ringway is a relatively new township, and has a more modern architectural feel. There are no rows of back-to-back terrace housing, although many of the township's working class flats are as large as a typical two-up-two-down. As a result, sanitation is much improved over neighbouring townships and boroughs. On the southern edges of the township are a number of compounds for the wealthy. Here walls, guards, and barbed wire protect these little islands of tranquility. Crescents of fine houses with plenty of room for large households of staff weave their way through parklands. However, space is still at a premium, and houses in such compounds are built upwards rather than out — many reach to eight or nine storeys high. The monorail runs out to these compounds, providing excellent access to the rest of the city for its wealthy inhabitants.

Politically, Ringway is dominated by the zeppelinwrights' and numerous pilots' guilds. The dominance of skilled industry in the township provides the guilds with a lot of influence over the industrialists that operate here. Many of the features that make the township distinct, such as its innovative working class housing and improved sanitation, are the result of pressure from the guilds and investment from industrialists keen to forge profitable relationships with the guilds. As such, Michael Thornlea, leader of the zeppelinwrights' guild, has become a prominent political figure.



BOLTON

Population: 3 million (67% human, 17% gamma, 8% delta, 8% epsilon, 0.3% fey).

Townships and Districts: Blackrod (wealthy residential compounds), Bolton (a large textile town), Farnworth (coal mining and distribution township, known for its subterranean canals),

Horwich (mixed industrial township with textile mills, sandstone quarries, and chemical works), Kearsley (mixed industry, including textiles and paper mills, and residential overflow from Salford), Little Leaver (upper working class residential district for the skilled craftsmen who work in the factories of nearby Bolton and Radcliffe townships), Westhoughton (a residential township and market town, with a history of coal mining).

Industry: Bolton has a long history in the textile industry that has built the Manchester side of the Great Metropolis, but it is also known for its mixed and varied industries. Paper mills, mining, quarries, and distribution all play a large part in keeping Bolton's economy growing steadily if not spectacularly.

Key Personalities: Alfred Allardyce (manufacturing guild leader, human ordinary broker 6/enginaught 2), Kevin "Waverunner" Atherton (famous Scope rider, gamma scoundrel 3/Scope rider 3), Adam Ballentyne (entertainer and community leader, epsilon scoundrel 4), Ivan Manson (football hooligan, human ordinary combatant 10), Geraint Wainwright (local industrialist, alpha savant 4/enginaught 2).

On the surface, Bolton has the feel of an independent and vibrant working town. The central township of Bolton provides a strong axis for the whole borough. As such, it has a degree of economic independence not found in other boroughs. Bolton has a wide range of industries from which it can generate a healthy economy that is not subject to fickle markets. However, this economy also means that it does not gain the benefits of strong ties with the driving power of Manchester, nor has it allowed Bolton to experience the rapid growth seen in boroughs with specialised industries, such as Oldham or Ellesmere Port.

Bolton is also famous for its associated football (soccer) team, the Bolton Wanderers. Some would argue its fame is based more on the notoriety of its fans. Violence at football matches has been a growing problem throughout the last decade. Teams have become banners for the Great Metropolitan males to fight for, in a world where they have been disenfranchised by the system

and angered by their impoverished living conditions. One particularly brutal gang is led by Ivan Manson, a man suspected of nearly fifty killings. The gang, called "Satan's Trotters" after the team's nickname ("The Trotters"), travels to all of the team's matches and leaves a trail of bloodshed in its wake. The police are largely uninterested in the trend, as it rarely spreads far from the football grounds and manages to finish off some of the worst violent thugs in the city. The police commissioner, Lord Charles Hawthorne, sees this violence as an important way to distract these villains from revolutionary activities and actively encourages his officers to turn a blind eye to the violence.

Farnworth

Population: 300,000 (47% human, 31% epsilon, 19% gamma, 3% delta).

Social Class: Working (proletariat, disenfranchised).

Character: A cheery mining and distribution township where beta and epsilon humans work side by side in relative harmony.

First Impression: Farnworth is an unusual place, and is strongly influenced by its large epsilon population. The streets are well kept and the factories are devoid of fortifications — a strange place indeed within the Great Metropolis.

The Great Metropolis Corporation and the Eugenics League promote Farnworth as a shining example of good honest work and cooperation between beta humans and the transgenic strains. The people of Farnworth have an unusual work ethic and go about their day-to-day business with a happy acceptance of their living conditions.

However, the powers-that-be who highlight Farnworth as a glowing example would not approve of the many factors that contributed to its current state. Farnworth grew much slower than neighbouring townships, due to the slower economy of the Bolton borough. As such, it is smaller, better managed, and better planned. Its blocks of flats are single-builds, without the extended storeys added on top and the squalor of poor

sewage systems that result. Farnworth's epsilon population is unusually active within the community and well integrated with the bulk of beta humanity within the area. This community spirit appears to be largely due to the leadership of an epsilon music hall entertainer called Adam Ballentyne. Ballentyne is one of the oldest of the epsilons in the Great Metropolis and many believe him to be an early experimental strain. He is friendly and charismatic, and lacks the stoic attitude of his race. He has become a leading figure within the epsilon community and they have followed his lead in embracing a more "beta-like" work ethic and building much better relations with their colleagues as a result.



BURY

Population: 1 million (50% human, 25% epsilon, 10% gamma, 10% fey, 5% delta, 0.1% alpha).

Townships and Districts: Bury (market town and tool-making industry), Prestwich (working-class residential district and some textiles), Radcliffe (working class residential district), Valleys (wealthy residential compounds nestled in the valleys), Whitefield (mixed residential).

Industry: Bury has little industry of its own, save for a highly skilled tool-making industry in Bury township. Most of the borough is residential overspill from neighbouring areas, with wealthy compounds in the northern valleys.

Key Personalities: Octavia Blake (Scope rider MI5 agent, alpha broker 2/savant 2/spy 3/program crafter 2), Brendan McIntyre (community leader, ordinary broker 4).

Bury is the smallest of the Great Metropolitan boroughs and is, per head, the wealthiest. There is relatively much more space here than other boroughs and most of its land is used as a better quality of residential area than those in neighbouring Rochdale, Bolton, or Manchester. Hence it is a haven for skilled workers with a little extra money for rent to come and live in the relative comfort of one of Bury's townships or

districts. However, this means that much of its southern regions are more akin to the districts of Manchester than the individual townships of its outlying neighbours. Characterising such districts are rows of comfortable housing, packed in to four or five storeys to maximise ground space. In the far south of Prestwich, and the poorer Radcliffe district, there are the more typical high rises, but the borough's population and prosperity are such that they can afford to limit such developments, although pressures are growing from greedy landlords looking to expand this area of premium accommodation.

The tool-making industry in Bury township is responsible for a large proportion of the textile and paper milling machinery for the whole of Britain and much of the empire. Bury is also known as the home of the famous Lancashire Fusiliers regiment, who were called upon to enforce martial law during the revolution of 1937. Many of the regiment's officers live in the wealthy compounds of nearby Valleys.

Valleys

Population: 5,450 (65% human, 18% alpha, 17% fey).

Social Class: Upper (idle rich, landed gentry, officer) and middle (bourgeoisie, professional).

Character: A wealthy and isolated residential zone. The people here have their own circles of "society" and are much removed from the rest of the city.

First Impression: On the far fringes of the Great Metropolis, these finger-like compounds of fine crescents and parkland are framed by the steep, desolate hills of the west Pennine moors.

Valleys has grown out of a number of smaller townships and villages on the northern fringes of the Great Metropolis. This region is considered a district rather than a township as it has no central town around which it revolves. Valleys is a collection of high-quality housing, held in compounds to protect their inhabitants from criminal elements. The compounds have good transport access to Ramsbottom Station, the northern terminus of the steam monorail, which also has access to the East Lancashire

line to travel north out of the city.

The landscape of Valleys is one of the most intriguing within the Great Metropolis. The compounds lay at the base the valleys of the Irwell and its tributaries, spreading out like fingers to the north of Bury Township. These valleys cut in to the stark and desolate west Pennine moors — a boggy and wind-swept land suitable for little other than sheep farming. The relative safety of the Valleys compounds and the contrasting danger of the moors have sparked a genre of romantic fiction popular with many upper and middle class ladies. In these stories, known as Valley Romances, the secluded heroine is swept off her feet by dashing and adventurous heroes who brave these stark moors.



OLDHAM

Population: 4 million (50% human, 31% epsilon, 13% gamma, 6% delta, 0.25% fey).

Townships and Districts: Chadderton (textiles and residential), Crompton (residential with some textiles), Failsworth (poor residential and some textiles), Oldham (textiles and distribution, with some residential), Royton (textiles and residential).

Industry: Oldham is dominated more than any other town by the textiles industry. The huge mills dominate the borough's landscape and the sound of so many machines working in such close proximity make the borough notorious for its racket.

Key Personalities: Reverend Ezekiel Balderthwaite (evangelical preacher, fey savant 4), Dr. Edmund Davis (famous delta doctor, delta ordinary savant 4), David Smith (community leader, epsilon broker 3/agitator 7), Morris Wheeler (conman, human ordinary scoundrel 2/enginaught 1).

Little can be said of Oldham beyond referring to its impressive textile mills. Oldham borough produces more textiles per worker than any other borough in the Great Metropolis. The textile mills of Oldham rise to forty or fifty storeys and the Oldham mill worker is proud to be known for his productivity. Like

Farnworth, the impact of a large epsilon population has had a profound effect on the beta human workers. However, rather than both races slowing to a similar relaxed rate of productivity, the Oldham epsilons and betas compete aggressively. The fires are stoked by agitators such as David Smith, who believe that beta humans should be replaced in the workplace by the efficient and productive epsilons. Oldham is a racial powder keg, with tensions between the epsilons and beta humans at an all-time high.

The "Valley" Mission: The full title of this building in the poorest area of Failsworth is "The Mission of the Valley of the Shadow of Death," the independent ministry of Reverend Ezekiel Balderthwaite. The good reverend preaches strict Scope tolerance in an area riddled with drug troubles, most notably from Scope tabs. Many see the reverend as a crusading force for good, whose mission can only clean up the lives of the downtrodden in the borough. Others say his purifying rituals to be little more than torture and claim that many are "cleansed" unwillingly.



ROCHDALE

Population: 6 million (50% human, 22% delta, 17% epsilon, 10% gamma, 0.8% fey).

Townships and Districts: Heywood (distribution and residential township), Littleborough (residential township with some textiles industry), Middleton (textiles industry and residential district), Prettywood (paper mills), Rochdale (textiles industry, distribution and some residential).

Industry: Rochdale was built on the textile industry, but as the years go by, the borough becomes more and more focused on the distribution industry that has grown up around its canal access.

Key Personalities: Joseph Goodmington (shipping guild leader, human ordinary broker 3/industrialist 7), Kenneth Hartley (factory owner, human savant 6), Shane Hunt (notorious tab dealer, human savant 3/scoundrel 4), Lucas Johnston (revolutionary pamphlet

and newspaper writer, human savant 5/agitator* 3).

Many consider Rochdale to be the most distant township, as its centre is located further away from Manchester or Liverpool central zones than any other borough centre. As such, it is viewed more of its own town than any other borough. Rochdale is also one of the city's most prosperous boroughs, making good use of the Rochdale Canal and its rail links for its distribution industry, thus maximising the efficiency of its textile industry. As the distribution industry grows, steam wagons and warehousing for a wide range of goods show good profit for their investors.

The importance of skilled enginaughts, to pilot the steam wagons and goods trains, has attracted many deltas to the borough and they are now the second most common race in the borough. Epsilons make good workers in the mills and stacking shelves in the warehouses, but the strong guild influence in the borough has led to a preference for beta human workers within the town. This has stoked anger amongst the epsilon activists in neighbouring Oldham.



SALFORD

Population: 16 million (gamma 56%, delta 19%, epsilon 13%, human 12%, fey 0.6%).

Townships and Districts: Charles-town (squalid residential area), Broughton (poor residential area, noted for its Jewish community), Eccles (distribution township, home to Barton Aerodrome), Irlam (successful steelworks township built on marshland reclaimed by the building of the Ship Canal), Pendlebury (poor residential area with a radical political history), Salford City (a second central zone close to Manchester's centre; a poor-man's Castlefield), Worsley (distribution township on the Bridgewater Canal).

Industry: Salford is not an area noted for its industry. Much of its land is used simply as overflow housing for the massive industrial operations in neighbouring Manchester. It does, however, cover a large area, and its outlying townships

are noted for some successful industry. Given that the borough is bordered by the Ship Canal and bisected by the Bridgewater Canal, distribution is a major industry in the borough. Also, Irlam has notable steel works and Eccles is home to the small but busy Barton Aerodrome.

Key Personalities: Ambrose Cartwright (local wise man, gamma savant 4), Aldus Lowry (socialist activist, human ordinary broker 4), Anton Grime (famous street mercenary, human combatant 4/street mercenary 5), Mickey McArthur (confidence trickster and information broker, gamma ordinary scoundrel 3/broker 2), Johnny Rafterton (teenage psychic Scope rider, alpha bastard pursuer 1/savant 2/Scope warrior 1), ScopeNinja (the world's greatest Scope rider, fey scoundrel 2/Scope rider 7/program crafter 7/Scope warrior 4).

Salford is the most populated borough in the entire Great Metropolitan Estate. Depravation and inhumanity are parts of everyday life here. People are stacked on top of each other in the city's tallest buildings, simply packed into tiny coffin flats in impoverished and disease-ridden conditions. As one might expect, gammas thrive in this area. The people of Salford are very much aware of their sad lot. It has been a centre for many political upheavals and is a breeding ground for the NRM and other revolutionists. Most people that live in the rundown areas of east Salford — Charlestown, Broughton, and Pendlebury — are packed into omnibuses and tramcars each morning and shipped into the heavy factories of Manchester. In the west of the borough, things are a little closer to normal, where there are centralised townships with their own industries which offer some sense of community. However, space is tight throughout the borough and people are pushed further and further west as the Great Metropolitan grows and expands.

Charlestown

Population: 8 million (gamma 59%, epsilon 31%, human 9%, delta 1%, 0.2% fey).

Social Class: Working (disenfranchised, proletariat).

Character: Charlestown is the definitive slums district in the Great Metropolitan. Its people are poor and downtrodden and forced to live in conditions that rob them of their dignity.

First Impression: The towering blocks of Charlestown reach over seventy storeys high and are wrapped in a web of transportation systems. The blocks show signs of a series of building jobs, where buildings have been extended upwards at a later stage, leaving sanitation and safety as secondary concerns.

With eight million people living in an area of a little over four square miles, Charlestown has been forced to grow upwards. The land is used for little other than housing and the transportation links to enable its inhabitants to travel to Manchester's factories. Omnibuses run the district streets, whilst elevated tramcars run up to the higher reaches of the buildings and channel workers towards the borough border. However, a few small shops exist, selling the wares required by such impoverished people: These are mainly tobacconists, pawnbrokers, and small, cooperative grocers.

Two important factors dictate the day-to-day life of a Charlestown inhabitant. Firstly, Charlestown is a lawless place, where the constabulary is massively understaffed and inadequately resourced to deal with the crime and order problems that these squalid living conditions create. Secondly, Charlestown is subdivided into individual buildings, each housing at least a quarter of a million people, with the largest home to around two million. The Charlestown constabulary polices only the streets and tram stations, leaving the buildings a lawless place. The resulting communities that have grown up within the different buildings are varied, but with each generation, new family ties within each building increase their sense of loyalty. Each building — or, in some cases, groups of floors within a building — is run by what amounts to little more than a criminal gang. However, these gangs are so closely involved in the running of the building that they almost always take on the role of protector. Whilst these gangs are often brutal and violent and always engaged in some form of criminal activity, the focus of such activities

is most often directed at other buildings or neighbouring districts. Fierce battles can ensue between rival gangs, as the protecting gang comes up against others who target their building. Such conflicts are often violent but rarely fatal — the people here are too poor to afford even a sharp knife, let alone a firearm.



STOCKPORT

Population: 4 million (50% human, 31% epsilon, 13% gamma, 6% delta, 0.8% fey).

Townships and Districts: Cheadle (middle class residential area), Hazel Grove (metalworking factories built in compounds that were formerly wealthy residential areas), the Heaton (poor residential), Reddish (poor residential and textiles industry), Romiley (mixed residential and some skilled industry), Stockport (mixed industry).

Industry: Stockport borough is known for its mixed and varied industries. It has a number of famous hat works, textile mills, and breweries. Its metalworking factories, relocated to Hazel Grove after many of them were destroyed in the riots of 1937, generate a wide range of products: Scope points, vehicle parts, structural metalwork, and much more. Romiley township is also famous for its innovative program crafting companies, where skilled white-collar workers produce Scope systems for many other industries.

Key Personalities: Morris Black (notable metalworker, epsilon ordinary enginaught 4), Dr. William Egerton (James Hargreaves' fixer, fey broker 3/connector 4), Kingston Hannibal Montrose (Scope industry innovator, human savant 3/industrialist 1/program crafter 6), Langton Windley (local criminal, fey ordinary scoundrel 3).

Stockport is similar to many of Manchester's satellite boroughs. It has one large township and a number of surrounding townships which have been amalgamated into one large borough. Stockport has a good range of industry, but specialises in a small number of areas. Textiles are strong here, as they are throughout the eastern boroughs of

the Great Metropolis. Hat making is also a major industry. The factories here export throughout the world, selling Stetsons to the Americans, fezzes to the Ottomans, and pith helmets to colonial Brits. The metalworking industry was moved to Hazel Grove from west Cheadle, bordering neighbouring Ringway, in 1937. During the riots of that year, the fledgling industry, which at the time had many military contracts, was burnt to the ground.

Another important industry is the Scope systems industry that has developed in Romiley. This industry was started by Kingston Hannibal Montrose, a young middle class student who, by his own admission, spent for too much time indulging in Scope tabs during his university years. Han, as he is known, built his first system for his uncle's Hazel Grove metalworks for fun, but his uncle was so pleased with the system that he recommended the boy to his fellow industrialists. Soon Han was taking more orders than he could fulfill and started to employ and train members of the working classes who showed aptitude for Scope programming. His sole criterion for employment is the completion of a series of problem-solv-

ing puzzles that test the participant's logical thinking. Those who score highly are given a job. Whilst the pay in the program crafting trade is not enough to lift its workers out of the working classes, it does provide a better future than many of them would have otherwise been able to hope for. As a result of this opportunity, many youngsters travel to Romiley to seek out employment in the program crafting industry.

As Montrose Scope Services grew, many similar-minded young businessmen came to learn from Han and adapt his model. Romiley has since become dominated by this unusual trade. Han is not the most ruthless of businessmen and has found himself overtaken by many of his rivals, but as long as he can keep crafting programs, he is happy.



TAMESIDE

Population: 13 million (40% epsilon, 27% gamma, 19% human, 13% delta, 0.9% fey).

Townships and Districts: Ashton-under-Lyne (poor residential and textiles township), Audenshaw (squalid

residential and distribution district), Denton (poor residential district), Droylesden (squalid residential district), Dukinfield (poor residential and coal mining district), Hyde (textile and coal mining township), Mottram (poor residential zones from disused wealthy residential compounds), Stalybridge (packaging manufacturing and poor residential township).

Industry: Little of Tameside industry remains in a profitable state of health. As with Salford, this borough has become a dumping ground for the workers of Manchester's massive factories. In the outlying townships of Ashton, Hyde, and Stalybridge, some manufacturing and mining industry remains, but poor transport links make this a far less profitable place to locate a factory than other boroughs in the city.

Key Personalities: Owen Fitzpatrick (NRM activist, alpha bastard broker 3/agitator* 6), Father Patrick O'Brien (crusading priest, human ordinary savant 2/broker 2), Wilf Parr (tab-jammer and dealer, epsilon enginaught 3/tab-jammer 2/cabbie* 1), Maxwell Stacks (notable street mercenary, epsilon combatant 3/street mercenary 2).

Tameside is a hellhole of a borough. Its western districts, Denton, Droylesden, Dukinfield, and Audenshaw, are nothing more than feeder districts for Manchester's factories. These districts tower high with blocks of coffin flats similar to those of Salford. However, Tameside is noted for its high population of epsilon workers. This creates a quiet and sombre atmosphere when compared with Salford's violence and crime. It is also fair to say that the expansion of Tameside has been much better planned. Few of the buildings have yet needed upwards extension, and sanitation, access, and policing are much better than those in Salford as a result.

However, these districts are not as noble as they were once. For many, there has been a sad loss of culture and nobility. Denton was once a major force in the hat-making trade, but its factories were forced to close to make way for the blocks of coffin flats. Droylesden was once the ancestral seat of Lord Byron, and Dukinfield that of the Duckenfield family.

The outlying townships are a bit more

MALCONTENT ORDINARY

In the slums of the Great Metropolis live people society has left behind. Some are content to eke out an existence any way they can. Others, however, strike back against the system that keeps them down. Malcontents are working class ordinaries from the lowest rungs of society who seek to improve their lot through violent action — some attack unjust practices and institutions, though many lash out at anything (or anyone) they can. This character could be a common vandal, or a more focused saboteur who targets industrial machines with homemade explosives. Many malcontents are vigilantes striking at criminals the police are unable or unwilling to prosecute. Others work for the criminals as goons or arsonists. A few are politically motivated, and claim allegiance to groups such as the NRM.

The statistics below represent a typical malcontent.

Malcontent (Ordinary Combatant I): CR ½; Medium humanoid (human); HD 1d8; hp 4; Mas 12; Init +2; Spd 30 ft.; Defence 14, touch 13, flat footed 12 (+2 Dex, +1 class,

+1 equipment); BAB +1; Grap +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +3 melee (1d6+3, cricket bat); Val any/any, AL any; SV Fort +1, Ref +3, Will -1; Str 15, Dex 14, Con 11, Int 12, Wis 8, Cha 11.

Scope Avatar: HD 1d6; hp 3; Mas 11; Init -1; Defence 9, touch 9, flat footed 9 (-1 Dex); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike); SV Fort +0, Ref -1; Str 12, Dex 8, Con 11.

Template: Disenfranchised (Agriculture, Street, Crime) (Hide, Survival).

Skills: Engineer (chemical) +5, Engineer (pharmaceutical) +4, Hide +6, Knowledge (current events) +5, Survival +4.

Influences: Street +2, Crime +1.

Feats: Brawl, Master Engineer (chemical, pharmaceutical), Simple Weapons Proficiency.

Possessions: Cricket bat, leather jacket, backpack, standard torch, homemade chemical kit (-2 to Engineer (chemical) checks), Scope tabs (pleasure dome), blue collar outfit, sleeping bag.

Wealth: +1.

civilised, having their own centres and some degree of economy. These townships were once noted for their militant politics and numerous strikes. Many of their union members were present at Peterloo and active during the Uprisings of 1937. However, when Tameside borough was formed following the riots, many of its inhabitants who were known union sympathisers were relocated to other boroughs, making way for the new epsilon workers. Whilst this action was controversial at the time, it is now largely forgotten. One of the bloodiest scenes of 1937 was seen in the compounds of Mottram. This pleasant valley stretching up into the Pennines was once home to many of the city's wealthiest inhabitants, but was attacked in the revolt and its inhabitants executed. It was this massacre that finally sealed the decision to put the city under martial law. Now Mottram is repopulated with working class residences, with workers having to travel long commutes to work in the city centre.



TRAFFORD

Population: 3 million (67% human, 17% delta, 8% gamma, 8% epsilon, 1% fey).

Townships and Districts: Altrincham (textiles and working class residential township), Hale (wealthy residential compounds), Sale (mixed residential township with some distribution industry), Stretford (textiles and poor residential district), Trafford Park (distribution district), Urmston (mixed residential township with some textile and distribution industry).

Industry: The driving force behind the Trafford economy is the distribution industry. The proximity of the Manchester Ship Canal and good road and rail links through the borough has made it an ideal location for distribution. The entire land of the Trafford Park district is completely devoted to warehousing and transport.

Key Personalities: Maurice Fairweather (local industrialist, human ordinary savant 7), Linus "Apollo" Saxton (famous Scope warrior, human

savant 3/combatant 2/Scope warrior 4), William de Trafford (notable aristocrat, human ordinary broker 1).

Trafford is one of the most prosperous boroughs in the Great Metropolis, almost entirely due to its burgeoning distribution industry. Trafford Park is five square miles of solid warehousing, without a single factory or residential zone in sight. Some people have described the Great Metropolis as being the "Warehouse for the World," but in reality it is Trafford borough that deserves that honour. The majority of the land of Trafford borough is owned by William de Trafford, whose great-grandfather (also William) skillfully manipulated votes in the House of Lords at the time of the formation of the Great Metropolitan Estate to ensure that his land was used for highly profitable industry. Further south, the borough has some remnants of the old townships of Altrincham and Sale, where some textile mills remain in good working order. East of Trafford Park is Stretford, a district that has suffered the fate of much of other regions that border areas of heavy industry, in that it has become a residential overflow for the workers of Trafford Park.



WARRINGTON

Population: 3 million (67% human, 17% gamma, 15% epsilon, 1% fey).

Townships and Districts: Burtonwood (mixed residential township with major military barracks), Culcheth (poor residential district), Lymm (wealth residential compounds), Warrington (mixed manufacturing and distribution township).

Industry: Warrington is built on the ability to transport whatever products it manufactures throughout the city. All through industrial history, it has always adapted to economic shifts to find a new product to ship out along the Ship Canal.

Key Personalities: Benjamin Burton (notable factory worker, human ordinary enginaught 7), Damien Huntingdon (poet and socialite, human ordinary savant 3/broker 2), Penney Walker (notable local cabbie, human enginaught

7/cabbie* 3).

Warrington is perhaps the most complete borough in the Great Metropolis. Warrington township dominates the borough unlike any other township. The profitable and adaptable industries of the town and relative emptiness of its surrounding environs enable it to spread out into the countryside and join the two urban centres of Manchester and Liverpool. Now there is no countryside left, having all been consumed by Warrington's growth. However, Warrington remains one of the more pleasant boroughs of the Great Metropolis, having few towering blocks of coffin flats, instead enabling people to live in terraces of houses that criss-cross this region of the Cheshire plain. However, Warrington has its depressing side. There are few jobs here, as it is so distant from the true economic powerhouses of Liverpool and Manchester boroughs, and many people are evicted from their homes because they are unable to pay rent. The Warrington constabulary responds to concerns over the number of vagrants on the streets by piling them into wagons and carting them over the borough border into Salford.

Warrington's outlying townships include Burtonwood to the northwest, which is home to one of the largest military barracks in the country, holding enough personnel and hardware to bring the entire city under martial law should the riots begin again. In the southeast is the compound of Lymm. This is the largest single residential compound in the borough, holding hundreds of high-quality houses for the wealthy elite.



WIGAN

Population: 5 million (60% human, 20% gamma, 10% delta, 10% epsilon, 0.4% fey).

Townships and Districts: Hindley (coal mining township), Leigh (coal mining and distribution), Makerfield (manufacturing district, where redundant mines are causing subsidence problems), Orrell (a town with a skilled manufacturing tradition, but now dominated by distribution), Standish (a residential

overflow from Wigan township), Wigan (the central and largest of the townships, built on a combination of gasworks, coal mining, and distribution).

Industry: The Wigan borough is dominated by coal mining and its networks of many canals. Two major canals are the lifeblood of this borough: the Bridgewater Canal, which links to the Manchester Ship and Rochdale Canals, and the Leeds-Liverpool Canal, connecting it to industrial cities in the east. Manufacturing also developed in the borough in the 19th century, when coal was used to power factories, but this is now a waning economy. In more recent times, Wigan has become home to gasworks, producing ether gas for the whole of the city.

Key Personalities: Raymond Bridgewater, Judge o'th' Barges (bargefolk leader, human ordinary broker 4/combatant 4), Aldus Meekin (local inventor, human ordinary savant 7), Detective Constable Malcolm Underhill (notable detective, delta ordinary pursuer 6), Winston Whitehead (NRM spokesman, human broker 3/agitator* 3),

The area that now makes up Wigan borough grew up as a coal mining area, but its shallow reserves were not sustainable for long. Whilst Hindley and Leigh maintain a short-term sustainable supply of coal, the pits of Wigan and Makerfield are now closed. The two towns have adapted to this change of economy with varying success. Successful Wigan has used its existing transport links and skilled population to develop an economy built on its many gasworks. Makerfield, however, has a failing manufacturing economy, as the mining subsidence gradually claims many of its factories.

The canal networks in Wigan borough make it a common meeting point for the barge people of northern England. The canals here connect east with west and connect the big city with the countryside. The Bridgewater Clan, which makes its home within Wigan borough, thus has a prominent position within bargefolk society. Their leader, Raymond, is an unofficial judge, resolving disputes between rival bargefolk clans.

Makerfield

Population: 920,000 (42% epsilon, 31% gamma, 22% human, 4% delta, 1% fey).

Social Class: Working class (criminal, disenfranchised, proletariat).

Character: Makerfield is perhaps the most depressing place in the whole of the Great Metropolis. Mining subsidence has caused many houses and factories to literally slide into the ground and become uninhabitable and unworkable.

First Impression: Makerfield is an undulating wasteland of working class housing, pockmarked by factories. The people live in quiet acceptance of their almost post-apocalyptic conditions. The subsidence has left the town broken and flat by Great Metropolitan standards.

Originally an amalgamation of a number of towns in the Makerfield area, the Makerfield township prospered on a rich coal-mining industry. When Makerfield's mines started to dry up in the early part of the 20th century, the Corporation planners developed the area for manufacturing. The area became a successful manufacturing region, and when epsilons were introduced, its productivity doubled. However, with the mines closed, the land started to subside and factories and whole streets of housing slipped into the earth. This spelled the beginning of the end for Makerfield, as many of its factories were forced to close, or employ its workers at what are slave rates even by Great Metropolitan standards. However, epsilon workers are bred for their acceptance of such conditions and many stay and work in abject poverty.

The empty, filthy areas of Makerfield have become a haven for gammas. Subsidence claims not only the surface housing, but also the sewers and streets, providing pockets isolated from the network of sewers, and riddled with mineshafts for the gammas to hide in. Many gammas flood into the region to eke out a living away from the tyranny of the sewer kings. The gammas of Makerfield live in the streets and factories that the subsidence claims, and in any remaining mineshafts that they

can find. They survive through their own endeavours and by stealing from the impoverished epsilon population.

THE GREAT METROPOLIS SEWER KINGDOMS

Population: 17 million (88% gamma, 5 % delta, 3% epsilon, 3% human, 1% fey).

Duchies: The Black Dot (a socialist region filled with tinkering gammas), Boggart's Hole (residential overspill of workers from the Harpurhey region of Middleton township), Carterwiggland (small duchy of a petty tyrant), Drainedge (home thieves and smugglers beneath Liverpool's docks), Drudgney (a feudal monarchy that provides much of the Sewer Kingdom's agricultural base), Georgetown (the cultural, economic, and industrial epicentre of the sewers), Hades' Gate (a rough area ruled by deltas), New Dresden (populated by disenfranchised transgenics from the New Reich), the Duchy of Raymond Faulk (a duchy where crime has supplanted law as the social foundation), Tooton (a residential community for some of the city's sanitation workers).

Industry: Whilst for decades the raison d'être of the Sewer Kingdoms has been the maintenance and upkeep of the Great Metropolis' wastewater system, population growth, technological advancement, and societal maturation allow other industries to flourish. Today the Sewer Kingdoms is largely self-sufficient with its own agricultural, manufacturing, and criminal enterprises, even if its external markets are limited.

Key Personalities: Banks (ordinary gamma savant 8), Theodore Klein (ordinary broker 6/enginaught 3), King Linus Moore (gamma broker 10/connector 6), Nathaniel Craig (gamma scoundrel 5/broker 10/industrialist 3), Branson (gamma broker 3/connector 3), Duke Raymond Faulk (alpha savant

5/scoundrel 5/broker 3), Kyan Bunts (delta combatant 10/enginaught 4).

The Great Metropolis Sewer Kingdoms spans the full area of the city — running at various depths beneath the streets and buildings above. Its population centres coalesce at odd points, mirroring those of the city proper as often as not. The networks of tunnels and reservoirs evolved over centuries and range in construction materials from fieldstone to reinforced concrete to plain earth. This subterranean region is dank, dangerous, and vile. It is hospitable only to gammas, though others have come to live here over time, escaping everyday society and finding refuge in pockets of habitable space. Those who live here are given the stewardship of the sewers — expected to keep them in working order — and are apathetically rewarded with a measure of autonomy. The speed at which gammas breed, though, has caused a population crisis and necessitated a sort of social sophistication that catches many outsiders off guard. The brutality of competition breeds extreme styles of governance ranging from feudal monarchy to industrial socialism. Crime is so rampant that it is thought of as the norm; survival supplants ethics in the order of social virtues. The response to these harsh conditions is uncannily inventiveness — the human side of the transgenic equation shining through. Despite the barren and oppressive landscape of the Sewer Kingdoms, the gammas living here have been more than enterprising in their efforts to forge a civilisation out of waste and have pioneered their own flavours of agriculture, industry, and community.

Despite its name, the Sewer Kingdoms' regions are called "duchies" instead of districts or townships.



THE BLACK DOT

Population: 189,000 (82% gamma, 9% epsilon, 6% delta, 3% other).

Social Class: Working class (mainly craftsmen and disenfranchised).

Character: The Black Dot is unique amongst the duchies of the Sewer Kingdoms in that it is not a kingdom at all,

but a socialist refuge for gammas who have collectively come together to form a union bereft of rulership. Indeed, the notion of being ruled is such anathema to the citizens of the Black Dot that despotism is the highest crime of the district. Their peers quickly bring down those who are seen as evincing any elements of lordship or class superiority.

First Impression: The newcomer is often taken aback by the friendly, if stoic, demeanour of this duchy. The tunnels are free of litter and even white-washed in areas. There is a general sense of hard work and order here, and the region regularly echoes with the clang of tools and the hum of machinery. Its inhabitants seem to take pride in living here.

Anarchic though it may be, the Black Dot is by far the most industrious of the Sewer Kingdoms. Each person is a part of the proletariat and seeks to work with his fellows in harmony. Each has a place in society and is fulfilled by his sense of purpose. Each performs his civic duty as a matter of pride above and beyond his mundane work. Unfortunately for most, this means militia service. The Black Dot is reviled by the other kingdoms and is hated above all others by surface dwellers; its residents are stigmatised not only for their caste, but for their politics as well.

Economically, the Black Dot is a kingdom of piracy. The gammas of the Black Dot are natural tinkers, known for their knack for repairing mechanical refuse, but also for their uncanny talents in engineering and inventing brilliant new gadgets from the junk of society. Their secret is that, by and large, their raw materials *aren't* junk. Surface raids are a common activity and plundering is more frequent than scavenging. Possession means little on an individual level and so the property of those outside the community is widely regarded as a free resource. In spite of this, the citizens of the Black Dot don't consider themselves thieves or criminals — there's no sense of personal gain or exploitation, just benefit to the community.

Consequent to all of this, the Black Dot is also the duchy most heavily populated by non-gamma humans. "Expatriating" to this region has become an

almost clichéd aspect of the counterculture, and young people from the working and middle classes of all races come here seeking an outlet for their proletarian ideologies. Many return to the surface after coming face to face with the hard life of the sewers — and after trying to match work ethics with the citizens — but just as many remain and do their part to expand and strengthen the Black Dot.

Hendricks Pool: Once a large reservoir serving an aboveground filtration station, this now-empty pool has been converted into an arena of punishment. Most of what the people of the Black Dot consider crimes are activities that undermine the egalitarian spirit of the region. Exile is the standard form of punishment, although the zeal of the citizen's loyalty to the vision of the duchy and the conviction of his ideals often cause him to request other forms. Instead, the accused are often punished in public in Hendricks Pool. Humiliating public apology is common for minor infractions and the outer rim of the circle has several stages for this purpose. Posts for pillaring are there, too, as are whipping posts and "fasting cages." There is also a gallows and firing range for the most heinous of crimes for which exile isn't sufficient. This is a favourite off-day place for the otherwise communal citizens of the Black Dot to come for entertainment — the morbidity of their human side and viciousness of their animal nature combining in a sickening frenzy of spectacle.



THE KINGDOM OF DRUDGNEY

Population: 71,000 (95% gamma, 3% epsilon, 2% other).

Social Class: Working class (mostly disenfranchised).

Character: King Linus Moore, the King of Drudgney, is an old romantic. He, above all others, has taken the term "sewer kingdom" and run with it. His kingdom — which sets itself apart by claiming to be a sewer kingdom unto itself — is modelled after a feudal monarchy. Within its borders, his rule,

though benign, is absolute.

First Impression: So strong is the affinity for monarchy here that the kingdom takes on a medieval quality that makes the whole place seem absurdly anachronistic. The trappings of court are everywhere, from pennants and banners displayed on walls to the citizens' immediate genuflection towards their betters. The lines between the high and the low here are so clearly drawn that the kingdom is almost a caricature of the Middle Ages. Cleared chambers are clean and lit by torches, adorned with tapestries, but the tunnels — and the peasants — reek of waste and filth.

Drudgney is the least populated and most isolated of all the kingdoms. Most gammas from other areas see it as an oddity and stay clear of it. There is little of value to plunder there because its inhabitants aren't thieves. They tend to their own business and run the sewers as they think they should. King Linus has carved out a civilised existence for his subjects and they are, for the most part, loyal.

Those who remain loyal to king and country are in for a safe and unevent-



KING LINUS MOORE

From one of the first generations of gammas bred in the Great Metropolis, Linus Moore was unusual from the start. Now he is one of the older gammas living in the sewers and content in his isolation. Having managed to delude both his people and himself of the sovereignty of Drudgney, he declares himself king and does his best to hold up the fantasy of medieval chivalry and idealised monarchy within its borders.

Appearance: King Linus is a portly older gamma who jiggles when he speaks above a whisper. His hair is grey and grown into long curls. He wears an aluminium crown cut from the hub of a small wheel and set with an odd assortment of gems from jewellery found by peasants trawling the tunnels.

Agenda: King Linus is stricken by borderline schizophrenia and delusions of grandeur. He's obsessed with the medieval aesthetic and dedicated to staying true to his vision of the "sewer kingdom." His thanes — dukes and viceroys — are yes-men who have it better than most in the sewers and fear losing position in Drudgney. They enforce King Linus' vision without question. Whilst Linus may be something of a lunatic, his ser-

vants are simple opportunists who bend his derangement to their own benefit, often undermining his noble intentions.

Linus Moore (Gamma Broker 10/Connector 6): CR 16; Small humanoid (gamma, human, transgenic); HD 16d6+16; hp 74; Mas 12; Init +1; Spd 15 ft. (medium load — base 20 ft.); Defence 22, touch 17, flat footed 21 (+1 Dex, +5 class, +5 equipment, +1 size); BAB +8; Grap +3; Atk +8 melee (1d6–1/19–20, small sword); Full Atk +8/+3 melee (1d6–1/19–20, small sword); SQ bonus influence (Industry and Street), coordinate, ear to the ground (Agriculture), expert negotiator (Diplomacy and Sense Motive), first amongst equals (Agriculture), improved influence (Agriculture), influence focus (Agriculture), inspiration, master of etiquette (Agriculture), wheeler dealer (Agriculture), winning smile; Val patriotism/enthusiasm; AL Drudgney; SV Fort +6, Ref +6, Will +15; Ex 10; Str 8, Dex 12, Con 12, Int 10, Wis 16, Cha 19.

Scope Avatar: HD 16d6+64; hp 122; Mas 19; Init +3; Defence 14, touch 14, flat footed 11 (+3 Dex, +1 size); BAB +0; Grap -4; Atk +1 melee (1d2 nonlethal, unarmed strike); SV Fort +4, Ref +3; Str 10, Dex 16, Con 19.

Template: Landed Gentry (Agriculture,

High Society, Industry, Parliamentary, Street).

Skills: Balance -4, Bluff +12, Climb -6, Diplomacy +24, Disguise +6, Escape Artist -4, Forgery +2, Hide +0, Intimidate +18, Investigate +8, Jump -6, Knowledge (art) +2, Knowledge (civics) +16, Knowledge (current events) +10, Knowledge (history) +6, Knowledge (industry) +9, Knowledge (tactics) +5, Listen +10, Move Silently -4, Research +2, Resolve +21, Scope Resilience +6, Search +2, Sense Motive +22, Spot +11, Survival +6, Tumble -4.

Influences: Agriculture +18, Constabulary +1, Crime +1, High Society +3, Industry +7, Parliamentary +7, Street +8.

Feats: Archaic Weapons Proficiency (Europe), Armour Proficiency (archaic, Europe), Armour Proficiency (light), Attentive, Bureaucrat, Deceptive, Influential (industry), Influential (street), Iron Will, Meticulous, Negotiator, Persuasive, Simple Weapons Proficiency, Spirited.

Possessions: Small sword, chain shirt, robes and crown jewels of Drudgney, Drudgney Manor (palace home of the duchy).

Wealth: +23.



GEORGETOWN

Population: 5.3 million (72% gamma, 13% delta, 8% epsilon, 5% human, 2% other).

Social Class: Working class (disenfranchised and criminals primarily, but craftsmen are common as well).

Character: Georgetown is the population centre of the Sewer Kingdoms, as well as being its primary industrial complex and commercial hub. Far from being cosmopolitan, Georgetown is a picture of urban squalor. Those who live here do so out of a feeling of necessity more than the desire to be in the middle of things. Georgetown is all about bustle and business. Sadly, its people seem possessed by a failure to live up to their own expectations.

First Impression: Much of the flow of wastewater is diverted from this region and the tunnel walls are knocked down. Formerly disparate tunnels and chambers are joined to create "pods," each of which has its own name. There is little beauty here — the structures are primarily utilitarian in nature and there's far too much work to be done to waste effort on beautification.

Georgetown is all that's left of the unified kingdom that once was the Great Metropolis Sewer Kingdom (as opposed to the current "Kingdoms"). George, the king himself, was a charismatic gamma who won the trust and respect of nearly all in the sewers. His reign was benevolent and marked by a period of little squabbling between the duchies. Each territory united under him for the sake of furthering the position of the Sewer Kingdom and expanding trade with the world above beyond the traditional trade in wastewater management. King George addressed the folk of the sewers as an already unified nation and enticed them with promises of grandeur.

Little did they know what a con man he was.

Visionary though he may have been, George's claims as to the unification and advancement of the kingdom were bold-faced lies engineered to accomplish lofty goals. He got most of the duchies to

join his union only by exaggerating the involvement of their rivals. He claimed to have made contacts and negotiated contracts with businesses in the world above in order to motivate a coordinated push for industrialising large parts of the sewers. He put the cart in front of the horse, so to speak, and convinced it that it was pulling instead of pushing.

His intentions were good, however, and the diligence he inspired had many positive results. The sewers were peaceful for a time and the city they served was amazed at how smoothly they were managed. King George succeeded in diverting water from a major sewage tunnel to create King George's Highway, which connects many duchies to this day. His efforts at industrialising the sewers resulted in ethertech lighting in many tunnels and established a series of makeshift factories throughout the tunnels which still produce some minor creature comforts for the gammas of the Kingdoms.

Despite the nobility of his goals, King George was eventually found out. Labourers in the sewers produced or recycled small mechanical pieces in surplus and eventually had nothing to show for their work. When they finally figured it out, they were merciless in dethroning their beloved leader. They first had him pilloried and led to each duchy for ridicule and torment. Before they could try him, a lynch mob came for him. It is rumoured that he met his end in the jaws of a crocodile.

Today, Georgetown remains a central region in the sewers. Whilst the size of the duchy decreased after the fall of the king, the population did not dwindle. Though the majority of gammas in the sewers were quick to turn their backs on the hopes and dreams of King George, many banded together to keep them alive.

Georgetown is generally more luxurious than the other duchies and possesses more technology. Ethertech lighting is common and Scope points are not rare. This is the only duchy with a Scope riding community. It trades heavily with the Black Dot and manages to make business arrangements with companies in the Great Metropolis. It is also a good place for those who want to do business

ful life. Although the notion of a mock-medieval kingdom may harbour delight for some, the structure of society within Drudgney is rigid and uncompromising. The king, his dukes, and his viceroys have a comfortable and jolly existence whilst serfs toil about everyday affairs. The life of a peasant in this kingdom involves one of two careers: sewer maintenance or farming. King Linus has a deal with the Great Metropolis Corporate Estate to provide sewer upkeep in exchange for ethertech lighting. There is more light in this kingdom than anywhere else below the city, or indeed many places above, and that light is used in the production of food.

The gammas who came to Drudgney with Linus, and who eventually became his thanes, developed ways to farm vegetables on the sewer walls by piling dirt, compost, and readily available fertiliser on the walkways of the tunnels and running the substrate up the walls as a sort of steeply angled terrace upon which to plant vegetables. They set about the task of clearing the sewers of wildlife and barricading areas where they couldn't so that, filth aside, the waters were safe for wading. These odd gardens are the basis for life in, and the only element of commerce for, Drudgney, but they are also the bane of the peasantry. Hygiene is atrocious in this kingdom, and were it not for their natural resilience, its citizens wouldn't have a chance. In fact, the hygiene of the commoners here is a major contributing factor to its isolation.

King George's Highway runs through a large portion of Drudgney. Dangerously flaunting his sovereignty, King Linus deems that all traffic passing through his kingdom along the highway is subject to a toll. He respects the traditional inter-territorial rights of travellers along this route: They are not to be held, detained, searched, robbed, or accosted, but passage is taxable and garrisoned turnpikes dot the thoroughfare. So far, none of the other kingdoms object to this practice enough to oppose the king, and dignitaries with a letter of marque are usually given pass.

hush-hush. The NRM has been known to contract with the current duke, as have many criminal organisations.

The duke, Nathaniel Craig, was the right hand of King George and now is his apologist. It's a miracle he escaped a fate similar to his liege — a feat accomplished by turning up some business at the last minute and thus justifying the former king's means. He remains a crooked opportunist, but that is what maintains this small territory through its difficulties. Were it not for Craig's unscrupulous but keen business wit, Georgetown would never have survived.

King George's Highway: King George's Highway is the largest passable artery running through the Sewer Kingdoms. It spans the west-to-east length of

the Great Metropolis. Before gammas came to maintain the tunnels, this one carried more refuse than any in Britain. As the gammas insinuated themselves more in the sewers and found efficiencies in channelling the waste, they saw that this main drag would serve them better as a thoroughfare.

King George, who had temporarily united half a dozen duchies into a ramshackle union, led the push to repurpose the tunnel. Squads of gammas led expeditions to rid the passage of wildlife and, that done, the water was diverted away. When finally the tunnel was cleared, it was christened King George's Highway by the king himself. His decree, honoured to this day even after his death at the hands of the mob,

was that travellers on the highway be allowed to move unmolested. This edict is upheld by all kingdoms it passes through, although the rules are bent to a crease by Drudgney's system of turn-pikes.

There are, of course, dangers other than territorial relations. It is not uncommon to find outsiders, unwanted visitors from the world above, wandering King George's Highway. It is the only feature of the sewers well known on the outside and thrill-seekers often use it to begin exploring the sewers. Those that remain on the highway usually get through unscathed. Ratpacks (see Chapter 3: Factions and Organisations) are found here as well, since their status as pariahs is ignored whilst in this tunnel.

NATHANIEL CRAIG

Craig is as much a crook as the late King George ever was. He's simply more able to deliver on his promises. He came along just in time to save the duchy of Georgetown, winning over businessmen from the world above that King George had alienated with demands for fair treatment. Nathaniel acted not out of loyalty to his former friend and leader or out of affection for his fellow gammas; he simply loves the smell of money. Today, he is the chief conductor of business in Georgetown and lines his own pockets in the endeavour.

Appearance: Craig may be the most hygienic gamma in the sewers. His appearance is tidy and he has a weakness for Parisian fashion. He walks with a cane and wears a pair of white gloves so as not to dirty himself shaking hands with less cleanly business associates, which he is always willing to do. A friendly smile never leaves his lips.

Agenda: Personal gain is Nathaniel Craig's motivation in life. He skims from the coffers of businesses he represents whilst simultaneously benefiting from the taxes collected by the duchy. This activity is widely known, or at least suspected, but ignored because of the overall benefit he brings to Georgetown and the Sewer Kingdoms. It's also suspected that he wishes to make a push to unite the duchies as King George did years before. This is partially true. Whilst he wishes to unite the sewers, it is his goal to model the unification after the Great Metropolis Corporation, placing himself as the chief executive.

Nathaniel Craig (Broker 10/Scoundrel 5/Industrialist 3): CR 18; Small humanoid (gamma, human, transgenic); HD 18d6+18; hp 83; Mas 12; Init +1; Spd 20 ft.; Defence

19, touch 19, flat footed 18 (+1 Dex, +7 class, +1 size); BAB +10; Grap +6; Atk +11 melee (1d4/18-20, sword cane) or +12 melee (1d4 nonlethal, unarmed strike) or +12 ranged (2d4, small pistol); Full Atk +11/+6 melee (1d4/18-20, sword cane) or +12/+7 ranged (2d4, small pistol); SQ business resources, charm, dazzle, ear to the ground (Industry), fast-talk, first amongst equals (Industry), improved influence (Industry), master of etiquette (Industry), muck and brass, taunt, wheeler dealer (Crime and Industry); Val progress/detachment; AL self; SV Fort +6, Ref +10, Will +10; Ex 11; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 18.

Scope Avatar: HD 18d6+72; hp 137; Mas 18; Init +1; Defence 12, touch 12, flat footed 11 (+1 Dex, +1 size); BAB +0; Grap -3; Atk +3 melee (1d4 nonlethal, unarmed strike); SV Fort +4, Ref +1; Str 12, Dex 13, Con 18.

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

Skills: Bluff +27, Diplomacy +24, Disguise +6, Forgery +7, Hide +8, Intimidate +27, Investigate +3, Knowledge (civics) +12, Knowledge (current events) +15, Knowledge (industry) +18, Knowledge (tactics) +9, Listen +4, Move Silently +5, Resolve +16, Scope Resilience +6, Sense Motive +19, Spot +5, Survival +3.

Influences: Constabulary +4, Crime +15, Finance +2, Industry +11, Street +7.

Feats: Attentive, Brawl, Deceptive, Influential (Industry), Iron Will, Minor Cybernaughtic App, Personal Firearms Proficiency, Persuasive, Simple Weapons Proficiency, Spirited, Windfall (x6).

Possessions: Small sword cane, small pistol, fancy Parisian business suits.

Wealth: +20.



HADES' GATE

Population: 3.1 million (52% gamma, 37% delta, 7% epsilon, 3% human, 1% other).

Social Class: Working class (criminals and enlisted are the most common, followed by disenfranchised).

Character: The duchy of Hades' Gate is ruled by a trio of deltas, but delta and gamma alike make up the laity of this region. It is a realm whose only law is might and whose constitution is survival of the fittest. The folks who live here are a rough and tumble lot — brutish to the point of being feral. Deltas make up a haphazard ruling class only because their size equates to physical dominance.

First Impression: Hades' Gate is a barbaric and apocalyptic place. Rubble and litter cover the tunnel floors and bloodstains cover the walls. Barrel fires and barricades are scattered about and serve as rallying points for encampments of gammas or deltas. There are few permanent residences as only the most heavily fortified structures can stand for long.

This duchy was born out of the madness of genetic urge. The dominance of animal characteristics in the transgenic strains that manifests in gammas and deltas was even stronger in early speci-

mens. Gammas took to the sewers as a natural habitat; many deltas began to run in gangs and gravitated towards the darker corners of the city where they could take advantage of their canine ferocity. Members of both subspecies adhered to a pack mentality and were possessed of enough animal wildness that they were drawn into the same gutters and an unusual partnership.

For the most part, Hades' Gate doesn't respect borders. The inhabitants of this duchy are where they are because they don't have anywhere else to go. They have little industry and act primarily out of a survival instinct. When they are hungry, they seek out food wherever it can be found: the sewers, the streets above, or even within the borders of other duchies. When food is scarce, they turn on each other. They wear rags or no clothing at all. The gammas and deltas of Hades' Gate are driven only by hunger, fear, and dominance.

Even when the gangs don't fight one another, there is constant violence. Blood sports are the favoured form of entertainment and at any time there are a dozen makeshift gladiatorial arenas constructed throughout the region. The inhabitants of this region, being in constant competition over limited resources, have extreme isolationist tendencies, and newcomers are often forced to prove their mettle — and their worth to the gang — through physical means.



NEW DRESDEN

Population: 1.6 million (42% gamma, 31% human, 14% epsilon, 10% delta, 3% fey).

Social Class: Working class (all templates, though enlisted are in the minority).

Character: New Dresden is a stern and stoic region, populated by the once-proud but now fallen. Poverty here resembles extreme poverty on the surface more than it does the abject disenfranchisement of the rest of the Sewer Kingdoms. It is racially, if not ethnically, diverse — its people made the same through banishment or becoming marginalized.

First Impression: New Dresden is the newest and least developed of the duchies in the Sewer Kingdoms. Rather than large cleared areas with room enough for buildings, this area is marked by a series of shanty-towns built right in the tunnels. Some of these houses are in dry tunnels, some on walkways, and some even on rafts floating on the sewage. There are no factories or places of business here — it is simply a subterranean slum.

New Dresden is a ghetto of the Great Metropolis as much as a semi-autonomous duchy. When the leaders of the DKR, a New Reich labour party, were in danger of execution for conspiracy to overthrow the Kaiser, their followers rallied behind them and worked a plot to save them. Whitehall, in an effort to cripple the German industrial base, agreed to grant political asylum as long as the bulk of DKR members immigrated as well. The arrangement had the benefit of providing British officials with access to a large pool of German radicals with ties to resources still in the Reich.

Unfortunately, Britain had little means of accommodating them. When the Royal Marines and Navy delivered tens of thousands of German workers to the empire, officials were at a loss. The problem was heaped upon the Great Metropolis Corporate Estate; its solution was to insert the Germans into the sewers.

Beta, delta, gamma, and epsilon alike were pushed off to work in the sewers: maintaining the tunnels and working in the factories of Georgetown. When the New Dresdeners discovered there was too little work below ground, they began to look to the surface and were found by Great Metropolis industrialists to be a cheap source of labour. These days, most New Dresden inhabitants don't actually work the sewers, but instead shuffle off six or seven days a week to work in factory sweatshops, the former glory of their political party all but gone.

Food and space are at a premium in this duchy. Worse still, many of the inhabitants are not naturally suited to the environment and so disease is rampant. New Dresden is overpopulated and poverty-stricken; it is the worst

kind of slum.

Due to the national origin of this duchy, its name has become synonymous with New Reich immigrants in the minds of the Great Metropolis. The name New Dresden is a relatively new one — it had previously been seen as nothing more than a commune for DKR members. The fact that this community supplies innumerable workers for Georgetown provides it some clout in the sewers and it is now recognised as a full duchy.



THE DUCHY OF RAYMOND FAULK

Population: 3.7 million (74% gamma, 14% human, 9% delta, 3% other).

Social Class: Working class (mainly criminal).

Character: The Duchy of Raymond Faulk is somewhere between a crime circuit and a cult of personality. It is centrally located so that its unscrupulous tendrils can reach every heavily populated corner of the Great Metropolis. Being a kingdom of thieves, it is heavily protected, foreboding, and rife with paranoia.

First Impression: Blackened walls to warn off unsuspecting trespassers mark the borders of the Duchy of Raymond Faulk. It is a largely uninhabited region; much of its geography is dedicated to providing a buffer between it and the rest of the world. Even those familiar with the duchy are loath to remain here for long, as it is a cold and intimidating place.

Some years ago, young Raymond Faulk, an alpha human, realised that the strength of humanity lay not in its intellect and industriousness, but in its vermin-like drive for expansion. The population growth of gammas was fortuitous in his mind: a synthesis of man and his most compatible relative in the animal kingdom. Unfortunately for Raymond, few people shared his view. As a member of the Eugenics League, he made a name for himself in experiments with the rat genome, but his criticism of the implied social hierarchy of subspecies made him a black sheep. He

was eventually dismissed by the league and outcast as a pariah.

He didn't believe, as he is rumoured to have, that gammas should hold a place of superiority — he was an alpha himself, after all. It was his position that gammas should replace beta humans as the standard of humanity and that, through systematic implementation of in-vitro eugenics, beta humans should be phased out of existence. Indeed, he felt that the Eugenics League should petition Parliament to implement such a program immediately, as it could do nothing but good for the expansion of the empire. He's even rumoured to experiment with interbreeding gammas and betas to implement the agenda, though the Eugenics League denies even the possibility of this.

Raymond Faulk is neither the first nor last alpha whose hubris led him to destitution. The British sense of status quo is nothing if not exacting. Faulk initially sought to create his own army of gammas, selling them on dreams of their own superiority and hoping to show up the government. He soon found that, devoted though they may be, gammas are not ambitious. A staple of their genetic make-up was his undoing and without the leadership of superior strains, his army devolved into a crime ring.

Driven underground alongside those of whom he was so fond, the former scientist became a crime lord. Avarice and disdain wore thin his sympathy for those aboveground and the now Duke Raymond Falk continues to build his kingdom. He and his followers took over a large portion of the sewers beneath the Great Metropolis through violence and terror. His criminal enterprises evolved from simple wastewater rackets to outright theft, burglary, robbery, and even assassination. His name is the most feared amongst all things beneath the streets. As his wealth and power increased, so did his legend grow in the public imagination and he was painted as a monster of sorts: a half-rat, half-man aberration of his own experiments. Though untrue, he hasn't left the sewers himself and has been seen by few who could reliably refute this image.

Today, the Duchy of Raymond Faulk

RAYMOND FAULK

Once a promising young scientist for the Eugenics League, Raymond Faulk has fallen further than perhaps any other alpha. Now he is the undisputed crime lord of the Sewer Kingdoms.

Appearance: Duke Raymond is a regal man, although rough around the edges and affecting a roguish handsomeness with his thick black hair and intense eyes. He wears the finest clothes his subjects can steal for him, preferring pinstripes when he has a choice. His build is tapered, but he often stoops as though his back was slightly broken.

Agenda: Faulk's agenda has changed over the years. Whilst once he held strong to his conviction that gammas were the future of humanity, he has come to understand the flaws of his thinking. This realisation is not something he admits openly, nor does he suffer another to say it. He works to keep his connections with rogue scientists fresh, and he occasionally stirs up a new theory augmenting those that got him exiled in the first place. Whilst he bides his time as a self-styled "rat king" and crime lord, he secretly dreams of rising once more in stature and uprooting the scientific community with his ideas.

Raymond Faulk (Savant 5/Scoundrel 5/Broker 3): CR 13; Medium humanoid (alpha, human); HD 13d6+13; hp 61; Mas 10; Init +1; Spd 30 ft.; Defence 18, touch 17, flat footed 17 (+1 Dex, +6 class, +1 equipment); BAB +6; Grap +7; Atk +8/+3 melee (1d6+1 nonlethal, unarmed strike) or +7 ranged (2d10, v-prop pistol); Full Atk +8/+3 melee (1d6+1 nonlethal, unarmed strike) or +7/+2 ranged (2d10, v-prop pistol); SQ dazzle,

fast-talk, plan, scholar (Knowledge (medicine)), taunt, trick, wheeler dealer (Crime and Street), alpha traits; Val detachment/progress; AL self; SV Fort +3, Ref +7, Will +9; Ex 9; Str 12, Dex 12, Con 10, Int 17, Wis 12, Cha 20.

Scope Avatar: HD 13d6+65; hp 113; Mas 20; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap +3; Atk +4 melee (1d6+3 nonlethal, unarmed strike); SV Fort +5, Ref +1; Str 17, Dex 12, Con 20.

Template: Academic (Academic, Occult).

Skills: Bluff +18, Balance -1, Climb -1, Diplomacy +20, Disguise +2, Engineer (chemical) +12, Engineer (ethertech) +6, Engineer (pharmaceutical) +12, Escape Artist -1, Hide +1, Intimidate +20, Investigate +5, Jump -1, Knowledge (art) +4, Knowledge (civics) +13, Knowledge (current events) +13, Knowledge (history) +7, Knowledge (industry) +12, Knowledge (linguistics: Latin) +5, Knowledge (medicine) +19, Knowledge (natural philosophy) +11, Knowledge (tactics) +5, Listen +6, Move Silently +2, Research +12, Resolve +7, Scope Use (remote) +6, Sense Motive +14, Spot +3, Survival +5, Tumble -1.

Influences: Academic +7, Crime +6, Street +3.

Feats: Academic, Attentive, Brawl, Bureaucrat, Deceptive, Frightful Presence, Iron Will, Master Engineer (pharmaceutical, Personal Firearms Proficiency, Persuasive, Simple Weapons Proficiency, Toughness (body)).

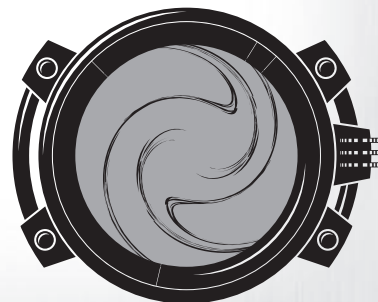
Possessions: V-prop pistol, undercover vest, Faulkhurst.

Wealth: +20.

is considered off-limits to anyone with brains enough to know better. Its territory is well marked by sewer walls that have been scorched and painted black. Crocodiles in the waters serve as reptilian guard dogs, but they're not discriminating; even the citizens of the duchy are leery of them. All of Duke Raymond's subjects are part of the criminal enterprise in one way or another, whether they're thugs, robbers, or money-laundering accountants.

Faulkhurst: Most of Duke Raymond's subjects reside in an underground "city" called Faulkhurst: a ramshackle jumble of improvised structures punctuated with oases of stolen luxury located in an abandoned underground parking garage. Faulkhurst serves as the

seat of Duke Raymond's kingdom. Few who are not citizens of this duchy know the way to Faulkhurst and most visitors must be escorted. Those who dwell here have an uncanny knack for knowing who's who and telling if someone is out of sorts. Trespassers are dealt with harshly.





CHAPTER III: FACTIONS AND ORGANISATIONS

This chapter introduces the vast variety of different factions, political institutions, criminal organisations, gangs, and the petty baronies of the sewer kingdoms. Each has unique character and fits into its own niche within the Great Metropolis environment. The numerous factions and organisations are described below, each with its own history, resources, membership, and agenda.

Classes, equipment, and other items marked with an asterisk (*) appear in Chapter 5: Character. Characters that do not have a race listed are beta humans.

THE CORPORATION OF THE GREAT METROPOLITAN ESTATE

“Corporations” have been the institution of British local government since the Victorian period. A single organisation can provide the public services and bureaucracy needed to run major cities. The Great Metropolis Corporation is the largest such institution in Britain.

History: Born of a uniquely Victorian collision between philanthropy and business acumen, the Corporation in its first form sprang up in the early 1850s as a loose association between the then-independent local councils of the soon-to-be Great Metropolitan Estate. Their members, mainly local representatives of successful small and large businesses, with the odd ex-military type and man of god thrown in for good measure, undertook the none-too-onerous task of employing such civil servants as would allow for the registration of births, marriages, and deaths, the collection of taxes, and the granting of building permits and licenses for market traders.

Officialdom being the best of bedfellows with minor legislation, the local councils grew in function and income and would probably have continued separately as independent local government, were it not for three things.

Firstly, in the early 1880s, the wealthy merchant classes discovered to their discomfort that Cholera and her sisters Consumption and Dysentery were no respecters of wealth or success. This enlightenment started with a cholera epidemic that tore through the boroughs served by the canal system. In one day, forever known as “Drop Dead Tuesday,” 732 people died. In total, the epidemic took 11 thousand lives, which doesn’t take into account those deemed not worth counting. Were this not bad enough, as the disease abated, the increased movement of healers amongst the ill had seeded a second-wave disease —

consumption. Over the next decade, until the contaminated canal water was identified as the vector for cholera infection, an estimated 400 thousand died through repeated cycles of cholera and fresh outbreaks of anything else communicable.

Secondly, as a consequence of the right to vote being extended only to the successful in 1867, the voters, and therefore their politicians, wanted to feel safe. An ideal vehicle for this was seen as the expansion of the powers of their local government.

Thirdly, and perhaps most importantly, national politics had begun to focus its beady gaze on England’s northwest. At the time of the first cholera epidemic, it was not the health of the nation that was causing unease in Whitehall, it was its size. The population, or rather the manufacturing workforce and their masters, the nouveau riche, was growing, and by alarming proportions. Something had to be done lest this green and pleasant land become overrun with “dark satanic mills” in their multitudes. “Working peoples were necessary, of course, but one did not wish to live amongst them,” said one notable politician. Worse was to come in 1889. To meet the growing need for Scope parts, Albert Arkwright & Sons built a factory in Leicestershire — right across the path of the Quorn hunt. The reaction of the upper class was one of horror. Within a month, the Fox Hunting Bill was in front of Parliament, upholding the inalienable right of hunts to range freely across their established hunting grounds. A late amendment, buried in the miscellaneous provisions of the Bill, allowed for “the containment of such industries and actions as may in the future be detrimental to the pursuance of the right to hunt.”

By 1900, this small piece of legislation had been used so often, and caused so much public debate, that the establishment in 1901 of the Great Metropolitan Estate seemed almost a natural conclusion. It was completely unopposed by the great and the good in the northwest boroughs, as they believed this extended body would be better able to control the spread of disease.

Although there were detractors — trade unionists, anarchists, members of an obscure radical anti-hunting group called the “Sabs,” and the odd Lancashire farmer — most people subscribed to the propaganda line, “The Great Metropolitan Estate: It puts the GREAT in Great Britain.”

Membership: Working for a service within the Great Metropolis Corporation is usually done by successive generations of the same family. For instance, if you work in Transportation and your last name is not Goodson, there’s a better than

even chance that your mother's maiden name was Goodson; if not, then it's a certainty that your wife, grandparent, aunt, or uncle is a Goodson. In order to keep a service in the family, specialist knowledge is kept secret and only passed on to family members who have proven their loyalty. A side effect of this is whatever the true name of a department, it is known by the other officers of the Corporation as the family name of most of the employees; for example, Building Control is called "Benny's" as its prominent family is the Benedicts.

Over the last century, this has led to the development of all sorts of intertwined loyalties and partnerships. It's possible, say, for Sanitation to owe a favour to Education that will not be repaid for several generations. There are alliances between services, based on a tangled web of reciprocity in decision making over a century. There are also vendettas and grudges held for just as long. Those in Administration portray themselves as outside of this, but in fact, their service is more like the house of the most powerful warlord: Everyone favours them, so as not to be singled out as the one who does not.

One directorate does not have families associated with its employees: Public Safety. This small directorate includes the Constabulary and Fire Battalion, which also perform rescue services. Many of the original families involved in these services were all but decimated during the Great Metropolis Uprisings. These services are now staffed by an odd assortment of people

ranging from brilliant and dedicated to work-shy and downright corrupt. There are relatively high numbers of transgenics in both services, something not seen in any other department with the exception of Sanitation, which includes a family of gammas.

There are also urban myths about the members of certain services. For example, after five generations, it is widely believed that an Administrator is born with the ability to read your mind, since they seem to have the uncanny knack of knowing what you've been doing. Administrators are, in the main, Wraight family members, but they alone amongst services will recruit the brightest and the best from other services. When this happens, though, the man or woman recruited is expected to marry into the Wraight family, even if it means divorcing their existing spouse. It says something about the power of Administration that no one has yet refused. Another common tale is that officers from Building Control can talk to a building, asking it where its structure is weak and what stresses and strains it is under.

The Administration service has one other foible that none of the other services possess. They take external candidates, usually from the universities into the Strategic Planning Office. Whilst these people are not constrained to marry a Wraight, in most cases they do, but there have been exceptions.

Resources: The Corporation is the biggest single employer in the Great Metropolitan Estate — it can call on 780,000 workers. It collects, via taxation and government grants, 4 billion pounds sterling a year, and spends 3 billion of that. No one other than the chief executive officer knows what the reserves are.

Agenda: A thriving bureaucracy, initially the Corporation was quite popular. It built housing for workers, set up schools and hospitals, and vastly improved sanitation. These measures, combined with the growing understanding and management of disease, established the good old "Corp." Each distinct area of work became a "Service" made of departments and led by a "Head of Service." These heads of

service were responsible to one of four directorate heads, who were in turn responsible to the chief executive officer. It is a relatively simple hierarchical structure, with elected officers involved at the directorate stage.

However, as the natural controls on population were removed, the population boomed. All the services struggled: Sanitation, Transportation, Building Control, the Corporate Architects Department, Constabulary and Prisons, Voter Health, Education, Corporation Housing, Trading Standards, Workhouse and Welfare Services, Water Supply and Canals, Crematoria and Registration, the Fire Battalion, Elected Members Services, and, of course, Administration. It became increasingly difficult for them to even keep pace. Services that had been equally spread across boroughs now had a head of service in one borough and officers in others. Administration, which included the departments Taxation, Payroll, Treasurers, and the mysteriously named Strategic Planning Office, was based in Liverpool, which by virtue of this became the de facto headquarters of the Corporation.

But even the dispersal of services couldn't keep up with relentless population growth. Overcrowding was rife: basements, attics, old mines and subways, all became resting places for those unable to find a room. Some of the more enterprising factory owners built huge shelf-like dormitories on their roofs, each worker paying to use a bed for no more than eight hours in any twenty-four, often paying half their wage for the privilege.

Under the growing pressure, desperate people turned to hope from any source. Illegal Scope use increased and the crime rate soared, as did attendance at churches and other spiritual meetings. Most popular, however, was allegiance to radical political groups.

The 1937 revolution was kicked off by mass demonstrations after detergent manufacturer Plinkingtons' Empire Street Works caught fire. Plinkingtons was one of the estate's larger dormitory factories. The Fire Battalion was called in and told to remove the expensive machinery first. This they did whilst



1,100 sleeping workers on the floors above succumbed to the noxious fumes from the burning chemicals and died. Surprisingly, this was not the ignition point for the demonstrations that followed. People had come to expect such callous priorities. The subsequent insurance investigation revealed that no one had even tried to wake the sleeping workers and give them a chance to escape. The valve blew, the demonstration turned into a riot, the riot into the Great Metropolis Uprisings.

One billion working days were lost, three billion pounds sterling cost to the country in failed export, ruined goods, and damaged machines, and hundreds of thousands dead — a huge part of the working population, units of production, martyrs, or tormented souls (depending upon your point of view) gone. The powers in Whitehall were not impressed.

By 1940, there was little evidence to show that the Corporation had ever been an elected body — it was now quite clearly the tool of Whitehall. The officers may consult with the elected representatives, keep them informed, but in reality the consultation was of the bottom-line variety: “Here it is, this is what we are going to do, you have the privilege of knowing it first, it’s going to happen.” The chief executive was chosen by Whitehall, all authority to act came through him, and he answered to Whitehall alone.

The Corporation is essentially a very large bureaucracy; its underlying ethos, if it has one, is first and foremost its own survival. The services it delivers to the populace are largely secondary to that survival and can often change at the whim of the pervading political force. For that reason, its staple services — the ones that can’t be eliminated — have become mini-powerhouses: Sanitation, Building Control, Transportation, the Constabulary, the Fire Battalion, and Disease Control. A bureaucrat’s service affiliation is likely to be as strong and binding as any familial or political links.

Whilst self-preservation is the driving force behind the Corporation, it has evolved key targets, the chief of these being what it calls “Scope Government”: the transference of as many informa-

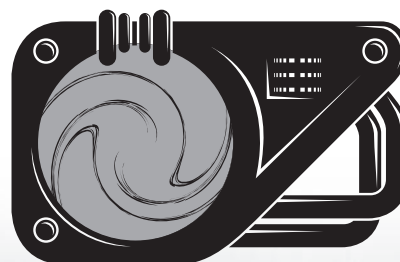
tion services and customer interactions from direct person-to-person access to Scope-based access as possible.

By its very nature, the Corporation, and in particular the Administration service, has used Scope processing power from its inception. The sheer weight of information in stores on the one hundred million inhabitants of the metropolis means that the Corporation has to stay on the cutting edge of developments to increase working times and processing power. No one seems sure where the Scope Government initiative has come from, but it is one of the few technologies to which the Corporation provide free public access points.

At Service level, the desire to enrich the family is crucial. The head of service and some senior family members will usually undertake to expedite a company’s business for a “gift,” and contractors who are awarded government contracts will automatically budget five percent of their total cost for “thank you” payments.

CRAFTSMEN’S GUILDS

Following the 1937 Great Metropolis Uprisings, the British government recognised the need for institutions that provided both an outlet for and a control of the frustration of the workers, so in 1949 they introduced craft guilds to British society. Thirty-five years later, these guilds form the primary social and economic institution for skilled members of the working class. There are hundreds of guilds within the Great Metropolis, but a few are famous for their influence and clout.



THE ASSOCIATION OF LICENSED SCRIVENERS

Few amongst the lower class are allowed legal access to Etherspace, but the middle class bureaucrats and industrialists often have trouble managing mindless drones and prefer to hire people to perform complicated but menial Etherscope tasks. Using the most basic of remote access gear, the scribes file and retrieve data and monitor the integrity of the areas for which they are responsible. Scribes, who take their name from the clerks who hand-copied information before printing and typing became common, take their work and the responsibility that comes with it very seriously.

History: It was not until the 1960s that the Etherscope became so mundane that administrators began to look for ways to offload repetitive tasks onto low-paid workers. The Association of Licensed Scribes started somewhat informally as these low-level Etherscope technicians became aware of each others’ presence.

The need for an official guild became clear as Scope riders made their attacks look like the work of scribes. The guild became active protecting the reputation of its members and ensuring that they held themselves to an even higher code of standards than their superiors. Impersonating a scribe is not only an offence against the guild but also a criminal act, as the guild has become a quasi-official part of the government bureaucracy that manages Etherspace.

Membership: A member of the guild is obvious within the Etherscope because their avatar has a clearly displayed ID code on the front and back of a pure white uniform. These codes are maintained and validated by the highest-ranked members of the guild.

It is nearly impossible to convince a scribe to misuse his authority. The wages for these workers are amongst the highest for craftsmen, and violating

MAXWELL BOOTH

Maxwell Booth was born the only child of wealthy, if almost entirely absent parents. He received, as their gilded offspring, the best that money could buy: the best servants, the best education, and of course, the very best genes as part of the Eugenics League's breeding program.

Possessed of a powerful intellect, young Maxwell soon realised that he couldn't quite connect with people the way most other boys could. What an adult might have identified as an alarming lack of empathy, Maxwell concluded was a skills deficit which needed to be rectified. He observed that the ability to attract friends and allies was valuable, so he studied how popular boys behaved, what they said and who they said it to, how a boy became the leader and not a follower or worse an outcast. He studied the masters, the good old boys, the swots, the ineffectual weak ones, and almost overnight, Maxwell became popular and charming. He became a "boys' boy," the head of house. The masters put it down to a late blooming; Maxwell put it down his own brilliance and the ability to act.

Maxwell embraced the Corporation as though it were an even bigger boys' school for him to control and conquer. Several years later, he met — and eventually married — Lady Sarah Tamworth, the second daughter of the Earl of Leicester. This enabled him not only to cut out a particularly tedious part of his climb to the top but to bask in the tacit approval of the government in London, for whom the Earl of Leicester served as Minister for Trade. The more power he gained, the less he went out in public and the less important being popular became. As one society hostess put it, "He's so charming until he's not."

Shortly after his ascension to the post of Chief Executive for the Corporation, and not long after he noticed how profligate his parents' spending had become, Maxwell's mother and father died in a zepcar accident. He inherited the still vast wealth of the Booth empire, which he sold off for cold hard cash, making him at least as wealthy as the most wealthy manufacturing families.

Appearance: At first glance, he appears nondescript: grey suit, grey eyes, blond hair — the above-average physique of an alpha human made humdrum by greyness. A second glance will reveal that the suit is very, very expensive and the eyes are rapier sharp. If this man is ever overlooked, it will be because he wishes it. A third glance suggests the viewer is either favoured or foolhardy.

Agenda: Mr. Maxwell Booth, Chief Executive of the Corporation, lives for power. He doesn't need or want anything else. His first allegiance is to himself. An inability to con-

nect in real terms with any other being has left him with scant regard for the life, limb, or livelihood of anyone else. He derives pleasure from manipulating events and people to his own ends — the more convoluted the route, the better. His actions are as likely to be benevolent as malevolent; he doesn't care. It's the wielding of influence, the artistic ripples of politics, and the sculpting of lives that makes Maxwell's life worth living.

A dark secret: Maxwell Booth is not all he appears, even to himself. Of late, he has been suffering occasional blackouts and often has doubts over some of his decisions. Unbeknownst even to himself, Maxwell has become possessed by a powerful Etherspace demon, known as Yrjn'kruh-Gkayloi (EER-jun-KROO ug-KAY-loi). The demonic spirit is capable of controlling and subtly influencing Maxwell's thoughts, and has access to a number of special powers that it can only use when it fully takes over Maxwell's consciousness. It also provides Maxwell with an enhanced physical prowess. It is Yrjn'kruh-Gkayloi who is behind the proliferation of public Scope points throughout the Great Metropolis.

Maxwell Booth/Yrjn'kruh-Gkayloi (Broker 5/Connector 7): CR 13; Medium humanoid (alpha, human); HD 12d6+48; hp 92; Mas 19; Init +2; Spd 30 ft.; Defence 20, touch 16, flat footed 18 (+2 Dex, +4 class, +4 natural); BAB +5; Grap +8; Atk +8 melee (1d3+4 non-lethal, unarmed strike) or +4 melee (1d4+3, sword cane); SQ ear to the ground, etheric dominator, etheric rider, expert negotiator, first amongst equals, negotiator, sow distrust, web of intrigue, winning smile; Val enthusiasm (power)/detachment; AL pursuit of power, —; SV Fort +7, Ref +7, Will +13; Ex 8; Str 16*, Dex 14*, Con 19*, Int 21, Wis 17, Cha 19.

*Ability scores enhanced by the etheric rider ability.

Scope Avatar (Maxwell): HD 12d6+48; hp 92; Mas 19; Init +3; Defence 13, touch 13, flat footed 10 (+3 Dex, +0 class); BAB +0; Grap +5; Atk +5 melee (1d3+5 nonlethal, unarmed strike); SV Fort +4, Ref +3; Str 21, Dex 17, Con 19.

Scope Avatar (Yrjn'kruh-Gkayloi): HD 12d8+36; hp 90; Mas 15; Init +7; Defence 29, touch 23, flat footed 22 (+7 Dex, +6 class, +6 natural); BAB +9; Grap +16; Atk +16 melee (2d4+7, claw), Full Atk +17 (2d4+7, 4 claws); SQ etheric dominator; SV Fort +10, Ref +15; Str 24, Dex 27, Con 15.

Template: Professional (Civic, *Church, Constabulary***, *High Society***, *Parliament*).

**Bonus influences gained from the connector class.

Skills: Bluff 18, Diplomacy +18, Hex Lore +22†, Intimidate +17, Investigate +14, Knowledge (civics) +17, Knowledge (current events) +17, Knowledge (history) +13, Knowledge

(industry) +10, Knowledge (linguistics) +13, Knowledge (mystical philosophy) +10, Knowledge (natural philosophy) +10, Knowledge (tactics) +14, Listen +12, Perform (oratory) +11, Research +12, Resolve +13, Scope Awareness +23†, Scope Resilience +17†, Scope Use (immersed) +22†, Scope Use (remote) +11, Sense Motive +13, Spot +10, Warding +22†.

Influences: Civic +19, Constabulary +8, Finance +1, High Society +5, Intelligence +1, Parliament +5.

Feats: Advanced Upload Learning, Attentive, Bureaucrat (civics, current events), Frightful Presence, Greater Upload Savant, Improved Upload Learning, Influential (Civic), Iron Will, Multiattack†, Persuasive, Simple Weapons Proficiency, Toughness (avatar)†, Upload Savant, Windfall.

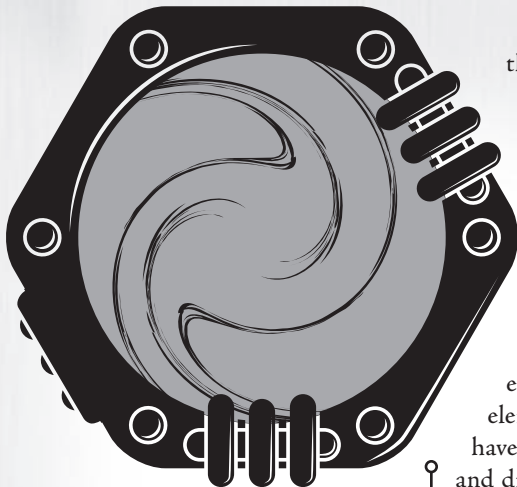
†Gained from the etheric dominator special quality; see below.

Possessions: Sword cane, upload tabs (Fighting Technique (fencing) 15 ranks, Hide 15 ranks, Knowledge (tactics) 15 ranks, Move Silently 15 ranks); business outfit, formal outfit, quality address.

Wealth: +14.

Etheric Rider: For the most part, Yrjn'kruh-Gkayloi does not interfere with Maxwell's activities, but the strength of its etheric spirit boosts Maxwell's strength and metabolism, providing him with +6 to Strength, +2 to Dexterity, +6 to Constitution, and a +4 natural armour bonus to Defence. Riding in this manner, Yrjn'kruh-Gkayloi can attempt to influence Maxwell's choices. If such a situation occurs, make a DC 30 Resolve check for Maxwell. If he fails, he makes the decision Yrjn'kruh-Gkayloi wants him to make; otherwise, he can make his own decision. Maxwell is unaware of any interference with his decision-making process.

Etheric Dominator: Whenever it desires, Yrjn'kruh-Gkayloi can assume full control of Maxwell. Maxwell can make a DC 22 Will save to resist. When it takes over, Yrjn'kruh-Gkayloi's mental ability scores override Maxwell's, giving him Intelligence 24, Wisdom 27, and Charisma 15. If Maxwell is immersed in Etherspace during a period of domination, he uses the demon's avatar stats. He appears as Yrjn'kruh-Gkayloi's true form: a many-armed serpentine creature with a huge, multi-eyed, bulging head that oozes pus. Whilst dominating Maxwell, Yrjn'kruh-Gkayloi gains the ability to use its own skills in addition to those Maxwell knows: Hex Lore, Scope Awareness, Scope Resilience, Scope Use (immersed), and Warding. Maxwell blacks out for these periods, but has so far been dissuaded from worrying about this by Yrjn'kruh-Gkayloi's etheric rider ability.



even the smallest rule results in expulsion from the guild.

Scriveners are not the most creative personalities. These workers excel at using systems, not creating, modifying, or circumventing them. They approach their domain with a repetitive organisation, but protect it fiercely. Their Etherscope combat skills are typically not terribly advanced, but they are usually given defence drones that obey their commands. Whilst the drones attack,

the scrivener leaves his station and alerts one of his superiors about the intrusion.

Resources: The scriveners have access to a great deal of information, but part of their code of ethics is to avoid reading the information unless it is required for their task. Still, should they need to, the scriveners can contact bureaucratic elements of government. They also have access to several useful programs and drones to aid in the completion of their duties.

Agenda: The biggest danger to the scriveners is the development of more sophisticated drones which could replace them. It is outside the character of the guild to attack drones, so instead they focus on ensuring that their tasks are too complex for drones to complete by enforcing even the most minor rules and bylaws associated with Etherscope data management.



THE BROTHERHOOD OF LIVERPOOL DOCKWORKERS

The Dockworkers are as rowdy and unpredictable as they are necessary to the economy of the Great Metropolis, but as the huge transport ships become more mechanised and automated, the dockworkers grow concerned about their future. Even the least imaginative cargo loader can see that the future is in steam-powered machinery run by Etherscope drones. The Dockworkers are caught on the knife's edge between the old world they made possible and the new one that will leave them behind.

History: Dockworkers have long been the source of labour unrest. In 1953, the Corporation gave them the dubious honour of being the only trade

MICHAEL MASEY

Masey's father is a high-level officer of the Corporation, and Michael rapidly rose through the ranks due to his patronage. His placement as the governor of the Brotherhood of Liverpool Dockworkers was suspicious for someone so young. From his introductory speech to the guild, it was clear that this 28-year-old had more in mind than just using the position as a rung up the ladder of success.

"Men, I know what you expect of me — to cluck over reports and urge you to work harder for less money. I'll have to disappoint you. So long as those ships move through our docks quickly, you will see pay equal to the work you put in, and you will see that efficiency and technology doesn't have to cost you your lives and livelihoods."

Masey tried to discover what the problems were on the docks and how to solve them. He made explicit overtures to the hidden leadership of the guild to come forward and make their plans known, so that he could help them.

That was 1981. He offered to get more safety equipment and a pension plan for the widows of men who died on the job in exchange for faster work, and to everyone's

surprise both the Great Metropolis Corporation and the workers honoured the arrangement. His attempts to contact the shadow guild have resulted in some brief communications, but there is still a great divide amongst the Dockworkers about whether Masey is honest or trying to gather information for another purge.

Appearance: Masey is of medium height, with a stocky build. Black curly hair frames bright blue eyes and a pale complexion. He wears simple styles like a plain white shirt with a dark jacket, but with high-quality cotton and linen. He is easily likable and has a quick smile.

Agenda: Masey's goal is to get the guild in line with what the rank and file want. His philosophy is that the best way to keep the workers under control is to give them reasonable concessions where appropriate. So far he has not needed harsh tactics, but in a real conflict he would side with the Great Metropolis Corporation.

Michael Masey (Broker 4/Industrialist 3): CR 6; Medium humanoid (human); HD 7d6; hp 28; Mas 10; Init +2; Spd 30 ft.; Defence 17, touch 14, flat footed 15 (+2 Dex, +2 class, +3 equipment); BAB +3; Grap +3; Atk +5 ranged (2d6, standard pistol); SQ charm, favour, coordinate; Val tenacity/loy-

alty; AL the Great Metropolis Corporation, the Brotherhood of Liverpool Dockworkers; SV Fort +4, Ref +8, Will +5; Ex 6; Str 10, Dex 14, Con 10 Int 14, Wis 16, Cha 17.

Scope Avatar: HD 7d6+21; hp 49; Mas 17; Init +3; Defence 13, touch 13, flat footed 10 (+3 Dex); BAB +0; Grap +2; Atk +2 melee (1d6+2 nonlethal, unarmed strike); SV Fort +0, Ref +0; Str 14, Dex 16, Con 17.

Template: Management (Industry, Civic, Finance, Guilds).

Skills: Bluff +8, Diplomacy +16, Intimidate +12, Investigate +14, Knowledge (civics) +12, Knowledge (current events) +9, Knowledge (industry) +12, Listen +15, Research +9, Resolve +13, Scope Use (remote) +15, Sense Motive +15, Spot +10.

Influences: Industry +10, Finance +5, Civic +5, Guilds +7, High Society +2, Parliamentary +2.

Feats: Alertness, Armor Proficiency (light), Attentive, Influential (Guilds), Personal Firearms Proficiency, Persuasive, Point Blank Shot, Precise Shot, Run, Simple Weapon Proficiency, Windfall.

Possessions: Standard pistol, undercover vest, notebook, business clothes, large house.

Wealth: +17.

that is required to join a guild to work in the Great Metropolis. Governors employed by the Corporation run the guild and use it to maintain order and keep its members in line ideologically.

By the 1960s, however, a secondary "shadow guild" had arisen within the guild proper, loosely affiliated with a larger, more secret organisation spanning numerous guilds. These dockworkers look for real change, but they understand they cannot act openly without risking another fierce reprisal. Using the official guild as a cover for their operations and meetings, they plan subtle but aggressive projects.

The existence of this shadow guild is no secret to the guild governors, and over the years there have been several purges. They have been at best only moderately successful.

The current governor, Michael Masey, takes a new strategy of cooperation with the guild members. There are benefits for workers, and ships are moving through the docks faster, but some question his true motives.

Membership: The average beta human member comes from a Liverpool family that has been Dockworkers for as long as anyone can remember — this is true for most jobs, but the docks seem especially likely to keep families in the trade. The 1937 Uprisings took their toll on the Dockworkers, however, as the guild was one of the riots' principle planners and participants. To compensate for the worker shortage, many epsilons were brought in to make sure the ships kept moving. The Great Metropolis Corporation, nervous after the limited success of the gammas, forced all transgenics working on the docks to register with the guild as well.

Whilst deeply connected to their community, the Dockworkers are also exposed to people from all nations. Because of this, they tend to develop a more cosmopolitan attitude and harbour more diverse ideas than other tradesmen.

Resources: The official guild has strong connections to the Great Metropolis Corporation and through it to other government agencies. The shadow guild is harder to contact, but it has strong ties to the underworld, espe-

cially in the area of smuggling. Still, the dockworkers do not take risks with anything too dramatic for fear of more purges or worse.

Agenda: The official guild's goal is to keep cargo moving in and out of the Great Metropolis as quickly as possible. The shadow guild hopes to improve safety standards and job security. Their methods are limited to printing bills and newsletters or sabotaging new technology. A recent development is a line of communication between the shadow guild and the current guild governor. There have been some advances in the main two concerns due in large part to this unprecedented but still very limited cooperation.



THE SOCIETY OF BRITISH MECHANICS AND REPAIRISTS

This guild organises all the mechanics, tinkers, and welders who work on constructing or repairing the machines that keep the Great Metropolis running. Conservative and soft spoken, the Repairists are often pointed to by the government and industrialists as the ideal guild. The guild itself points to several minor concessions in hours and wages as the fruits of their cooperation.

History: The Repairists were originally a pilot project, with leaders hand-selected by Whitehall to gather together the most loyal workers. The Trade Guilds Act of 1949 was crafted with their group specifically in mind. Control was handed over to the workers themselves, but they retained the attitude of working with the establishment rather than against it.

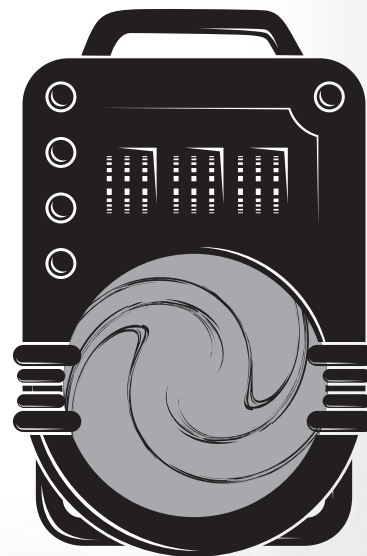
Membership: Repairist members are easily recognisable as they wear colour-coded jumpsuits with a guild symbol emblazoned on the front. Apprentices wear blue, journeymen wear purple, and masters wear red. The guild is primarily made up of beta humans, but the guild has also attracted many of the smarter deltas. A wealth of sub-guilds honour

specialties such as industrial machinery, vehicles, ethertech, and numerous other technologies.

Repairists are an almost constant sight in the Great Metropolis, with countless personal and industrial machines that need tending. The greatest inventors, engineers, and scientists often have Repairist assistants to help construct prototypes and experiments. These assistants can often improve the safety, efficiency, and reliability of the mechanisms they build, but never claim credit.

Resources: The Repairists' skills and tools are their largest resource. Beyond that, they are comfortable with the establishment and can often call on the government or middle class for favours, especially when the favour helps create stability and prosperity.

Agenda: Repairists see themselves as the favourites of the elite, and interpret improvements in their situation as gifts for good work and faithful service rather than hard-won concessions. The insubordinate activities of other workers are seen by the Repairists as the primary obstacle to a better lifestyle for guild members everywhere; consequently, local members of the Repairists are willing to pass information to corporate offices or Whitehall, and are responsible for numerous redcoat raids on treasonous shops and terrorist cells.



INDUSTRY

The Great Metropolis is the largest contiguous industrial area in Britain and one of the largest in the world. As such, it breeds and supports not only traditional industries such as manufacturing, shipping, and construction, but also specialised industrial groups steeped in its own unique flavour. Following are three corporations particular to the Great Metropolis that represent a cross-section of its industries.

THE METROPOLITAN VENTURE CORPORATION

Though few citizens of the Great Metropolis recognise the name of the Metropolitan Venture Corporation, its MVC sigil lurks quietly on the signboards of many companies in the metropolis and around the world. With that simple mark, the companies and all who work for them acknowledge their fealty to the sole owner of the corporation, James Hargreaves.

Tales of the evolution of the corporation and its master are passed only in whispers, and only amongst the foolish, as one of the most widely believed rumours is that Hargreaves silences rumourmongers permanently. Yet public records confirm that the corporation was born of the Manchester Venture Company, a minor player in local warehousing of imports from the triangle trade, and later a partner in the construction of both the Manchester Ship Canal and the Cheshire Ring of canals through the outer boroughs. During the incorporation of the Great Metropolis, the Manchester Venture Company renamed itself in a similarly ambitious fashion to become the Metropolitan Venture Corporation. Despite the corporation's ambitions, it was only shared and nearly unbreakable contracts to maintain canals that

kept the corporation alive into the latter half of the twentieth century. James Hargreaves was first publicly named in conjunction with the corporation as "partner of record" in 1964 when contracts were signed to consolidate Ship Canal maintenance operations within a single company — the Metropolitan Venture Corporation. It was a massive responsibility for an aging corporation, as the letters pages of the *Metropolitan Guardian* reminded its readers several months later when important locks malfunctioned and left cargo and passenger carriers stranded on both sides for days.

Unbeknownst to the general public but said amongst the tale-spinners is that these were crucial days during which Hargreaves quietly solicited "contributions" from the owners of the ships, the Ship Canal, and anyone desperate for transit to recommence. Although these contributions were meant to pay for crucial parts and specialists needed to effect repairs, the stories say that for Hargreaves the process was as simple as throwing the appropriate lever deep in the lockworks. In the aftermath, Hargreaves led the outcry to rid the corporation of the management who had failed to spot the problems with operations as well as the maintenance crews who had neglected their duties. To the readers of the *Guardian* and the populace of the metropolis, Hargreaves came off as a stalwart businessman who was clearing accumulated grit from the gears of industry, simultaneously pointing the company for which he took responsibility towards a prosperous future. He cemented that reputation three months later when he announced that a review of the previous board's "shoddy financial ledgers" revealed a lost reserve of funds (actually the "contributions" from the Ship Canal crisis, say the tale-spinners), which he used to acquire several major warehousing operations down the length of the canal from the sea to the heart of the city.

These events set the tone for Hargreaves' leadership of the MVC: continual and aggressive expansion, built on an underpinning of shadowy and always improvable daftly deeds. From maintenance of the canal to control of

the canal, from a minor warehouser to a major player in storage and haulage across the metropolis, from moving the goods of others to finally importing and manufacturing its own, the MVC and the subsidiaries it has spun off like sparks from a roaring inferno have become a pervasive force, all under the constant control of James Hargreaves.

Today the major holdings of the MVC include:

- ♦ *Pioneer Canal and Transport*: A company conglomerating what was once the core of the corporation, including maintenance and operation of canals and intracity etherrail systems, along with heavy transport of goods from the city's docks and factories to their final destinations across the Great Metropolis.
- ♦ *Icarus Advanced Research*: A complex of laboratories in a highly secure location investigating everything from military arms and transport to the nature of ether and the use of its energy.
- ♦ *Fortune River Imports*: Born of goods from around the world seized by Hargreaves when their owners failed to pay for storage or haulage, Fortune River has expanded through the seizure or purchase of a fleet of ether-driven cargo ships to bring products and materials from around the world to the Great Metropolis.
- ♦ *Cheshire Forge*: Once a small ironworks, Cheshire Forge has grown and swallowed other manufacturing companies until it now produces more than three hundred products ranging from machine parts to vehicles.
- ♦ *Stephens Department Stores*: One of MVC's first ventures outside of the transportation industry was to acquire Sir Stephen's, a chain of dry goods stores across England. Again, what was thought to be a foolish business venture turned out to be wildly profitable and fuelled MVC's surprise acquisition of Harrods Department Store in 1959. Hargreaves used the acquisition and absorption of Harrods as an opportunity to elevate the chain into the sale of high-end consumer goods and, over the course of the next two decades, expand opera-

tions to many major cities around the world. Construction or refurbishment of a new Stephens always includes a set of opulent apartments that Hargreaves can call home.

The above is far from a complete list. Each major holding includes a multitude of subsidiaries and operationally

independent (yet financially dependent) companies.

And still, say the tale-tellers, there is more to Hargreaves and the MVC than might be revealed in any financial ledger or corporate charter. Rumours tell of "historical refurbishments" as far away as the Taj Mahal and Turkey's Topkapi

Palace performed by companies whose ownership can be tracked back to the MVC — the same companies whose work on the York Minster crypts was decried in the papers as "more a work of pseudo-occult exploitation than engineering or archaeological preservation." Hargreaves' interest in the occult

JAMES HARGREAVES

James Hargreaves is one of the most powerful industrialists in the Great Metropolis, Britain, and even the world. Hargreaves was prolific in expanding and developing the family interests from the textile mills inherited when his father passed away. Hargreaves came into his inheritance at the age of sixteen and took the mills forward to new levels of productivity. He drove his profits back into expanding his interests, buying new factories and companies. As his enterprises expanded, Hargreaves needed new ways to monitor his many business interests. This led Hargreaves to the Etherscope, where he developed Scope systems to keep track of his many businesses. Hargreaves found immersing himself in the Scope to be a liberating experience. Weak and overweight in the real world, Hargreaves' avatar is slim, athletic, and powerful. Now Hargreaves spends large portions of the day immersed in the Scope, his body slumped unconscious in his office chair.

In his forties, after being invited to join the Order of Lemurian Mystery, Hargreaves turned his attention to occult matters. Hargreaves soon recognised the connections between many of the occult rituals practiced by the Order and those in Etherscope. He explored wild Etherspace, looking for artefacts of the Lemurian civilisation. He noticed trends of destruction that indicated a single intelligence may have been behind the destruction of the Lemurian Etherspace artefacts he uncovered. He then found clues suggesting that this intelligence was still active and even influencing powerful people in Prime Reality. Hargreaves brought his findings to the attention of the Order of Lemurian Mysteries. A series of murders ensued until an increasingly paranoid Hargreaves was the only one left alive. Uncovering the secrets behind the murders, however, brought him back to mental clarity. When Macsymilian Weisbiskji was killed, a load lifted from Hargreaves' mind and he immersed himself in his businesses, which were suffering from neglect.

It was a few more years before Hargreaves turned his attention back to the occult. He

uncovered further hints of a malign intelligence influencing Prime Reality and decided to create a new order to investigate. He used his trusted advisor, William Egerton, to set up the Ancoats Historical Society and recruited some of the finest minds of the country into investigating demonic influences in the world.

Appearance: Although overweight, Hargreaves is an attractive man in his fifties. His hair is grey and neatly cropped. He wears a pristine tailored three-piece suit with a unique ethercomm device in his pocket. The brass rings of a Scope jack implant can be seen at the base of his skull. If he is met at a social gathering or at a time that suits him, he is charming and friendly, with a disarming personality. However, if he is interrupted from important work or otherwise disturbed, he is cold and dismissive — an intimidating presence without being directly aggressive. In the Scope, he is taller and thinner than his Prime Reality self. When exploring the wilds of Etherspace or expecting trouble, he dons light Japanese Samurai armour and wields a katana.

Agenda: Hargreaves' main agenda is the advancement of his business interests. He is ruthless in pursuing this goal and goes to any lengths to protect these interests. His secondary concern is his pursuit of demonic activity. He is certain that there is at least one powerful demonic intelligence that influences and controls men of power in Prime Reality. He is determined to uncover the truth behind these influences, but is patient and aware that he must tread carefully.

James Hargreaves (Savant 5/Broker 3/Industrialist 7/Occult Investigator 1/Ancoats Historical Society Associate* 2): CR 18; Medium humanoid (fey, human); HD 18d6-18; hp 49; Mas 8; Init +0; Spd 30 ft.; Defence 16, touch 16, flat footed 16 (+6 class); BAB +7; Grap +7; Atk +7 melee (1d10/19-20, katana) or +3 ranged (2d4, pepperbox revolver); Full Atk +7/+2 melee (1d10/19-20, katana) or +3/-2 ranged (2d4, pepperbox revolver); SQ business and society, business resources, charm, ethermancery, favour, muck 'n' brass, occult learning, occult skills (Imbuelement, Hex Lore),

occultist, paranormal deduction, program crafter Scope skills (Scope Use (immersed), Scope Awareness), Scope ritualist, shrewd businessman, wealth and status; Val progress/detachment; AL business interests, self; SV Fort +3, Ref +5, Will +21; Ex II; Str II, Dex 10, Con 8, Int 21, Wis 18, Cha 15.

Scope Avatar: HD 16d6+32 plus 2d8+4; hp 105; Mas 15; Init +4; Defence 24, touch 22, flat footed 20 (+4 Dex, +8 class, +2 equipment); BAB +12; Grap +17; Atk +17 melee (1d10+7/19-20, katana) or +17 melee (1d3+5 nonlethal, unarmed strike) or +12 ranged (1d10, crossbow); Full Atk +20/+15/+10 melee (1d10+7/19-20, katana) or +17/+12/+7 melee (1d3+5 nonlethal, unarmed strike) or +12 ranged (1d10, crossbow); SV Fort +7, Ref +13; Str 21, Dex 18, Con 15.

Template: Bourgeoisie (Industry, Finance, Guilds, Parliament).

Skills: Diplomacy +20, Engineer (ethertech) +9, Imbuelement +25, Intimidate +18, Investigate +12, Knowledge (civics) +23, Knowledge (current events) +12, Knowledge (history) +14, Knowledge (industry) +27, Knowledge (mystical philosophy) +16, Research +23, Resolve +24, Scope Awareness + 24, Scope Resilience +13, Scope Use (immersed) +26, Scope Use (remote) +10, Sense Motive +24, Warding +25.

Feats: Academic (history, mystical philosophy), Advanced Upload Learning, Archaic Weapons Proficiency (Japan), Attentive, Bureaucrat (civics, industry), Improved Upload Learning, Influential (Industry), Iron Will, Minor Cybernaughtic App (aesthetic-grade Scope jack), Persuasive, Scope Raider, Spirited, Windfall.

Possessions: Katana, pepperbox revolver, ethercomm device, portable Scope point, Scope jack, Scope programs (imbued katana +2, light samurai armour (treat as a chainmail shirt)), fashion outfit, formal outfit, zepcar, stately home.

Wealth: +23.



and his personal journeys as far away as Africa and South America in search of lost artefacts are well known to the tale-tellers, but the final disposition of any objects he may have found is not.

The few extant photographs of Hargreaves serve to heighten the air of mystery surrounding him. It can be argued that he was a young wunderkind in the news photos taken when he gained control of the MVC in the 1950s, but it is hard to explain why in photos taken in recent months, thirty years later, it appears as though he hasn't aged as many days.

The mysteries of Hargreaves and the MVC take their most substantial form in the ether, in the shape of Tartessos, the MVC's massive private domain in Etherspace. Tartessos has never been open to public scrutiny, and Hargreaves has used his relationship with London via the military contracts of Icarus Advanced Research to keep any legislation regarding the extent of governmental powers of inquiry in Etherspace's private domains tied up in the House of Lords for more than 15 years. Were anyone to return with knowledge of what truly lies inside Tartessos, the secrets of James Hargreaves might be revealed.

Outside of Etherspace, Hargreaves continues to consolidate his power in the Great Metropolis. The many chairs occupied on the board of the Corporate Estate by MVC companies are little more than proxy votes for Hargreaves,

and many of his financial endeavours include some aspect of a plot to buy or gain sway over more chairs on the board. What Hargreaves does not already possess in the Great Metropolis he is determined to take, and what he cannot take he will buy — and there are few things he believes are not truly for sale.



PANOPTICORP

Everyone tells a different story about Panopticon:

- While taking out the trash late at night, the sister of a butcher on Cheetham Hill Road once saw an agent of Panopticon in a dark alley — and both of his eyes had been replaced by clusters of cybernaughtic cameras so that he looked more like a mechanical bee than a man.
- Panopticon is the latest incarnation of the Order of the Panopticon, a secret society stretching all the way back to the seventeenth century, and its members have included Isaac Newton, Arthur Conan Doyle, and Benjamin Disraeli.
- Late at night, during a week when everyone knew that the owner of Mersey Shipyards was about to be elevated to a chair on the Corporate Estate board, pictures of the married and moralistic owner in a compromising position with two young waifs were projected onto the sides of thirteen buildings scattered across the Great Metropolis — the work of Panopticon.
- The Scope riders of Panopticon cross the wilds of Etherspace on the back of gigantic gremlins shaped like dragons.

Although the truth of these and other stories can be argued, everyone has seen the Eye. Tarred on alley walls and acid-etched into street-side bricks, scratched into the glass of omnibus cars and stamped into tin trim, the Eye sigil reminds the people of the Great Metropolis that no matter how mad the stories they've heard, Panopticon exists — and Panopticon is watching.

Despite its name, Panopticon is not

a business in the traditional sense of the word. It has no offices, no delegates to the Corporate Estate, no contact information in the Metropolitan Index. Yet it is as industrious as the largest companies of the Great Metropolis. Where other companies procure raw materials and produce finished goods, Panopticon gathers secrets and produces shifts in the power structures of the city, for anyone who can both locate them and afford their price.

The only way to find Panopticon is to make it known that you are either in need of their services or have information to sell. Panopticon has been officially branded an outlaw corporation by the Corporate Estate of the Great Metropolis as well as many other governmental entities; as such, it is illegal to do business with them, and hence a dangerous thing to attempt. Those who persist do so within Etherspace, where they might have some hope of anonymity. The wisest seek out Panopticon in Haven, where the power of authority is at its weakest.

Even in Haven, it is difficult to determine which Scope riders might be part of Panopticon. Some tab-tweak their avatars every time they enter Etherspace, so that there is no chance someone they encountered in the past might recognise them in the future. Others maintain their avatars but are masters of dead drops and codewords, or send potential clients and allies on labyrinthine runs from one hacked domain in the Wall to another. Typically, by the time someone manages to contact Panopticon, Panopticon has already assembled a full profile on the applicant — nobody acquires secrets from Panopticon without giving up their own.

What is known by the constabulary is that Panopticon operates as a network of independent franchise-cells, groups of rebel Scope riders, fringe program crafters and expert system administrators (all referring to one another as "POpOps", or sometimes simply "Pops"), each able to contact one or two other cells to request information and services from elsewhere in the corporation or to pass along collected payments. Those who prove loyal and valuable receive compensation in the

form of the best drones and gremlins crafted by the POpOps of other cells, programmed equipment for use in Etherspace, and — if a POpOp has proven particularly valuable, and has the skill to use it without getting caught by the authorities — even cybernaughtics.

It's nearly impossible to know how deep or wide the network of Panopti-corp cells might run, but the constabulary knows that at its centre lies a single person known as Pallas. Although it is suspected that Pallas is female, the suspicions are only speculation based

on intercepted POpOp communi-qués. Long before she was connected to Panopti-corp, Pallas was known and respected by most Scope riders as the creator of the Scope dragons that roam the wilds of Etherspace.

Though a central tenet of Panopti-corp is success through cooperation rather than the cutthroat competition espoused by more mundane corporations, cells of POpOps whose rebellious nature is more deeply ingrained sometimes balk at requests from other cells. All requests from Pallas, however, are treated as orders and followed

immediately. Only Pallas knows the identities of every member of Panopti-corp, and she does not hesitate to reveal multiple cells if doing so protects what remains of the organisation and brings it in line.

This combination of reward, respect, and fear has over time allowed Pallas to ruthlessly winnow out the untrust-worthy, unworthy, and unskilled and slowly forge Panopti-corp into a force on par with those corporations controlled by traditional industrialists. Yet how she plans to use the weapon she has created is unclear. Though profit alone might be a motive, POpOps are rewarded generously enough that the forensic accountants of the Constabulary speculate that she can't have hoarded away more than a small fortune for herself. Nor does there appear to be any clear political agenda — when hired to do so, Panopti-corp spearheads clandestine informational attacks on officials of every level and nation.

Proposals for increased bounties for the capture of Panopti-corp agents and Pallas herself are brought up at nearly every meeting of the Corporate Estate board. However, as many members of the board have made covert use of Panopti-corp's services at some point — transactions of which Pallas undoubtedly has unshakable proof — these proposals typically fail to pass by a narrow margin with arguments made as needed that the estate's limited law-enforcement funds are best budgeted elsewhere.



IRONWHEEL SECURE TRANSPORT

In the late 1800s, a Liverpool factory was amongst the first to begin mass-producing velocipedes. These two-wheeled vehicles had a short-lived fancy amongst Victorian high society, but soon fell out of fashion. Desperate for business, the factory lowered the quality of their materials and sold them to lower-class citizens still caught up in the echoes of the faddish boom. The

PALLAS

Pallas is the spider at the centre of Panopti-corp's web. She (or riders claiming to be her) have only ever been clearly identified in Haven. She has undoubtedly been nearly everywhere worth going in Etherspace (and many places that aren't), and most of her followers are reasonably certain that in Prime Reality she makes her home somewhere in the Great Metropolis. Yet like everything else about her, little is certain and one of the few things Pallas and Panopti-corp give away for free is misinformation about her past in the form of numerous conflicting stories.

Appearance: Her hair is blonde — no, wait; it's brown. Her clothing is remarkable only in its unremarkableness. You try to fix details in your mind, but a few minutes from now you honestly doubt you'll be able to remember what she looks like. Then she turns her head to look at you, and though her eyes seem slightly farther apart than before, they are piercing and unforgettable.

The sledgehammer program she wields in Etherspace is long and golden; it resembles a huge gavel more than a sledgehammer.

Agenda: Judging by the contracts she has accepted (and the gusto with which she has pursued some over others), Pallas currently seems to be guiding Panopti-corp on a campaign against those companies who explore and create ether vent technology. Rumors passed amongst Scope riders say that Pallas has found something terrible in the wilds of Etherspace and fears that indiscriminate opening of vents may loose it into Prime Reality.

Pallas (Broker 5/Scope Rider 7):
CR 12; Medium humanoid (human); HD 12d6-12; hp 38; Mas 9; Init +3; Spd 35 ft.; Defence 16, touch 16, flat footed 16 (-1

Dex, +7 class); BAB +5; Grap +4; Atk +4 melee (1d4-1, cybernaughtic leg); SQ degrading touch, ear to the ground (Industry, Parliamentary), enhanced Scope movement, enhancer transfer I, enhanced transfer II, expert hacker, jump the rails, Scope master, stealthy avatar, web of intrigue; Val honesty/tenacity; AL truth, knowledge; SV Fort +2, Ref +6, Will +9; Ex 8; Str 8, Dex 8, Con 9, Int 18, Wis 16, Cha 14.

Scope Avatar: HD 12d6+30; hp 73; Mas 15; Init +7; Defence 20, touch 20, flat footed 17 (+3 Dex, +7 class); BAB +9; Grap +13; Atk +13 melee (1d8+6, sledgehammer); Full Atk +13/+8 melee (1d8+6, sledgehammer); SV Fort +10, Ref +10; Str 18, Dex 16, Con 15.

Template: Academic (Academic, Occult).

Skills: Bluff +10, Disguise +8, Forgery +14, Knowledge (current events) +12, Knowledge (industry) +12, Research +16, Scope Awareness +18, Scope Resilience +17, Scope Use (immersed) +19, Scope Use (remote) +7, Sense Motive +11.

Influences: Academic +4, Crime +1, Industry +1.

Feats: Deceptive, Improved Initiative, Improved Upload Learning, Iron Will, Major Cybernaughtic App (x2) (aesthetic-grade legs), Minor Cybernaughtic App (aesthetic-grade Scope jack), Scope Raider, Simple Weapon Proficiency, Upload Savant.

Possessions: Two cybernaughtic legs, Scope jack, Scope tabs, upload capsules (+5: Listen, Search, Spot; +8: Knowledge (history)); worker's overalls; small secure apartment along waterfront.

Wealth: +20.

CHARLEY BEETLE

"Charley Beetle" is the Scope pseudonym of Charles Catesby, a young tab-jamming socialite with a deep rebellious streak who always wanted to be a Scope rider despite his technophobic parents. When Charley snuck away from home to have a Scope jack installed in a back-alley clinic, the surgery went awry and left him with a fused and useless jack that couldn't be removed from his nervous system without killing him. Charley did what he could using a remote point — which was still considerable, and eventually attracted the attention of Pallas.

Desperate to win her favour, Charley set aside his Scope gloves and went looking for the information that no Scope rider could ever provide—information from Prime Reality. From digging through industrial rubbish to developing a network of contacts on the street, Charley more than earned the respect of Pallas and others in his Panopticon cell with his ability to find any non-electronic information, anywhere, no matter how well hidden.

Recently, using money he siphoned away from his parents, Charley had a pair of cybernaughtic eyes installed. This at long last completely alienated him from his

family, but it has made the handsome and scandalous lad a favourite guest at high society parties — where he often slips away to steal information for Panopticon from the private home offices of his hosts.

Although they talk often on the Scope, Charley is unaware that Pallas has not only seen him in Prime Reality (from a discreet distance), but is quietly in love with him. She never speaks of her feelings for the young man, but protects him by watching Constabulary investigations nearing his activities and either guiding them deftly away or deleting crucial records that might lead to Charley.

Appearance: Though gaunt, the young alpha glows with the energy burbling up from deep inside him. One can often see him tapping his toe and combing his hand through his shoulder-length mane of dark hair as he watches a passing crowd with a slightly amused curl of his lip. His couture clothing is worn loose and open, as if he respects style but not tradition. Passersby are reflected in the glassy surfaces of a pair of cybernaughtic eyes.

Agenda: Out to "sting the uptight fops" of the upper class, Charley can never fully decide whether or not he wants to bring the house of cards tumbling down altogether. As

the information he gathers for Panopticon becomes more valuable and more useful, he often gives second thought as to whether he should hand over the information. Yet he is always won over by his fondness for Pallas and Panopticon for accepting him for what he is, rather than what he is expected to be.

Charley Beetle (Broker 4/Savant 3/Scoundrel 6): CR 13; Medium humanoid (alpha, human); HD 16d6–26; hp 32; Mas 7; Init +6; Spd 30 ft.; Defence 18, touch 18, flat footed 16 (+2 Dex, +6 class); BAB +7; Grap +6; Atk +11 ranged (2d4, pepperbox revolver); Full Atk +11/+6 ranged (2d4, pepperbox revolver); SQ dazzle, ear to the ground (High Society, Street), evasion, fast talk, gossip monger (High Society), scholar (Investigate); Val tenacity/detachment; AL Pallas, Panopticon, knowledge; SV Fort +1, Ref +8, Will +8; Ex 9; Str 9, Dex 14, Con 7, Int 19, Wis 12, Cha 20.

Template: Idle Rich (High Society, Finance, Parliamentary).

Skills: Bluff +17, Diplomacy +16, Disguise +12, Escape Artist +12, Forgery +15, Intimidate +14, Investigate +19, Knowledge (civics) +10, Knowledge (current events) +10, Knowledge (history) +10, Knowledge (linguistics) +10, Knowledge (mystical philosophy) +10, Knowledge (natural philosophy) +10, Listen +10, Move Silently +12, Research +10, Scope Use (remote) +16, Search +16, Sense Motive +9, Sleight of Hand +9, Spot +14.

Influences: Constabulary +2, Crime +2, Guilds +2, High Society +5, Industry +3, Parliamentary +3, Street +4.

Feats: Attentive, Great Fortitude, Improved Initiative, Minor Cybernaughtic App (x4) (2 cybernaughtic eyes with darkvision upgrade), Personal Firearms Proficiency, Persuasive, Quick Draw, Simple Weapons Proficiency.

Possessions: Pepperbox revolver, auto-camera, 2 cybernaughtic eyes with darkvision upgrade, expensive and fashionable clothing, spacious apartments in theatre district.

Wealth: +25.



rickety, dangerous vehicles found their greatest fans amongst the stevedores and navvies of Liverpool, who dared each other to ever-greater heights of pedal-powered danger, and spent their nights drinking and tinkering with their "velos."

Moving toward the present, the tinkering daredevils eventually meshed a velo and a steam engine to create the first velocycles, and later those who could afford the expensive metal replaced the heavy frames of their velos with etherium. These velos did not run on pedal power, but rather on steam engines, much like steam carriages. Slowly, velos were used by an ever-wider populace in Liverpool, particularly poorer residents who needed to cross long distances through lorry-crowded streets to get to their place of employment. Yet their most passionate fans continued to be found amongst the most rough and tumble elements of society.

That a fit velo-rider could outdistance a policeman on foot was not lost on the criminal classes of the city, and soon an

MONK

Phan Yat-sen was born in a Chinese neighbourhood in the heart of Liverpool, a younger son in a sprawling clan. An ugly child with a burning temper, Phan stumbled into a street gang at an early age and grew up earning money for his family as a fighter and an enforcer for many gangs, including the Iron Riders. Phan's mother, horrified by her son's skill at and growing penchant for violence, begged him to turn himself in when the Iron Riders went to the constabulary in 1967 during the Wheel War. He did so.

When the Riders were released from their vows in 1972, a calmer and gentler Phan had embraced the teachings of the Church and adopted a new name: "Monk." For all he had learnt from the Church, Monk had seen too much of poverty as a child to continue walking the path of poverty. As Ironwheel Secure Transport incorporated, Monk volunteered to head up the company's operations in Pierhead.

Today, Monk's branch of Ironwheel is widely known for having the fastest response time in the Metropolis, and a secure delivery percentage of nearly 100%.

Under Monk's tutelage, not only are his employees skilled velo riders, but many also have joined the Church and wear the same crucifix skullcap as Monk.

Appearance: An enormous Chinese man, Monk is a velo rider in leathers with the shield of Ironwheel Transport on each shoulder. His fists are often clenched as if still wrapped around handlebars — or perhaps waiting for a fight. Yet his pock-marked face is sad and his eyes are gentle. He looks like he would hold his own in the fight... yet regret every bone-breaking blow.

Agenda: Monk has two agendas. The first is to make money for Ironwheel to ensure its continued legitimacy and prevent it from ever again becoming a simple street gang. He also takes a portion of the money he makes and sends it back to his extended family in Liverpool, particularly the elders. Monk's second agenda is to promote the teachings of the Church. When riding the city, he often recruits not only street toughs, but also the lost souls of the Great Metropolis — and forges both into valuable employees of Ironwheel.

Phan "Monk" Yat-sen (Combatant 8/ Broker 2): CR 10; Medium human (epsilon, human, transgenic); HD 8d8 plus 2d6+20; hp 75; Mas 14; Init +6; Spd 30 ft.; Defence 19, touch 18, flat footed 17 (+2 Dex, +6 class, +1 equipment); BAB +9; Grap +13; Atk +15 melee (1d8+1d4+5, brass knuckles); Full Atk +15/+10 melee (1d8+5, brass knuckles); SQ ear to the ground (Street), extreme effort, fighting technique, improved extreme effort; Val loyalty/bravery; AL Yat-sen family, Ironwheel, the Church; SV Fort +6, Ref +6, Will +3; Ex 5; Str 18, Dex 11, Con 11, Int 8, Wis 12, Cha 6.

Template: Criminal (Crime, Street, Constabulary).

Skills: Diplomacy +2, Intimidate +5, Pilot (civilian) +8, Resolve +3, Sense Motive +8, Survival +4.

Influences: Church +4, Constabulary +3, Crime +4, Street +4.

Feats: Armour Proficiency (light), Brawl, Combat Reflexes, Improved Brawl, Improved Initiative, Knockout Punch, Persuasive, Power Attack, Streetfighting.

Possessions: Brass knuckles, leather jacket, velo, radio gear, lockboxes, keys, Bible, Ironwheel recordbook, skullcap, bunk in Ironwheel garage.

Wealth: +3.



even more unsavoury element helped to make up the swelling ranks of the city's velo gangs. Though the constabulary fielded its own velo-equipped bobbies, the velo gangs remained the scourge of urban streets from Manchester to Liverpool.

Through the 1950s and '60s, the velo gangs of the Great Metropolis excelled in smuggling and mobile banditry, robbing convoys and armoured bank transports, then vanishing into the mazes of narrow alleyways criss-crossing the city. Finally, in 1964, the Metropolis Constabulary empowered its Patrol and Traffic Branches, in cooperation with the Tactical Branch, to undertake "any and all punitive actions necessary to secure the streets of the city." The constabulary and the Corporate Estate called this campaign the Transportation Safety Action. The velo gangs called it the beginning of the Wheel War, and for three years it served only to make the streets more bloody and dangerous.

Then the unexpected happened: Under the protection of the Bishop of Liverpool, the Iron Riders, one of the largest and most notorious of velo gangs, laid down their weapons and turned themselves in to the constabulary. Under pressure from the bishop, and with the support of the Penal Department (who hoped to avoid incurring the massive costs of imprisoning the whole gang), those Iron Riders who recanted their past deeds were released into the service of the Church. As the Wheel War slowly came to a close over the next five years, the thousand members of the Iron Riders served under monastic vows as they undertook projects for the common good of the city.

Once the streets of the metropolis had returned to a chaotic yet peaceful norm and the Iron Riders appeared to have rehabilitated, the constabulary and the Church released them from their vows. Sackcloth was set aside as the gang once again donned their riding leathers, retrieved their velocycles from storage, and tuned the engines. As the *Guardian* printed twice-daily updates on their activities, the city held its breath and waited to see if the Iron Riders would return to their old ways.

Instead, the gang transformed once again, filing incorporation papers with the Corporate Estate and reforming as Ironwheel Secure Transport. Where as a gang they had smuggled items across the Great Metropolis, as a corporation their employees now couriered them, guaranteeing safe and timely delivery. They also bartered their more martial skills, offering security forces for hire anywhere in the urban area, sized to need from single bodyguards to small armies.

Today, the black jackets and goggles of the Ironwheels are a common sight in the Great Metropolis. Ironwheels not currently employed cruise the city alone and in packs, the strobe mounted behind their seats signalling their availability. Any citizen can flag down an available Ironwheel, place payment and their package into the strongboxes mounted astride the rear tire of the velo, and give the destination address to the rider. Alternatively, they can ask for protection; the base rates of the Ironwheels are well known, although escalating threats also quickly escalate the cost of the service. If the protection or the delivery requires more than one Ironwheel, the corporation brags that once a call has gone out, it can double the number of riders at any given corner in the Great Metropolis every three minutes until every rider arrives, mounted and fully armed. Their services are also, of course, available by appointment.

Despite going legitimate, the Ironwheels still retain some of the blade-edge from their days as a street gang. They still have a deep rivalry with the Traffic Branch, the Ironwheels mocking the velicycle-mounted "v-bobs" who chase the riders as they weave through traffic at dangerously high speeds. And those who stand in the way of an Ironwheel delivery quickly regret it; once, when a neighbourhood kid-gang blocked off a thoroughfare and collected tolls, it made the mistake of halting an Ironwheel on a courier run. The Ironwheel called in another rider, but only to stand guard over his velo and the package whilst he dispensed beatings to the entire gang on his own. Though their recklessness and quick temper give the Ironwheels their edge,

the elders of the corporation who still remember how close the Iron Riders came to prison encourage Ironwheels both old and new to practice self-control. Many amongst the Ironwheels pursue religious studies alongside their martial and mechanical training, and it isn't unusual to see a chaplain wearing a leather skullcap embossed with religious iconography riding amongst a pack of Ironwheels.

The delegate of Ironwheel Secure Transport to the board of the Corporate Estate wears velvet cravats. When warranted, he can make the professional presentations required when a corporation reports to the estate, and he is a fixture on the circuit of mannered parties and salons. Still there are many amongst the upper class and old money executives of the Great Metropolis who see only the tattoos hidden beneath his long sleeves, and in each of his words hear the cacophonous roar of the velos. To them, the delegate and everyone who works for Ironwheel are nothing more than lower class plebes who somehow manipulated the Church into lifting a street gang to undeserved rank. The Ironwheels sense this disdain; it remains to be seen whether they will be able to overlook the snobbery for the sake of continued success.



METROPOLIS CONSTABULARY

The Metropolis Constabulary has the thankless task of enforcing the law in the largest and most dangerous city in the British Empire. As a result of the size and scope of its duties, the Metropolis Constabulary is the single largest police force anywhere in the British Empire, numbering nearly 350,000 personnel, drawing its membership from across the empire, and funded by an operating budget estimated to be several million pounds. Even so, the force struggles to cope with the situations they face on a day-to-day basis. Political and societal constraints placed upon the Metropolis Constabulary limit its actual powers and ability to carry out its duties effectively. Further, the size of the Great Metropolis, its physical structure, and the dangers faced in enforcing the law with regard to entrenched gang and organised crime factions make the life of a police officer a dangerous one. As a result the Metropolis Constabulary contains a mix of effective, disillusioned, uncaring, professional, cynical, ambitious, dedicated, and corrupt officers unseen in any other police force in the world.

History: In 1900, Parliament passed the act that created the Great Metropolis as a political entity under governance of the Great Metropolis Corporate Estate. Simultaneously, the pre-existing Liverpool and Manchester police forces were combined into a single force, the Metropolis Constabulary, with jurisdiction across the new super city. From the outset, the Metropolis Constabulary served as an extension of the Corporate Estate's power. It became apparent local recruitment would be insufficient to maintain the force at a size necessary to effectively police the city, resulting in the introduction of recruitment and relocation of citizens from across the empire into the force. While this measure increased the force's size and efficiency, it separated the force from the people of the city. This separa-

tion left the force largely unaware of the strength and resentment that led to the Uprisings of 1937 and equally unable to prevent or deal with them.

Following the riots, the Metropolis Constabulary underwent a series of changes that shape its current form. Control of the constabulary, like the Corporation, was placed entirely in the hands of politically appointed overseers from London. The force was reorganised into individual branches, focusing on the areas required to keep the city functioning and prevent any future riots affecting the profitability of the city or the interests of its rulers. With compliant transgenics eventually forming the bulk of the city's population, policing of the remaining lower class beta human communities was all but abandoned. To help bolster its numbers, delta humans were inducted into the force. To the metropolis' rulers, the seeds of the 1937 Uprisings were laid not by separating the police force from the people but by failing to concentrate resources on the people that mattered. These policies and beliefs continue to shape the force in the present day.

Membership: The Metropolis Constabulary is organised with authority moving from the top down. One of the force's weaknesses is that many of its mid-rank officers are afraid to act without authority due to the potential political and social consequences of doing so.

Heading the force is the Commissioner of Police, who coordinates closely with the governor of the Great Metropolis Corporation. Chief Inspectors, beneath the commissioner, oversee each branch of the force. All of these appointments are political and granted based on loyalty to Whitehall and its agenda for the city. Appointees are often unfamiliar with any aspect of police work, another factor limiting the force's effectiveness in regard dealing with crime. Within each branch of the force, individual departments are overseen by inspectors: a mix of competent career officers, self-interested career-building sycophants, and a combination of the two. Beneath the departmental inspectors, authority is deferred to lieutenants, sergeants, and

constables, or the equivalent. These rankings apply equally to the technical specialists employed by many branches of the constabulary, although their duties differ significantly from regular officers. Authority between regular and specialist officers of equal rank is determined by circumstance or delegation by higher-ranking officers.

Resources: The Metropolis Constabulary is divided into a number of branches, each with both its own and shared resources as follows.

Criminal Investigation Department (CID): This branch contains the detectives of the Metropolis Constabulary. Their core role is to investigate serious crime and to act upon intelligence which can lead to the arrest and prosecution of hardened or "career" criminals, making this branch the one most involved in combating organised crime. They are also called in on cases beyond the scope and authority of the patrol branch. CID operates from the Metropolis Constabulary's Headquarters Complex in Manchester City Centre and has access to advanced etheric and forensic technologies. Officers engaged in detective work receive intensive training to enable them to work effectively in this field. The day-to-day work of detectives is busy and demanding given the levels of serious crime in the Great Metropolis. This branch accounts for about five percent of the force's personnel, as do the EIB, Tactical, and Special branches.

Drugs Squad: The growth in the misuse of tabs and capsules in the Great Metropolis is a major cause for concern amongst the authorities. These specialist officers understand the nature of counterculture and the role of drugs in society and work with operational officers and other agencies to target drug dealers and tackle the drug problem. They play an important role in combating this area of organised crime, engaging in many undercover operations. The Drugs Squad operates from the constabulary's headquarters.

Etherscope Investigations Branch (EIB): The Scope impacts all aspects of life and crime with the Great Metropolis. This is true of fraud and revolutionary activity especially. The EIB is a large

INSPECTOR ROBERT MCKENZIE

Robert McKenzie is the son of a wealthy middle class family whose wealth was built upon the maritime import/export of goods to and from the Orient. Robert's youth was spent at sea and in the Orient, learning the business from his father and uncles while being privately schooled. This unconventional upbringing gave Robert a broad understanding of life from the viewpoints of the different classes and races he encountered in his day-to-day life. Robert was approached by the British Foreign Office in his early twenties and recruited as an intelligence operative in the Great Game, using his knowledge of the Orient and practical skills to serve British interests in China. Over the next twenty-five years, Robert became an experienced field agent using his business interests as a cover for his espionage work. His missions involved several journeys into the Chinese interior and Robert learned many of that land's secrets, growing to understand and respect the occult forces at work in the world.

By his mid-forties, Robert knew he was too old to continue as a field agent. However, another position requiring his skills became available. Whitehall needed a force within the Great Metropolis specialising in dealing with the city's ethnic communities and to secretly investigate the increasing occult activity within the city. Robert McKenzie was installed as chief of the metropolis' Special Investigations Branch, the unit created to deal with occult happenings in the city. Since that time, Robert has led his unconventional force for the good of the city and its people.

Appearance:

Robert is a beta human male in his fifties with a lined face but vibrant, youthful eyes. He stands 5 feet, 10 inches tall, with thinning and receding hair, but a thick beard. He is heavy set and was once powerfully muscled; some of this has turned to bulk, but he maintains good condition and his weight adds to the sense of power his presence generates. His skin is coarse and dark from many years

spent under foreign suns. He favours simple, conservative, but well-made and loose-fitting suits with shirts and cravats along with his trademark heavy black overcoat. He carries a slender walking stick with a dragon handle in jade and has a heavy pistol holstered within his jacket.

Agenda: Answering only to Whitehall, a fact that infuriates many of his nominal superiors in the Metropolis Constabulary, Robert carries out his duties with relentless determination and tenacity. He manages to combine a devotion to the empire and its institutions with an understanding and respect for people of different classes and beliefs, a highly unusual combination that makes him something of an enigma to others. Many in the city's ethnic and street communities respect Robert and the Special Investigations Branch. This gives the branch the ability to deal with the dark forces that stir in the shadows of the metropolis' streets with a freedom of access and sources of information unavailable to other branches of the constabulary.

Inspector Robert McKenzie (Broker 2/Connector 3/Spy 4/Pursuer 4/Occult Investigator 5): CR 18; Medium humanoid (human); HD 14d6+28 plus 4d8+8; hp 108; Mas 15; Init +0; Spd 30 ft.; Defence 19, touch 19, flat footed 19 (+9 class); BAB +11; Grap +13; Atk +12 ranged (2d8, large pistol) or +10

ranged (3d8, large pistol double-tap) or +13 melee (1d4+2, cane); Full Atk +12/+7/+2 ranged (2d8, large pistol) or +10/+5/+0 ranged (3d8, large pistol double-tap) or +13/+8/+3 melee (1d4+2, cane); SQ bonus influence (Street), clue hound, coordinate, the Great Game, hidden motives, influence focus (Street), intelligence network, negotiator, occult connections, occult resistance, occultist, profile, scan; Val loyalty/tenacity; AL the Great Metropolis, the British Empire; SV Fort +8, Ref +6, Will +18; Ex II; Str 14, Dex 11, Con 15, Int 19, Wis 14, Cha 16.

Scope Avatar: HD 18d6+54; hp 119; Mas 16; Init +2; Defence 12, touch 12, flat footed 10 (+2 Dex); BAB +0; Grap +4; Atk +4 melee (1d3+4 nonlethal, unarmed strike); SV Fort +3, Ref +2; Str 19, Dex 14, Con 16.

Template: Bourgeoisie (Industry, Finance, Guilds, Intelligence, Occult, Parliament, Street).

Skills: Bluff +16, Diplomacy +18, Engineer (mechanical) +8, Intimidate +24, Investigate +27, Knowledge (civics) +22, Knowledge (current events) +18, Knowledge (industry) +10, Knowledge (linguistics) +20, Knowledge (mystical philosophy) +24, Listen +18, Munitions +8, Research +18, Resolve +19, Sense Motive +26, Spot +4.

Influences: Constabulary +1, Finance +5, Industry +2, Intelligence +5, Occult +5, Parliament +6, Street +9.

Feats: Alertness, Attentive, Bureaucrat (civics, linguistics), Combat Expertise, Defensive Martial Arts, Double-Tap, Far Shot, Improved Bind, Improved Disarm, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Spirited.

Possessions:

Cane (treat as a truncheon), large pistol, camera, compass, concealed-carry holster, deluxe evidence kit, ether-comm device, ether-comm interceptor, Gladstone bag, lock-pick set, rangefinding binoculars, road atlas, three pairs of steel handcuffs, business outfit, heavy overcoat, quality address.

Wealth: +18.



and well-funded branch operating from the constabulary's Manchester headquarters. Given the latest in technologies and possessing more freedom of operation than most branches, the EIB is always overwhelmed by the demands placed upon it and is constantly involved in support of other branches. This has led to a favours trading system operating between the EIB and other branches for priority of support, making the role of Chief Inspector of the branch a politically powerful and much desired role, despite the demands placed on the branch.

Fraud Squad: Given the money generated in the city the government wants to make sure it sees its share in taxes. Equally, many industrialists and businessmen wish to line their pockets with the city's wealth. Fraud is a common

practice and the Metropolis Constabulary's fraud squad is a busy branch that offers its specialist skills to the other branches of the force as well as monitoring and investigating business activities throughout the city. This branch operates from the constabulary's headquarters.

Patrol Branch: This is the largest single part of the force, comprising approximately sixty percent of the force's total manpower. These are the "bobbies" who patrol the streets of the Great Metropolis on foot, on horse, on velocycles, in steam carriages, and by autogyro. With the exception of autogyro patrols, these officers operate exclusively in the city's middle class residential and zones, with importance given to the operation of business within the city. Its patrol branch officers initially respond to any

report of a crime or deal with a crime in progress. They also ensure that unauthorised incursions do not occur in the areas they patrol. "Bobbies" wear the traditional uniform of dark blue trousers and jacket, conical helmet and longcoat, all of which are made of puncture-resistant fibres. Officers are armed with truncheons and heavy revolvers. Delta officers may serve only in this branch and never rise above the rank of patrolman. Groups of officers operate out of fortified policed stations central to their patrol area distributed throughout the city. Stations contain holding cells, interrogation rooms, vehicle compounds, armouries with rifles, spare pistols, and ammo, and riot control gear, and the force's communications centres.

Special Branch: Special Branch offi-

LORD CHARLES HAWTHORNE

The Hawthorne family can trace its heritage back over 700 years and throughout its history has enjoyed the wealth and privilege of its noble status. From birth, it was Charles's destiny to become a leading figure in Britain's ruling class. He enjoyed the finest education and was trained in all the gentlemanly arts. Never particularly intelligent or resourceful, Charles demonstrated a sense of purpose and class obligation that saw him prosper at University and allowed him to develop the reputation needed to ensure a suitable position in governance. Charles was appointed to a senior position within the Home Office following his grand tour, a rite of passage for young gentlemen involving travel to the cultural sites of the empire and beyond. A combination of family influence and social networking allowed Charles to advance within the Home Office and gain a reputation for reliability and loyalty to the government. When the position of Commissioner of Police for the Great Metropolis became available five years ago, Charles drew upon his influence and favours to secure the position. Although the role meant moving from London and facing the conditions and problems of the Great Metropolis, a successful tenure in the post would result in an appointment as a government minister, as it had for previous commissioners. Charles cares little for the people of the city or indeed his underlings and seeks only to ensure that the will of

Whitehall is carried out in the city and profits continue to flow to the treasury.

Appearance: Lord Charles is a tall and slender beta human male in his mid-30s with luxuriant medium-length brown hair. Lord Charles has the smooth pale skin of a native Englishman who has never had to do manual work. Always immaculately groomed, he sports a short, fashionable moustache. He favours the latest fashions in suits, shirts, ties, top hats, and cloaks made for him by his tailors on Saville Row in London and shipped up to his official residence in the metropolis. Like most gentlemen, he carries a walking cane, ebony with a silver handle, and can often be seen taking snuff from the ornate inlaid silver snuff box he carries with him at all times.

Agenda: Lord Charles Hawthorne seeks to ensure nothing disrupts his tenure as police commissioner and that the economy of the Great Metropolis continues to flourish. Mainly he is concerned with ensuring the lesser classes know their place and the violence of the slums do not affect the city's industrial or administrative infrastructure. He knows nothing of police work and bases his decisions on political expediency. The Metropolis Constabulary is well used to such governance and carries out its duties as best it can. Hawthorne resents the independence of the Special Investigations Branch and despises Robert McKenzie, believing him to be an upstart and a fool, and actively seeks to undermine McKenzie's position and bring the Special Investigations Branch under con-

trol of the commissioner's office.

Lord Charles Hawthorne (Ordinary Broker 9): CR 8; Medium humanoid (human); HD 9d6+9; hp 40; Mas 13; Init +1; Spd 30 ft.; Defence 14, touch 14, flat footed 13 (+1 Dex, +3 class); BAB +4; Grap +4; Atk +5 melee (1d4/18-20, sword cane); SQ fighting technique (fencing); Val tenacity/detachment; AL self, the British Empire; SV Fort +4, Ref +6, Will +5; Ex 0; Str 10, Dex 12, Con 13, Int 9, Wis 10, Cha 16.

Scope Avatar: HD 9d6+27; hp 60; Mas 16; Init +0; Defence 10, touch 10, flat footed 10; BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed); SV Fort +3, Ref +0; Str 9, Dex 10, Con 16.

Template: Landed Gentry (Agriculture, High Society, Parliament).

Skills: Bluff +9, Diplomacy +13, Fighting Technique (fencing) +6, Intimidate +9, Knowledge (civics) +11, Knowledge (current events) +3, Knowledge (history) +3, Resolve +17, Ride +5, Sense Motive +6.

Influences: Agriculture +1, Civic +5, Constabulary +5, High Society +5, Parliament +6.

Feats: Combat Expertise†, Fencing Proficiency, Influential (Civic), Influential (Constabulary), Spirited, Weapon Finesse.

† Only when in fencing stance.

Possessions: Sword cane, ethercomm device, snuff box, business outfit, formal outfit, stately home.

Wealth: +23.

cers combat terrorism and insurgency and provide support to MI5 in their operations against the Northumbrian Republican Movement (NRM) and the CIA. They work at the city's seaports supporting the Patrol Branch, Customs and Excise, and the Royal Navy in protecting these assets and combating smuggling. They also provide armed bodyguards for politicians and public figures and investigate firearms and explosives offences that may be connected to national security matters. Special branch operates from both the constabulary's headquarters and their own compound at Liverpool's Pier Head docks. Light body armour and autoguns are standard issue for officers on active duty.

Special Investigations Branch (SIB): The "lone wolf" of the Metropolis Constabulary, the SIB is a tiny group of just over a thousand officers and support staff. Led by an Inspector, due to its small size, the unit officially exists to deal with crimes affecting the ethnic communities of the city. While the branch does this, its *real* role is to handle unexplained occurrences and the rising tide of occult phenomena in the city without involving the general populace or authorities. Despised by the higher echelons of the force who would like to see it disbanded, due to its "unsuitable" officers and freedom of action, SIB is made up of renegades, foreigners, eccentrics, and outcasts and answers only to Whitehall. The branch must act carefully for it would take only one mistake on SIB's part to give the branch's enemies the grounds they need to disband it. Conversely, the branch has good relations with elements of the metropolis' ethnic and counterculture

groups. SIB operates from a special facility in Liverpool's Clarence Dock which harbours an eclectic collection of law-enforcement, occult, and Scope equipment and facilities.

Support Branch: This branch's personnel operate the constabulary's vehicles, maintain its facilities and technology, and carry out its administrative functions. Support Branch personnel are distributed throughout the force. This important but underestimated branch accounts for nearly ten percent of the constabulary's personnel.

Tactical Branch: The Great Metropolis swarms with heavily armed and cybernaughtically enhanced gangs and criminals. Tactical units provide heavy support for other units against such threats, when the constabulary must enter hostile areas of the city and crush any revolts. Operating from half a dozen heavily fortified barracks distributed throughout the city, tactical units have access to piston armours, heavy weapons, combat autogyros, chargers, and armoured personnel carriers.

Traffic Branch: The flow of commercial vehicles is constant throughout the Great Metropolis and vital to its industry, and a branch of the Metropolis Constabulary serves to ensure the city's traffic continues to flow. Traffic police operate from stations situated at major traffic junctions, containing rescue equipment in addition to normal station contents and are equipped with high-speed steam carriages and zepcars. Part of their duties involves tackling vehicle crime. They ensure road safety by enforcing traffic laws, deal with road accidents, and help road users. The branch also ensures the protection of the city's monorail system. Their broad ranges of duties see this branch employ nearly eight percent of the constabulary's manpower.

Agenda: It is an inescapable conclusion that the Metropolis Constabulary exists to serve a political agenda and enforce the status quo. The masses that populate the city are given little thought and the force serves to control as much as serve the middle classes. Only the upper classes gain from the force's presence. The constabulary is seen to be doing its job as long as industry keeps

functioning and any gangs and criminals are kept in their place. Revolutionaries are seen as a priority and the force is increasingly involved in coordinated and determined operations against groups deemed to be acting against the natural order of the British Empire.

THE GREAT METROPOLIS SEWER KINGDOMS

The Sewer Kingdoms of the Great Metropolis is a unique region with its own politics, social structures, and special interests. Whilst the factions these interests manifest keep their noses below the ground for the most part, there are myriad reasons their fates might intersect with those of surface-dwellers.

THE BLACK DOT

Whilst the Black Dot is largely thought of as a socialist duchy in the outer reaches of the Sewer Kingdoms, it represents a larger movement amongst the proletariat, particularly those of transgenic origins, towards a worker-controlled society. Young workers have long been prone to dissatisfaction and disillusionment with what they see as a plutocratic society, but the citizens of the Black Dot have gone beyond thumbing their noses at the industrial establishment and stand in outright rejection of it. They use the semi-autonomy of the sewers to forge a society of their own: self-reliant and based on their own values. To date, they've had a surprising degree of success. More surprising, however, is their continued existence. That the Corporation hasn't sent riot troops into the tunnels to rid Britain of so large a political liability is alarming, and has been the cause of endless speculation.

History: Fifteen years ago, there



BANKS

Banks began his road to infamy as a graffiti artist in the Great Metropolis during the late 1960s. Then a wide-eyed and witty young gamma, he gained not only the enmity of the authorities but also the regard of the art world. His works were stylish and fancied by art lovers who considered the renegade urban art form avant-garde. In time, Banks grew tired of simply thumbing his nose at authority and challenged it outright.

His tactics took on more and more of a guerrilla nature as he chose strategic sites that would be seen by the largest number of people — subway cars, constabulary stations, places of commerce, and the like. The message got more daring as well. By 1970, the images and slogans in his tags stood in utter defiance of empire. Traditionally a loner, he became the unwitting figurehead of a growing movement amongst young working class anti-imperialists when he began painting a large black dot on every edifice and symbol of oppression he could find. It was a sign of mutiny to which many young radicals rallied.

A series of attempts on the part of the Corporation and MI5 to quell the movement failed largely due to its disorganisation. The effrontery frightened many, but served to make Banks angry. He called for a mutiny in earnest and eventually led hundreds of youths into the sewers. The Black Dot was born.

Appearance: Banks is calm and aloof. He is tall for a gamma, with long, spindly limbs and good posture. He is a humble and unassuming man — to look at him one would never guess that he was the legendary rogue artist or the first amongst equals of a momentous socio-political movement. He wears paint-stained workers' overalls and greasy thick-rimmed glasses.

Agenda: The years have served to temper Banks' politics and militant edge. He has come to believe that the message is louder than the bomb. First amongst his priorities

is getting the message out. The symbol of the black dot is convenient because it is easy to duplicate and can be spread by anyone with a paint can. As a result, this ubiquitous symbol has become synonymous with communal socialism in the empire and has found favour abroad.

Banks is also active in the effort to halt coercive and oppressive organisations, particularly in the Sewer Kingdoms. He opposes the Mass Heresy and the Duchy of Raymond Faulk wherever he can, and fears that Hades' Gate poses more of a threat than most others do. He is particularly concerned about Georgetown in that it is full of workers who benefit from the industrial base of that duchy, yet are pinioned by a money-hungry leadership. So long as most workers there are unionised under the Georgetown Industrial Guild, though, he focuses his efforts elsewhere.

His chief ally is Theodore Klein of New Dresden. After years of courting the labour party turned sewer duchy, Banks' influence has at long last begun to wear away at the New Dresdener. There may be little hope in the short-term of bringing New Dresden into the Black Dot, but any ally capable of leveraging economic pressure on the Great

Metropolis Corporation is a welcome one.

Banks (Ordinary Savant 8): CR 7; Small humanoid (gamma, human, transgenic); HD 8d6+16; hp 43; Mas 14; Init +1; Spd 20 ft.; Defence 17, touch 16, flat footed 16 (+1 Dex, +4 class, +1 equipment, +1 size); BAB +3; Grap -1; Atk +4 melee (1d4/19-20, knife); SQ gamma traits; Val enthusiasm/enthusiasm; AL the Black Dot; SV Fort +4, Ref +3, Will +5; Str 10, Dex 12, Con 14, Int 13, Wis 12, Cha 13.

Scope Avatar: HD 8d6+8; hp 35; Mas 13; Init +1; Defence 12, touch 12, flat footed 11 (+1 Dex, +1 size); BAB +0; Grap -4; Atk +2 melee (1d2+1 nonlethal, unarmed strike); SV Fort +1, Ref +1; Str 13, Dex 12, Con 13.

Template: Proletariat (*Civic, Guild, Industry, Street*) (Climb, Engineer (structural), Hide).

Skills: Balance +4, Climb +6, Creative Art (graffiti) +14, Diplomacy +6, Engineer (structural) +7, Hide +11, Jump +3, Knowledge (art) +13, Knowledge (civics) +4, Knowledge (current events) +9, Knowledge (history) +8, Knowledge (industry) +5, Knowledge (natural philosophy) +2, Listen +7, Move Silently +6, Perform (oratory) +8, Scope Use (remote) +3, Sense Motive +5, Spot +6, Survival +3, Swim +3.

Influences: Civic +1, Guild +4, Industry +3, Street +5.

Feats: Academic (art and history), Alertness, Creative (Creative Art (graffiti) and Perform (oratory)), Dodge, Endurance, Simple Weapons Proficiency.

Possessions: Knife, leather jacket, stencils and paint cans, small, humble apartment in the Black Dot.

Wealth: +2.



were only a few ragtag circles of socialists and anarchists operating in the deep underground of the Great Metropolis. A young anti-imperialist vandal named Banks began painting pro-worker slogans everywhere he could and his message struck a chord in the hearts of the proletarian youth. He became the poet laureate of a new movement.

It didn't take the authorities long to realise the danger of Banks' message, and they went head to head with the punks that followed him. There were short-lived riots and demonstrations of revolution before Banks began to fear that he would be responsible for the death of too many young people. He spoke of the formation of a new world and began painting a black dot on every wall, every vehicle, and every image in which he could see a symbol of empire. The dot represented a mutiny in which he and his peers turned their backs on the society above ground and took the reins of their own destiny. It remains their symbol to this day.

In the years since, the drive of the Black Dot has gained momentum. As the movement matured, people saw that it wasn't all bluster. The manner in which its adherents managed to survive, even thrive, was a slap in the face to the Victorian values of the rest of society. Idealistic youths continue to join their ranks and the influence, and territory, of the Black Dot in the Sewer Kingdoms grows.

Membership: The majority of citizens in the Black Dot are young gammas, deltas, and epsilons, though there have been surges of betas joining the ranks. Most come from a working class background and prefer a life of honest, hard work to the oppression of the factories above. A growing number of members are academics who, through the natural course of educational curiosity and insight, view the socialist dream as a lofty ideal.

The only real leaders in the Black Dot are Speakers, representatives elected by individual collectives, small industrial clans clustered throughout the territory. The exception is Banks, who accepts no position of authority but is viewed by most as a sort of elder statesman.

Resources: The members of the

Black Dot are industrious and inventive. Most of their resources are pilfered, but they have a knack for putting everything they have to good use and can reconstruct a single zepcar, for instance, into a dozen items more useful to them. They've done well at repurposing technologies to be used for the sewers and barter these to other duchies for things they need. In recent years, some citizens have taken to Scope riding, program crafting, and hacking, turning their disregard for intellectual property into a cornucopia of new convergent technologies which are gradually being picked up by legitimate business.

Agenda: The agenda of the Black Dot is fairly straightforward: uproot empire. While the movement has its origins in civil disobedience, its growth and constant influx of brash youth has seen it taking on a militant element. For his part, Banks cautions against the use of force to spread the movement, preferring to work by setting an example. The growing radical underbelly of the movement, though, espouses a different tack, and the lack of any central authority in the duchy leads to this sentiment progressing unfettered. Naturally, some groups within the Black Dot partner with other organisations, but those who've been around for a while — Banks and many of the older gammas — discourage such Faustian deals. They are happy to sow dissent in the popular mind through the patient application of their principles.



BUGSY BOB'S COURIER SERVICE

Bugsy Bob's Courier Service is the veritable neural network of the Great Metropolis Sewer Kingdoms. Aside from the mundane delivery of parcels, this clan of disenfranchised and exiled gammas represents an information network critical to day-to-day life in the sewers.

History: Initially conceived of by the dukes as an emergency alert system, the service began when quirky but silver-

tongued Bugsy Bob was granted Right of Envoy from each of the then-eleven duchies. Eleven badges gave eleven representatives of his enterprise the right to move unhindered amongst them.

The sewers, except in times of severe weather, though, are not epicenters of catastrophe. Over time, the envoys grew bored and began to wander. At first, they were just orbiting tools of gossip, trading idle news of other duchies and of the metropolis above. In time, through a few of the cycles of intrigue to which the sewers are prone, some wised up and paid the envoys for information. Quick to cash in on an idea, Bugsy Bob employed more and more envoys. Information gathering became the *raison d'être* of the service while delivery fell by the wayside. Bugsy's boys had their noses in every corner of the sewer. Someone could whisper your name in Drudgney and they'd be yelling it in New Dresden before you could walk there.

Membership: Positions as one of Bugsy's boys are highly sought after. Young gammas work furiously to network with the envoys, often becoming nothing more than disposable sources of information in the process. Information — true information — is impartial, so Bugsy Bob prefers to recruit from amongst those individuals who are outcast even by sewer standards. Because the envoys of Bugsy Bob's Courier Service are given the right to walk amongst the various duchies, it is common for those exiled from one duchy or another to find themselves in his employ.

Resources: Bugsy Bob is an information broker. Anything you want to know about goings-on in the sewers he knows or can find out. Bugsy's boys are trained and skilled in the ways of social engineering, and the best of them rarely have to go looking for knowledge. They leverage their prestige as much as their charisma to arrange a network of folks willing to bring the information to them.

Of course, some of this arrangement requires currency, and favours are the preferred coin. The courier service, though, doesn't perform the favours — they simply trade them. It's an insult to them to actually lay money out for infor-

mation. Instead, they drop well-placed nuggets of information on unwittingly grateful fools in every duchy, “free of charge,” and cash the gratuity in later to pay for new information.

The only bottleneck of this network is the number of badges available to Buggy Bob. Right of Envoy can only be bestowed by possession of one of the eleven badges originally given to him by the duchies. While a whole network of information gathering exists, likely numbering in the hundreds, only eleven gammas at any time are protected and may travel. Though it is thought that the courier service often cheats at this by handing badges off to one another, no one has been caught yet. While all gammas in the sewer respect Right of Envoy, if one were to be caught in another duchy without a badge, the charges against them would likely be espionage.

Agenda: Buggy Bob's Courier Ser-

vice has no duplicitous agenda or ulterior motives. The man himself is a crass and greedy gamma who saw an opportunity to make a few extra pounds with delivering messages. No one expected he'd turn out crafty enough to expand his operation into what it is today. His boys are well paid, though not nearly so well as he, and he continues to work at expanding the service and deepening his pockets.

There has been some talk of moving his operation into the streets above. Some of the couriers have had to go there occasionally for information and it has been posited that his boys are capable of getting information from one point to another in secret, more efficiently, underground. Whether this will come to be is yet to be seen, but there's good money to be made in the Great Metropolis and Buggy Bob is keen to go after it.



THE CERBERUS SOCIETY

The duchy of Hades' Gate has historically been ruled by a series of despotic deltas who have wilfully orchestrated the extreme brutality of their region. Might makes right is not simply a justification for brutality for the Cerberus Society: It's a social philosophy. The Heads of this organisation are more than the brutal warlords that most outsiders imagine. They rule Hades' Gate with a deliberate and iron fist.

History: The true history of the Cerberus Society is known only to the Heads, of which there are only three at any given time. Rumours have it that the founders of the Society were a trio of delta brothers who were can-

KYAN BUNTS

Life as one of the Heads of the Cerberus Society is not typically an enduring existence. One must defend one's self from a slew of upstart deltas hoping to make a name for themselves by knocking off a big dog. Kyan Bunts has made a long-term career of being a Head. By many estimates, he is the toughest delta ever to have lived, and if he's ever been defeated in combat, no one's bold enough to mention it.

Bunts first appeared in Hades' Gate's early gladiatorial arenas where he dominated and destroyed every challenge set upon him. He refused to kill the toughest of fighters, respecting their strength, and eventually broke off from the arenas to form a pack consisting of former gladiatorial champions. When the pack began to prove a challenge for the Cerberus Society, Kyan and the rest were invited to join. He rose quickly through the ranks before facing off against one of the Heads and winning his current position. He's held that position through several changes of leadership and has begun to be nicknamed the “Centre Head” by many who can't envision an end to his rule.

Appearance: Hundreds of fights have done nothing to keep Bunts pretty. Scars, as well as a few tattoos, adorn every imaginable part of his body. He is a lean, solid man with cabled muscles and acute reflexes. Merely

looking at him brings shivers to the spine.

Agenda: Brutality is Kyan Bunts' purpose in life — but not mindless brutality. Combat is cleansing; it culls the weak and strengthens the mighty. That the brutality of Hades' Gate is perpetual is of little consequence to him. Survival of the fittest is the first concern on his mind.

Bunts reinforces the membership of the Cerberus Society by hand-picking its captains. He accepts only the toughest deltas and enjoys trying them out himself before inviting them into the Society. He and the other Heads keep the organisation on a tight leash. It was Bunts who initiated the program of constricting the resources of the duchy in order to keep the fighting going.

It's rumoured that the Heads are planning something big. The members of other duchies think of Hades' Gate as self-contained and unlikely to quit fighting amongst themselves long enough to be a threat. Bunts sees things a little differently. By maintaining a strong population and fostering competition over resources, he hopes to have an army willing to one day assault other duchies and expand Hades' Gate.

Kyan Bunts (Combatant 10/Enginaught 4): CR 14; Medium humanoid (delta, human, transgenic); HD 10d8+4dl0+134; hp 195; Mas 26; Init +2; Spd 30 ft.; Defence 21, touch 21, flat footed 19 (+2 Dex, +9 class); BAB +13; Grap +19; Atk +19 melee (1d8+7,

unarmed strike); Full Atk +19/+14/+9 melee (1d8+7, unarmed strike); SQ advanced melee smash, damage reduction 3/—, extreme effort, improved melee smash, melee smash, robust, delta traits; Val bravery/bravery; AL self, the Cerberus Society; SV Fort +15, Ref +8, Will +6; Ex 7; Str 18, Dex 14, Con 20, Int 10, Wis 15, Cha 9.

Scope Avatar: HD 14d6–14; hp 37; Mas 9; Init +2; Defence 12, touch 12, flat footed 10 (+2 Dex); BAB +0; Grap +0; Atk +2 melee (1d8+3, unarmed strike); SV Fort –1, Ref +2; Str 10, Dex 15, Con 9.

Template: Disenfranchised (Agriculture Street, Crime) (Intimidate, Survival).

Skills: Bluff +5, Climb +8, Concentration +7, Engineer (mechanical) +1, Intimidate +12, Jump +6, Knowledge (current events) +4, Knowledge (industry) +1, Listen +4, Navigate +3, Sense Motive +7, Spot +6, Survival +12, Swim +6.

Influences: Crime +4, Street +9.

Feats: Brawl, Great Fortitude, Improved Brawl, Improved Damage Threshold (x2), Knockout Punch, Major Cybernaughtic App (x3), Power Attack, Simple Weapons Proficiency, Streetfighting, Toughness (x4).

Possessions: Cybernaughtic arm with additional power and a fingered hand, dermal plating.

Wealth: +1.



nibals and went mad. All that is certain is that there was a group of deltas that masterminded the organisation of several packs of deltas that had gone feral living in the sewers during the late '40s and into the '50s. In a startlingly short time, they gathered a small army that claimed territory in the tunnels.

Before long, dejected and disenfranchised gammas began joining the ranks after proving their strength in combat. The duchy of Hades' Gate started as a small territory and grew through military conquest, all under the guidance of the Heads.

Though disorganised as a whole, the Heads envisioned the need for some sort of structure. Gammas were handy as fodder, but deltas were really the dominant race of Hades' Gate. They began recruiting members of a super-pack that would eventually become the Cerberus Society, the only semblance of government in the Duchy.

Membership: The Cerberus Society is populated only by deltas. The typical member is a tough scrapper who is loyal to the Heads and enjoys enforcing their will as much as he does cracking skulls. This is not a faction of thugs, though. Intelligence is rewarded as highly as obedience and high positions are available for those who prove themselves resourceful. The highest position is to be one of the three Heads, the undisputed rulers of Hades' Gate.

The original Heads are all long dead, but their philosophy — will to power and survival of the fittest — lives on in the current-day Heads, who won their positions in open combat. This ensures that the Heads are always the strongest and most cunning deltas in the duchy.

Resources: The Cerberus Society keeps a tight control of all resources in the duchy of Hades' Gate. They hoard food. They monopolise the weapons trade. They regularly send troops to tear through camps simply for the sake of shaking up what economy there may be. They organise incursions into other duchies primarily for the purpose of acquiring the staples of existence, and although deltas and gammas from many packs are involved, the Society secures the spoils. By rationing out the means of existence, the Cerberus Society maintains a chaotic status quo and ensures its position at the top.

Agenda: Perhaps if others could discern an agenda in the Cerberus Society, they'd be regarded as more than a nuisance. While their raids are certainly a threat, few wish to provoke the citizens of Hades' Gate by fighting back. The influence of the Cerberus Society is limited because of the chaotic element of Hades' Gate and rarely extends beyond its borders. In fact, there are many in the sewers who aren't even aware the Society exists. If the Heads do indeed have an agenda, it is merely the perpetuation of their founders' philosophy of animal brutality.



THE DKR

The Sewer Kingdoms duchy of New Dresden is a centre of transplanted German workers uprooted from their homeland after a series of failed political manoeuvres. The Great Metropolis took them in as second- or even third-class citizens, but the captains of this community have their sights set on a loftier fate. Suffice it to say that they didn't leave their politics in the New Reich.

History: The DKR began in the 1930s in Berlin as the German Workers' Syndicate, a strike-happy labour

union with violent tendencies and little tolerance for scabs. The Syndicate grew steadily until its strength and willingness to use it became too much for the Reich to accept. In 1957, the Reich's army clashed with rioters in Dresden, leaving thousands dead on both sides.

The government soon passed the Rights of Industry Act of 1958, which effectively outlawed workers' unions. The result was the restructuring of the German Workers' Syndicate into the DKR, a legitimate political party focused on progress in the rights of the proletariat. Despite their Herculean efforts, very little progress was made, and leaders of the party became, in 1964, complicit in an exposed plot to assassinate the Kaiser and disrupt the government. A clever deal made with the British government saved the leaders and brought DKR members in droves to the Great Metropolis, where they were soon pushed off to live in the sewers and toil in the worst of factories.

Membership: The current members of the DKR come from a variety of races, all having been exiled from the Reich. Gammas and epsilons make up a large percentage as they are the hardest-worked and most discriminated against in the workplace. Most of the members are mature, with the oldest forming the leadership, while young New Dresdeners with similar politics are more likely to flee to the more revolutionary Black Dot. Theodore Klein, an epsilon who was central to the plot to overthrow the Kaiser, is the Chancellor of the DKR and its chief visionary.

Resources: Chief amongst the reasons that Britain accepted the DKR's plea for asylum was to take advantage of its political ties to the radical element in the Reich. In the years since, however, the empire's focus has been on the activities of the CIA and the NRM, and the DKR has fallen farther by the wayside. As a consequence, New Dresden has remained a slum and its workers have wallowed in poverty. Its only real resource is manpower. No one has forgotten how the metropolis deals with riots, but Theodore Klein is acutely aware of the crippling effect on the economy if he were to encourage resis-

tance from the cheapest and most over-utilised sector of the city's workforce.

Agenda: In the twenty-one years since they've come to the Great Metropolis, many New Dresdeners have come to abandon not only the love for the Fatherland, but also the politics that got them into their current state. Hence not all living in New Dresden are members of the DKR, the party having long become something of an anachronism to most. The leadership has remained intact, though, and have long been looked to as community leaders more than political heads.

After years of being marginalized,

the fires of contempt for bosses and landlords have begun to rage anew. The DKR is not really a radical organisation — in fact they are neutral when it comes to politics. They just desire a fair shake for workers and are willing to use any means to get it. Many of the old ringleaders have of late started inciting others and talking up a general strike. Theodore Klein, however, has been more cautious and is trying to bide the time until such an action would be most crippling and provoke the least response from the Corporation.

THEODORE KLEIN

Forced to abandon school at an early age to go to work in the factories of the New Reich, Theodore Klein missed out on a promising education. It's amazing that he wasn't one of millions of young people who never made it out of the factories. Fortunately, he possessed a sharp mind from the beginning and was a foreman by the age of fifteen. With the rise of labour unions, he began to see a future for himself as something more than just a boss.

The DKR unionised his factory and, being fairest amongst the foremen, he was elected representative. It wasn't long before he began climbing through the ranks of the group and became trusted by the leadership. When, in the mid-1950s, the DKR was looking for loyalists to execute a plot against the Kaiser, Klein was at the top of the list. Not only was his confidence ineluctable, he was well enough regarded by the rank-and-file that, no matter the outcome, he'd be seen as a hero or martyr. Thus when the conspiracy went awry, the whole of the union got behind him and sacrificed their home for his well-being.

Unforeseen by many, conditions in the Great Metropolis — in the Sewer Kingdoms — were worse than anything they'd seen in the Reich. The leadership of the DKR became the reluctant leaders of a new community. Many looked to Theodore Klein for guidance.

With the mundane concerns of feeding people and building a life in the inhospitable tunnels, Klein began to oversee the daily aspects of what was to become the duchy of New Dresden. Ever since, he has been their leader, the one they turn to when there's not enough food or when disease threatens to

run out of control. His official title is Chancellor of New Dresden, although in his dealings with the DKR he is still known as Union Chief Klein.

Appearance: Klein is a beta human with balding, close-cropped brown hair; he is fond of wearing hats. He can normally be seen wearing a long trench coat and carrying an old leather briefcase. His face is prone to expressions of concern and his forehead is creased with the wrinkles of many years' hardship.

Agenda: Traditionally, Theodore Klein's goals have been a fair shake for the working man — and woe unto anyone whose interests ran contrary to this. True hardship in the bowels of the Great Metropolis forced a change in priorities and he came to have little agenda other than ensuring the survival of his community. However, several decades of second-class citizenry have slowly caused him to refocus his agenda, and he feels that the legacy of the DKR may yet be determined.

Over time, life in New Dresden has normalised, albeit to a pitiful state. As the community has come to rely less and less on his leadership, Klein has filled the time gathering all of the old DKR members back together and recruiting new ones. Believing that the cheap labour pool provided by his community has become a staple of the Great Metropolis' economy, he is convinced — even against the weight of historical evidence from the riots of 1937 — that resistance and solidarity can be used as tools to improve working conditions and the welfare of German workers everywhere. He has also recently become interested in, and allied with, the Black Dot. The self-sufficient nature of the Black Dot has piqued his curiosity and he has spent numerous hours discussing ideas with Banks.

THE GEORGETOWN INDUSTRIAL GUILD

The Georgetown Industrial Guild is a syndicate dedicated to ensuring and advancing the industrial base of the sewers. While it is an entirely legitimate organisation on the surface, there is a less reputable underbelly to the guild. The day-to-day activities of the

Some believe that in doing this he is playing with fire, but the success of the Black Dot is undeniable.

Theodore Klein (Broker 6/Enginaught 3): CR 8; Medium humanoid (human); HD 3d10+6d6+9; hp 46; Mas 12; Init -1; Spd 30 ft.; Defence 13, touch 13, flat footed 13 (-1 Dex, +4 class); BAB +5; Grap +5; Atk +5 melee (1d3 nonlethal, unarmed strike); Val loyalty/enthusiasm; AL the DKR; SV Fort +7, Ref +3, Will +5; Ex 7; Str 10, Dex 9, Con 12, Int 16, Wis 12, Cha 13.

Scope Avatar: HD 9d6+9; hp 40; Mas 13; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap +3; Atk +3 melee (1d3+3 nonlethal, unarmed strike); SV Fort +1, Ref +1; Str 15, Dex 12, Con 13.

Template: Proletariat (*Civic, Guilds, Industry, Street*) (Engineer (mechanical), Engineer (structural), Scope Use (remote)).

Skills: Bluff +8, Concentration +4, Diplomacy +11, Engineer (mechanical) +15, Engineer (structural) +14, Intimidate +6, Knowledge (art) +4, Knowledge (civics) +11, Knowledge (current events) +11, Knowledge (history) +6, Knowledge (industry) +11, Knowledge (linguistics: English) +5, Listen +4, Munitions +12, Perform (oratory) +5, Pilot (civilian) +6, Resolve +5, Scope Use (remote) +9, Sense Motive +5, Sleight of Hand +3, Survival +5.

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

Feats: Endurance, Great Fortitude, Influential (guilds), Master Engineer (mechanical and structural), Persuasive, Simple Weapons Proficiency, Windfall.

Possessions: Worker's clothes (overalls, various dress suits), "house" in New Dresden.

Wealth: +4.

guild are related to maintaining trade and ensuring a market for the workshops and factories of Georgetown and the other duchies, but there is a criminal subculture that fills economic void areas with dealings in contraband products and technologies. The Georgetown Industrial Guild may not be a well-known name in the surface world, but many long-time industrialists recall the name from the days of King George and several are keen to utilise the guild in outsourcing operations.

History: When King George united the duchies of the Sewer Kingdoms under a single banner, the basis of the push to do so was the industrialisation of the sewers. A massive influx of gammas from all corners of the sewers came running to Georgetown in hopes of making a decent living doing something other than maintaining the tunnels.

Originally conceived of by a group of labourers from New Dresden as a workers' union, a couple of creative scoundrels got involved and discov-

ered ways to exploit the workers while expanding the scope of their activity. Before long, a guild system evolved that allowed workers to ply their trade in what was perceived as an equitable fashion. Young and inexperienced gammas could learn a trade, while the more experienced workers could find jobs at advanced levels. It also had the advantage of filling the pockets of the guild's officers.

After the fall of King George, the industrial base of the sewers was devastated. Every worker had placed his hopes and dreams on the shoulders of the king. It's a miracle it held together at all; the fact that it did was only due to the crookedness of the guild's officers. The guild, for a time, was a criminal enterprise, manufacturing anything from improvised firearms to imitation designer clothing and accessories. After a time, as real business was established, the guild lightened up on the contraband and fraud, but maintains it as a sideline.

Membership: Membership in the Georgetown Industrial Guild is open to anyone from the Sewer Kingdoms with the proper skills and experience who is willing to pay membership dues. The guild hasn't accepted apprentice members in some time because there hasn't been much room for growth, but they do all they can to find work for their existing members and provide opportunities for other workers.

Not all guild members know about the criminal aspects of the guild. They all recall that there were less than scrupulous dealings during the dark times after the fall of King George, but those aren't usually discussed openly. Branson, the current Guild Master, hand-picks the workers for secret projects and generally secures their loyalty through threats and financial incentives.

Relatively new to the Georgetown Industrial Guild are a group of Scope riders and program crafters. Branson has discovered ways of making money in Etherspace. The Scope riders usu-

BRANSON

A broker by trade, Branson got his start in the Great Metropolis running guns for street gangs in the city above. After a good run, the constabulary was closing in on his operation and he went underground — a timely move, as it was during the darkest days of Georgetown. His connections in both the industrial and criminal worlds were beneficial to the broken region. He worked with Nathaniel Craig to establish outlets for the surplus of goods that King George's folly left them.

In the years since, Branson has become rather fond of Georgetown and gotten involved in its politics and industry. He quickly rose to the top of the Georgetown Industrial Guild and uses that group as a front for his enterprises as well as providing them with guidance. Branson may seem like nothing more than an opportunistic deal broker at first blush, but there is an uncanny depth to the man. His first obligation is to the organization; all activities, legitimate or seedy, result from that obligation. As he's aged, Branson has become progressively milder and focused on the work of the guild; indeed, he is at times frustrated that criminal endeavours are required to keep the guild afloat. He seeks ways to legitimise the guild, even if his methods aren't so honest.

Appearance: Branson is a red-haired gamma with a beneficially unmemorable appearance. He bears no tattoos or other distinguishing marks, doesn't smoke or have any other affectations, and has a plain face that is generally inexpressive. He walks with a slight limp from a childhood accident.

Agenda: Like many other leaders in the Great Metropolis Sewer Kingdoms, Branson's focus is on industrialising and legitimising his region. Though he's had a shady past, and indeed has shady dealings to this day, his intentions are generally in the right place. As he takes his guild into seedy arrangements, he always justifies his actions by convincing himself that the organization is strengthened, enabling it to operate in more legitimate ways in the future. Those close to him have heard him say time and again that "necessary evils are the bread and butter of the Great Metropolis."

Branson (Broker 3/Connector 3): CR 6; Small humanoid (gamma, human, transgenic); HD 6d6+12; hp 35; Mas 14; Init +1; Spd 20 ft.; Defence 14, touch 14, flat footed 13 (+1 size, +1 Dex, +2 class); BAB +2; Grap -3; Atk +4 ranged (2d6, standard pistol); SQ bonus influence (Industry), charm (females), ear to the ground (Industry), influence focus (Guilds), gamma traits; Val bravery/enthusiasm; AL Georgetown Industrial Guild; SV

Fort +4, Ref +4, Will +8; Ex 5; Str 8, Dex 12, Con 14, Int 11, Wis 13, Cha 17.

Scope Avatar: HD 6d6+18; hp 41; Mas 17; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap -4; Atk +1 melee (1d2 nonlethal, unarmed strike); SV Fort +3, Ref +1; Str 11, Dex 13, Con 17.

Template: Craftsman (Guilds, Civic, Industry).

Skills: Bluff +9, Diplomacy +12, Engineer (ethertech) +2, Engineer (mechanical) +5, Engineer (structural) +5, Forgery +1, Intimidate +8, Investigate +5, Knowledge (civics) +1, Knowledge (current events) +6, Knowledge (history) +1, Knowledge (industry) +7, Listen +4, Resolve +9, Scope Use (immersed) +2, Sense Motive +8, Spot +4, +3 Survival.

Influences: Crime +2, Guilds +10, Industry +7, Street +2.

Feats: Iron Will, Master Engineer (mechanical and structural), Persuasive, Simple Weapons Proficiency, Tinkerer (Engineer (ethertech) and Scope Use (immersed)).

Possessions: Standard pistol, patched-together business suit.

Wealth: +3.

ally take part in corporate espionage-for-hire while the program crafters are sourced out as inexpensive labour — the former, of course, not being spoken of much.

Resources: The beauty of operating out of the sewers is that people tend to underestimate your capabilities. While the techniques of production aren't quite as sophisticated below ground as above, the sheer manpower weighed against the cost of living proves more efficient than the average Great Metropolis industrialist could imagine. Couple that with the ability to possess and hide manufacturing gear that is outlawed due to safety or other concerns, and you have an incredibly effective industrial complex.

The Georgetown Industrial Guild has an absolute monopoly on Sewer Kingdom industry and production — nearly all activities are coordinated by the guild and benefit its officers. The

exception is the Black Dot, a duchy that is generally anti-authoritarian and egalitarian in nature; they are an incredibly industrious lot and provide real competition for the guild. The guild does, however, recruit heavily from the Black Dot, yet those whom it wins over are labelled “scabs” by their former comrades and are generally unwelcome in the duchy afterwards.

Agenda: Branson's expansion into Etherspace is motivated by a single factor: no one there can tell you're a gamma. He feels that by excelling in a eugenically neutral forum, the reputation of the Georgetown Industrial Guild will grow and the guild will find itself in a position to grow and be seen as legitimate. Mostly, though, he remembers the promises of King George and the hope that echoed through the tunnels then. He wants to bring that hope back by any means possible.



RATPACKS

Ratpacks are subterranean gangs of independent young gammas. Many who aren't familiar with the sewers think of ratpacks as simple gangs, analogous to those above ground. Their transgenic nature sets them apart, however. Gammas in ratpacks revel in the swarming, communal, and atavistic aspects of their vermin genes. Strength in numbers and ferocity is their way.

History: The first ratpacks were just rebellious gangs of adolescent gammas trying to scrape by. They knew how to survive in the sewers, but with the duchies keeping them in exile and away from resources, their members turned to crime. Selling drugs was the most common way to make a living because it was a resource outside the control of the dukes, but other endeavours quick-

FRANKY RAINES

Franky is a down-to-earth Northerner who grew up under the thumb of British rule. He didn't harbour particularly strong feelings about his role in life until his eventual conscription at age 16. When he returned home to resume a life of drudgery, Franky walked in on an MI5 agent garrotting his father. Franky's experience as a Royal Marine came in handy. With a little skill and a lot of luck, he killed the agent, a tale that has since become legendary amongst the NRM. It was then that Franky discovered his father was actually a member of the Security Council of the NRM.

Franky was named his father's successor, in spite of the fact that nobody ever asked him if he wanted to take up that mantle. He was instantly the target of both admiration from the NRM and malice from MI5 assassins. Fortunately for Franky, his telepathic abilities put him one step ahead of his enemies, including a double agent known as Shiv. Franky confronted and killed Shiv, who had been secretly sabotaging NRM efforts for years. With the removal of the double agent, Franky cemented his place amongst the NRM as head of security, capable of countering anything MI5 can throw at him.

Appearance: Franky doesn't look impressive and he likes it that way. He's an average beta male in his late twenties of medium

height and build. He has dark hair that he keeps short, but he is otherwise clean-shaven. Franky enjoys wearing dark green overcoats, but that may just be a foil to confuse MI5 agents. He has several body doubles that are active in the field whenever Franky must personally involve himself. Franky's best known for his love of grenades and he carries a concealed personal grenade launcher with him at all times.

Agenda: Franky is hardly the foaming radical that the media portrays him as. Nor is he a cold-hearted killer. Yet Franky does what he needs to do, because it needs to be done, and he is well aware that there is no room for neutrality after he killed his first MI5 agent. A survivor at heart, Franky uses his telepathy judiciously to determine whom he can trust, and it is only those most trustworthy allies that are allowed into the NRM. For the moment, Franky acts as a human target for the MI5, drawing attention away from cell operatives in the field.

Franky Raines (Combatant 4/Pursuer 4): CR 8; Medium humanoid (human); HD 4d8+4 plus 4d8+4; hp 48; Mas I2; Init +2; Spd 30 ft.; Defence 21, touch 19, flat footed 18 (+2 Dex, +7 class, +2 equipment); BAB +7; Grap +7; Atk +9 ranged (2d8, large pistol) or +8 melee (1d6+1d4 nonlethal, unarmed strike); SQ concentrate fire, controlled fire, empathy, intuition, psychic interrogation; Val tenacity/bravery; AL the

Northumbrian Republican Movement; SV Fort +7, Ref +6, Will +5; Ex 6; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 12.

Scope Avatar: HD 8d8+8; hp 48; Mas I2; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap +2; Atk +0 melee (1d6 nonlethal, unarmed strike); SV Fort +1, Ref +0; Str 10, Dex 12, Con 12.

Template: Enlisted (Military, Crime, Street).

Skills: Balance +4, Climb 2, Concentration 3, Hide +4, Intimidate +4, Investigate +2, Jump +2, Knowledge (tactics) +2, Listen +3, Move Silently +4, Munitions +5, Navigate +1, Pilot (civilian) +6, Resolve +3, Sense Motive +3, Sleight of Hand +4, Spot +3, Survival +4, Swim +2, Telepathy +6.

Influences: Military +5, Crime +4, Street +4.

Feats: Brawl, Exotic Weapons Proficiency (grenade launcher), Personal Firearms Proficiency, Run, Simple Weapons Proficiency.

Possessions: Large pistol, wrist-mounted grenade launcher, five fragmentation grenades, vent burner grenade, light undercover shirt, fake ID, multipurpose toolkit, munitions toolkit, overcoat, two-up-two-down apartment.

Wealth: +2.

ly became available.

As they evolved, the packs became territorial. Hideouts, or “holds” outside the notice of authorities, were utilised for communal living and as bases of operation. While their methods of survival became more sophisticated, their means became more feral and they gained notoriety for their viciousness.

Today, membership in a ratpack is the ultimate sign of an outcast. All duchies outlaw ratpacks and exile their members (except the Black Dot, which just scorns their social delinquents).

Membership: The typical member in a ratpack is young — few members survive beyond young adulthood — and tenacious. Joining a ratpack has lifelong consequences. Membership means permanent exile from nearly all recognised authorities. Leaving a ratpack, if permitted, means living alone in the wilds of the Sewer Kingdoms, a prospect that is attractive to no one.

The packs themselves take several forms, though usually there is a recognised “boss” or “big fat rat,” typically the toughest amongst them. While the boss may have lieutenants, most other members are mere thugs. Older packs have a “nest” of semi-domestic women and children, the latter born into the pack, who tend to the hold and engage part time in non-violent crime.

Resources: Ratpacks are always hungry for whatever resources they can get. Survival is their first priority, but as they have no legitimate way of producing food or other commodities, they have to buy or trade for all they have. Drugs and stolen goods are common, but services in enforcement and robbery aren't rare.

Ratpacks make for poor brokers and so most of the contraband they deal in is substandard. Some packs deal in Scope tabs, but these often earn the enmity of the Mass Heresy, and competition with their “sacrament” is difficult.

Agenda: As a whole, ratpacks have no agenda to speak of. Occasionally, an individual boss fancies himself clever and seeks to make a political move, often to legitimise his pack. More often than not, these plots are brought down by the authorities or their agents.

Ratpacks are a relatively new phe-

nomenon in the sewers and the legitimate duchies are still trying to figure out how to handle them. It seems certain that they will be around for a while and some fear that their presence represents opportunities for political realignment. They are frequently utilised by the various powers in their intrigues against one another, although that kind of business is kept secret.

Ratpacks are on the extreme fringes of the counterculture and their activities often overlap with other groups. Many pack members are part of the punk movement and it isn't uncommon for big fat rats to have ties to the NRM, which views the packs as great cannon fodder for an insurrection.

THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The Northumbrian Republican Movement (NRM) has taken root in England's northern cities as a reaction to the abuses of the London government. The NRM's popularity is on the rise, primarily due to the influx of disaffected citizens. The organisation has several layers of influence, from a full-stocked paramilitary operation to a less dangerous but more influential social influence that rebels everywhere embrace. Two groups chiefly fund the paramilitary — some say terrorist — activities: the Central Intelligence Agency (CIA) of the United States and disaffected British industrialists and labourers.

At heart, the NRM seeks to undermine southern rule over the Great Metropolis and northern England at every turn. Although the NRM theoretically seeks freedom for the north, it wages its war in the streets. Northumbria is far more than a disputed territory; it is a symbol of political rebellion against the empire.

Conflicts: The NRM is perpetually

at war with the British Empire, be it waged with weapons or words. Always it seeks to hinder British expansion efforts, striking at the heart of the Great Metropolis itself. Some NRM agents battle the empire in the Scope, while others wage a war of terror in streets and alleys, bars and malls of the metropolis.

The NRM is composed of multiple factions and all of them are convinced that they are the one, true NRM. The various factions are just as likely to work against each other as they are together. Some NRM members belong to multiple groups and not everyone is forthcoming about their membership.

History: Northumbria is the name of an Anglican kingdom that ultimately formed Great Britain in the 7th century. The name reflected the southern limit of the kingdom's territory, down to the River Humber. At its height, the kingdom extended from Humber to Forth.

Of course, Northumbria no longer exists in its current form, and has instead come to represent a return to the northern roots of nobility and purpose that fuelled the creation of the British Empire. However, the NRM's tactics are anything but noble.

The NRM started first as an ethos, bandied about by intellectuals and literati, in reaction to the rampant corruption and brutal suppression that has come to be a way of life for those under British rule. Eventually, Northern citizens in Lancashire and Yorkshire decided enough was enough and formed paramilitary operations with the express intent of crippling British supply routes.

CIA operatives, some of whom were part of the movement as undercover agents, bolstered much of this anti-British sentiment. And yet they only fuelled the fire of a revolution that was already in the works. It all came to a head when the NRM conducted a raid on a weapons cache located in the Great Metropolis. It is unclear as to how the NRM came by this information; some believe it was funnelled from a double agent named Shiv, who posed as a CIA agent providing military intelligence on behalf of America. In any case, the

Metropolis Constabulary sprung their trap, catching the rebels and killing many in the attack. The few remaining NRM officers in charge were ruthlessly hunted down and executed.

The brutal suppression of the NRM shifted public opinion from one of distrust to enthusiastic support. The NRM surged in popularity, shifting much of its operations to the Scope, where the British Empire has difficulty tracking its members. The most insidious problem from the NRM is that many of its proponents are former British troops. After completing their service, they return to the NRM with military expertise they would not normally have possessed. The weapons and tactics implemented by the empire's infantry find ample use in the hands of the NRM.

Membership: There's a saying amongst NRM members: "Anyone with a grudge has a seat." Reality is that prospective members can easily join the NRM simply by publicly voicing their support. The NRM judiciously recruits its members, but agents outside the Scope are invariably Northerners who have been harmed by British rule. Since Franky Raines became chief security officer and began screening recruits, there has been little penetration by enemy intelligence.

Those voicing their support for the NRM are recruited almost exclusively over the Scope. They stage demonstrations, spread Scope-graffiti, and openly mock the empire. These members are non-British citizens and enginaughts who know how to keep their identities concealed.

Applicants who want to do more than shout at the Great Metropolis are typically given a small task to perform, usually sabotaging a plant, disrupting a shipment of supplies, or stealing weapons and information from a supply train. These contacts are usually made through the Scope, although particularly powerful applicants might be interviewed in person. The applicant's success is closely monitored and should he fail, that's one more person sacrificed for a noble cause.

If the applicant has a specialised talent the NRM desires, a security agent

interviews him. The contact might be as innocuous as a simple conversation at a pub, or as direct as a meeting in an alley. In all cases, the NRM security agent determines the character's motives. If they are deemed to be in alignment with the NRM, he's in.

Recruited NRM agents work in cells of up to six people, each with a specialised skill. These cell members are accustomed to working together, and are usually friends, lovers, or even family members. All cell members are briefed only with enough information necessary to complete a mission, and the key contact rotates each time. In the interim, cell members go about their daily lives. It's not uncommon for two NRM cells to live and work next door to each other and never know their common bond.

The Security Council rules the highest level of the NRM. It consists of seven members with one qualification: They have all killed one or more MI5 agents. To become eligible for membership, NRM agents must kill more MI5 agents than the lowest ranking member in the council. Needless to say, MI5 agents seek information about the Security Council. No Security Council member has ever been taken alive.

Resources: The NRM's funding comes from groups and individuals sympathetic to its cause and enemies of the empire around the globe. Its paramilitary operations and weapons are primarily funded through the CIA.

Given the naval superiority of the British Empire, powerful weapon caches are few and far between. Instead, the NRM makes ingenious use of materials at hand. Vent-powered grenades and explosives have been developed by NRM agents, leading the way in tactics that have even been adopted by the British military.

What the NRM lacks in resources it makes up for with ruthlessness. Mines and factories, schools and businesses can all be co-opted for NRM use. By far the most powerful resource of the NRM is the citizens of the Great Metropolis. NRM agents are extremely difficult to catch, because they work amongst a web of informants and watchdogs who cover for them.



In the Scope, the NRM has considerably more influence and receives a host of information through a widespread network of spies and informants. The breadth of the NRM is much larger in the Scope, and it receives support from the farther corners of the world. While these disparate cells cannot easily funnel materials to the NRM, they can supply information. As a result, the NRM's information network is extensive, with enginaughts of all stripes swearing allegiance to their cause.

It should come as no surprise that Britain has declared the NRM a terrorist organisation. The United States is mute on the subject, a fact that NRM advocates are quick to point out as potential recognition as "freedom fighters." Given that many NRM activities take place in the Scope, some advocates argue for legitimacy as a virtual state of like-minded individuals. The idea has not yet taken root in serious political discussions, but it is growing in popularity.

Agenda: The NRM's goal is nothing short of revolution. They seek to counter the empire's power, by crippling the Great Metropolis' supply chains and muddling its information network. The NRM is always looking for a chink in the empire's armour, especially when it comes to the occupation of holdings and suppression of its citizenry.

The NRM publicly advocates creating a new country, but not everyone seriously believes the new government would be worth the cost of so many lives. In essence, everyone knows they hate British rule over the north of England, but they're not entirely sure what to replace it with. Critics point out that the NRM is more of a romantic notion

SHIRLEY ADAMS

Not much is known about Shirley Adams' background, other than that she served as a bartender in a bar frequented by NRM members in her early years. Repeated rumours place her as a member of the Security Council of the NRM, a charge she routinely denies. She is, however, a vocal representative. It should be noted that she has never been charged with membership in the NRM and, despite the best efforts of MI5, there is no proof of her membership.

Even if Shirley is not officially a member of the NRM, she has a talent for empathising with people from all walks of life, such that she can speak to the upper and lower classes. She is thus an unofficial mascot for the Great Metropolis' citizens.

Shirley owns several clubs, including The Escape and Rebellion, all of which are host to NRM meetings. There, NRM agents can be assured that their conversations are not being recorded and that neither the Metropolis Constabulary nor MI5 is eavesdropping. The clubs are within Metropolis regulations, but they invariably have a back room for secret meetings and other illegal activities. Every time the Constabulary shuts one of these clubs down, Shirley starts up another one somewhere else. These clubs also happen to be her main source of income, funnelling alcohol, drugs, and tab-jamming.

Appearance: Shirley is a tough, nonsense woman with a svelte figure and pageboy-short flaming red hair. When she is not negotiating secret deals with British officials, she can be seen hanging out at local pubs in combat boots, fishnet stockings, and jean skirts. Her many piercings are legendary (Shirley claims nobody has ever guessed the number right and never will).

Shirley's public persona is not without risks. There was a recent assassination attempt by what she claims were MI5 agents. They were unsuccessful, no doubt in part to Franky Raines acting as a security officer, who is rumoured to be one of possibly several lovers.

Shirley also happens to be popular with teens, boys and girls alike. Her fashion is constantly imitated and admirers follow her everywhere. She is sometimes referred to as Northumbrian Royalty, though she has no legitimate claim to such a title. It doesn't hurt that Shirley has modelled for several punk magazines, always with an underlying message that the empire is evil. It's not her most favoured tactic, but it is undeniably

effective in getting the attention of the public.

Agenda: Shirley is very much an NRM member in spirit if not in deed. She frequents the trendiest hotspots in the Great Metropolis and has an entourage of informants and spies in many pubs. She is a guest of crime lords, where she ferries valuable information between them.

As a working-class girl, Shirley is outraged by abuses of the common people in the Great Metropolis, especially by the Metropolis Constabulary. She carefully picks and chooses the information she shares, sometimes with the sole intent of frustrating the bobbies. Yet Shirley's first concern is the lower classes, and she funds several charities, orphanages, and schools in addition to spending her ill-gotten gains on the latest fashions.

Shirley Adams (Broker 6): CR 6; Medium humanoid (human); HD 6d6; hp 23; Mas 10; Init +0; Spd 30 ft.; Defence 14, touch 12, flat footed 14 (+2 class, +2 equipment); BAB +3; Grap +3; Atk +3 ranged (2d4, small pistol) or +3 melee (1d4/19–20, knife); SQ captivate, ear to the ground, charm, favour; Val enthusiasm/tenacity; AL the Northumbrian Republican Movement; SV Fort +2, Ref +3, Will +4; Ex 5; Str 10, Dex 10, Con 10, Int 11, Wis 13, Cha 17.

Scope Avatar: HD 6d6+18; hp 41; Mas 17; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap +2; Atk +0 melee (1d3 nonlethal, unarmed strike); SV Fort +3, Ref +1; Str 11, Dex 13, Con 17.

Template: Professional (Civic, Church, Parliamentary).

Skills: Bluff +7, Creative Art +4, Diplomacy +7, Forgery +4, Intimidate +7, Knowledge (art) +4, Knowledge (civics) +7, Knowledge (current events) +6, Knowledge (history) +4, Knowledge (industry) +4, Knowledge (tactics) +4, Listen +5, Pilot (civilian) +3, Resolve +9, Sense Motive +5, Sleight of Hand +4.

Influences: Church +4, Civic +9, Parliamentary +4.

Feats: Bureaucrat, Influential (Civic), Master Engineer, Simple Weapons Proficiency, Spirited.

Possessions: Business outfit, fashion outfit, fine coat, formal outfit, knife, small pistol, large house.

Wealth: +12.

than an actual cause, striking out against its parent simply for the sake of rebelling.

If complete deconstruction of the government is not realistically achievable in the near term, the NRM is only too eager to supply information to organisations that hate the empire as much as they do. The NRM actively reaches out to criminal organisations of all stripes, not always successfully, sharing information across the Scope. This establishes the NRM as a ubiquitous enemy, such that the Metropolis Constabulary has encountered cells amongst people who have never even heard of Northumbria.

The NRM is keenly aware of the importance of the Great Metropolis to the empire's economy and seeks to disrupt production at every turn. Plants are routinely sabotaged, transport vehicles are hijacked, and high-ranking industrialists, unsympathetic to the organisation's cause, are terrorised at every turn.

The more academic NRM members strike from the Scope with words instead of weapons, organising writing campaigns, public demonstrations (in the Scope), and sending delegates and representatives to political gatherings of significance. These members actively track visiting dignitaries and peace talks between nations, seeking representation at every turn.

ORGANISED CRIME

As befits a city of its size, organised crime is a commonly encountered force in the Great Metropolis. Mostly made up of immigrant and ethnic groups, most of these organised crime groups formed as much out of a sense of persecution and community as a desire for greed and power. Within and amongst these groups a complex etiquette exists; like nations they are sometimes allies and sometimes enemies, but ultimately each crime organisation is out for its own interest.

AHARON DERDYK

Despite his young age, Aharon Derdyk is a staunch traditionalist within the Koyekh Gang, feeling that the gang should stay away from drugs, Scope tabs, and recruiting gentiles for fear it will lead to a breakdown of discipline and loyalty. Aharon has proved himself completely loyal to the gang and since stabbing a snitch to death, he works as one of its main assassins. An emotionless man, he is strictly concerned with business and views outsiders on the same level as sides of beef. He added several cybernautics to his body to increase his effectiveness in combat, making him one of the few Koyekh Gang members to do so.

Appearance: A young, dark-haired man, Aharon wears a black suit that, whilst not particularly high quality, is impeccably clean. He wears a thick beard and long, curled sideburns. Small gold-rimmed glasses perch on his nose, making his eyes appear unusually large. On his head is a wide-brimmed black hat. His clothes bulge in such a fashion that it's clear he has some manner of cybernautics.

Agenda: Aharon Derdyk is a fourth-generation Jewish gangster and strongly believes

in the traditions that the generations before him set up. He does not want to allow gentiles into the gang, and is only waiting on the orders of his superiors to kill those who profess such ideas. He also wants more cybernaughtic implants to enhance his effectiveness but secretly worries about what these artificial implants, adjustments to the way God made him, mean to his faith. Despite being a cold-blooded killer, Aharon sees himself as a pious man.

GM's Note: Aharon makes a good villain for PCs to face in combat. He is skilled in close-quarters combat, preferring to close to within thirty feet of his opponents before attacking. He relies on his large pistol as his primary weapon, but if he is disarmed or runs out of ammunition, he has a number of other weapons close at hand. When pressed into melee combat, he favours his cleaver, a weapon he uses for its intimidation value, but also carries knives and is not too shabby with his fists either.

Aharon prefers using his cleaver and knives when dealing with opponents he is trying to frighten more than kill, such as extortion targets or agents from other criminal factions who have trespassed into Koyekh Gang territory. When dealing with targets he plans

on killing, he favours his large pistol for its expediency. He shies away from long-range weapons, preferring to be close to his targets.

Aharon Derdyk (Combatant 4/Street Mercenary 4) CR 8; Medium humanoid (human); HD 4d8+12 plus 4d10+12; hp 72; Mas 19; Init +7; Spd 30 ft.; Defence 20, touch 17, flat footed 17 (+3 Dex, +4 class, +3 equipment); BAB +8; Grap +10; Atk +10 melee (1d6+3/19–20, cleaver) or +12 ranged (2d8, large pistol); Full Atk +10/+5 melee (1d6+3/19–20, cleaver) or +10/+5 melee (1d4+3/19–20, knife) or +11/+6 melee (1d6+3 nonlethal, unarmed strike) or +12/+7 ranged (2d8, large pistol) or +11/+6 ranged (2d4, small pistol); SQ damage reduction 2/–, contacts, improved tolerance, melee smash; Val detachment/detachment; AL the Koyekh Gang; SV Fort +10, Ref +7, Will +3; Ex 6; Str 14, Dex 17, Con 16, Int 12, Wis 12, Cha 8.

Scope Avatar: HD 8d6–8; hp 22; Mas 8; Init +1; Defence 15, touch 15, flat footed 14 (+1 Dex, +4 class); BAB +0; Grap +1; Atk +2 melee (1d6 nonlethal, unarmed strike); SV Fort –1, Ref +1; Str 12, Dex 12, Con 8.

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

Skills: Bluff +6, Engineer (electrical) +5, Engineer (mechanical) +5, Intimidate +11, Knowledge (tactics) +12, Pilot +7, Sense Motive +8, Sleight of Hand +2, Spot +5.

Influences: Crime +9, Street +1, Military +1.

Feats: Brawl, Armour Proficiency (light), Civilian Vehicle Operation, Improved Damage Threshold, Improved Initiative, Literate, Major Cybernetic App (x2) (military-grade dermal plating, military-grade motor-neuron accelerators), Personal Firearms Proficiency, Point Blank Shot, Weapon Focus (large pistol).

Possessions: Large pistol with 3 clips, small pistol with 3 clips, two knives, fragmentation grenade, cleaver, sap, undercover vest, military-grade dermal plating, military-grade motor-neuron accelerators, suit, hat, glasses, notes, coffin flat.

Wealth: +3.



THE KOYEKH GANG

The second oldest organised crime organisation in the Great Metropolis, the Koyekh Gang is a historically Jewish organisation that has recently begun widening its recruitment base. Well known for being involved primarily in extortion, gambling, smuggling, racketeering, and prostitution, they long stayed out of drugs, leaving them to the Old Boys. Despite being involved in “less violent” activities than many criminal groups, they have a reputation for being absolutely merciless. Few other factions cross them. While the Koyekh gang is not widely violent, their violence is targeted and effective. The Koyekh Gang’s assassins are the most feared in the underworld of the Great Metropolis. If a member of the Koyekh Gang is killed, his allies find the perpetrators and kill two members of that faction of similar rank. The Koyekh Gang has a strong reputation and many contacts throughout the city, including many in the worlds of finance and civil

service, but this may not be sufficient to stem the decay of the gang’s power base. This causes many of the younger members of the gang to push for changes in policy, such as recruiting gentiles and entering into new markets, moves that have been largely successful thus far.

History: Founded in the early 20th century, the Koyekh Gang was formed as a mutual aid society for the Jews living in the Great Metropolis, and slowly grew into a more sinister organisation. Actual protection of the neighbourhood eventually turned to extortion and the Koyekh Gang slowly became involved in clearly illegal activities. Despite these changes, they received some support from the Jewish communities they operated in, viewed by many as protectors and leaders in their communities. Over time, the Koyekh Gang branched out into other neighbourhoods, removing other factions by force when necessary. While the gang’s power is still strongest in Jewish neighbourhoods, it controls many nearby areas as well.

Involved mainly in gambling, racketeering, prostitution, smuggling, loan sharking, and extortion, the Koyekh Gang has seemed unable to change with the times. As such, it has suf-

fered in recent years due to the increasingly complex and violent nature of the Great Metropolis’ criminal culture. The Koyekh Gang is only now getting involved in the Scope tab market, far behind the other crime factions in the city.

Membership: Almost all the members of the Koyekh Gang are Jewish and most are members of the six families that founded the organisation. While this tight knit structure creates a strong sense of loyalty and community within the gang, it also limits its growth, and the gang is overly hampered by tradition. The Koyekh Gang has just recently begun the regular recruiting of gentiles, a result of pressure from the younger members of the gang.

Resources: The Koyekh Gang has some of the most skilled assassins in the criminal underworld of the Great Metropolis, and they can be hired by outside parties as long as the hit does not cause problems for the gang or its allies. The Koyekh Gang has long cultivated an image of respectability and civility, something that has allowed it to make a number of contacts in the government, finance, and high society, a process aided by its sizeable fortune.

BOSS HOWARD “SHANKS” MITCHEL

Boss Mitchel is now in charge of most of the Old Boys non-drug-related operations, such as gambling and extortion. An old-style crime boss, he leads through fear and violence, rewarding loyalty with money and favouritism while punishing disobedience with blood. A long-established figure in the Great Metropolis, he knows a great many people on both sides of the law, though despite his power, he longs for the old days. Boss Mitchel is known for the large knife he carries at all times which he spit shines when bored.

Appearance: An elderly man, Boss Mitchel wears an old, worn coat and a bowler hat that has clearly seen better days. Once he was probably handsome, but now his face is a maze of crags and scars, and his smile is yellow with rot. A large knife hangs prominently from his belt, obviously a well-cared-for weapon.

Agenda: Boss Mitchel aims to restore

the power of the Old Boys, and while he’d rather not do so by relying on anyone else, he takes what help he can. He is more than willing to deal with able-bodied independents if it profits him, especially if they can put a dent in the operation of the Dunkirk Posse. He’d love to be able to get rid of the mass cult, but knows that the Old Boys currently can’t stand on their own.

Boss Mitchel (Broker 3/Connector 6) CR 9; Medium humanoid (human); HD 9d6+12; hp 46; Mas 12; Init +0; Spd 30 ft.; Defence 15, touch 13, flat footed 15 (+3 class, +2 equipment); BAB +4; Grap +5; Atk +6 melee (1d4+1/19–20, knife) or +4 ranged (2d6, standard pistol); SQ expert negotiator, first amongst equals (Crime), influence focus (Constabulary, Crime, Street), master of etiquette (Crime), web of intrigue (Crime), winning smile; Val loyalty/tenacity; AL the Old Boys; Fort +4, Ref +7, Will +5; Ex 7; Str 12, Dex 10, Con 12, Int 14, Wis 12, Cha 16.

Scope Avatar: HD 9d6+27; hp 60; Mas 16; Init +1; Defence 14, touch 14, flat footed

13 (+1 Dex, +3 class); BAB +0; Grap +2; Atk +2 (1d3 nonlethal, unarmed strike); SV Fort +3, Ref +1; Str 14, Dex 12, Con 16.

Template: Criminal (Crime, Street, Constabulary (Intimidation, Sleight of Hand))

Skills: Bluff +16, Diplomacy +16, Intimidate +19, Investigate +8, Listen +13, Knowledge (Current Events) +14, Knowledge (Tactics) +8, Resolve +16, Sense Motive +13, Sleight of Hand +13.

Influences: Civic +1, Constabulary +7†, Crime +12, Street +12†, High Society +1.

† Upgraded to template influences by class features.

Feats: Armour Proficiency (light), Attentive, Frightful Presence, Literate, Persuasive, Personal Firearms Proficiency, Simple Weapon Proficiency, Spirited, Toughness (body), Windfall (x2).

Possessions: Standard pistol, masterwork knife, light undercover vest, coat, two-up-two-down.

Wealth: +7.

Agenda: The Koyekh Gang is in a transitional state as the elder members wish to stick to their traditional businesses while younger members want to branch out into drugs and Scope tabs. The elder members seek to use their fortune to become a force in the financial markets, going partially legit, while the younger members want to stick to wholly criminal pursuits. The overall agenda of the organisation will depend on which faction comes out on top.



THE OLD BOYS

The oldest of the organised crime factions still in operation in the Great Metropolis, the Old Boys were once the major organised crime faction made up primarily of individuals whose families date back to the old crime families who operated in the cities of Liverpool and Manchester. In more recent times, they have suffered numerous setbacks against the many new organised crime groups.

History: The Old Boys began in the late 19th century as a group of like-minded criminals involved primarily in racketeering, extortion, prostitution, and gambling. With the rise of the guilds in the early 20th century, they became heavily involved in their creation and control. This was an extremely beneficial arrangement to the Old Boys, who milked guilds dues and other such funds for profit while wielding the influence that union leadership gave them to hide other, more devious operations. Ultimately, the Old Boys had little interest in the plight of the workers, and communist agitators, the Brotherhood of the Worker, the NRM, and CIA agents eventually steered influence over the guilds away from them. This loss of funding dealt the Old Boys a serious blow and they became a broken organisation, limited to running only a few small drug, gambling, and prostitution operations.

Membership: Made up mostly of natives to the Great Metropolis, these individuals are street level thugs, dealers, pimps, or operators of various illegal establishments. While street-level

decisions are made by local Old Boys, real power lies in the hands of veteran Old Boys and they have a stringent hierarchy that must be obeyed regarding issues that affect the organisation as a whole. In the Old Boys, one does not enter into a new business arrangement without checking things out with your superior, and several levels of leadership exist within the organisation.

Resources: The Old Boys struggle for cash. They control much of the non-tab-related drug trade in the Great Metropolis, a trade that has grown less effective as Scope tabs have increased in popularity and with competition from gamma mass cultists. The Old Boys still control many of their old operations as well, but only in areas where old Liverpool or Manchester families live.

Agenda: The Old Boys want to cut into the Scope tab market, which is currently not dominated by any one crime faction but faces a number of powerful rivals with well-established interests in the market. The Old Boys were once often allies with the Koyekh Gang, despite many past disagreements, since they both see themselves as being the rightful heirs of the Great Metropolis due to their long history.



THE UNITED SKY TRIAD

One of the most powerful international criminal organisations in the world, the United Sky Triad began in Hong Kong and has since spread across the empire, having a presence in almost every city under British control. In the Great Metropolis, the United Sky Triad was the first to understand the possibilities of the Scope tab market and has put forth a great deal of effort to control the trade in Scope tabs, but is only moderately successful. Still, the United Sky Triad is one of the best sources for Scope tabs in the city, assuming they agree to deal. They have a long-standing practice of only dealing with fellow Chinese and those who can behave in a properly civilised and respectful manner.

The United Sky Triad controls most

of the drug trade in Southeast Asia. The United Sky Triad avoids violence when dealing with its rivals, preferring mutually profitable compromise instead of killing, which costs everyone money. This makes many think they are weak, but this is a false observation.

History: The United Sky Triad originally began as a community group in the many British controlled cities surrounding China as a way for the Chinese living in those cities to retain influence in the face of British power, and in time turned to criminal pursuits in the form of gambling, prostitution, extortion, and later opium. The United Sky Triad rose to prominence through the opium trade, and has since had a strong interest in drug trafficking, including controlling most of the drug trade in the Asia region. They have grown out from Southeast Asia to be found in the Chinese immigrant communities of every city in the empire, giving them an international power that is unrivalled in terms of reach. It is said that you cannot run far enough to outrun the United Sky Triad.

Membership: The member rolls of the United Sky Triad were originally all made up of Chinese immigrants, but over time the recruitment efforts of the faction have been increased to include anyone of East Asian heritage, except for Japanese due to a longstanding dispute between the Yakuza and the United Sky Triad. Non-Asians are rarely recruited to the organisation, but those who show sufficient skills and respect are occasionally allowed to join. Unlike other criminal organisations which have strong vertical organisations, the United Sky Triad has a more horizontal organisational scheme with only two officers, a Chairman and Financier, both of which are chosen by election and can be the same person. All other members of the organisation are equals and need not approve their operations with their superiors in most cases. The United Sky Triad is in some ways more like a mutual aid society than a true organised criminal operation. This strategy greatly benefits their operations in the Great Metropolis where the organisation acts as a mediator and unifier of the many local triads

and allows the city's Chinatown to be the relatively prosperous and safe area it is.

Resources: The resources of the United Sky Triad are widespread and numerous, thanks to the many branches of the organisation throughout the world. Somewhere in its tens of thousands of members, a person with nearly any skill can be found, and travel between different branches is common. While each branch prefers to operate

on its own, thus keeping its profits to itself, they are not above calling for help when trouble strikes. Also the United Sky Triad has a number of agreements with Scope tab creators, giving it a strong presence in the Scope tab market.

Agenda: The primary concern of the United Sky Triad is continued profit and success for its members. This profit does not have to be overwhelming, and if a slightly smaller profit can be made

by dealing with an enemy instead of fighting them, this is agreeable. While there are rumours the United Sky Triad wants to parlay their widespread international connections into power in the espionage arena, this is little more than speculation. For now the group is mainly concerned with profit, and making sure conflicts with other factions does not eat up too much of said profit.

JACKDAW SMYTHE

The unquestioned leader of Bartleby Collin's Boys is Jackdaw Smythe, self-proclaimed renegade scion of a wealthy trading family. In Smythe's own words, he turned to crime "as a way of being more forthright with my nature. My family's way has ever been that of the conman, the swindler, and the thug, and my parents have always conducted themselves with metaphorical knives out. I simply decided to peel off the mask, and face the world honestly — so to speak." Smythe certainly looks and acts the part of a child of wealth: His taste in art is exquisite, his sense of fashion beyond reproach, his gourmand instincts impeccable, and his knowledge of the workings of the upper crust without peer. In reality, however, Smythe's cosmopolitan personality and privileged history are a false front, an elaborate double blind he chose to immerse himself within long ago.

Jackdaw's real name is Deuteronomy Collin, and he is the bastard child of a prostitute and Bartleby Collin, long-dead founder of the gang that bears his name. In this, he is hardly unique: Bartleby was infamous for both his sexual conquests and the number of bastard children he left scattered about the worst parts of the city. Most of these children either died young, from violence or from the diseases that run rampant through the slums, or were adopted into the gang as street beggars if and when Bartleby learned of them. Jackdaw's story, however, was different. His mother fled the streets when she learned that she was pregnant, changing her name and taking on the identity of a housemaid in the countryside, working for a succession of wealthy farming families. Deuteronomy grew up knowing the truth of his parentage, but he was far removed from the hardships and dangers to which so many of his half-brothers and sisters succumbed, and so he thrived and grew strong. From an early age, Deuteronomy decided that he was not

suited for a life spent serving the wealthy, and so he studied the ways of the wealthy families his mother served, absorbing their habits and aping their tastes, working to mould himself in their image as best he could. At the age of fourteen, he fled the countryside for a job as an accountant in the city, where he quickly came to understand the power to be had in controlling the flow of money. Within a few years, he had established himself as a moneylender and insurer, having transformed his own meagre earnings into a small fortune through a series of wise, less-than-legal investments.

Jackdaw claimed leadership of Bartleby Collin's Boys roughly three years ago, when his father was slain in a back-alley knife fight. Seizing control was easier than he or anyone else imagined, because Bartleby had been so paranoid about allowing potential rivals to gain a foothold in his organisation that he had kept his assets scattered and left his most trusted lieutenants ignorant of the extent of the gang's holdings. For Jackdaw, taking control of the gang was a simple matter of determining where those assets were, and buying them up through legal means. Once he had done that, getting his father's former lieutenants to gather under his banner was as easy as showing them the profits to be made in throwing in their lots with him.

Appearance: Always impeccably dressed, Jackdaw comports himself as a gentleman, wearing fine clothing and carrying a silver-tipped walking stick. His black hair is slicked back, showing a prominent widow's peak. He is in his mid-thirties and is clean-shaven.

Agenda: Jackdaw is a fairy godfather of sorts, a man who likes to amuse himself by "bettering" those who serve him. He thinks nothing of spending huge parts of his personal fortune on the education of not only his lieutenants, but his street soldiers as well, and takes great pleasure in personally educating his gang on the finer points of etiquette and manners. As a result, the members of his gang

are surprisingly sophisticated, and most are fully capable of holding up their end of a conversation involving money, politics, or culture. They have to be, because Jackdaw has a habit of ordering those who offend his sensibilities killed.

Jackdaw Smythe (Broker 7): CR 7; Medium humanoid (human); HD 7d6+7; hp 34; Init +2; Spd 30 ft.; Defence 14, touch 14, flat footed 12 (+2 Dex, +2 class); BAB +3; Grap +3; Atk +5 melee (1d8/19–20, rapier) or +5 ranged (2d8, large pistol); SQ coordinate, ear to the ground (Finances), master of etiquette (Finances), web of intrigue (Finances), wheeler dealer (Finances); Val detachment/detachment; AL self; SV Fort +3, Ref +6, Will +9; Ex 4; Str 10, Dex 15, Con 12, Int 18, Wis 16, Cha 18.

Scope Avatar: HD 4d6+6; hp 27; Init +3; Defence 13, touch 13, flat footed 13 (+3 Dex); BAB +0; Grap +4; Atk +3 melee (1d8+4/19–20, rapier) or +3 ranged (2d8, large pistol); SV Fort +4, Ref +3; Str 18, Dex 16, Con 18.

Template: Bourgeoisie (Civic, Industry).

Skills: Bluff +17, Diplomacy +17, Forgery +15, Intimidate +17, Knowledge (art) +15, Knowledge (civics) +15, Knowledge (industry) +15, Knowledge (history) +15, Listen +15, Perform (oratory) +17, Resolve +15, Sense Motive +14.

Influences: Finances +18, Industry +12.

Feats: Creative (Perform (oratory)), Perform (sing)), Deceptive, Fencing Proficiency, Iron Will, Persuasive, Simple Weapons Proficiency, Weapon Finesse.

Possessions: Large pistol, rapier, a pocket watch, Scope programs (rapier and large pistol), the pages of every financial newspaper in the Metropolis, various illegal drugs and black market tabs hidden in secret pockets.

Wealth: +18.

STREET GANGS

In the hothouse environment of a sprawling city, gang culture is a fact of life. The winding streets of the Great Metropolis' slums are infested with rapscllions and ne'er-do-wells of all sorts preying upon the urban poor, the sick, the elderly, and the lost — all those who cannot, and dare not, count upon the protection of the law. In the slums, the street gangs are brazen and bold as you please, because it has been proved again and again, much to the sorrow of the overwhelmingly honest masses, there is little that legitimate authority can or will do to stop it.

In such a fertile environment as this, is it any surprise then that gang culture has taken flower, and spread its tendrils across the Great Metropolis?

Where there are gangs, there is organisation. The Great Metropolis is home to countless street gangs. There are roving bands of looters, united by their desire for food or a few coins to jingle in their pockets, organised brotherhoods of beggars, and loose-knit orphan "families" that descend like crows onto pushcart merchants and grocers, alighting just long enough to steal a handful of apples before taking flight to their rooftop shanties and church-spire kingdoms, in addition to counterculture groups, revolutionaries, and groups of bored youths looking to release their frustrations at the life they are forced to live.

The following sections focus on those street gangs whose infamy and influence stretches far beyond the boundaries of

their territory, or whose methods and members are particularly noteworthy, even in a city as full of cosmopolitan strangeness as the Great Metropolis.

BARTLEBY COLLIN'S BOYS

Bartleby Collin's Boys are one of the most powerful gangs in the city, though few know of their existence. The gang is a hidden pit of vipers, moving in silence beneath the notice of both the average citizen and the lawful authorities.

History: Named for its recently deceased founder, a former street thug with the strategic mind of a general and the amoral soul of a starving shark, the gang is involved in all manner of criminal ventures, as well as many legitimate businesses which bring enormous profits.

Membership: At any given time, the gang boasts three hundred or more members, most organised into cells of a score or less, led by a lieutenant who answers to Jackdaw Smythe, the gang's leader.

The Bartleby Collin's Gang is a good example of a Mafia-like organisation, a street gang whose ties with legitimate society are so strong that rooting them out is nearly impossible. Destroying them isn't a simple matter of hacking away with a sword.

The members of Bartleby Collin's Boys dress impeccably, in the latest fashions. Jackdaw insists that all members of his gang remain respectable at all times, and he even maintains a stable of personal tailors to see that neither he nor his crew are ever far from the cutting edge of fashion. The male members of the gang generally wear silk or heavy cloth suits, in dark, tasteful colours, while the women favour long, dark-coloured dresses, subtly accented with tasteful jewellery.

Since Jackdaw frowns upon overt displays, his crew carries only small, easily concealed weapons, usually long stilettos. Older members of the gang also carry brass-tipped walking sticks, which they use as impromptu clubs

when the need arises.

Resources: Bartleby Collin's Boys controls businesses and private properties throughout the city, giving the gang a foothold in every part of the Great Metropolis. Jackdaw Smythe has an enormous mansion in the heart of the financial district, and this has become the gang's nominal headquarters.

Agenda: Jackdaw is a gangster through and through, but he prefers to keep his actions, and those of his crew, hidden behind the cloak of respectability. As a result, he and his crew rarely involve themselves with obvious criminal ventures, like prostitution or outright theft. Instead, Bartleby Collin's Boys are heavily involved in money laundering, extortion, and the trafficking of illegal goods. The gang also uses its considerable fortune to bankroll small businesses, earning not only enormous profits from the interest on their loans, but also guaranteeing that they have influence within the business class. The gang is ruthless in enforcing payments, and has taken over ownership of many businesses as a result; the unfortunate former owners of those businesses often come to bad ends, dying in tragic, unforeseen "accidents."

THE MERRY WIDOWS

What do you do when your husband is dead, lost to violence, wasting disease, or to the malaise that comes with the realisation that things will never be better? What do you do when there is no food for your children's mouths, no clothes for them to wear, and no shelter to protect them from the wind, from winter's snow, and summer's heat? What do you do when you realise that no one cares, and that no one will ever care, save you, and those who are just like you? In short, what do you do when there is no hope? You join the Merry Widows.

History: The Merry Widows are a Great Metropolis criminal institution. In the first years of the gang's existence, all the members were also mothers, and were widows in truth, united by



an overwhelming need to escape the desperate straits in which the deaths of their husbands had left them. Since those early days, the gang's membership has expanded to include the childless, and those who are single, or still married, although the membership remains overwhelmingly female.

Membership: The Merry Widows are a street gang composed almost exclusively of women, and led exclusively by them. With a membership of roughly three hundred, the Widows are one of the largest street gangs in the city, with offshoot branches in every part of the metropolis.

Though men are allowed to join the Merry Widows, at least for now, they are undeniably second-tier members of the gang, useful only as enforcers, disposable leg breakers, and heavy lifters. Male Widows are often informally married to one or more women within the gang, but these marriages usually lack even a pretence of respect, love, or even lust.

Unlike most street gangs, the Merry Widows have not adopted a uniform, though by general consensus and shared taste, most choose to wear semi-formal clothing, with a preference for dark colours, delicate lace veils, and long gloves of black, indigo, or dark emerald silk.

The Merry Widows take care of their own. Every female member of the gang has a say in gang business, and takes an equal share of any profits made. In addition, any children the Widows have are raised communally, and treated by all members as though they were their own sons and daughters. In fact, when the daughter of a female Widow reaches puberty, she is fully adopted into the gang — yet such adoption is not voluntary, meaning daughters join the gang whether they want to or not. Sons are either more or less fortunate, depending upon your point of view; they are not automatically and involuntarily adopted into the gang, but if they do not choose to join, they are summarily turned out onto the streets when they reach puberty, and forbidden from intentional contact with the gang.

Resources: The Merry Widows have tendrils in every poor neighbourhood

in the city, though most of the gang is concentrated along the Great Metropolis' west side. Unlike most other street gangs, who freely advertise their presence and stake a visible claim upon their turf, the Widows are content to stay in the shadows, allowing the neighbourhoods they effectively own to run themselves.

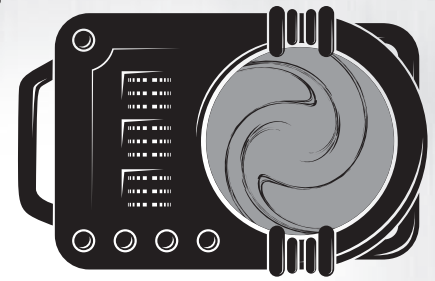
Agenda: Although it might seem the Merry Widows are relatively soft hearted, at least so far as women and children are concerned, this is not really the case. The Widows don't give a toss about anyone who is not a full member of the gang. They are known to be the most vicious madams in the city, and operate several brothels catering to every taste, including those with a hunger for the young and the innocent. They draw upon their steady supply of hangers-on to keep their whorehouses well stocked, and have no qualms about using the threat of violence — upon their chosen victim or the victim's loved ones — to force cooperation. In some rare cases, the members of the Widows accept one of their prostitutes into the ranks of the gang, but far more often, they simply work them until they flee beyond their reach, or are slain by a client or angry madam.

The Widows are equally vicious and amoral with concern to those not under their thumb. They spar frequently with rival gangs, particularly the Easies and the Southside Sackmen (see below) and with the authorities. Lately, at the direct command of Lady Estherly, they've also attempted to take control of the Hatchets and Squabs by any means necessary. So far, they've had little success cornering the ferally cunning pack of young beggars, but they have killed at least one and permanently maimed a handful more.



THE RED MOLLIES

In the years since the gang's founding, the Red Mollies have lurched and stumbled their way into every form of criminal venture, including prostitution, drug smuggling, and on one



memorable occasion, illegal animal husbandry. Through it all, the gang manages to stay together, and even thrives, despite the fact that its leaders, Liam and Noel Codswaddle, are possibly the two stupidest people in all of the Great Metropolis. The Red Mollies are named for Liam's first love, a prostitute named Mollie Lollie, and for Noel's first and only pet, a three-legged rat.

History: The Red Mollies are a new street gang on the underground scene, having been founded by twin brothers Liam and Noel Cogswaddle a little over five years ago, as an impromptu way of getting even with a gang of toughs who thrashed them severely in a back-alley brawl — a brawl, it should be noted, the Cogswaddles started. Gathering a few of their drinking acquaintances, they tracked the toughs down, beat them into fleshy pudding with boards they'd torn off a tenement wall, burned the bodies, and stole everything their meaty fingers could grip. Liam and Noel were quite pleased with the results of their venture, and having a taste for money, but no desire or ability to earn it legitimately, decided to make their gathering a permanent one, with themselves as the bosses, of course. This is, perhaps, the first and only time the Cogswaddles could be accused of having had a good idea.

Membership: At any given time, the Red Mollies number between one hundred fifty and two hundred, most of whom are nothing more than glorified muggers. Few members stay in the gang for long, drifting in and out as the mood, and the desire for a bit of money, takes them. Membership fluctuates strongly in the summer, because this is when the Red Mollies are most active, and thus when the general incompetence of Liam and Noel is most apparent. For their part, the Cogswaddles don't particularly care who stays, and who goes, just

LIAM AND NOEL COGSWADDLE

If one was to look at the definition for “hooligan” in the dictionary, chances are she’d see Liam and Noel Cogswaddle’s pictures there, and chances are equally good those pictures would be obscene — that is, if they weren’t snapshots of the two of them fighting over who was “the ‘ardest brother,” as they are wont to do.

When they aren’t sleeping off drinks in a gutter somewhere, or pounding the piss and vinegar out of each other for some imagined slight, Liam and Noel can be found in their “mansion,” which is in truth nothing more than a large warehouse squatting amongst a rat’s nest of squalid apartments. The warehouse is the home of the Red Mollies and the storage space for their ill-gotten wealth.

Appearance: Liam and Noel are identical twins, or rather were identical twins, until a lifetime of beatings, drug and alcohol abuse, and general laziness took their toll. Both are tall and pale, with shocks of unruly brown hair and lustreless, sewer-stain eyes, but that is where the resemblance ends. Liam is fat, with thick rolls of curd pooling at his waist, his thighs and his ankles, and chins spill-

ing upon chins. He has only his index finger and thumb on his right hand, the others long ago lost to the business end of his brother’s favourite meat cleaver in a dispute over a wedge of hard cheese. Noel is also fat, but his blubber hangs from his chest and arms, giving him the exaggerated bulk of a carnival wrestler whose best days are long behind him. Unlike Liam, whose rolls of chin fat are hidden beneath a full, thick beard, Noel is clean-shaven. Most folk — meaning those who aren’t blind — agree that this is unfortunate, because Noel’s face is like a cudgelled scone, all soft and flat on the sides, broken and crusty in the middle.

Surprisingly, despite his pummelled face, Noel still has all but four of his teeth. Conversely, Liam has only four teeth, and speaks like a man shouting through a mouthful of oatmeal. This, too, is unfortunate, because it leaves Noel as the de facto speaker for the Red Mollies, and while Liam has little brains to speak of, most who hear Noel ramble agree he has no brains at all.

Agenda: Noel and Liam are thugs, with no aspirations beyond staying thugs for the rest of their lives, and no dreams save those of avarice. In fact, one might say the two brothers are prodigies of thuggery, artists in

the medium of cruelty — the more senseless the better.

Noel Cogswaddle (Combatant 4): CR 4; Medium humanoid (human); HD 4d8+12; hp 33; Init +2; Spd 30 ft.; Defence 15, touch 15, flat footed 13 (+2 Dex, +3 class); BAB +4; Grap +7; Atk +7 melee (1d6+3, club) or +6 ranged (2d8, large pistol); SQ extreme effort, improved extreme effort; Val tenacity/tenacity; AL Liam Cogswaddle; SV Fort +5, Ref +4, Will +0; Ex 4; Str 17, Dex 15, Con 17, Int 8, Wis 8, Cha 12.

Scope Avatar: HD 4d8+6; hp 27; Init -1; Defence 9, touch 9, flat footed 9 (-1 Dex); BAB +0; Grap -1; Atk -1 melee (1d6-1, club) or -1 ranged (2d8, large pistol); SV Fort +1, Ref -1; Str 8, Dex 8, Con 12.

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

Skills: Bluff +8, Intimidate +8.

Influences: Crime +5, Street +1.

Feats: Brawl, Improved Brawl, Knockout Punch, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Possessions: Large pistol, club, Scope programs (club, large pistol), a bottle of sour whiskey, a handful of teeth, and maybe a few loaded dice.

Liam Cogswaddle (Combatant 4): CR 4; Medium humanoid (human); HD 4d8+12; hp 33; Init +1; Spd 30 ft.; Defence 14, touch 14, flat footed 12 (+1 Dex, +3 class); BAB +4; Grap +6; Atk +6 melee (1d6+3, club) or +6 ranged (2d8, large pistol); SQ extreme effort, melee smash; Val tenacity/tenacity; AL Noel Cogswaddle; SV Fort +5, Ref +3, Will +1; Ex 4; Str 17, Dex 13, Con 17, Int 10, Wis 10, Cha 12.

Scope Avatar: HD 4d8+6; hp 27; Init +0; Defence 10, touch 10, flat footed 10; BAB +0; Grap +0; Atk +0 melee (1d6+1, club) or +0 ranged (2d8, large pistol); SV Fort +1, Ref +0; Str 10, Dex 10, Con 12.

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

Skills: Bluff +8, Intimidate +8, Spot +4, Survival +4.

Influences: Crime +3, Street +2.

Feats: Brawl, Improved Brawl, Knockout Punch, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Street Fighting.

Possessions: Large pistol, club, Scope programs (club, large pistol), a mouthful of roast beef, and plenty of bad intent.



so long as the wealth rolls in.

The Mollies' organisation is haphazard. The gang possesses no formal hierarchy of membership, save for the much questioned but never openly challenged leadership of the brothers Cogswaddle. Every member of the Mollies is theoretically equal to every other member, although in practice the Mollies with the fastest fists and the most vicious temper tend to have the biggest influence.

All Mollies must obey two hard and fast rules. First and foremost, what the Cogswaddles say goes, even if, as is often the case, what they say makes no sense. Liam and Noel are adamant in their belief that the sincerest form of respect is obeying commands without question, and they enforce this belief most vigorously with the rule of thumb: In this case, the rule of thumb is "Do as we say, or we'll rip off your thumbs."

The second rule is that all Mollies live, and die, by the law of "Not rippin' off your mates." Whatever profit the Mollies make is divvied up amongst the entire crew, with the lion's share going to Liam and Noel, of course. There are no exceptions to this rule, and no mercy given to those who break it. On the rare occasion that a Mollie is foolish enough to do so, the Cogswaddles personally deal with him, applying the rule of thumbs plus interest, meaning they rip off the offender's thumbs, then gouge out his eyes with them.

Members of the Red Mollies dress like dandies fallen upon the hardest of times, in mismatched finery that they scrounge from back-alley refuse piles, pinch from slum pawn shops, or steal right off the backs of those idle rich who are foolish enough to travel the streets at night without an armed escort. As a result, a gathering of Red Mollies is like

a fashion history lesson, full of beggars in long, ill-fitting cloaks, top-hatted leg breakers stuffed into silken waistcoats, and prostitutes in threadbare, centuries-old finery that has been patched, and patched, and patched again into a kaleidoscope of browns, reds, greens, and greys.

Resources: The Red Mollies are amongst the most poorly armed of the Great Metropolis' major gangs; most members are armed only with arrogance and a few weapons they've managed to scrounge. The typical Mollie carries a broken bit of table leg or other makeshift club, or perhaps a rusty dagger or stiletto. No more than one in ten Mollies wears armour of any sort, and even then nothing offers more protection than simple leather.

Agenda: The Red Mollies have their fingers in every pie. If it's illegal, and there's a profit to be made, then you

DECKER FARRADAY

Decker is proud of the fact that he has never left the twisting streets of the Great Metropolis, except to make frequent forays into its ether doppelganger, the magnificent dream of Victoriana known as New London. It's not fear of leaving the safe confines of the city of his birth that keeps him there, for Decker Farraday has never been afraid of anything in his thirty-odd years of life. Instead, his reluctance to step outside the confines of the brick, concrete, and steel he knows as well as his own flesh, blood, and bone is borne entirely from his overwhelming pride in and love for the Great Metropolis. Decker believes the Metropolis to be the cradle of world civilisation, and a wonder no other place on Earth, whether urban or wilderness, can match. He loves his city without reservation, and when he sings its praises — which is often — he does so without the slightest hint of cynicism or ironic detachment.

Appearance: Decker's Prime Reality body and his Etherscope avatar both reflect his Metropolis-born soul: the ultimate stereotypical embodiment of a lifelong urbanite. His face is nondescriptly handsome, with features that are soft when looked at from one angle, and chiselled like the corners of a brick wall from the other. His hair is just stylish enough to be fashionable, in a way that recalls the look of innumerable other men of his age, and his clothes are likewise

just fashionable enough to allow him to blur and blend into any middle class crowd, on any bustling street corner in the Great Metropolis without attracting attention for being too notable, or not notable enough. Even Decker's physical mannerisms are profoundly typical of the urban man: He keeps his hands close to his body at all times; he carefully stays just far enough from others to not intrude on their personal space, without standing so far away that he makes himself an outsider; he slips through a crowd's tide with the ease of a rat threading a sewer pipe; and he walks with the easy paranoia of those who do not fear the city, but who respect and understand its dangers.

Agenda: Decker is loyal to a fault, and absolutely dedicated to the ideals of the Farradays. It is he who keeps the group focused on its goals, and it is he who is there to offer inspiration and bold leadership when the time comes to act. Equal parts commanding and deferential, Decker knows when it is time to give orders, and when it is time to stay silent so that other Farradays can command, and thereby reaffirm in their own minds their commitment to the goal of freedom of knowledge for all.

Decker Farraday (Savant 6): CR 6; Medium humanoid (human); HD 6d6+6; hp 29; Init +1; Spd 30 ft.; Defence 13, touch 13, flat footed 12 (+1 Dex, +2 class); BAB +3; Grap +3; Atk +3 melee (1d6 nonlethal, sap) or +3 melee (1d8/19–20, rapier); SQ

improved program crafter Scope skills, plan, program crafter Scope skills, scholar (Scope use (remote)); Val patriotism/detachment; AL the Farradays, the Great Metropolis; SV Fort +3, Ref +3, Will +6; Ex 5; Str 11, Dex 13, Con 12, Int 18, Wis 16, Cha 17.

Scope Avatar: HD 6d6+18; hp 41; Init +3; Defence 16, touch 16, flat footed 13 (+3 Dex, +3 class); BAB +4; Grap +4; Atk +8 melee (1d3+4 nonlethal, unarmed strike); SV Fort +3, Ref +6; Str 18, Dex 16, Con 17.

Template: Adventurer (*Academic, Occult, High Society*).

Skills: Diplomacy +14, Engineer (ethertech) +13, Investigate +13, Knowledge (civics) +13, Knowledge (current events) +13, Knowledge (history) +13, Knowledge (mystical philosophy) +13, Knowledge (natural philosophy) +13, Navigate +13, Research +10, Scope Awareness +9, Scope Use (immersed) +15, Scope Use (remote) +21.

Influences: Crime +3, High Society +4, Street +1.

Feats: Fencing Proficiency, Greater Upload Savant, Influential, Personal Firearms Proficiency, Persuasive, Scope Raider, Tinkerer, Upload Savant.

Possessions: Rapier, sap, chemical kit, disguise kit, evidence kit, multi-purpose kit.

Wealth: +20.

can be sure the Mollies are getting their share. It's not that the Mollies are cunning or particularly ambitious; their expansive operations are a result of their leaders' inability to focus on anything for more than a week at a time. This slapdash approach to criminal empire means that the Red Mollies are dabblers in every vice, giving them far less influence than they might otherwise have. For the most part, the Mollies are content with their place in life; even though they squabble amongst themselves for influence within the gang, they steer clear of entanglements with other gangs when possible, and rarely try to grab power within the city's underworld. After all, the more power you have, the harder you have to work to keep it, and hard work is something the Red Mollies avoid at all costs.

The Red Mollies travel in packs and rarely leave the safety of the web of streets they control. And why should they? Within their territories, they are royalty. Gutter princes and tenement queens to be sure, but rulers nonetheless. Like royalty, the Mollies prefer to delegate work to others, meaning they cajole and threaten those unfortunate enough to live under their thumbs into doing their dirty work for them, while they keep the meagre profits to themselves. This situation doesn't mean that the Mollies are totally adverse to a spot of effort when the time calls for it; when it does, they descend upon their victims in a mad rush, laying about with their cudgels and sticking their knives into the guts of anyone they don't recognise. For the Mollies, savage violence is the first, last, and only answer to any problem or inconvenience.



OTHER STREET GANGS

The Great Metropolis is home to many other street gangs, some infamous and powerful, and others small and relatively obscure. The following brief descriptions will introduce you to a few of the most notable.

The Easies

The Easies are libertines. They are would-be dilettantes who rely on crime and violence to afford them the lifestyles they are too lazy to earn by honest means. A gang in the loosest sense of the word, the Easies are a collection of bored and disaffected youth who gather together most nights to drink and carouse. Most of the Easies are firmly middle class, the sons and daughters of shopkeepers, accountants, and minor government officials. The relative prosperity of their families affords them a comfortable, if bland life, meaning the Easies are not motivated by the desperation that drives most other street gangs. Instead, they commit savage crimes both to stave off boredom and to give them access to the resources, and more importantly to the vices, that only the sons and daughters of the nobility can normally afford. These activities do nothing to endear the Easies to the Great Metropolis' other street gangs, who consider them to be overly privileged leeches. In turn, the Easies consider the city's other gangs to be packs of boorish losers, and consider it great sport to prey on them whenever possible, raiding their safe houses, tipping off the authorities to their activities, and otherwise doing everything within their power to ensure their "lessers" live short, miserable lives.

Since it would not do for the Easies to be recognised when gadding about the midnight alleyways, they disguise themselves in filthy old clothes preferably those resembling the garb of other gangs. Still, there is no mistaking the Easies for the poor; their faces and bodies are unlined by worry and hardship, and their bodies are sleek and healthy, unravaged by starvation, thirst, or exposure to the cruel elements.

The Hatchets and Squabs

In children's tales, Hatchet and Squab are a brother and sister, simpleton tricksters, who stumble again and again into sudden wealth through sheer happenstance, and always come out smiling through dumb luck. The pair, who

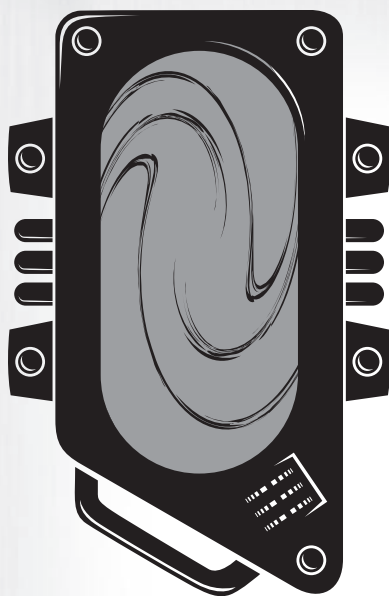
always dress in mismatched yellow and blue, the colours of summer and fools, are beloved of the young and those who remember what it is to be young. In the Great Metropolis, the Hatchets and Squabs is also the name of a gang of young beggar children, none of whom is more than twelve years old, who have taken on the names of these infamous tricksters in the hopes that they might find the same good fortune. The Hatchets and Squabs are a small gang that seems much larger than it truly is, because while there are no more than thirty core members in the gang at any time, there are hundreds of other beggar children throughout the city who trade on the gang's name to intimidate adults, or simply to improve their standing with other moppet beggars. True members of the gang can be recognised by their mismatched blue and yellow socks, and by the fact that they always travel in packs of four — two girls and two boys.

The Hatchets and Squabs consider the entire city to be their territory, moving between neighbourhoods as the pickings get slim, and sleeping in the eaves of tenements as opportunity allows. The Hatchets and Squabs are cunning enough to know that they are no match for other street gangs in a straight-up fight, and so they are content to flee if pressed. They are not, however, opposed to knifing their enemies while they sleep; they are as amoral as their namesakes, and far cleverer.

The Smiling Jacks

The Smiling Jacks is a small street gang that specialises in fencing illicit goods, particularly art, and other luxury items. Though the gang is composed of less than two score permanent members, they have influence far beyond their size, because they sell goods to, and fence goods for, many of the city's wealthiest, most respected citizens.

Unlike most street gangs, who militantly defend their independence from other gangs, the Smiling Jacks have no problem allying themselves with other criminal groups. In fact, they maintain an excellent relationship with Jackdaw



Smythe and his Bartleby Collin's Boys. The Smiling Jacks respect Smythe's ability to move among the upper crust undetected, while he appreciates their aesthetics and their unfailing ability to acquire the objets d'art that he desires.

The Smiling Jacks dress as identically as possible, in reds, whites, and blacks. They wear the most luxurious clothes they can afford, and always, even in the summer, wear long coats of crimson. In addition, both men and women style their hair into long, flowing dreadlocks, which they keep supple and shining through liberal application of scented oils, and decorate with cheap white and black beads. When gathering together to commit a major crime, or when going to war against another gang, they paint their faces with stripes of red, white, and black. They carry cudgels tucked into the waistbands of their clothes, with the men also hiding long knives in their heavy leather boots, and the women tucking folded razors into their garters.

The Southside Sackmen

The Sackmen are named for their most recognisable bit of kit, the enormous canvas sacks each carries slung about his or her neck. These sacks serve two purposes. First, they are useful for carrying off bits of loot, or for stuffing full of the bits of detritus the Sackmen are so fond of collecting. Second, and just as importantly, they func-

tion as a warning sign: The Southside Sackmen are vicious, unrepentant scavengers, and they are not to be trifled with.

There are roughly a hundred Sackmen at any given time, most of them living together on the city's south side, in a large warehouse with easy access to the Great Metropolis' extensive sewer system. The Sackmen use the sewers as other folk use streets, lanes, and alleys, trundling about with no thought to the rats, the filth, or the pervasive darkness. Only the gammas of the Sewer Kingdoms worry the Sackmen, and the gang always offers a cut of their acquisitions to the Sewer Kingdoms' rulers to keep things sweet.

The Sackmen are glorified scavengers, and violent ones at that, and have a sinister reputation as vicious muggers. They have no shame, and no pity, and are partial to robbing the sick and elderly, because they put up less of a fight. The Sackmen have no real authority within the city's underworld, and don't particularly care, because they know that even the strongest street gangs are hesitant to cross them, simply because the risks outweigh the rewards.

In addition to their canvas sacks, which are usually full to bursting with bits of garbage and smashed trinkets, every member of the Sackmen carries a long knife, usually bundled up beneath one of his many layers of clothes.

The current leader of the Southside Sackmen is Finley Shae, a stooped, elderly man who is obsessed with recapturing his youthful vigour and accumulating as much personal wealth as possible. Thoroughly insane, Finley is unable to distinguish valuable goods from garbage, and so his personal vault, hidden deep within the sewers, is stuffed with enormous heaps of broken toys, cast-off clothing, splintered bits of wagon wheel, glittering piles of glass in a kaleidoscope rainbow of colours, and other assorted junk. The other Sackmen are surprisingly tolerant of Finley's obsession, in large part because they rely on his instinctive ability to navigate the sewers, and his uncanny knack for knowing where the best loot can be found each day.

SCOPE GANGS

Since the discovery and conquest of the ether, a new breed of gang has risen up. No longer confined to the twisting streets of the Great Metropolis, these men and women have seized their chance to stake a claim on the realms beyond, daring to make names in the newest and greatest frontier. These are the Scope gangs.

THE FARRADAYS

The Farradays are an upstart gang of eclectic philosophers, artists, explorers, former street punks turned dystopian dreamers, and renegade technologists united under a banner of technological and intellectual freedom. They ply the smoky byways of the Great Metropolis and the luminous star paths of the ether with equal skill, seeking ways to wrench control of the flow of information from the government and put it into the hands of the underprivileged.

The members of the Farraday gang are enthusiastic consumers and explorers of the ether, and most members of the gang spend almost as much time in the realm of thought as they do in Prime Reality. To a one, they are intimately familiar with New London, and most are also familiar with the pleasure domains that have sprung up around it.

Despite the fact that the Farradays stand opposed to the government's, and to the upper class' stance on the freedom of information, on occasion they act to protect both from the actions of rival Scope gangs and independent Scope riders. The Farradays believe that information is sacred, and that the collected knowledge of humanity is its most precious treasure, and so they cannot abide any action that threatens to destroy even an insignificant bit of that knowledge.

Members: There are currently two score Farradays, almost all of them

WILHELMINA DOBBINS

Wilhelmina Dobbins is the leader of the Green Angels, if such a motley group can be said to have a leader. Perhaps it would be better to say that Wilhelmina is the pure essence of what it means to be a Green Angel, the alpha of the pack whom all other members look up to, and seek to emulate.

Appearance: With the skin of a pampered, porcelain doll, a thick shock of caramel brown hair, and the delicate slenderness of a ballerina, Wilhelmina has the flawless looks of a high-fashion model, but she chooses to hide her beauty behind a front of irascible scruffiness. She adopts the style and sensibilities of a street urchin; her vocabulary is stuffed to bursting with shockingly filthy language and gutter slang so obscure even those who've known her for years can't always understand her. She's quick to argue, and swift with her fists, so much so that most would rather throw themselves off a bridge than disagree with her when her mind is set. She smokes and drinks frequently and heavily, amusing herself by inventing and guzzling absolutely foul alcoholic mixtures, like the Cliffs of Dover — an equal mix of milk, gin, and porter beer — and she dresses haphazardly in a mix of street styles, blending the

cutting edge of fashion with those that are years, even decades out of date.

Wilhelmina's Scope avatar reflects the full essence of her unleashed personality. In the ether, she is feral — primal and beautiful as a fairy queen from Spencer's worst nightmare. Her hair is a swirling whirlwind the colour of dark earth and fallen autumn leaves; her skin is white as snow; and her wild eyes shine blue and gold, like sunlight glistening on a mountain stream. Wilhelmina is delighted with her avatar form, and speaks wistfully of slipping permanently into the ether so that she might always remain who she truly is.

Agenda: Wilhelmina's outlook on life is as extreme as her appearance and typical of a member of the Green Angels. She does what she wants, when she wants, and if people object, she does it a second time just to spite them. Wild and uncontrolled at the best of times, Wilhelmina pushes herself, and others, to always live tottering on the extreme edge of disaster.

Wilhelmina Dobbins (Scoundrel 6): CR 6; Medium humanoid (fey, human); HD 6d6+6; hp 29; Init +7; Spd 30 ft.; Defence 17, touch 17, flatfooted 14 (+3 Dex, +4 class); BAB +4; Grap +4; Atk +7 melee (1d6 non-lethal, sap) or +7 ranged (2d4, small pistol); SQ ethersense, Scope familiar (hawk), sneak

attack, improved sneak attack, opportunist; Val enthusiasm/bravery; AL sensation, the Green Angels; SV Fort +3, Ref +6, Will +4; Ex 5; Str 11, Dex 16, Con 12, Int 18, Wis 14, Cha 17.

Scope Avatar: HD 6d6+18; hp 41; Init +6; Defence 12, touch 12, flatfooted 10, (+2 Dex); BAB +0; Grap +4; Atk +4 melee (1d6+4 nonlethal, sap) or +2 ranged (2d4, small pistol); SV Fort +3, Ref +2; Str 18, Dex 14, Con 17.

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

Skills: Bluff +12, Escape Artist +11, Forgery +9, Intimidate +12, Knowledge (current events) +7, Listen +10, Move Silently +11, Scope Use (remote) +12, Search +8, Sense Motive +10, Sleight of Hand +9, Spot +8.

Influences: Crime +9, Constabulary +2, High Society +1, Street +4.

Feats: Brawl, Frightful Presence, Improved Initiative, Personal Firearms Proficiency, Quick Draw, Streetfighting, Weapon Finesse.

Possessions: Sap, small pistol, Scope programs (sap, small pistol), forgery kit, lockpick set, lock release gun.

Wealth: +3.

drawn from the upper or middle classes of the Great Metropolis. Each member of the Farradays is a skilled ether traveller, and most are highly educated as well, usually in matters pertaining to engineering and ether theory.

The gang's favoured stomping grounds are counterculture havens; absinthe houses and quaintly seedy bars, libraries and small concert halls, and edgier pleasure domains are their hangouts of choice. Though the members are from the privileged elite classes, they much prefer the company of "common folk." They have a tendency to romanticise the values and virtues of lower class society, believing them to be inherently more honest and trustworthy than the wealthy.

Members of the gang always address one another by the last name Farraday, and usually pretend to be related in some way to one another just because it amuses them to do so. "This is me dad, Farraday the II," and "This is me mum, me brothers, me cousins once and twice and three times removed, and me black

sheep uncle Bobbins Farraday, esquire, whom we don't like to talk about" are common Farraday introductions.

Resources: The Farraday gang has considerable resources, thanks to the fact that almost all the members are from privileged backgrounds. Individual members frequently garb themselves with fine aesthetic-grade cybernaughtic body modifications, because they can be useful in their line of work, and because extreme body modifications are currently in style among the fashionable set.

Though they prefer to rely on their Scope jacks, the Farradays have also stockpiled a large assortment of Scope tabs, including a precious few giving them access to domains outside the British Empire. While the gang hordes its black market tabs, it distributes tabs transporting the imbibor to New London to lower class citizens, so that they can gain at least temporary exposure to higher culture. Though the gang risks creating a subculture of addicts by doing so, they feel the rewards to be

gained are worth it, since it helps create a groundswell of support for their cause.

The Farradays are wealthy enough to own their own zeppelin, a gaudy crimson contraption they've privately dubbed *The Scarlet Pimpernel*. Viewed from the outside, the zeppelin looks sleek, stylish, and flawless, but it's actually a hulk badly in need of repair.

Agenda: The Farradays are gentlemen revolutionaries, their attitudes and actions a throwback to a Victorian ideal that everyone likes to pretend existed, but really didn't. The gang models itself after the idealised upper class scoundrels of romantic fiction, and has done a good job of selling that image to the population at large, to the point they are seen as folk heroes by the lower classes, and harmless curiosities by the middle and upper classes.

In reality, their gentleman revolutionary attitude is an elaborate front, a ruse the gang uses to cloak its true intentions. The Farradays' true goal is the eradication of the state's control

over the flow of information. Although most members of the gang come from middle or upper class families, they are united in their contempt for their peers' refusal to allow the less privileged to better themselves through education.

In order to gather the funds they need to carry out their grand ambitions, Farradays commit frequent, high-profile robberies. The targets of these robberies are always either governments that are considered hostile, or at least rival to the British Empire, or wealthy British citizens who are not well liked by the public at large.

The Farradays are active in Etherspace, and all the members of the gang

are well versed in the culture and the geography of that weird reality. Unlike most other members of the ether counterculture, they avoid the city of Haven; ever paranoid, the gang fears being associated with those who are open in their contempt of the established social order.



THE GREEN ANGELS

The Green Angels are named for the ubiquitous hallucination experienced by those who indulge too strongly

ly in the libertine's drink of choice, the highly toxic and highly sought-after absinthe. It's a fitting name, for like their namesake, the members of the Green Angels are wild, exotic visions whose appearance heralds both unbridled hedonism and probable toxic shock.

The Green Angels are a Scope gang whose members are unrivalled in their dedication to indulging in the absolute exploration of the body's and the spirit's limits. Fey and brutal as the fairy kings and queens of legend, they are infamous for their Bacchanalian, unhinged passion for life and for death.

History: The Green Angels have

CHESTER TAKEWORTH

Chester Takeworth is many things, and wishes to be many more. He is a thinker, a dreamer, and a would-be inventor; a soldier, a street fighter, and would-be general; a hunter, a tracker, and a would-be explorer of the ether. Chester hungers to be a master of every field, and to be acknowledged as a renaissance man by the world at large.

The seeds of Chester's ambitions were planted in his childhood. Born to a family of unearned privilege, Chester watched as his father, a violent drunkard who was the only heir of a textile dynasty, pissed away the fortune and business he had inherited on gambling, drugs, and poor investments. Chester's mother, who shared her husband's weakness for sloth and vice but at least possessed some measure of self-awareness, impressed upon her only son that he was not to follow their path, that he was to make something of himself by accomplishing great things, or by at least daring to do so. Chester took this lesson to heart, and fled his posh home at the age of 13, taking a single change of clothes, and as much of his father's gambling money as he could.

Chester travelled the width and breadth of the world for the next 13 years. He crawled through the muck and mire of the Paris underground, learning the ways of both the common and decidedly uncommon criminal. He worked as a mercenary in Africa for a few months, spilling his blood, and the blood of others, at the command of American cartels. He spent a year studying advanced engineering in Russia, financing his education by smuggling drugs into the country, and wanted criminals out, and he spent years at a time in the depths of the unexplored ether, lost

by his own choice in the vastness of the last, great, unexplored frontier.

Chester returned to the Great Metropolis ten years ago, realizing that despite having seen and done more than a dozen other men of his age put together, he had never channelled his ambition into any one field long enough to have truly excelled, or to have earned the fame and adulation he desires.

Appearance: Chester looks much as he always has. His body is ripe with thick muscle, his skin is tanned and weather-beaten, and his face is permanently etched into a determined scowl. He dresses in form-fitting clothes that highlight his grand physique, and affects the appearance of a big game hunter, meaning he almost always dresses in bland earth tones, regardless of where he is. Chester's Scope avatar and his real form appear much the same, though the avatar's body ripples with even more muscle and has a bristly, handlebar moustache — in Etherspace, he looks less like a big game hunter and more like a circus strongman on safari holiday.

Agenda: At 36, Chester is fast approaching middle age, a thought that terrifies him more than any of the many dangerous situations he has ever found himself in. Chester's two greatest fears are that he will die before he masters any of his many passions, and that he will die unsung and unloved by, in his words, "the teeming masses of the average, those who do not dare to dream for themselves, but instead give over stewardship of the seeds of their ambitions, their hopes, and their fervent desires to those with the will, and the ability, to dare imagine those seeds of unachievable possibility might be nurtured into the flower of mighty accomplishment."

Today, Chester continues to will himself towards greatness, focusing all his energies

towards a single goal: being recognised as the greatest explorer the world has ever seen.

Chester Takeworth (Pursuer 6): CR 6; Medium humanoid (human); HD 6d8+18; hp 51; Init +1; Spd 30 ft.; Defence 16, touch 16, flat footed 15 (+1 Dex, +2 class); BAB +4; Grap +8; Atk +8 melee (1d6+4 nonlethal, sap) or +5 ranged (2d8, large pistol); SQ empathy, intuition, scan, second wind; Val bravery/enthusiasm; AL the Phantom Huntsmen, fame; SV Fort +6, Ref +3, Will +6; Ex 5; Str 18, Dex 13, Con 16, Int 10, Wis 16, Cha 12.

Scope Avatar: HD 6d6+6; hp 29; Init +3; Defence 15, touch 13, flat footed 12 (+3 Dex, +2 equipment); BAB +0; Grap +0; Atk +0 melee (1d6 nonlethal, sap), +3 ranged (2d8, large pistol); SV Fort +1, Ref +3; Str 10, Dex 16, Con 12.

Template: Adventurer (*Academic, Occult, High Society*).

Skills: Hide +11, Knowledge (current events) +4, Listen +11, Move Silently +9, Munitions +5, Sense Motive +12, Spot +10.

Influences: Occult +4, Intelligence +2.

Feats: Advanced Firearms Proficiency, Armour Proficiency (light), Attentive, Brawl, Far Shot, Simple Weapons Proficiency, Stealthy.

Possessions: Large pistol, sap, camera, evidence kit, fake ID, handcuffs, Scope programs (sap, large pistol, light undercover vest).

Wealth: +20.

DR. WILLIAM EGERTON

William Healey was the son of a tobacconist from Stockport. As a member of the lower middle class, his father saw a great future for his obviously bright son. He put much of his livelihood on the line to put William through grammar school and university. Young William excelled at his studies and left university with a PhD in Law. However, he soon discovered that his social status prevented him from taking up a position with one of the Great Metropolis' prestigious law partnerships. He was forced to set up an independent office above his father's shop, dispensing legal advice for fellow shopkeepers and local branches of a number of craftsman guilds. Whilst this office did not provide a full professional income, it did allow him to pay back his father's investment in him before the man passed away, proud, at the age of fifty-seven.

William's little law office, Healey Advice Bureau, came to the attention of James Hargreaves during a dispute with a guild at one of his Stockport-based companies. Hargreaves was intrigued by the quality and accuracy of legal advice given to the guild and investigated William's activities. Hargreaves spotted William's great potential and ability, and was impressed with the wide range of contacts William had managed to develop. He put William on a retainer and groomed him for a position as his secret personal liaison.

Ten years on, William has mastered the role of being the secret mouthpiece of James Hargreaves and has become the industrialist's most trusted advisor. He uses the pseudonym "Dr. Egerton" and handles any of Hargreaves' activities that require a covert touch.

Appearance: Dr. Egerton takes nondescript to the extreme. In his mid forties, Egerton is a plain-looking man: average height, average build, clean-shaven, and with a receding hairline and no distinguishing features of note. The need for thriftiness in his youth left him with pedestrian tastes in clothing. He dresses in a manner that could place him in almost any social class: a clean and well-presented business suit, but not one of the high-quality tailoring worn by the bourgeoisie or aristocracy.

Agenda: Egerton enjoys his role working for Hargreaves, and uses the resources to develop a network of contacts throughout the city. He is known to many, whilst remaining a figure of mystery. He is Hargreaves' man through and through and desires only

to serve his employer to the best of his ability. As a man of moral convictions, he prays that Hargreaves will not ask him to do anything of a questionable nature. He sees the mission behind the Ancoats Historical society as one of great benefit to the whole of humankind, and he seeks to ensure that it works effectively.

Dr. William Egerton (Broker 3/Connector 4): CR 7; Medium humanoid (fey, human); HD 7d6; hp 29; Mas 10; Init +0; Spd 30 ft.; Defence 12, touch 12, flat footed 12 (+2 class); BAB +3; Grap +2; Atk +2 melee (1d3+1 nonlethal, unarmed strike); SQ ethersense, Scope avatar (rat), bonus influence (Occult), coordinate, expert negotiator (Bluff, Resolve), gossip monger, influence focus (Occult, Street), negotiator; Val loyalty/enthusiasm; AL James Hargreaves, Anglican morality; SV Fort +2, Ref +3, Will +9; Ex 6; Str 9, Dex 10, Con 10, Int 18, Wis 16, Cha 10.

Scope Avatar: HD 7d6; hp 29; Mas 10; Init +3; Defence 13, touch 13, flat footed 10 (+3 Dex); BAB +0, Atk +4 melee (1d3+4 nonlethal, unarmed strike); SV Fort +2, Ref +3; Str 18, Dex 16, Con 10.

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

† Upgraded to a cross-template influence through a class feature.

Skills: Bluff +10, Diplomacy +12, Forgery +12, Intimidate +11, Investigate +11, Knowledge (civics) +16, Knowledge (current events) +16, Knowledge (history) +6, Knowledge (industry) +12, Knowledge (linguistics) +6, Knowledge (mystical philosophy) +9, Resolve +13, Research +11, Sense Motive +15.

Influences: Civic +6, Constabulary +2, Crime +1, Industry +2, Occult +6, Street +6.

Feats: Attentive, Bureaucrat (civics, current events), Influential (Civic), Nondescript*, Persuasive, Simple Weapon Proficiency.

Possessions: Briefcase, forgery kit, portable Scope point, business outfit, steam carriage, shop and flat.

Wealth: +8.

existed for only a few short years, and their roots are on the streets of Prime Reality. The first members of the group were a diverse assortment of young street gang members, who cast aside their normal crews when they grew tired of fighting one another for the same, small bits of turf. No one knows who gave them the name the Green Angels, and the members don't really care: The past doesn't matter.

The gang grew exponentially, and within a few short months hundreds of former gang members, and an equal number of disaffected youth who were not affiliated with a street gang, had claimed membership.

The Green Angels came to the public's attention only about two years ago, when they first raged through the streets of New London. Since then, they've always managed to stay in the headlines, and are among the first Scope gangs that politicians point to when railing against the "moral poverty" of the lower classes.

Members: The membership of the Green Angels is chaotic, with members flowing in and out of the gang as their whims take them. The majority of the members are from the lower classes, former street gang members, prostitutes, and factory workers who refuse to succumb to the grey existences the upper classes of the Great Metropolis deem to be their lot.

The majority of Green Angels are between fifteen and twenty-five years old, although there are members who are far older or younger than that. Most of the members are ignorant of Scope technology, and few have Scope jacks, but all are intimately familiar with legal and black-market Scope tabs. Few members make it more than a year before becoming seriously addicted to Scope tabs and more mundane substances; it's traditional for gang members to imbibe staggering amounts of drugs and alcohol, both before and after tearing into the ether.

The unquestioned leader of the gang is Wilhelmina Dobbins, a half mad, ragamuffin angel who grew up ferocious in the back streets of Liverpool. Wilhelmina lives her life at full velocity; as a child beggar, and then as a

teenaged street fighter, she learned that life was fragile and shorter than anyone likes to believe it is, and so she never denies herself any experience, lest she die before the chance to indulge comes around again. Wilhelmina is a muse to the rest of the gang, a fairy queen and dark goddess whose will is the will of her adoring followers.

Agenda: The Green Angels don't have a specific agenda, any more than a hurricane or any other force of nature does. They live by instinct, and are unfettered by and unconcerned with social niceties. They come together by unspoken signal, sniffing out one another's need and desire for sensation like wolves smelling blood on the autumn wind. When the time is right, the gang members wash out of the shadowed alleys and tenements like waves, gather their strength as they pour through Scope portals or immerse themselves in tabs, and then crash down onto unsuspecting pleasure zones, a wall of hot flesh drowning all in its path.

Though many mistakenly believe the members of the gang to be pleasure seekers, the truth is that they are *sensation* seekers. No passion is too dark to willingly succumb to, no vice to terrible to try once, twice, and then again, and no pain is too agonising to turn away from. The Green Angels don't celebrate, they rampage; they don't love, or make love, they rage out their passion and tear and burrow their way into their partner's flesh; and they don't talk, or fight, they howl and slather, and rip at their enemies, and friends, until naught remains but a greasy smear.

Despite the fact that the Green Angels act like mindless animals, they aren't, and in fact many of them are well educated in philosophical matters. Many members of the Green Angels consider Etherspace to be a heaven of sorts, a wonderland created by the hand of God where visitors are intended to swim in their desires, as a respite from the real world, where all too often pleasure and pain are dulled in equal measure by the grinding misery of existence. Other, less religious members of the gang see the ether realm as a phantasmal stage where they can give into their urges without regret and without

TERRY CARR

Terry Carr has known inequality all his life. Born in the dockside slums of the Great Metropolis' Liverpool borough, he grew up knowing nothing but the struggle to survive. His father worked 16 hours a day at the docks to provide a bare living for his family while his mother struggled to care for Terry and keep him from the dangers and temptations of his neighbourhood. Violence was endemic to Terry's neighbourhood and he learned to fight almost as soon as he learned to walk. Terry's father would not let his son fall into the gang culture that permeated the area and instilled in Terry a rough sense of pride towards his working class routes that would become a source of strength and courage to him in later years. Like his father before him, Terry joined the Brotherhood of Liverpool Dockworkers and became a labourer at the metropolis' docks. After his father died young, exhausted from years of labour, Terry drove himself to support his mother. It was his determination and pride that drew Terry to the notice of the Brotherhood of the Worker. He soon embraced the brotherhood's beliefs and rose rapidly in the ranks. Lacking the education and attitude to be a guild leader, Terry has become a senior field agent, specialising in street culture and security. His opinions are highly valued within the brotherhood, and his loyalty and courage unquestioned.

Appearance: Terry is a stocky beta human male in his mid-thirties, heavily muscled from years of labour. His dark hair is short and he sports a stubby beard. His skin and hands are hard and calloused from his work and he is covered in small scars from both fights and the numerous minor working accidents that are part of a dockworker's life. He wears worn, heavy canvas pants, a canvas shirt, steel toecap industrial boots, a donkey jacket, and a flat cap.

Agenda: Terry passionately believes in the brotherhood's cause. While a good man at heart, he sees violence as a legitimate option in support of a just cause, but he despises the violence of the gangs who prey on their own people. As a field agent, Terry oversees the security of goods being distributed from the dock where he works. These goods are sent to working class communities, the NRM, and the black market, the latter a necessary evil he tolerates but does not like. Terry also acts as a contact with local street mercenaries and self-protection groups in his own home borough and is driven to bring what comfort and

security he can to his neighbourhood.

Terry Carr (Broker 4/Enginaught 3/Connector 1): CR 8; Medium humanoid (human); HD 5d6+20 plus 3d10+18; hp 76; Mas 16; Init +0; Spd 30 ft.; Defence 15, touch 13, flat footed 15 (+3 class, +2 equipment); BAB +4; Grap +7; Atk +7 melee (1d8+4, sledgehammer) or +8 melee (1d6+1d4+3 nonlethal, unarmed strike); SQ coordinate, damage reduction 1/-, ear to the ground, first amongst equals, influence focus (Street), robust; Val bravery/progress; AL the Brotherhood of the Worker, socialism; SV Fort +6, Ref +4, Will +6; Ex 6; Str 17, Dex 10, Con 16, Int 14, Wis 10, Cha 14.

Scope Avatar: HD 8d6+16; hp 46; Mas 14; Init +0; Defence 10, touch 10, flat footed 10; BAB +0; Grap +2; Atk +3 melee (1d6+2 nonlethal, unarmed strike); SV Fort +2, Ref +0; Str 14, Dex 10, Con 14.

Template: Craftsman (Guilds, Civic, Industry).

Skills: Bluff +9, Diplomacy +11, Engineer (ethertech) +6, Engineer (structural) +12, Intimidate +7, Knowledge (current events) +12, Knowledge (industry) +13, Munitions +9, Pilot (civilian) +4, Resolve +10, Sense Motive +11.

Influences: Civic +1, Guilds +8, Industry +5, Intelligence +0, Street +3.

Feats: Armour Proficiency (light), Brawl, Civilian Vehicle Operation (sea), Master Engineer (ethertech, structural), Spirited, Streetfighting, Toughness (body).

Possessions: Sledgehammer, industrial overalls*, bolt cutters, camera, duct tape, ethercomm device, ethertech toolkit (basic), fake ID, multipurpose toolkit, munitions toolkit, plastic explosive (8 x 1 lb. blocks), road atlas, tool belt, blue collar clothing, two-up-two-down apartment.

Wealth: +4.



reprisal — for who among the masses can dare stand against those who have thrown off the shackles of polite society? In short, their decision to revel in absolute sensation is a conscious one, which makes the Green Angels all the more dangerous.



THE PHANTOM HUNTSMEN

Though men have seized some small parts of it, and dared declare it tamed, the ether is a wilderness, perhaps the world's last, and greatest, unexplored vista. It is only natural then that, in an age when those who have the courage to map the unknown are so revered, there are men and women who come together to explore Etherspace as their spiritual forefathers mapped the Congo, skimmed the Arctic wastes, and tested the mighty Sahara in decades past. Most of these groups are short-lived gatherings of the idly wealthy, those with too much money, and too little meaning in their lives, who come together to play at being explorers, as children might. For these groups, wandering the back streets of New London is a daring adventure, and a night's jaunt to an American Scope city a story worth telling for years. Some precious few groups, however, aspire to something more. The Scope gang known as the Phantom Huntsmen is of this latter sort.

The Phantom Huntsmen are a gathering of true explorers, fearless men and women whose most fervent desire is to discover something, anything of lasting importance within Etherspace, that their names might be uttered in the same breath as Livingston, Cook, and Sir Francis Drake. At the same time, the Huntsmen are also explorers of the vistas of the human psyche, who are fascinated with both the emerging ether culture and the way the discovery of an endless grey universe of the soul is forcibly bringing about an evolutionary change in Prime Reality society.

Members: There are currently fifteen members of the Phantom Huntsmen, and to a one they are well educat-

ed, world-savvy men and women who have between them visited every nation on Prime Reality and in the ether. The average age of a member of the gang is 35, though two of the members are at least twice that old, and one is just shy of her twenty-seventh birthday.

The Phantom Huntsmen are intimately familiar with all the tools of the explorer, and are generally well versed in the skills of the tracker, the cartographer, and the guide as well. They are equally knowledgeable about the ether, and the various tools used to visit and to tame it, though few of them have the skills to create such tools themselves. The Huntsmen are also familiar with the various subcultures of Prime Reality, and ether culture, and can rattle off street slang as easily as they can quote the current trends in high-risk stock trading. Ultimately, however, their knowledge of society is akin to that of a professor who has read every book about the Congo, but has never actually visited it; what they know is what they can observe from the outside looking in, and the rest they have to guess at.

The spiritual heart of the Huntsmen is Chester Takeworth, a former mercenary and world traveller. He has an unquenchable thirst for discovery and a burning need to see and experience the width and breadth of world culture. Takeworth is an explorer cut from Victorian cloth; he is well versed in upper class society, and well educated, and though he has a deep respect for foreign cultures, he holds himself aloof of the peoples of the many nations he visits, seeing their societies as eminently fascinating but ultimately inferior to his own, "civilized" ways.

The majority of the Phantom Huntsmen follow Takeworth's lead. The gang moves among the young bourgeoisie, the landed nobility, the middle-class thrill-seekers, and the counterculture revolutionaries with equal ease, because they keep aloof from their concerns. They watch, but do not participate; they study, but do not interact; they use, but give nothing in return.

Agenda: The Phantom Huntsmen seek two things: to map Etherspace, and to map the effect of the ether on the soul of human society. To these ends, the

Phantom Huntsmen prowl the edges of every glittering ether city, seeking paths into the grey depths of the unexplored vapours, and haunt the corners of famous pleasure zones, questing for hidden roads into the souls of those who have given themselves over to the ether.

The Huntsmen are active, intrusive busybodies, who think nothing of following around famous or infamous Scope riders whenever and wherever they appear. Though they quite willingly follow their "subjects" into danger, they rarely, if ever, intervene to help or hinder them in their activities. As a result, the Huntsmen are somewhat despised by the majority of ether trippers, who see them as quirky, annoying hangers-on at best, and cultural jackals getting their thrills by proxy at worst.



SECRET SOCIETIES

The world of Etherscope is one of intrigue, mystery, and secrets. At all levels of society, individuals and groups pursue agendas hidden from the world at large. In the Great Metropolis, many secret societies have formed to bring about their own visions of the city's and society's future. This section introduces some of the most significant secret societies in the city.



THE ANCOATS HISTORICAL SOCIETY

The Ancoats Historical Society is not a historical society at all. It is a cover for a secret occult society, dedicated to investigating the nature of Etherspace and demonic activity in the world. The "society" is comprised of experts in the Scope, the occult, religion and investigation, brought together by a mysterious figure, known only as Dr. Egerton.

History: The Ancoats Historical

ARTHUR KELDAN, ARCHBISHOP OF THE GREAT METROPOLIS

Arthur Keldan was an early disciple of Mateo Schoroli and one of the founders of the church. Before discovering mass, he was a primitivist: a member of a countercultural movement intent on returning society to a simpler state. Heavily involved in the use of natural psychotropic drugs, he was reluctant to try an Etherspace-synthesised substance, but curiosity got the better of him and after sampling mass he found himself tormented by recurring apocalyptic hallucinations.

Schoroli's teachings coupled with his already animistic religious beliefs were destined to become something spiritual, particularly as he became acquainted with like-minded individuals. The effects of mass are sinister, and Keldan's once-passive means were replaced with obsessive zeal. As the Mass Heresy came into its own over the years, partly through his own "missionary work," Arthur maintained a place of prominence. His archbishopric is one of the largest and most successful in the world.

Appearance: Keldan is tall, gaunt, and wild. He keeps his brown and grey hair long and speaks from behind a voluminous but unkempt moustache. His eyes dart around, constantly taking in visions and generally distracting those who aren't accustomed to it. He stinks of old sweat and body odour because he rarely changes out of the embroidered bathrobe he wears as a sign of office.

Agenda: Arthur Keldan is obsessed with spreading the cult. He believes that by enlarging the pool of followers, more initiated members will hasten the doom he seeks to bring. He's not entirely certain what that doom may be, but he does understand that humanity's invasion of Etherspace stirred up something that lay dormant.

He is dedicated to trafficking MaSi7 and takes pains to ensure the continuation of its manufacture. Through the actions of his templars, he maintains factories for synthesising it throughout the sewers and city. All members of the cult in the Great Metropolis are required to do "missionary work" – dealing the drug – and he plays the role of treasurer.

Arthur Keldan (Broker 5/Savant 5): CR 10; Medium humanoid (human); HD 10d6; hp 37; Mas 13; Init +1; Spd 30 ft.; Defence 16, touch 15, flat footed 15 (+1 Dex, +4 class, +1 equipment); BAB +4; Grap +5; Atk +5 melee (1d4+1/19-20, knife); SQ coordinate, greater inspiration, influence (Occult), inspiration, occult skills (Hex Lore, Imbuement, Warding), spirit

medium skills (Impressions); Val tenacity/tenacity; AL the Mass Heresy; SV Fort +2, Ref +5, Will +6; Ex 7; Str 12, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Scope Avatar: HD 10d6+30; hp 67; 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 13, Con 16.

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

Skills: Bluff +7, Concentration +2, Creative Art (writing) +6, Diplomacy +13, Engineer (pharmaceutical) +7, Forgery +4, Hex Lore +9, Imbuement +9, Impressions +11, Intimidate +12, Investigate +5, Knowledge (current events) +6, Knowledge (industry) +8, Knowledge (mystical philosophy) +12, Listen +4, Perform (oratory) +8, Research +8, Resolve +14, Scope Awareness +2, Scope Resilience +5, Scope Use (remote) +4, Search +4, Sense Motive +11, Warding +9.

Influences: Academic +1, Church +3, Civic +5, Crime +2, Industry +2, Occult +4, Street +3.

Feats: Academic, Attentive, Creative (Creative Art (writing) and Perform (oratory)), Improved Damage Threshold, Iron Will, Meticulous, Persuasive, Simple Weapons Proficiency, Spirited.

Possessions: Knife, undercover shirt, robes.

Wealth: +8.

Society has little history. The society was formed only within the last few years, as the society's different experts have been approached and employed by Dr. Egerton. However, the society has existed in a previous incarnation, as the Order of Lemurian Mystery. The order was a group of individuals based in the Great Metropolis with an interest in the occult. One of their number, a powerful industrialist by the name of James Hargreaves, uncovered an ancient, powerful demonic intelligence within wild Etherspace. The intelligence managed to possess one of the Order, Macsymlyan Weisbiskji, and began a series of bloody murders, killing nearly every member of the Order and destroying the group's occult libraries. Hargreaves eventually discovered the truth and had Weisbiskji killed.

Hargreaves then decided that he needed to know much more and set up the Ancoats Historical Society, drawing together some of the greatest minds in the fields of the Scope, the occult, and investigation on a mandate of investigating the potential for secret influences from demonic forces



on Prime Reality. Whilst Hargreaves has not mentioned the demise of the Order directly, he instructs his employee, Egerton, to subtly direct the members towards his findings.

Membership: The Ancoats Historical Society is an invitation-only society, made up from highly skilled individuals. Dr. Egerton is a skilled connector and is always on the lookout for new potential talent for the society. The society tends not to operate with more than single agents at a time, with the society meeting regularly to discuss their investigations. The members are not technically employed by the society, but do receive generous expense accounts that enable them to live to a comfortable standard without needing other employment.

Resources: The sponsorship of James Hargreaves, although unknown to all but a privileged few of the society's members, provides the society with almost unlimited resources. Hargreaves' companies cover a wide variety of industries and have a number of military contracts, allowing the members extensive resources to draw upon. However, despite its occult mandate, the society does not have a vast number of occult resources to hand. Hargreaves is keen to build a new library of occult books and resources. The society's blend of occult and Scope experts leads to a number of new powers being developed that explore the relationship between the occult and Etherspace.

Agenda: The society's main goal is to discover the intrigues and influences of demonic forces from Etherspace upon Prime Reality. They are also interested in exploring the nature of occult

powers in relation to Etherspace and developing new ways to manipulate occult forces through this understanding. Their third goal is to build a world-leading occult library, and they spend a good deal of their time and resources chasing occult texts from around the world.

◀○▶ THE BROTHERHOOD OF THE WORKER

Whilst their membership is vast, the guilds of the Great Metropolis possess little in the way of real political power. It is their workers who keep the wheels of industry turning and create the vast profits that support the luxurious lifestyles of the city's industrialists and ruling elite. Yet little of this profit sees its way to the workers who must struggle to survive with basic services and living conditions. The Brotherhood of the Worker exists to change this situation and create a society where work is rewarded and wealth distributed more equitably. A senior council leads the society, and advancement is based on service and trustworthiness, with members learning more of the society's true agenda and capabilities as they progress. However, the brotherhood's beliefs are radical; it must act carefully, for discovery would lead to certain retaliation from the authorities.

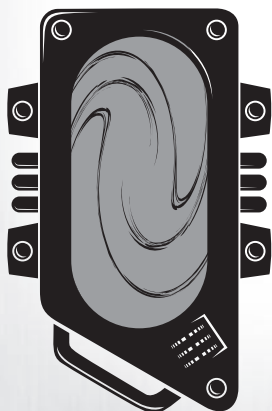
History: The brotherhood has existed since the inception of the guilds following the Great Metropolis Uprisings of 1937. Although the authorities have tried to ensure leaders compliant to their will lead the guilds, a few radicals managed to achieve positions of power through deception and cunning during the guilds' early years. Since that time, they have slowly spread their message and built up a network of members distributed throughout the different guilds, at various levels of seniority. Although a relatively small group in comparison to the total membership of the guilds, the brotherhood wields considerable influence and the majority of

guild leaders are now members.

Membership: Members are recruited from within the guilds and slowly introduced to the brotherhood's ideas whilst their loyalty is tested. The lowest-level members of the Brotherhood of the Worker are guild members who occasionally help each other or higher-level guildsmen with small tasks that ease the burden of the workforce. Guild supervisors form the next tier and coordinate activities within their own guilds but have little knowledge of the brotherhood's overall operations. Higher still are individual guild councillors who provide cross-guild coordination. At all these levels are field agents who possess extensive knowledge of the brotherhood and act to ensure the council's will is carried out and security maintained. At the top of the society is the council, made up of guild leaders and experienced field agents who plan and implement the brotherhood's overall strategy.

Resources: Manpower is the guilds' main resource, thus the brotherhood never lacks people willing to act on their behalf. Likewise, material resources pass through guild members' hands and can be redirected towards brotherhood objectives, either used directly or sold on the black market. The guilds' relationship with industrialists, which ranges from gentle persuasion to blackmail, also gives the brotherhood influence over the city's industry. As their membership is working class, the brotherhood has contacts and influence amongst the city's street communities, usually with groups or individuals sympathetic to their agenda, for mutual benefit or through payment for services from the brotherhoods material resources. Additionally, the brotherhood engages in limited criminal activities and possesses ties to the black market and organised crime. Finally, the society has ties to both the NRM and its supporters and can call upon them for assistance.

Agenda: The Brotherhood of the Worker seeks the betterment of the working classes. It works towards this goal in a number of ways. Most obviously, it uses the guilds' relationships with industry to persuade industrial-



ists that better conditions for workers mean better productivity and more profit. More subtly, it uses the fact that its members work throughout the city to redistribute goods to fund the brotherhood and ease the burden on the workforce. Ultimately, the brotherhood seeks to overthrow the existing social order. The society uses the guilds' role in the city's distribution network to smuggle weapons and equipment to the NRM. Furthermore, discreet industrial action, such as work slowdowns and unloading accidents, serve to disrupt trade and undermine the authorities and industrialists who do not share the society's goals. Lastly, being connected to the street culture of the city, the brotherhood acts as an information broker while suitably manipulating other organisations and individuals to advance its cause.

THE MASS HERESY

On the streets and in the sewers of the Great Metropolis, wild-eyed men and women in tattered clothing rave their apocalyptic visions. Some of these people are run-of-the-mill crazies, but many are members of the Mass Heresy.

History: In the late 1960s, chemical engineers experimented with the effects of ether on ferrous minerals; their work inadvertently led to the development of the psychedelic drug MaS17. Capable of producing the most intense and bizarre visions, MaS17, or "mass," rose to prominence in the counterculture of Britain and America before the proliferation of Scope tabs. After a time, the drug fell out of vogue, though its relative low cost made it a mainstay amongst the poverty-stricken.

Today, its use is rare, but its circulation in the Sewer Kingdoms of the world remains heavy. Long-time users of MaS17 are prone to chronic flashbacks and exist in a near-dreamlike state. Such people are outcasts as much because they live in a state of half-interaction with the real world as because use of the drug is outlawed in most circles.

MASS (MAS17)

Mass is an addictive psychoactive chemical that is distilled in Etherspace. It is a bitter red liquid usually contained in small glass vials. The basic unit of dosage is the dram (1/20 of an ounce). Characters who consume mass are subject to the following effects, although they can make Fortitude saves (DC 15 +1 per dram) to avoid the initial and secondary effects. The initial effects occur after 1 minute and the secondary effects occur after 1 hour. The side effects occur after 5 minutes and are not subject to a saving throw. The initial and secondary effects persist for as long as the secondary effects (4 hours +1 hour per dram).

Initial Effects (DC 15 +1 per dram): 1 point of Wisdom and Charisma damage per dram.

Secondary Effects (DC 15 +1 per dram): The character is fatigued due to the mental strains of long-term hallucinations.

Side Effects: A user of mass experiences hallucinations for 4 hours +1 hour per dram. Interaction with the world is difficult and the character takes a -1 penalty per dram consumed on attack rolls, to Defence, and on skill checks not based on Intelligence or Constitution. This penalty worsens by -2 if the character has spent any time in Etherspace in the past 24 hours.

For 24 hours after taking the drug, the character gains a 2 virtual ranks in Scope Awareness, which have the usual effects

on his avatar's abilities (see **Etherscope** rulebook, Chapter 6: The Scope).

Addiction: Each time a character takes mass, he risks addiction to the drug and must make a Fortitude save. The save DC is 10 + 1 per dram +1 per each previous time he has taken the drug in the past month. Failure indicates that the character develops an addiction. If an addict hasn't taken the drug recently, he still suffers from the drug's side effects as if he had consumed 1 dram. Furthermore, an addict feels compelled to use the drug. Every 24 hours he goes without consuming at least 1 dram of mass, he must make a Fortitude save (DC 10 + the number of days since his last dose) or take 1d3 points of Constitution and Wisdom damage.

Recovery: No one has ever recovered from mass addiction. Mass is neither physically nor psychologically addictive; it is psychically addictive. Once addicted, the user's brain restructures itself to cope with the new vistas of reality it experiences. If the brain is starved of the drug, there are severe psychosomatic repercussions. The mind rejects the intrusion of a stable Prime Reality and the body pays the price. If you deny an addict the drug for too long, the result is always death.

Purchasing Mass: Acquisition check: 1 dram DC 10, 2 drams DC 15, 3 drams DC 17, 4 drams DC 20, 5 drams DC 23; Restriction: Street.

Those who are addicted to mass find religion. Mateo Schoroli, the Italian engineer responsible for its invention, experimented heavily and developed meditative techniques for harmonising oneself with the hallucinations. Before long, others using these techniques speculated about the spiritual nature of the drug and their teachings gave birth to the Mass Heresy.

Membership: The Mass Heresy is a mystery to most. Its adherents are more often gammas than any other strain, though there are converts amongst the various countercultural movements aboveground. Fey, who get a diluted high from its use, are immune to the long-term effects of mass and are a rarity in the church. A Mass Heretic is a heretic for life — he has little choice, partly because the organisation demands loyalty, but mainly because the visions he experiences are so com-

elling and relentless that veering from the path of the cult often leads to insanity, depression, and suicide.

The structure of the cult is straightforward. Bishops lead groups of heretics; archbishops lead those in countries or large cities. In the Great Metropolis, the archbishop is a gamma named Arthur Keldan. Zealots known as templars are the muscle of the cult who take care of troubles when the bishops don't wish to get their hands dirty.

Resources: The heresy is an international organisation that controls nearly all trade in MaS17 around the world. It is the source of their income and they are careful with it. They price the drug in a way that makes it attractive to the poor, but generates adequate revenue. The bulk of money is reinvested in the expansion of the cult. Its coffers are full enough, and its connections extensive enough, that the bishops can get hold

of most any item they need.

Agenda: The leaders of the Mass Heresy seek to spread the use of the drug and expand the scope of the cult. Widely regarded as a doomsday cult, its adherents preach that Etherspace exploration will unleash untold evils upon the world. Neophytes in the heresy are instructed to spread the word and help avoid such a fate, but those who prove faithful are initiated into the deeper mysteries which seek to bring an apocalyptic end. Whether the teachings of the heresy are madness or divine insight is the topic of speculation.



SOCIETY FOR THE PRESERVATION AND ADVANCEMENT OF THE EMERALD ROSE

Life for its own sake,

Beauty for its own sake,

Metamorphosis for the sake of all.

—Motto written above the entrance
to Montaviſta Hall.

For the lower classes, life in the Great Metropolis is all too often synonymous with simple existence; true joy is rare, disease and crime run rampant through the streets, and most days are spent simply trying to survive the crushing weight of despair, poverty, and hunger. Deep down, the ruling elite know that life is difficult for those whose hard work is the foundation of their luxury, but few are motivated enough to care. The Society for the Preservation and Advancement of the Emerald Rose, a secret cabal of wealthy intellectuals with humanitarian sensibilities, aims to change that by bringing about a new paradigm of thought within the upper classes, one they believe will lead to an eternal age of enlightenment and happiness for all.

History: A group of wealthy socialites with a shared passion for both the cultivation of roses and the ancient study of alchemy founded the Society for the Preservation and Advancement of the Emerald Rose in 1863. In the first years of the society's existence, the group was nothing more than a social club, albeit one where the members spent their time talking about horticulture, arguing about the different schools of alchemical thought, and the ways in which the two fields might be combined to enhance the beauty and vigour of their private rose gardens. During this time, the society gained a reputation as a gathering of odd, though harmless eccentrics, a reputation it never really divested itself of and now uses to its advantage.

Around 1869, members of the society did more than just discuss the blending of alchemy and gardening. Pooling their immense personal resources, the members of the society conducted alchemical experiments on roses, blending both ancient and modern alchemical texts with the latest horticultural advancements. As with all true study of alchemical theory, the ultimate goal of those who partook in the experiments was personal growth, but this goal was symbolically represented by their attempts to create a strain of naturally reoccurring, translucent emerald-blooming roses. The colour of the rose held no special significance to the members, and was chosen due to the fact that green-shaded clothing happened to be the fashion of the moment; what mattered to the society was proving that men could, through enough effort and study, effect a permanent transformation within the natural world, one that would perpetuate itself long after its creators were gone. During the decades that followed, society members conducted many experiments, but always the goal of giving birth to a self-perpetuating strain of emerald roses eluded them.

In the late 1930s, after the Great Metropolis Uprisings, the goals of the society expanded outwards. The members came to believe that personal growth was not enough, for even an enlightened, perfected man could not

remain untainted in a world so stained by base instinct, violence, and sorrow. They resolved to change not just themselves, but the essence of the Great Metropolis.

Membership: Society members are recruited under a cloak of unnecessary security, because the society as a whole has come to view itself as far more dangerous to the social order than it really is. A prospective member is studied for months, or even years before an established member approaches him. This is both to determine his discretion, and his passion for horticulture, alchemy, and the advancement of the lower classes. In addition, while every candidate for membership is expected to have an interest in the plight of the lower classes, only those who are wealthy and privileged enough to be of the upper class are considered worthy of the society. This practice means that precious few people are recruited by the society each year.

The current roster of society members is divided into two loose groups: those who are young and passionate about the inequalities of the world at large, and those who are old and even more passionate. There are few middle-aged members of the society, since most grow disillusioned with the Emerald Rose after only a few years of immersing themselves in a group which talks constantly, acts often, and accomplishes little of lasting value.

Resources: What the society lacks in manpower, it more than makes up for in personal resources. The members of the Emerald Rose are, one and all, independently wealthy, and some are rich beyond the dreams of avarice. As a result, the society can afford to buy just about any item, from an airship to a unique alchemical text, without undue strain on its accounts, and can also afford to hire any experts or agents it needs to carry out its goals.

The society's greatest resource, however, is its expansive library of horticultural and alchemical text. If a book has been written on either subject, then the society has at least one copy. In addition, the society's vaults, which are deep underground beneath their headquarters in the expansive Montaviſta Hall,

are home to all manner of rare and exotic alchemical ingredients and artefacts, many of which are centuries old.

The society spends a staggering amount of money on beautifying the Great Metropolis each year, importing rare strains of roses and using them to transform tracts of urban wasteland into sprawling, lush gardens. These gardens are often used as the staging grounds for the society's odd mix of science, alchemy, and quasi-mystical hokum.

Agenda: The society's agenda is relatively straightforward, but their theories and methods are esoteric at the best of times, and downright odd and nonsensical the rest. The members of the society seek to bring about a grand change throughout the Great Metropolis, both in the way that the masses and the elite see one another, and in the way that society as a whole treats the less privileged, with the ultimate goal of equality of joy and prosperity for all. Unfortunately for the society, and for the Great Metropolis at large, their methods leave much to be desired by way of effectiveness.

The members of the society are still obsessed with the notion that their odd blending of horticulture and alchemy, as ever symbolised by the translucent emerald rose, can fundamentally alter the nature of mankind. In service to this belief, the society continues its alchemical and horticultural experimentations, which as time goes on have moved further and further from not just science, but from the established practices of alchemy as well. The society's actions have become a sort of grand theatre, a parody of both science and alchemy;



the members have invested themselves too strongly in decades worth of accumulated formulae, equations, and mystical phrases, and rather than paring away the useless detritus, they have embraced it wholeheartedly.

US AGENTS

An epidemic of pleasure tab use is rife in the poorer areas of the city. The Northumbrian Republican Movement acquires guns from offshore. Incriminating photos of a respected politician leak to the press. Although no one has been able to prove it, some suspect these events are the work of US agents working in the heart of the Great Metropolis.

History: The United States has had spies in Britain since the Revolutionary War. However, it is only in recent decades that undercover agents actively perform espionage in Britain during a time of (relative) peace. The Pacific War taught the US government two things: one, that their intelligence operations were inefficient, and two, that their policy of isolation was not going to protect them from foreign aggression. Thus after the war, the US government created the Central Intelligence Agency (CIA). Ostensibly, this organisation was designed to gather, interpret, and disseminate intelligence. However, it was also given an unprecedented level of discretion in achieving its goal "to ensure the national security of the United States and the preservation of American life and ideals." In truth, this agency doesn't just gather intelligence but covertly promotes US interests and combats perceived threats to US security. The US wishes to expand its power beyond the Americas, but it lacks the military might of the British Empire or the New Reich. Thus its plan has been to promote American ideas like free market enterprise to discontented groups in foreign territories (such as the NRM), and to supply those insurgents with the resources they need to secede from their current rulers and realign themselves with the US. A cynical per-

son might see this as exchanging one yoke for another, and for the most part, they would be right.

Membership: There are relatively few American agents in the Great Metropolis. Much of the street-level work is done by locals. Many of these are working class or middle class folks, whose low profile allows them to easily spy on the organisation they work for (or perhaps performs some minor acts of sabotage). Others are hackers who use more direct means to acquire secure information. These local informants are recruited in one of two ways: Some are US sympathisers or members of groups supported by the CIA, such as the NRM. Others are dupes who have been recruited by US agents posing as NRM members, communists, or British Intelligence agents.

These local informants are recruited and directed by US operatives known as handlers. Handlers hang out at places where political malcontents congregate, from political rallies and union meetings to local pubs and coffee houses. When she spots a potential informant, a handler feels out that person, building a relationship with him, until such time as she reveals her "true" allegiance — which is, of course, whatever gets the informant on her side. A single handler is the only contact an informant or sympathetic group has with the CIA. The handler assigns "missions," gives them necessary equipment (often as "gifts"), and uses diplomacy to keep them helpful (or failing that intimidation).

The top US operatives are deep cover agents. These operative never deal directly with informants. Their primary job is to direct the handlers and correlate the intelligence they get from those agents. This is not to say they don't engage in espionage. However, rather than deal with general intelligence, these agents engage in actions against a specific target, usually an important businessman or politician. These missions are often long-term operations, in which the agent takes on a specific persona, so as to gain the confidence of the target.

Resources: Although it has a considerable budget, the CIA coffers are not unlimited. Like many US government

departments, it relies on funding from big businesses. Some in the corporate sector see the CIA as a useful resource, not for security, but for corporate espionage. Legislation has been put forward recently that would make much of the CIA's budget dependent on it providing proprietary information from foreign companies, so US business can gain an advantage in those markets. Needless to say, many within the government (and the CIA in particular) are opposed to this course of action, which would divert resources away from operations of national security.

Many of its operations are funded through the sale of cheap pleasure tabs and illegal guns and cybernaughtics in

urban centres. Aside from providing an independent source of income, the CIA uses these sales to gain the cooperation of dissident groups, like the NRM, and foment unrest. Although most of the pleasure domes are legitimate businesses (or as legitimate as a pleasure dome can be), a few are actually CIA fronts. These domains allow operatives to surreptitiously contact their superiors. Tabs for these pleasure domes are also given to potential informants as tools for recruitment.

The CIA prides itself on utilising cutting-edge technology. Many scientists and technicians in the US work for it. These scientists continually develop new espionage technology and

find ways to utilise technology developed elsewhere. US agents in the Great Metropolis are armed and equipped with some of the most sophisticated ethertech equipment available. Informants are likely to be better equipped than the average disgruntled worker, but this equipment is fairly standard and pales in comparison to the equipment used by the agents themselves.

Agenda: Relations between the US and Britain remain tense. Although trade continues between the two countries, neither trusts the other. A cordial facade covers layers of espionage and counterespionage between the two countries. In London, US ambassadors try to maintain economic relationships

THEODORE DRUMMOND

Theodore Drummond — although he rarely goes by that name — is one of the best handlers in the Great Metropolis. He has a knack for blending into any sort of crowd, from industrial workers to bohemian artists. He develops relationships with informants much faster than any other handler. Although British Intelligence has tried to entrap him several times, has escaped every time, almost as if he knew what they were planning. Some of his colleagues attribute him a sixth sense, which is closer to the truth than they realise.

Theodore Drummond was born in an industrial arcology in the 1950s. Like all delta humans born at that time, he was destined to be a skilled labourer. When he exhibited unusual curiosity and perceptiveness at a young age, however, the Eugenics League moved him into management training. He was sent to a prestigious business school — the first of his kind to go on to higher education. When he arrived at the college, he was greeted by the senior staff, but as he shook their hands, he realised he wasn't wanted there. Their faces were all smiles, yet as he touched their hands, he could *hear* their disparaging thoughts. That was the moment he realised he could read other people's minds. Drummond was no dummy, and he used his newfound power to make his life at university easier. At first it was just stealing ideas from smarter students and cheating on tests, but soon he moved up to blackmailing fellow students and even professors. He was close to being expelled — they never could discover how he got his information — when the CIA contacted him.

As befits the CIA's policy of utilising

whatever means possible, a group of scientists within the organisation were studying psychic powers to see if they could be used for espionage. Of course, this meant recruiting people who displayed psychic talent on whom to experiment. One of those people was Theodore Drummond. Under the tutelage of CIA scientists, Drummond honed his abilities, and discovered that he could not only hear people's thoughts, but sometimes he could actually change them. Drummond had both the ability and inclination to be an operative, so the CIA retrained him as handler and assigned him to the Great Metropolis.

Appearance: Drummond, who is just on thirty years old, has the bulldog face typical of delta humans, although his soft features make him look less menacing than most. He is of fairly average height and build, and he keeps his chestnut hair to a respectable length, neither too long nor too short. Drummond dresses to blend into whatever crowd he is with. His wardrobe ranges from dirty workman's aprons to tailored business suits. If he expects trouble — which is most of the time — he wears an armoured vest under his clothes and carries a concealed revolver. Should he be called out on these precautions, he just points out how dangerous the city is these days.

Agenda: Theodore Drummond believes in the American dream — that with talent and hard work a person can get whatever he wants. How else could someone of his origins be where he is today? As far as Drummond is concerned, people are downtrodden because they lack the ability or direction to raise themselves up. As a handler, he finds people who have the ability, and gives them direction. Although he claims to be an altru-

ist, this is not entirely true. Drummond enjoys manipulating people. He gains a visceral thrill from playing the Great Game. His honest attempt to help the underprivileged of the Great Metropolis is always tinged by a desire to see how far he can manipulate others.

Theodore Drummond (Pursuer 4/Scoundrel I): CR 5; Medium humanoid (delta, human, transgenic); HD 4d8 plus 1d6; hp 24; Mas II; Init +0; Spd 30 ft.; Defence 17, touch 15, flat footed 17 (+5 class, +2 equipment); BAB +3; Grap +3; Atk +3 melee (1d6, club) or +3 ranged (2d6, standard pistol); SQ empathy, intuition, psychic skills (Telepathy), scent, sneak attack; Val tenacity/detachment; AL CIA, USA; SV Fort +4, Ref +2, Will +6; Ex 3; Str II, Dex 10, Con 13, Int 13, Wis 16, Cha 14.

Scope Avatar: HD 5d6+10; hp 30; Mas 14; Init +3; Defence 13, touch 13, flat footed 10 (+3 Dex); BAB +0; Grap +1; Atk +2 melee (1d3+1 nonlethal, unarmed strike); SV Fort +1, Ref +3; Str 13, Dex 16, Con 14.

Template: Management (Industry, Civic, Finance, Guild).

Skills: Bluff +8, Diplomacy +11, Hide +7, Intimidate +8, Knowledge (civics) +4, Knowledge (current events) +4, Listen +5, Sense Motive +10, Spot +5, Telepathy +11.

Influences: Civic +1, Guild +1, Industry +1, Intelligence +2, Street +1.

Feats: Alertness, Armour Proficiency (light), Personal Firearms Proficiency, Simple Weapon Proficiency, Track.

Possessions: Standard revolver, light undercover vest, blue collar or business outfit, shop-and-flat.

Wealth: +10.

with Britain. Yet in the Great Metropolis, the CIA lays the groundwork for a nefarious "Plan B" scenario. The CIA hopes to win the favour of the NRM by supplying them with low-cost guns, tabs, and select pieces of intelligence. Should a schism occur in Britain, the US would gain a valuable trading ally in Northern England (or, as some see it, a potential new state). Some within the CIA have actually proposed instigating such a revolt. However, such a course seems unlikely at this point. The CIA leadership does not feel the NRM is ready (in terms of either resources or politics). More importantly, though,

Britain and its territories are a sizable source of income for the corporations that fund the current administration. Companies that have invested in plastics research are particularly interested in British markets. Although only an executive order could initiate such a potential act of war by the CIA, action by a rogue agent has the potential to destroy the fragile truce that exists between the US and Britain. Thus the CIA must keep an eye on its own agents, even as it watches for British agents who seek to expose US duplicity.



ROBERT WELKIN

Robert Welkin is the scion of one of the wealthiest families in the US. Once humble cattle ranchers, the Welkin family now owns great tracts of land in the Midwest, has stock in many of the largest companies and also has much political influence. Like his father and grandfather, Robert Welkin attended Yale University, where he majored in political science. Although he excelled in his studies, he was also an avid sportsman, and was a star boxer. He was a member of the elite Skull and Bones fraternity, where he made many contacts that would help him in later life. He also met his wife at the university. After university, Welkin joined the State Department. During the 1960s, he worked in the Western Hemisphere division. When he wasn't visiting representatives from various political factions in the Savage South, he was doing public relations work in the States, convincing businesses and the general public of the advantages of southward expansion. In the early '70s, he met up with Bernard Yates, an old friend from Yale. Yates, also a past member of Skull and Bones, had gone to work for the CIA after university. He convinced Welkin to become an informant for the CIA, and then later a full agent. Although officially Welkin remained an officer of the State Department, his diplomatic missions were merely a cover for espionage. In 1980, he was promoted from a field agent to director of operations in the Great Metropolis. As far as the outside world is concerned, Robert Welkin is a consultant on trade issues for US companies operating in the region. In truth, he is one of the most dangerous men in the Great Metropolis.

Appearance: Robert Welkin is a lean, tall beta human in his mid-forties. Despite his

white collar occupations, he has the weathered, yet handsome face of a Midwest cattleman. In his everyday guise, Welkin wears tailored business suits and Italian loafers, though he often accents this with a cowboy hat. He speaks with a disarming Midwestern drawl. However, Welkin is a master of disguise and mimicry and on the rare occasions he goes undercover, he can appear as almost anyone (although he can't easily hide his six-foot-three-inch height). When communicating with handlers, he speaks in an accentless monotone.

Agenda: Welkin is an expansionist. His family's fortune was built on land ownership, and as he sees it, if America wants to gain power in the global economy, it must continue to expand its borders. He worked hard to lay the groundwork for US control of South America, and now he is looking to the rest of the world. By striking at Britain, he hopes not only to gain a foothold in Europe, but also to allow the US to expand its holdings in the Pacific, and perhaps even into Africa. Despite his grand schemes, he is well mired in the day-to-day operations of espionage and counterespionage. Welkin is one of the proponents of instigating a revolt in Northern England, although he would never act against the wishes of his superiors.

Robert Welkin (Broker 2/Combatant 2/Savant 3/Spy 5): CR 12: Medium humanoid (human); HD 10d6 plus 2d8; hp 46; Mas 10; Init +1, Spd 30ft.; Defence +20, touch 18, flat footed +19 (+1 Dex, +7 class, +2 equipment); BAB +7; Grap +8; Atk +9/+4 melee (1d6+1 nonlethal, unarmed strike) or +10/+5 melee (1d8+1 nonlethal, unarmed strike, in stance) or +8/+3 ranged (2d6, standard disruption pistol); SQ fighting technique (Queensbury boxing), gossip monger

(Parliamentary), the Great Game, hidden motives, intelligence network, linguist, trick; Val loyalty/tenacity; AL his family, USA, CIA; SV Fort +6, Ref +7, Will +10; Ex 8; Str 13, Dex 13, Con 10, Int 14, Wis 12, Cha 18.

Scope Avatar: HD 12d6+48; hp 92; Mas 18; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap +2; Atk +3 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d8+1 nonlethal, unarmed strike, in stance); SV Fort -1, Ref +1; Str 14, Dex 12, Con 18.

Template: Officer (Military, Intelligence, High Society) (Diplomacy).

Skills: Balance +3, Bluff +15, Combat Technique (Queensbury boxing) +14, Diplomacy +20, Disguise +15, Forgery +15, Intimidate +15, Knowledge (civics) +15, Knowledge (current events) +15, Knowledge (linguistics) +6, Pilot (civilian) +4, Research +9, Resolve +13, Ride +3, Sense Motive +11.

Influences: Agriculture +1, High Society +3, Finance +2, Industry +2, Intelligence +7, Military +6, Parliamentary +2.

Feats: Armour Proficiency (light), Brawl, Bureaucrat (civics, current events), Combat Expertise†, Deceptive, Dodge, Improved Brawl†, Iron Will, Knockout Punch†, Mobility, Personal Firearms Proficiency, Persuasive, Point Blank Shot, Shot on the Run, Simple Weapon Proficiency, Streetfighting.

† Only when in Queensbury boxing stance.

Possessions: Standard disruption pistol, light undercover vest, briefcase, ethercomm device, disguise kit, steam carriage, large house.

Wealth: +22.



CHAPTER IV: POLITICS AND CURRENT EVENTS

This chapter explores the politics and current events in the Great Metropolis and the various influences that affect them.

CIVICS

Great Metropolitan civics is the subject of discussion, arguments, and violence throughout the city.

THE CORPORATION OF THE GREAT METROPOLITAN ESTATE

Within the Corporation are four directorates: Public Safety, Public Works, Public Services and Public Purse. The directors of these are elected by the heads of the services they represent, with the exception of Public Purse whose director is put in place by Whitehall, and who often then goes on to become Chief Executive. At the moment, the director of Public Safety is from the Fire Battalion; this has caused a lot of dissatisfaction among the constabulary. As the Police Commissioner is appointed by Whitehall, but usually has some solid police experience, he is often seen as the natural choice for the position. Charles Hawthorne's weak leadership has caused the post to pass to the Fire Battalion's control for the first time in fifty years. Many senior figures within the constabulary feel that they are not receiving enough funding to do the job of policing the Great Metropolis well, claiming that funding is being diverted to the Fire Battalion. In turn this results in a few ordinary fires being re-categorised by the police as suspicious or arson in order to cast the Fire Battalion in a poor light.

ADVENTURE HOOK

In the backdrop of a high-profile case investigating corruption within the Fire Battalion, a number of suspicious fires seem to have gone unnoticed. On closer inspection, it appears that members of the same service, Building Control, were killed in each fire. An unidentifiable substance has been found at all of the incidents.

Beneath the seemingly still waters of the Corporation is frenzied activity. The head of service for Administration, Emily Wraight, recently died, and perhaps not of natural causes.

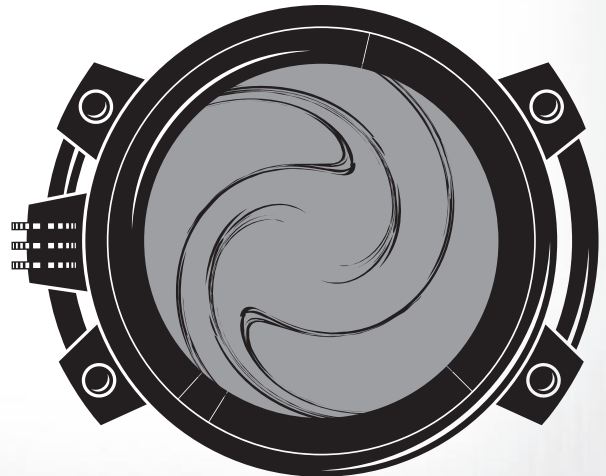
Administration is in turmoil, the presumed successors for the position have fallen under suspicion, and appointing someone soon looks unlikely. Some of the other services are taking the opportunity to settle old scores, grab funding or credit, and eliminate some of their more difficult staffing problems.

THE BROTHERHOOD OF LIVERPOOL DOCKWORKERS (SHADOW GUILD)

The dockworkers' shadow guild prints a short pamphlet each month to spread news about the conditions of dockworkers. In addition to editorials and calls for action, the shadow guild sends members to act as investigative reporters into anything that might affect the workers on the docks.

ADVENTURE HOOK

One of the dockworkers happened onto a big story dealing with shipments of Scope tabs coming in from America purchased by the British government. Before he was able to write the story, he disappeared. The characters are asked by the shadow guild to discover why the government would buy Scope tabs and to rescue their reporter if he is still alive.





THE METROPOLIS CONSTABULARY

Social class structure and the organisation's political governance highly restrict the Metropolis Constabulary's powers and operations. Most of the constabulary's efforts are directed towards protecting the middle classes, whilst simultaneously monitoring and investigating these classes for any indication of sedition. The constabulary has little power over the city's ruling elite, being able to investigate crimes amongst these classes only with an agreement between the Corporation's chairman and the commissioner of police. Lower class areas are mostly left to their own devices; the only crimes that see any sort of police response are those that affect the higher classes or with industrial or political implications. These factors create frustration amongst the predominantly lower and middle class members of the force, which is ignored by their politically appointed upper class superiors.

Some elements within the Metropolis Constabulary ignore certain activities that they feel benefit the communities from which they come, despite the dangerous personal and social consequences of such actions. Dissatisfaction with many aspects of their work opens other officers to corruption and bribery, allowing organised crime and the NRM an easier time in operating. Simultaneously, the rise of these factors leads to a tougher stance against corruption at a senior level and places more pressure upon the ordinary officers. As a result, morale within front-line sectors of the force is at an all-time low.

ADVENTURE HOOK

Acting for the Metropolis Constabulary, the characters uncover proof of an aristocrat being the murderer in a prominent investigation. This evidence is suppressed, the characters told to stay quiet, and a working class nobody is charged with the crime.



THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The NRM is most actively engaged in civic activities, for the good of British citizens everywhere. Whenever possible, they battle for funding to promote education and public works in the poorer areas. In this respect, the NRM is sometimes seen as a Robin Hood-like figure, robbing from the empire to give to the poor.

The NRM monitors civic activities in the Great Metropolis for weaknesses — vulnerable power stations or unguarded water supplies make excellent targets. Yet it takes pains to attack only military targets. The NRM has a special hatred for mercenaries and contractors hired from outside the Great Metropolis to perform work.

In all cases, the working classes of the Great Metropolis have at least a grudging respect for NRM activities. It helps that the NRM claims to never intentionally harm civilians. British broadsheets argue the exact opposite, casting NRM agents as bloodthirsty maniacs who kill anyone to make a statement.



THE SEWER KINGDOMS

The Sewer Kingdoms is the home of the truly disenfranchised in the Great Metropolis. Most gammas reside here, as do a number of dejected deltas, epsilons, and a few others. Whilst all are second-class citizens of the Great Metropolis, they provide some major services. Most evident of these is the management of the sewers, but the gammas living there represent a massive and necessary workforce that takes up a small footprint in the city. Had the Eugenics League not bred gammas to exist in the sewers, urban crowding would be at an epidemic level. The Sewer Kingdoms also acts as a sink for

crime, drawing it away from the view of the masses.

ADVENTURE HOOK

One of the characters is invited to join an elite social club, but is quickly thrown out when it is discovered that he is acquainted with the Sewer Kingdoms. The heads of the club defame the rejected character in an effort to deflect attention from their true reasons and the character is implicated in a Scope tab dealing ring.

As the industrial capabilities of the Sewer Kingdoms grow, so does the kingdoms' recognition on the surface. At present, most trade between the tunnels and the surface is done in a quiet — even secretive — manner; however, as the two worlds grow together it is likely that progressively more business will be conducted in the open. This is seen as a double-edged sword because whilst it will increase the overall quality of living in the Great Metropolis, it will force the upper classes to "smell their own waste," as the gammas mock. The Victorian-valued society of the Metropolis prefers to keep its unfortunates swept tidily under the carpet.



COUNTERCULTURE

The appalling conditions in the Great Metropolis foment a thriving counterculture.



INDUSTRY

Though the majority of Great Metropolitan industry is run by stolid socialites who sniff disdainfully at the counterculture, there are some like PanoptiCorp who openly seek out the brightest minds of the counterculture. Others, like the Ironwheels, have a strong streak of countercultural rebellion yet are organised in corporate

ADVENTURE HOOK

Scope tabs that take users directly into the central processing centre of Geoffson Pharmaceuticals circulate on the streets. As the counterculture is set loose in the most secure parts of the company's domain, their security forces work to secure the centre in Etherspace and locate whoever is producing the tabs in Prime Reality.

structures that maximise their profit. Even these, though, are scoffed at by the true members of the counterculture, who see the accumulation of wealth as a wasteful hoarding of resources belonging to all those who labour for and in the Corporate Estate.

Although few in the counterculture have the power to strike at the heart of industry, all know a thousand ways to embarrass the "velveteens" from the corporate sectors. From parodies of industrialists and companies posted in public squares to product tampering, the counterculture wages a never-ending campaign to bleed industry one drop at a time.

THE METROPOLIS CONSTABULARY

The streets of the Great Metropolis are awash with many counterculture groups. Those groups of a more violent and revolutionary nature often seek out confrontation with the constabulary to demonstrate their power and courage. Others simply wish to pursue their own ways of living and do what they can to avoid any interaction with the constabulary whatsoever. In between are those groups who seek a

better way of life or simply some freedom of expression. The constabulary's relationship with these groups is complex, as at times both groups' goals can be similar and at others diametrically opposed. These relationships are complicated by the differences between how the ruling elite view a group and its aims and the day-to-day experiences of the police on the streets.

Scope riders and tab-jammers remain the number one targets of police actions against counterculture groups as these factions pose the greatest threat to the holdings and interests of industrialists and the elite.

THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The NRM has become a hero to those who despise the current government, and as such teen fashion co-opts its rebellious spirit. This results in the youth wearing NRM regalia, such as green berets or belt knives. Many punk bands claim an affiliation with or direct connection to the NRM. Students, radicals, and anarchists all find a home in NRM counterculture.

The NRM actively encourages this culture because it is ultimately beneficial for the group. For one, because many people dress in the "NRM style," it makes identifying an NRM agent difficult. For another, the NRM regularly recruits from the more vocal fringes of society, and the counterculture movement is an excellent means of vetting new members. Finally, the NRM sympathisers preserve northern ways in song, word, and deed, ensuring that the authorities are never be able to completely quash the movement so long as there are angry teens fighting them.

In academic circles, the plight of the NRM is not nearly as fashionable but still significant. Perhaps the NRM's greatest success is in engaging professors of literature and history. This is a frowned-upon practice, but in reality the NRM makes it impossible to

ignore. Every body of literature contains at least one piece of northern poetry or fiction.

Northern fiction tends to be dark and nihilistic, often involving a small, rag-tag team of people struggling against an evil empire. Sometimes the villains are robots, sometimes they're aliens, but the antagonists inevitably speak in southern British accents. This fiction is pervasive, especially in the Scope, where such dangerous free thoughts are rife.

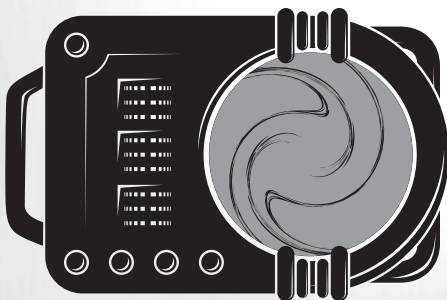
The counterculture has caught on globally and is alive and well in the Scope. As a result, British authorities focus more on Scope entry methods and less on the rebellious masses — it's simply not practical to arrest every angry citizen of Northern England.

THE SEWER KINGDOMS

The Great Metropolis Sewer Kingdoms is a haven for countercultural movements. Not only is it well associated with the criminal underworld, it makes for both a great hiding place and alternative society. It has its own counterculture movements and is a favoured by organisations from the surface.

Workers' movements have grown steadily as the Sewer Kingdoms has matured since the 1940s. The Black Dot, Georgetown, and New Dresden have become integral to the economies of both the Sewer Kingdoms and the Great Metropolis proper and what began as labour movements has become socialism and challenges the foundations of empire.

The apocalyptic drug cult known as the Mass Heresy gains popularity steadily — though not always through the choices of its followers. Roving gangs of young gammas called ratpacks also pop up to challenge the authority of the dukes of the Sewer Kingdoms. The punk movement has a strong foothold in the sewers as well. The Kingdom of Drudgney, modelled after a medieval fantasy, is a kind of counterculture unto itself.





US AGENTS

The NRM has found strange bedfellows with US Intelligence. For many years, the CIA has been building friendly relations with the NRM and other separatist groups by providing them with resources. This primarily means cheap weapons — guns and explosives coming out of factories in South America — but also Scope tabs, cybernaughtics, and other sorts of expensive or illegal equipment that is difficult for the NRM to acquire.

The CIA also provides the NRM with intelligence. Initially this intelligence was additional data to aid the NRM's own planned acts of sabotage. However, more and more, CIA handlers "suggest" acts of sabotage or espionage to their informants. Most of these actions are in line with NRM policy, but the NRM has become too dependent on CIA aid and cannot ignore even the most cryptic operations.

CIA handlers play on the NRM's dislike (if not hatred) of the current system. Although the NRM in gen-

ADVENTURE HOOK

The characters receive help on a several missions from a character claiming to have similar allegiances. Yet when she asks them to assassinate a seemingly random target "for the cause," they may begin to question their benefactor's true motives.



eral promotes socialist ideals, the CIA uses subtle propaganda to nudge them towards a free market system. For instance, a handler is likely to agree with a socialist that the aristocracy is corrupt, but he throws in buzzwords like "democracy" and "personal enterprise." The CIA's promotion of capitalism is more for the benefit of US corporations than the common worker, but most US agents fervently believe in the superiority of capitalism. These practices put the agents at odds with other NRM supporters, particularly Communist groups (both local and Soviet agents).



CRIME

Crime is rampant in the Great Metropolis.



THE BROTHERHOOD OF LIVERPOOL DOCKWORKERS (SHADOW GUILD)

The dockworkers' shadow guild tries to dig up material about Michael Masey, the governor of the Brotherhood of Liverpool Dockworkers, either to check his claims about pure motives or to blackmail him. Their small smuggling operation ensures that they can pay for the information, with cash or black market goods. They need

ADVENTURE HOOK

The characters stumble across information about Michael Masey's plans and are told that certain dockworkers would be interested in purchasing it. The dockworkers are interested, but ask the characters to pursue this lead further, digging into Masey's past and uncovering his work prior to his start as guild governor.

to know whether they can trust him — if Masey is who he claims to be, he may be the best opportunity for improving the situation of the dockworkers. If he is not, he could be the biggest threat the working class has faced in years.



INDUSTRY

Some people in the Great Metropolis argue that the regular business practices of the city's major industries are criminal. In most cases, this is only melodramatic rhetoric. Both the Corporate Estate and other industrialists love nothing more than seeing an industrialist prosecuted from proven misdeeds; the Corporate Estate regains what power and authority it might have lost to the industrialist and the other industrialists see the removal of a competitor. Yet these prosecutions are rare. Few real rights exist for workers, and Whitehall cares only when national interest is at stake and otherwise prevents the Metropolis Corporation interfering. Even if prosecutions do occur, accusations can't be backed up with proof, or those willing to testify to an industrialist's wrongdoing suddenly become accident victims or unexpectedly relocate.

However, the ranks of industrial security — from lowly night watchmen to corporate security chiefs — are often stocked with former and suspected

ADVENTURE HOOK

The research labs of British Etherium were recently the target of a heist gone horribly wrong; the bloody corpses of six well-known criminals were found scattered throughout the labs and the streets outside, torn apart. The company has offered proof that their security guards had been overcome and restrained by the burglars, and denies knowing what happened. Someone knows. A seventh burglar escaped, and everyone from British Etherium and the constabulary to other industrialists and criminal masterminds want to know what happened inside the labs that night.

criminals hired for their unique skills. Nor is it unusual for criminals to claim that they were hired to do dirty work on behalf of high-society industrialists, buying deniability by hiring outsiders. Even when the industrialists are not hiring criminals to do work on their behalf, the ultra-successful of the city are irresistible targets for criminal masterminds, and it is rare that a month goes by without news of a new and daring heist.

THE KOYEKH GANG

The Koyekh Gang is making some half-hearted attempts to get involved in the drug and Scope tab markets, but the internal conflict within the gang is preventing a more invested effort. They are interested in finding a source for Scope tabs, as they lack the wide-ranging connections the other gangs have. Some of the younger members are looking for gangs in other territories to ally with to alleviate this problem.

ADVENTURE HOOK

The Koyekh Gang has been tracking down a lost shipment of Scope tabs that was stolen by some independent operators, who then try to offload them to the player characters at low prices. Whilst they are haggling, the Koyekh Gang shows up, looking for the shipment.



THE METROPOLIS CONSTABULARY

Crime is the main area of interaction within the city's populace for the Metropolis Constabulary, but the organisation is restricted in many ways. Large parts of the Great Metropolis' slums are not patrolled and organised crime, gang culture, and all manner of illegal activity flourish. In the more important working class areas, primarily those that house industrial workers, where conditions are little better, the police face constant danger and employ extensive use of autogyro patrols and tactical teams to maintain order. Conversely, the city's middle and upper class areas see relatively little violent crime. However, the constabulary faces the pressure of ensuring things stay this way and thus often gives priority to investigating white collar crimes, which can have unforeseen political complications.

The constabulary ignores street gangs except for the occasional show of force against gangs that grow too confident or are foolish enough to act against industrial or administrative holdings. The city's mixed ethnic groups have varying relationships with the constabulary. Gangs that police their own ethnic communities, notably the Chinese and delta gangs, have the best regular relationships with the police.

ADVENTURE HOOKS

- The characters are hired by an industrialist to infiltrate a criminal gang that has been targeting his operations. Unfortunately, the characters end up caught in the middle of a police raid on the gang's base of operations.
- Gang warfare engulfs an area important to the characters and they have to deal with the problem without jeopardising the lives of the innocent residents of the area.

Scope tab dealing and illegal cybernaughtics are the metropolis' two most profitable crimes and those that the constabulary are most involved in combating. This agenda has risen in importance in recent years as tabs and cybernaughtics are increasingly used in crimes against business and the authorities, such as Scope raiding, as well as in terrorist activities by groups such as the NRM.

Smuggling, a major occupation in the Great Metropolis, occupies much of the constabulary's investigative resources. Additionally, MI5 makes increasing demands upon the constabulary to support counter-insurgency operations. Both factors increasingly bring officers into direct conflict with heavily armed and dangerous criminals and revolutionaries, for which many are unprepared.

THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The Northumbrian Republican Movement regularly funds a variety of criminal activities. Criminal activities include bank robberies (in and out of the Scope), cigarette smuggling, and technology smuggling. These activities occasionally bring the organisation into conflict with otherwise friendly criminal groups.

Being a member of any faction of the NRM is a crime in the eyes of the empire, even if the person is merely politically outspoken. Many members are Americans, criticising from relative safety across the Atlantic. There are more than a few bounties levied on these critics, should they step foot outside of US boundaries. Regardless of who they are, the NRM makes for a convenient category in which to sweep political dissidents and undesirables. Those who aggravate the wrong people in the Great Metropolis may find themselves branded as rebel leaders of an NRM cell, whether proof exists or not.

The range of violent activities committed by the NRM is overrated in the media, such that all attacks are attributed to them. This is patently untrue, but the NRM embraces its shadowy mystique to further its reputation as an elite guerrilla force. In reality, the bigger threat is the NRM's Scope activities, which are far more difficult to detect and stop.



THE OLD BOYS

The Old Boys currently work to re-establish themselves as a power in the city. They aggressively expand their territories and rackets, particularly in the drug trafficking arena. They have made moves against all the criminal factions of the city, but put the most pressure on the Mass Heresy.

ADVENTURE HOOK

The Old Boys have heard about a shipment of mass that they want to ambush, but don't have any operators who can do the job at the time. The characters are approached about handling the job, but things go awry when the United Sky Triad also shows up looking for the shipment.



THE SEWER KINGDOMS

The Great Metropolis Sewer Kingdoms represents a major segment of the crime world and is heavily tied to organised crime in the city above. Being isolated from the population of the city, and from the constabulary, the sewers are an ideal place to keep shady activities out of sight. Fencing operations abound as does drug trafficking and trade in even worse contraband. There is a surprisingly large slave industry beneath the streets. Bodies turn up on a sometimes hourly basis.

The only thing keeping the sewers from being overrun by crime from the surface is the sheer number of gammas defending their domain. Little goes on without the approval of the dukes, and each has his own limits. Raymond Faulk and Nathaniel Craig are the most notorious opportunists and profiteers, the former allowing almost anything to pass in his borders so long as the price is right.

ADVENTURE HOOK

A relative of one of the characters is missing. Investigation reveals that an acquaintance of his is involved in the underground slave trade. The rescue effort takes the characters into the darkest depths of the Sewer Kingdoms.

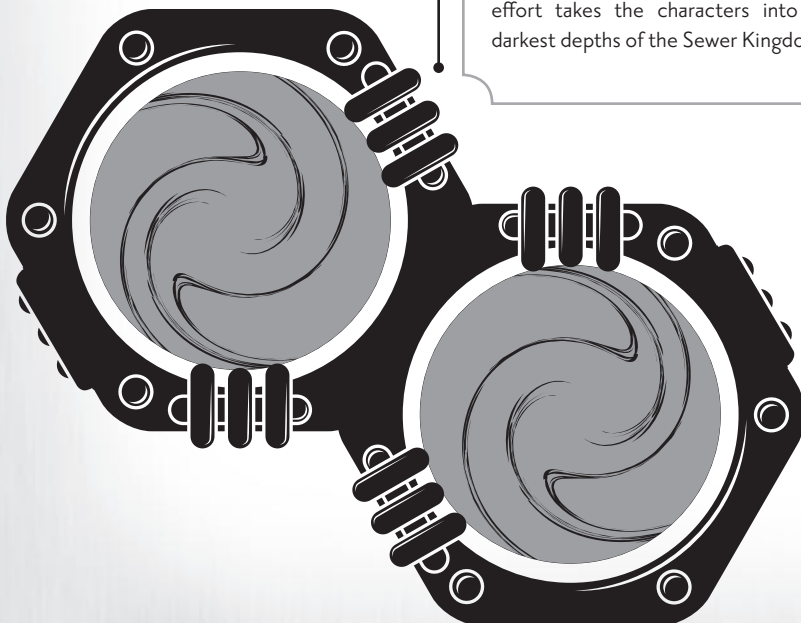


US AGENTS

One of the major players in the black market is not a crime syndicate, but an agency of the US government. The CIA does a thriving trade in Scope tabs and other drugs, illegal weapons, and cybernaughtics. Much of this contraband is brought in from South America where labour is cheap and government oversight is less rigid. Although much of the better-quality stuff goes to the NRM and other separatist groups, a significant amount ends up on the streets in the hands of common criminals and Scope riders. Aside from providing the CIA with an independent source of income, these black market sales also destabilise the local economy. By encouraging drug use and criminal activity, the CIA embarrasses the local constabulary, which in turn cracks down on the inhabitants of the poorer areas. This leads to more anti-establishment sentiment, perpetuating the cycle. Of course, the CIA isn't the only player in the black market and agents often find themselves in conflict with crime syndicates, in particular the Irish Mob and the Triads. Violence is inevitable, but it's usually local informants, rather than the agents themselves, who end up dead. As handlers

ADVENTURE HOOK

A routine acquisition of black market goods goes sour when the characters get caught in the crossfire of a turf war between Irish Mob enforcers and South American smugglers (and their CIA handler).



work independently, the death of a single operative to gang violence is only a minor setback for the CIA.

GOVERNMENT

The Great Metropolis' government is a vast and complex organism.

THE CORPORATION OF THE GREAT METROPOLITAN ESTATE

The Great Metropolis Corporation is officially responsible to an elected body: the Estate Council. The councillors, the elected persons who make up this body, were historically the Corporation's political masters, but have been to all extents powerless for over seventy years. The Corporation is a bureaucratic machine, feeding itself on paperwork, red tape, and taxes. Now, though, it appears that the councillors are making demands of the officers. Even more surprisingly, the officers respond to these demands. No one can work out why, but the consensus seems to be that they have some new leverage possibly with the chief executive, Maxwell Booth.

The chief executive has become a distant figure of late, although no one doubts his power. Persistent myths grow around him, the two most oft-whispered stories are that he doesn't grow old and that he can appear at will in any part of the Corporation. The public does not know these rumours, of course — an officer of the Corporation would not consider consorting with

members of the public, much less actually tell them anything.

ADVENTURE HOOK

A junior officer in the administration — Sally Readman-Waight — was given work to take home — a file from Emily Wraight's office. Following Emily's death, Sally looked through the file and discovered she had inadvertently picked up the papers below it. One of them is a threat and seems to be about the Scope-Government initiative. Sally, unsure of where to turn, brings the paper to the PCs.

What is clear is that the new Scope-Government initiative began with the chief executive. The initiative costs the Public Purse a lot of money, which in turn means a raise in taxes. What is odd is that the new initiative makes Scope technology available to all the people living in the Great Metropolis, not just the elite. Whilst it does not provide full access, and there are few access points within the poorest areas, it does provide the people with access to declarations and official policy statements of the Corporation.

From a corporate standpoint, the initiative makes no sense. Everything about it appears contrary to every government policy on Scope access. Maxwell himself, at great personal risk, drives this initiative.

The truth is perhaps more sinister than anyone dreamed. Maxwell is developing technologies to influence and control people's thoughts through the Scope terminals he has set up throughout the city.

Whitehall has not been particularly involved with the administration of the Estate recently. However, water shortages are becoming acute, and Whitehall will have to step in soon. The key contenders for a solution are an artificial lake dug out across most of Cheshire, and the damming and flooding of most of the Lake District. Neither of these options is popular with the landowners in the area and both fall foul of the 1902 Right to Hunt Act.

Trouble is brewing, and at even the mention of these measures, the hunt-

ing fraternity is up in arms. The greater problem is that the people who would protest are most often members of Parliament themselves.

THE ASSOCIATION OF LICENSED SCRIVENERS

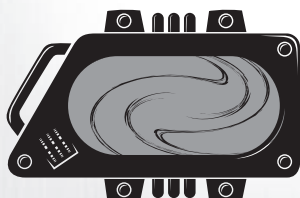
The government allows the scriveners to pursue Scope riders who impersonate association members. The association has an interest in this because without this enforcement many overworked bureaucrats might simply assign the blame to the scrivener who was being imitated. Some of the highest-level Scope users in the guild are assigned these tasks, and they take their work seriously. They consider many of their ethical codes to be suspended during these chases, and they don't stop until they physically capture the Scope rider. One of their greatest assets in this chase is their access to personal records once they identify the suspect.

ADVENTURE HOOK

The characters are mistaken for a group of Scope riders who impersonated scriveners to gain access to confidential data files. They find that scriveners can learn enormous amounts about them due to their access to large amounts of data.

INDUSTRY

Though official histories speak of the grand partnership between government and industry that led to the establishment of the Great Metropolis and its continuing success, as decades have passed the captains of industry have wended their way deeper and deeper into the machinery of governance, slowly seizing as much control over the



city as possible. The delegates, once sent by larger companies merely to advise the board of directors of the Corporate Estate, first took chairs of their own on the board in the 1930s. Now, many seats on the board are either owned outright by industrial powerhouses like the Metropolitan Venture Corporation or are occupied by government appointees who are deeply beholden to the industries of the city. As competition between industrialists remains fierce, it is rare that they band together to wield their influence over the governance of the Great Metropolis, a situation worsened by the restraints of Whitehall.

ADVENTURE HOOK

The ambassador from Japan is coming to the Great Metropolis to give a talk to the Society Club before he ventures to Whitehall to give his final report on Asian trade potential through the end of the century. Even honest industrialists would pay to hear what he has to say before their competitors. Dishonest industrialists might seek to kidnap the ambassador to intercept the information, or replace him entirely to feed misinformation to others.

Currently, the industrial powers of the Great Metropolis ready themselves for the aggressive import of products from Japan to be marketed to the upper working classes to create a new market that also keeps the workers content. Many are making last-minute, desperate plays to sabotage the efforts of competitors or steal vital trade intelligence from anyone who might have it — even if they're in corporate boardrooms or the offices of metropolitan departments of government.

THE METROPOLIS CONSTABULARY

The Metropolis Constabulary serves as an almost direct extension of the Great Metropolis Corporation. Controlled by political appointees from London, both groups serve to ensure the Home Office's will is carried

out in the city. As the continuing flow of commerce is central to the city's functioning, the Corporation directs police resources in this regard. Further, it uses the constabulary as a paramilitary force to deal with threats to the city's stability as the Corporation sees fit. Lastly, the Metropolis Constabulary provides the personal and site security for the Corporation, necessitating coordination between the two groups on a daily basis.

ADVENTURE HOOK

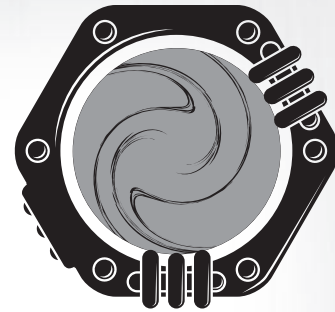
The characters are assigned to find evidence indicating the involvement of a middle ranking bureaucrat with the NRM — whether such evidence exists or not!

The Metropolis Constabulary is actively involved in monitoring lower-ranking corporation members and bureaucrats in order to root out NRM sympathisers. Further, the current commissioner of police and chairman of the Corporation both seek to achieve ministerial status within the government when they complete their tenures and enjoy a close political alliance, using police resources to discredit and undermine their rivals.

THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The Northumbrian Republican Movement is actively involved with government activities — or at least, tries to be involved to the extent that an unrecognised government body can be engaged. It woos politicians, actively encourages development projects in underdeveloped British neighbourhoods, and organises rallies that have the maximum impact, both in and out of the Scope.

In the Scope, some NRM members argue for a separate, virtual empire. Known as Virtual Northumbria, this



Scope village is meant to be a haven to all northerners dissatisfied with the empire, safe from harassment by MI5. The empire does not take the suggestion seriously but instead focuses on Scope entry points and seizing equipment. The empire is fond of arresting suspected NRM members merely because they have a Scope jack. Some conspiracy theorists argue that the empire has already infiltrated the NRM's Scope domains and prefers to keep its enemies all in one place.

THE OLD BOYS

The Old Boys embark a program of racketeering involving local civil servants. Their goal is to use the civil service as a weapon against their rival criminal factions.

ADVENTURE HOOK

While having some normal interaction with the local government, it becomes apparent to the characters that a bribe is required to complete their objective. Their investigations uncover intimidation and blackmail of civil servants by the Old Boys.

THE SEWER KINGDOMS

The Great Metropolis Sewer Kingdoms is unique in that it consists of quasi-autonomous entities that fall outside the control of the Great Metropolis Corporation. This is large-

ly due to apathy. Most people living aboveground don't see any value in the Sewer Kingdoms apart from wastewater management. So long as everything runs smoothly, the average citizen couldn't care less about what goes on in the tunnels.

ADVENTURE HOOK

When a politician's son leaves university and runs away to join the Black Dot, he calls upon the characters to infiltrate the duchy and find evidence of sedition to use in a crusade against Sewer Kingdom self-governance.

The Corporation traditionally turns a blind eye to activities in the sewers as well, though this is changing. As the duchies of the Sewer Kingdoms come into their own, they step on toes and disturb the status quo. Of particular concern is the growing proletarian movement represented by the Black Dot and, more recently, the DKR. The criminal activities of Raymond Faulk's lot have been gaining notice as well and there's been a push to more tightly regulate the sewers.

US AGENTS

The CIA represents a serious threat to the stability of the Great Metropolis. CIA propaganda stokes the fires of dissent in the underclass

and CIA guns give them the means to rebel. British Intelligence does not take this attack on its soil lightly, and combats the CIA in a number of ways. The most obvious means is the use of its own propaganda. A carefully orchestrated campaign of "God, Queen, and Country" is fed to the masses through school curricula, public rallies, media outlets, and popular music. Propaganda is also directed against groups the CIA supports — the NRM is vilified by the authorities as terrorists and criminals, and accused of being pawns of US capitalists (or Soviet communists, depending on the audience).

ADVENTURE HOOK

MI5 believes a series of industrial accidents may be the work of CIA informants. The characters are assigned to uncover not only the identity of the informants, but also their handler, and if possible his superior. What's more, a journalist who was reporting on the accidents has disappeared and MI5 suspects foul play.

British Intelligence also takes direct action against CIA operatives in the Great Metropolis. MI5 agents within the city are ever vigilant for signs that a criminal organisation or separatist group is being influenced or supplied by the CIA. MI5 relies on the manpower of the Metropolis Constabulary to deal with locals involved, but it attempts to deal with the handlers personally. When the handler behind an

operation is revealed, agents are sent to remove the threat. MI5 policy is to capture foreign agents if at all possible, but most who are uncovered end up dead.

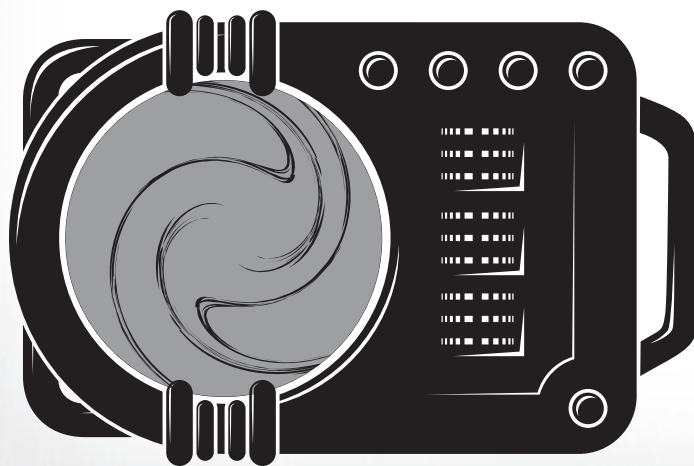
Deep-cover agents from both sides are likely to encounter each other and not know it. They may play cat-and-mouse games for many years without ever knowing who is working against them. But when an agent discovers the identity of an opposing agent, the situation resolves quickly and decisively.

INDUSTRY

Industry turns the wheels of the Great Metropolis, and innumerable groups and individuals turn the wheels of industry.

ADVENTURE HOOKS

- Once a year, the great industrialists of the city gather for the King John Ball, a must-attend high society event that draws even the reluctant and reclusive. Over the course of a reception, a fourteen-course dinner, and the Ball itself, many deals are struck between those attending. Yet the ball is also a perfect time for those hoping to overhear the deal-making and gather information, to make important connections and engage in high intrigue — or to skip the ball altogether and rob the homes of those attending.
- Antipodean Imports is seeking a hardy and well-armed group of adventurers to accompany a team to the Australian colonies. Any who help the company in reclaiming its opal mine from the prisoners who have risen up to take control will receive a fractional share of a year's profit.
- Three nights ago, the chairman of Mersey Fidelity Fiduciary Bank was hung beneath the Liverpool Straits Bridge. The next morning, the vaults of the bank were empty. The only clue was a crumbling brick stamped with the seal of the Masons and wrapped in a page torn from an Italian newspaper. Fragments of the brick were also found in the banker's pockets.



INDUSTRY

For the ultra-wealthy industrialists and investors who profit from the industries of the Great Metropolis, the 1980s is a time of dangerous opportunity.

When Parliament founded the Great Metropolis, its charter also established Metropolitan University, with a broad mandate to produce the knowledge for the industries of the city that would help them take the metropolis and the British Empire into the future. Yet few corporations waited for the results of the university's slow and unfocused research — and more importantly, demanded an edge not shared with their competitors. Thus, each major corporation founded its own research centres, and as technological breakthroughs have come over the last century at a rate unparalleled in human history, most of them have come from private laboratories.

Despite all the accumulated progress, it is widely believed that science is nearing another great discovery that will dwarf them all. Each corporation fears that this breakthrough will not come from their laboratories, and so corporate espionage and sabotage are at an all-time high. At its most extreme, mercenary squads kidnap important executives and researchers in hopes of learning what they know. In Ether-

space, the processing centres and research domains of the corporations come under increasing assault from Scope riders working for competitors, hoping to pry loose the secrets within.

Yet outside the boardrooms of the industrialists and beyond the streets of the Great Metropolis, the city's industries are unstoppable juggernauts in many foreign markets. The sheer concentration of industrial might in the Great Metropolis over the first half of the twentieth century gives the British Empire a powerful economic tool in its plays for world power. When local competitors arose for the tools and machine parts produced in the Great Metropolis, long a staple in the empire's colonies and agricultural regions around the world, metropolitan corporations like Cheshire Forge quickly purchased or established foreign manufacturing plants that crushed the newcomers in less than a year and kept income flowing to England. Similarly, the factories of the Great Metropolis have mastered mass production of high-quality goods, and Great Metropolitan luxury goods are in demand as far away as Chicago and the palaces of the Ottoman Empire.

The drive of the industries of the Great Metropolis to maximise profits and destroy competition always comes at great cost to the lowest ranks of the companies. Whilst the board rooms and offices are opulent palaces, the factory floors and assembly yards remain

dirty and dangerous. Although there has never again been an uprising as serious as that of 1937, word on the street is that conditions are rapidly worsening; the city is, some say, a "keg awaiting a spark."

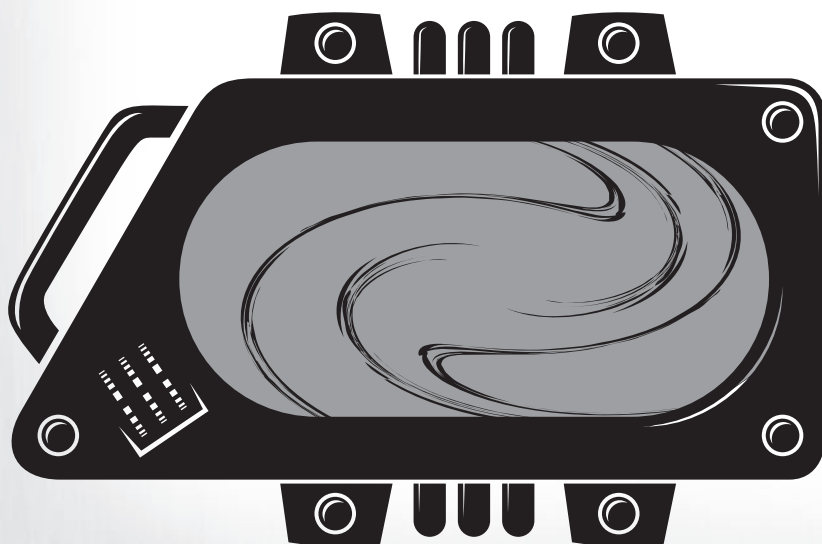
THE METROPOLIS CONSTABULARY

One of the Metropolis Constabulary's primary roles is the protection of industry. In cooperation with private security groups, often an uncomfortable relationship, the constabulary provides security for all the city's industrial sectors and transportation routes, as well as the investigation of crime in such areas. This authority often causes problems with industrialists who want protection but do not want the politically controlled constabulary investigating their business too closely. Given the importance of the Scope to industry, this is another area where the constabulary is active in industrial crime prevention and investigation and brings the force into regular conflict with the world of sabotage, espionage, and Scope raiding.

ADVENTURE HOOK

On a Scope raid into the domain of an industrialist, the characters encounter an unexpected defensive upgrade to the system, a black-grade military program capable of transferring avatar damage to the characters' bodies back in Prime Reality.

Scope crime is the Metropolis Constabulary's biggest industry-related problem. Scope riders and tab-jammers flourish in the Great Metropolis and are an increasing problem for the constabulary's own Scope-trained officers. Many influential voices demand stronger police action against illegal Scope users. Further, with many industrialists secretly funding and equipping the NRM, investigations into frauds and robberies have become unexpect-



edly dangerous. Officers lose their lives whilst involved in routine investigations into industrial-related crimes.

THE NORTHUMBRIAN REPUBLICAN MOVEMENT

The NRM has a love/hate relationship with industrial workers, seeking to sabotage British support efforts but sympathetic to those who are subjugated under harsh labour laws.

The NRM seeks to operate alongside labour guilds and recruits working class folk for spying, funding, and most importantly, resources. Paramilitary operatives join industrial associations to sabotage the most powerful plants and smuggle goods out of restricted areas. The NRM must be careful with these activities, however, to avoid drawing retaliations against innocent workers by the authorities and undermining their popular support. Further, the NRM must be careful of the guilds who possess their own agendas for the working classes of the Great Metropolis.

Coal mining and Scope venting make for an explosive combination, and more than a few NRM members have roots in the mining community.



THE OLD BOYS

The Old Boys once had a strong amount of influence over the guilds of the Great Metropolis, but this has long since gone. The Old Boys now make overtures to re-establish relationships. So far these efforts are unsuccessful, which may drive the Old Boys to take more extreme measures.

ADVENTURE HOOK

A player character with strong Industry influence receives bribes from a member of the Old Boys to use his sway to help the Old Boys gain leverage over the guilds. If the character does not give in, these bribes change to threats.

THE SEWER KINGDOMS

In the wake of King George's folly, the Duchies awakened to the possibilities of industry. They boast the greatest unutilised labour pool available in the city. The only thing they lacked was the technology and means for production, but thanks to the likes of King George, Nathaniel Craig, Branson, and the inventive methods of the Black Dot, the industrial capabilities of the sewers are booming.

This surge in industry does not escape the notice of the major industrialists of the Great Metropolis. These have found Georgetown a useful resource for inexpensive and outlawed goods and materials. Industrial outsourcing is on the rise at the cost of jobs in the city. This leads the way for a growing resentment against the sewers amongst the working class communities of the surface.

Even more troublesome to the workers of the Great Metropolis is the cheap manpower coming out of New Dresden. Workers from this, the most downtrodden of duchies, replace personnel in factories all over the city. The

fallout from this trend is the formation of several anti-German groups, the worst of which already use the turmoil as an excuse for vigilantism.

ADVENTURE HOOK

Tensions have been growing between German workers from New Dresden and surface-dwelling out-of-work labourers. The situation comes to a head when an angry mob blockades a factory. The characters are sent to guard a negotiator from New Dresden, but they are all attacked before leaving the sewers. As the mystery unfolds, the characters discover that the mobbing workers' group has been hired by the Georgetown Industrial Guild to halt production and drive up the prices of goods coming from Georgetown. Can they defuse the situation without inciting a conflict between the two duchies?

THE SOCIETY OF BRITISH MECHANICS AND REPAIRISTS

The Repairists try to implement a mandatory maintenance schedule on all industrial machinery. Critics say they look to increase their overtime hours, but the guild claims it is simply looking out for the welfare of the workers.

ADVENTURE HOOK

One factory in particular is resisting the Repairists' reform. The Repairists want to know why this factory owner is so concerned about the policy. They hire the PCs to look into it. Investigation reveals that the factory isn't producing what it claims to produce — and the characters have to decide whether or not to turn the factory owner over to the Repairists and therefore to the Great Metropolis Corporation.



CHAPTER V: CHARACTER

Characters in the Great Metropolis have a variety of manoeuvres, techniques, and pieces of equipment at their disposal. This chapter includes new combat styles, feats, advanced classes, a prestige class, equipment, vehicles, and cybernaughtics.

COMBAT STYLES

Introduced in **Etherscope**, Chapter 2: Traits, the following fighting styles are particularly appropriate for characters operating in the Great Metropolis.

In all cases, a manoeuvre's *Effect* listing describes what happens if the Fighting Technique check is successful. If the check is unsuccessful, the manoeuvre has no effect; continue as if you did not attempt the manoeuvre. If making the check was an action in itself (not part of another action), that action is wasted.

Alley Wolf

Alley wolf is a vicious and brutal fighting style that relies upon dirty tricks and furious attacks to defeat enemies. It developed as a series of techniques shared between scally gang members to resolve disputes amongst themselves and allow them to overwhelm their enemies quickly when fighting as a group. The style takes its name from the tendency of scallies to prowl the streets and alleys of the Great Metropolis in packs hunting prey and the fact that the strongest individual, much like a pack of wolves, leads each pack. In addition to its use amongst scally gangs, many criminals and street mercs take up the style as it offers effective combat techniques with weapons that are easily concealed or when unarmed, options that both groups find useful in their lines of work.

Primary Ability: Strength.

Entry Feats: Brawl, Streetfighting.

Weapon Restriction: Unarmed strike or simple piercing weapon.

Skill Synergy: Sleight of Hand.

Stance: Body is held square on to adversary with arms forward of the body. The fighter keeps in constant motion to distract and confuse opponent while feinting and attracting attention with sudden movements of arms and legs.

TABLE 5-1: ALLEY WOLF STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Quick Draw
8	Improved Feint
13	Improved Brawl
18	Power Attack
23	Knockout Punch

TABLE 5-2: ALLEY WOLF MANOEUVRES

CHECK DC	MANOEUVRE
20	Blade Thrust
25	Painful Blow
30	Vicious Strike
35	Wild Assault

Blade Thrust

Alley wolf is a style that relies upon deception. Often an alley wolf fighter begins a combat unarmed to show how strong he is. However, if things turn against him or he wants to take a quick advantage, the fighter knows how to quickly and fluidly draw and attack with his blade. This catches opponents off guard and allows the fighter to deliver a vicious blow to his enemy.

DC: 20

Use: When you draw a weapon and attack with it in the same round, make a Fighting Technique skill check.

Effect: If you hit your target, add 1-1/2 your Strength modifier (if it is positive) on the damage roll rather than your normal Strength modifier. This manoeuvre can be used against an individual target once per combat.

Painful Blow

A simple motto of the alley wolf style is "hit em where it hurts." Alley wolf fighters are experts at landing blows in sensitive areas of the body that cause their enemies a great deal of discomfort.

DC: 25

Use: Use a full-round action to perform a single attack. Before rolling the attack, make a Fighting Technique skill check.

Effect: If you hit your target, he is staggered for a number of rounds equal to your Strength modifier unless he succeeds on a Fortitude save (DC 10 + damage dealt).

Vicious Strike

Experienced alley wolf fighters know not only where to strike to cause maximum pain, but also where to strike to cause serious damage and feel no hesitation to do so. Any time an opponent exposes a vulnerable area, the alley wolf fighter will seek to exploit the opening.

DC: 30

Use: When attacking an opponent denied their Dexterity modifier to Defence, make a Fighting Technique check.

Effect: The attack deals an additional 1d4 points of damage. This bonus damage stacks with bonus damage gained from the Streetfighting feat.

Wild Assault

Alley wolf fighters are ferocious and wild in combat, like the animal the style is named after. Veterans of the style learn to unleash their base instincts and primal aggression in a flurry of wild attacks.

DC: 35

Use: When making a full-attack action, make a Fighting Technique check.

Effect: You gain two additional attacks at your highest attack bonus. However, all attacks for the round take a -5 penalty to hit.

Def Fu

Graceful and elegant, def fu incorporates many elements of Chinese soft martial arts. Unlike met-fu (see the *Etherscope* rulebook, Chapter 2: Traits), which it has developed alongside, that seeks to eliminate opponents quickly, def fu concerns itself with protecting the martial artist from harm while incapacitating enemies in a non-lethal manner. The techniques of the style involve controlling the actions of an adversary and rendering them unable to attack. The style's purest practitioners see the use of nonlethal techniques as a morally and philosophically superior choice. However, the style is practiced for more practical reasons. In many situations, lethal force can be an over-reaction, and a reputation for unnecessary violence can harm the standing of professional fighters such as bodyguards and bounty hunters. Further, situations arise where leaving enemies incapacitated rather than dead brings less investigation and retaliation. For these reasons, def fu finds practitioners amongst many less directly combat-orientated sections of society.

Primary Ability: Wisdom.

Entry Feats: Defensive Martial Arts, Combat Throw.

Weapon Restriction: Unarmed strike.

Skill Synergy: Knowledge (mystical

philosophy).

Stance: Body is held as relaxed as possible with arms held slightly away from body and legs slightly apart. The martial artist moves to face each attack slightly side on while moving in a circular pattern.

TABLE 5-3: DEF FU STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Combat Expertise
8	Improved Trip
13	Improved Combat Throw
18	Improved Bind
23	Unbalance Opponent

TABLE 5-4: DEF FU MANOEUVRES

CHECK DC	MANOEUVRE
20	Water Stance
25	Tranquil Throw
30	Hold of the Earth
35	Willow Step

Water Stance

The movements of a def fu martial artist are designed to match the natural flow of water and like water be able to adjust instantly to the environment. In practical terms, the martial artist uses this ability to adjust in order to react to and avoid attacks against him.

DC: 20

Use: When entering your def fu fighting stance, make a Fighting Technique check.

Effect: You gain a +1 dodge bonus to Defence that can be applied against a number of opponents equal to your Wisdom modifier each round. You may change who you apply this bonus against at the beginning of your turn as a free action.

Tranquil Throw

Central to def fu's philosophy is the ability to take an opponent to the ground, via throws, where they are less able to fight effectively. This manoeuvre builds upon that philosophy and trains the martial artist to deliver throws that cause their target no lasting damage but can render them senseless.

DC: 25

Use: When you perform a successful trip attack, make a Fighting Technique check.

Effect: You deal nonlethal damage to the tripped opponent equal to 2d6 + your Wisdom modifier in addition to placing your target prone.

Hold of the Earth

In addition to throws, def fu teaches holding techniques that deny enemies use of their weapons. Such is the skill of def fu experts that anyone attempting to break such a hold risks exposing themselves to pressure point attacks from the martial artist.

DC: 30

Use: If an opponent who you have in a bind attempts a break bind action (see *Etherscope*, Chapter 4: Combat, "Bind"), make a Fighting Technique check.

Effect: The action resolves as normal, but whether your target breaks the bind or not, you deal 2d6 + your Wisdom modifier points of nonlethal damage.

Willow Step

Masters of def fu are almost perfectly in tune with the movements of their own body and how it responds against a threat. Building upon the principles of the water stance, the willow step enables the def fu practitioner to avoid attacks through precise movement of their body in response to an attack.

DC: 35

Use: Once per round, when you are hit by a melee attack, you may make a Fighting Technique check.

Effect: Recalculate your Defence as though your class bonus to Defence from your Dexterity bonus were doubled. If this produces a Defence score higher than the attack roll to hit you, the attack misses.

NRM Guerrilla Combat

The Northumbrian Republican Movement has in recent decades become increasingly paramilitary, a process encouraged by CIA agents. Alongside their ongoing series of raids, assaults, and attacks on the forces of authority, the NRM has come to

realise that they may have to fight for their freedom on the streets of the Great Metropolis one day. Even with funding and equipment from sympathetic industrialists and the CIA, the organisation has little in the way of heavy ordnance. Further, their guerrilla experience and the Great Metropolis riots of 1937 teach the NRM they cannot beat the government in a stand-up fight. NRM guerrilla combat utilises the rifle, a weapon more readily available to the organisation as equipment. Combining the rifle's accuracy and range characteristics with their own situational awareness and hit-and-run tactics, they try to negate the advantages of the conventional security forces they are likely to face. Currently, the style is restricted to NRM agents and knowledge of its existence would cause the authorities to launch a major effort to hunt down the NRM training sites where the style is taught.

Primary Ability: Dexterity.

Entry Feats: Personal Firearms Proficiency, Stealthy.

Weapon Restriction: Any rifle.

Skill Synergy: Hide.

Stance: When moving, the rifle is held horizontally across chest and rapidly brought up to the shoulder to fire. Characters can be prone, kneeling, or standing in the stance as long as standard Fighting Technique movement requirements are met (see *Etherscope*, Chapter 2: Traits, "Fighting Techniques").

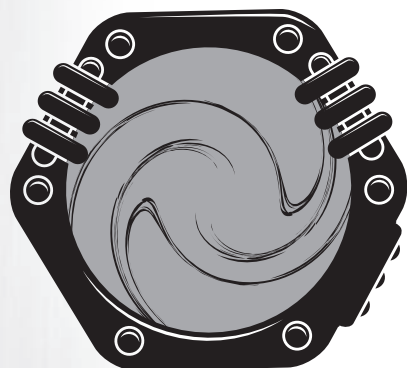


TABLE 5-5: NRM GUERRILLA COMBAT STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Point Blank Shot
8	Alertness
13	Precise Shot
18	Far Shot
23	Dead Aim

TABLE 5-6: NRM GUERRILLA COMBAT MANOEUVRES

CHECK DC	MANOEUVRE
20	Strike and Move
25	Make Your Shots Count
30	Know the Terrain
35	Deadly Accuracy

Strike and Move

The NRM guerrilla knows he stands little chance in a stand-up fight against modern troops with their armour and equipment. The first manoeuvre learned by a guerrilla is keep moving and make himself a harder target to hit.

DC: 20

Use: Any time you make a move of 10 feet or more in a round, make a Fighting Technique check.

Effect: You gain a +4 dodge bonus to Defence against ranged attacks for one round.

Make Your Shots Count

Another tactic of NRM guerrillas is to attack from ambush positions. After their initial surprise, however, it is likely they have to switch to hit-and-run tactics. Therefore, NRM guerrillas learn to use the moment of surprise to make their opening shots do the most damage possible.

DC: 25

Use: Use a move action to make a Fighting Technique check.

Effect: Increase the critical threat range of your weapon by 1 on the next attack you make during this round.

Know the Terrain

NRM guerrillas learn to use the environment to their advantage as another way of equalising the odds against better-equipped enemies. Terrain knowledge and use can be a significant advantage, especially in the densely

packed urban environment of the Great Metropolis.

DC: 30

Use: Make a Fighting Technique check when you gain cover.

Effect: The cover protects you as though it were one category higher. For example, if the obstruction grants one-quarter cover (+2 bonus to Defence and +1 to Reflex saves), it grants one-half cover (+4 bonus to Defence and +2 to Reflex saves) instead. See *Etherscope*, Chapter 4: Combat, "Cover" for more information.

Deadly Accuracy

Given time, an expert guerrilla can deliver shots that hit weak spots or vital areas and deliver significant damage.

DC: 35

Use: Use a standard action to make a Fighting Technique check.

Effect: Increase the critical multiplier of your weapon by 1 on the next attack you make in this round or the next. This manoeuvre stacks with make your shots count, above.

Ratfighting

The Sewer Kingdoms are a harsh and unforgiving place. The gammas who live there have had to become accustomed to vicious betrayal and backstabbing as a way of life. It is only natural that the dirtiest of dirty fighting is considered fair amongst them. This combat style relies on deception, speed, and blind rage. It is a frightening spectacle to behold, one that keeps the other races wary of ever entering combat with its practitioners. From a young age, gammas play-fight with each other or with the feral dogs that inhabit the sewers and slums. They work at learning how to get in the sneakiest strike, the best-placed blow, or the most intimidating advance. Combatants of this style swarm over one another as though gravity has little meaning. When fighting those larger than themselves, gammas climb over and cling to their opponents — kicking, gnashing, and choking. Gammas aren't the only humans to have developed a taste for this style of fighting. Many keen folks who spend

any substantial amount of time around the sewers or in the gutter pick up the finer points of this crude technique.

Primary Ability: Charisma.

Entry Feats: Brawl, Deceptive.

Weapon Restriction: Unarmed strike.

Skill Synergy: Bluff.

Stance: The stance of ratfighting is low to the ground and highly functional. The knees are bent and the fighter's back is somewhat hunched as he is constantly moving between standing on his feet and squatting with his hands to the ground.

TABLE 5-7: RATFIGHTING STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Streetfighting
8	Knockout Punch
13	Improved Brawl
18	Improved Feint
23	Frightful Presence

TABLE 5-8: TECHNIQUE NAME MANOEUVRES

CHECK DC	MANOEUVRE
20	Slick Attack
25	Entangled Attack
30	Ball of Fury
35	Instil Fear

Slick Attack

Ratfighting combatants train in techniques of moving into an opponent's space and assailing them from odd and unexpected angles.

DC: 20

Use: When you make a bull rush, trip, or grapple attempt, make an unarmed attack against an armed opponent, or use the ball of fury manoeuvre (below), make a Fighting Technique check.

Effect: You gain a +8 dodge bonus to Defence against the resulting attack of opportunity.

Entangled Attack

Gammas who practice ratfighting techniques are adept at denying opponents their advantage of size. When fighting opponents larger than themselves, this usually means getting tangled between their adversary's legs

and leveraging them off balance.

DC: 25

Use: When resisting a bind, trip, grapple, make a Fighting Technique check.

Effect: You count as one size category larger when resolving your opposed roll.

Ball of Fury

A ratfighter can wrap himself around an opponent and attack with such vigour and fury as to catch the victim unaware. The attacker seems to be a whirlwind of attacks, but most of his attacks are sloppy and ineffectual. The purpose is to find the best attack and make it count, to intimidate the target with a barrage of uncoordinated attacks until the perfect opening appears — then exploit it.

DC: 30

Use: When adjacent to an opponent, use a move action to make a Fighting Technique check. This attempt provokes an attack of opportunity.

Effect: The target loses his Dexterity bonus to Defence against you for one round.

Instil Fear

This combat style favours feral intimidation as a method of psychologically attacking others. This is evidenced by its use of the Frightful Presence feat. Witnessing this sort of combat in action is even scarier. The longer a fight goes on, the more brutal it becomes until its fighters hit a crescendo of animal violence.

DC: 35

Use: When you use Frightful Presence or make an Intimidate check in combat, make a Fighting Technique check.

Effect: The DC for the target's saving throw or opposed roll increases by 1 for every round the combat has continued (not including this one).

Street Ganner

The autogun is one of the most significant weapon advances in the etheric age. The range, damage, and rate of fire characteristics of these weapons make them the great equaliser for infantrymen on the battlefield. How-

ever, many militaries reserve the use of autoguns for elite and special-forces units, as they believe they are too expensive to equip regular infantry with, considering their low survivability. Street mercs and other professional warriors, however, love autoguns and often use them as a main weapon, despite them being illegal for private citizens. Street gunner is a style that evolved to compensate for the weapon's disadvantages: size, use in close quarters, and line of fire limitations due to obstacles when employed in urban combat. The style makes full use of the weapon's autofire capabilities to enhance the gunner's options and capabilities.

Primary Ability: Dexterity.

Entry Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency.

Weapon Restriction: Any autogun.

Skill Synergy: Knowledge (tactics).

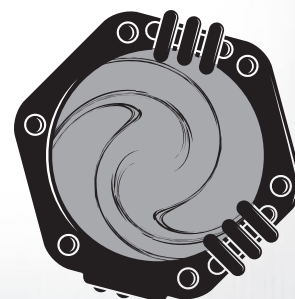
Stance: The autogun is held close to the hip at right angles to the body. Legs are held slightly apart and one foot slightly forward, the back foot bracing against recoil.

TABLE 5-9: STREET GUNNER STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Point Blank Shot
8	Burst
13	Strafe
18	Quick Reload
23	Shot On The Run

TABLE 5-10: STREET GUNNER MANOEUVRES

CHECK DC	MANOEUVRE
20	Defensive Fire
25	Urban Warzone
30	Mercury Trigger
35	Lead Storm



Defensive Fire

Autoguns, like all longarms, are designed for open battlefield warfare. This can create problems for the gunner as enemies in an urban environment can appear up close to him. The first manoeuvre the gunner learns is to cover the area near him with autofire to prevent any opportunities for enemies to get inside the weapon's fire and attack him.

DC: 20

Use: When attacking an adjacent enemy with an autofire-based attack (autofire, burst, or strafe), make a Fighting Technique check.

Effect: Your attack does not create an attack of opportunity.

Urban Warzone

When fighting in city environments, the cover available to targets can negate the autogun's autofire capability by deflecting some the rounds, making it harder to hit a target — a problem as autofire sacrifices accuracy for volume of fire. Practiced gunners learn to target an area with fire and negate some of the advantages cover gives a target.

DC: 25

Use: When attacking a target with cover with an autofire-based attack (autofire, burst, or strafe), make a Fighting Technique check.

Effect: The cover protects the target as though it were one category lower. For example, if a target has one-half cover (+4 Defence and +2 on Reflex saves), he instead receives one-quarter cover (+2 Defence and +1 on Reflex saves).

Mercury Trigger

Quick reflexes are the difference between life and death in many battles, and expert gunners learn how to seize any opportunity to launch an autofire attack.

DC: 30

Use: Whenever an opponent performs an action that could provoke an attack of opportunity within 10 feet of you, make a Fighting Technique check.

Effect: Make an attack of opportunity, not normally possible with a firearm, against the opponent. This attack must be an autofire-based attack (autofire,

burst, or strafe). This attack counts against your normal limit on attacks of opportunity in a round.

Lead Storm

Sheer firepower is the key feature of the autogun. Master gunners who are unconcerned over ammunition expenditure can deliver devastating autofire attacks.

DC: 35

Use: When making an autofire-based attack (autofire, burst, or strafe), you may expend twice the number of bullets normally used for the attack and make a Fighting Technique check.

Effect: Increase the critical threat range of your weapon by 2.



FEATS

The following feats are especially appropriate to Great Metropolitan characters. Prerequisite feats marked with an asterisk (*) appear in this chapter; the others appear in the *Etherscope* rulebook.

Advanced Razor Fiend

You are a blur of whirling blades of steel when armed with daggers.

Prerequisites: Base attack bonus +8, Improved Razor Fiend*, Razor Fiend*, Simple Weapons Proficiency.

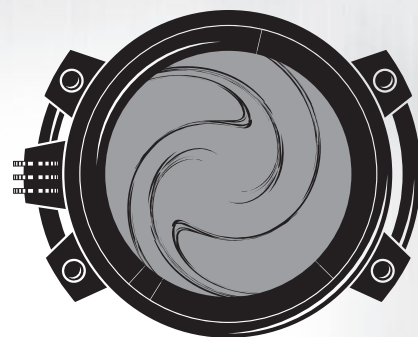
Benefit: As Razor Fiend, except that you can now make three additional attacks, but suffer a -6 penalty to hit on all attack rolls.

Combat Bluff

You turn your glib tongue into a useful tool in combat, distracting and taunting your opponents into making mistakes.

Prerequisite: Bluff 4 ranks.

Benefit: By making a Bluff check as a move action, you can gain an edge in combat over one selected opponent. Your opponent makes a Sense Motive check to resist the effects of this feat. If your result equals or exceeds your opponent's check result, you gain a +1 bonus on either attack or damage rolls



(your choice) against that opponent. Every 5 points by which you beat your opponent's check provides a further +1 on either attack or damage rolls. You can assign each bonus point to either attack or damage rolls at your discretion. For example, if you beat your opponent's check by 15, you could gain a +3 bonus on attack rolls, a +2 bonus on attack rolls and a +1 bonus on damage rolls, or a +1 bonus on attack rolls and a +2 bonus on damage rolls. You cannot gain a bonus to either attack or damage greater than +3 with this feat.

Extraordinary

Although not exceptional, you are more talented than normal.

Prerequisites: Must be an ordinary character (i.e., not a hero).

Benefits: Choose a class and a related skill from the list below. You treat that skill as a class skill for that class.

Broker: Commune, Impressions, Pattern Reading.

Combatant: Fighting Technique, Scope Awareness.

Enginaught: Scope Resilience.

Pursuer: Aura Reading, Psychic Awareness, Telepathy.

Savant: Hex Lore, Imbuement, Scope Use (immersed), Warding.

Scoundrel: Scope Awareness, Scope Resilience, Scope Use (immersed).

Improved Razor Fiend

You are lightning-quick and deadly when fighting with daggers.

Prerequisites: Base attack bonus +4, Razor Fiend*, Simple Weapons Proficiency.

Benefit: As Razor Fiend, except that you can now make two additional attacks, but suffer a -4 penalty to hit on all attack rolls.

Nondescript

You are easily lost in the crowd and people readily forget details about you.

Benefit: The DC of who's who influence checks made to recognise you, as well as Knowledge, Gather Information, and Research checks made to uncover information about you, increase by 5.

Razor Fiend

You are a skilled knife fighter and swift when armed with daggers.

Prerequisite: Simple Weapons Proficiency.

Benefit: You gain the benefits of the Quick Draw feat with daggers. When armed only with one or two daggers, you can make an additional attack at your full base attack as part of a full attack action. However, all your attacks suffer a -2 penalty to hit and you apply only half your Strength modifier on damage rolls. These penalties last until the beginning of your next turn.

Special: This feat's penalties stack with the normal penalties incurred by fighting with two weapons.

Scope Fighter

You are a master of fighting in the Scope.

Prerequisites: Base attack bonus +1, Scope Use (immersed) 4 ranks.

Benefit: Your Scope Use (immersed) skill is considered to be 2 ranks higher when determining your base attack bonus. In addition, you may take feats for which you do not normally meet the feat prerequisites but your Scope avatar does. You can use these feats only with your Scope avatar until you meet the requirements.

Sewer Kingdoms Weapons Proficiency

You are proficient with the mixture of medieval and improvised weapons that are commonly used in the Sewer Kingdoms of the Great Metropolis and similar cities.

Benefit: You make attack rolls normally with the following weapons: brass

knuckles, club, cricket bat, crossbow, flail, hand axe, knife, pick axe, sledgehammer, small sword, and spear.

Normal: A character without this feat takes a -4 nonproficiency penalty when making attacks with these weapons.

Special: Gammas who have grown up in a sewer kingdom may take this feat at 1st level instead of the normal Simple Weapons Proficiency feat.

Sladgeranner

You are adept at swimming silently through sewage waters. You can contain the revulsion normally brought on by full submersion in such refuse and as a result you have honed the ability to move unnoticed through the sewer.

Prerequisites: Gamma, Swim 5 ranks, Endurance.

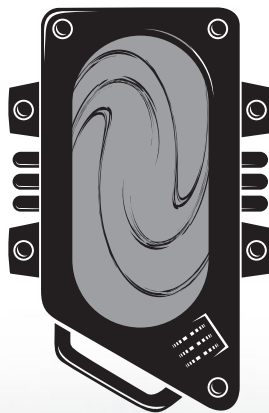
Benefit: When moving in sewer water at least 1 foot deep, you receive a +4 circumstance bonus on Hide and Move Silently checks.

Tunnel Ranner

You are accustomed to the winding and criss-crossing passageways of the sewers. Perhaps you grew up there or perhaps you've simply spent enough time below the streets to know your way around.

Prerequisite: Street as a class or cross-class influence.

Benefit: Pick a city. It is impossible for you to become lost in the Sewer Kingdoms of that city. Furthermore, you receive a +4 bonus on Spot and Listen checks made to detect creatures in that city's Sewer Kingdoms.



Vermin's Voice

The gammas of the Sewer Kingdoms have a knack for understanding rats. Rats are not only the source of their strain, but also their neighbours in the tunnels below the city. The two live aside one another and learn each other's patterns. Even gamma children comprehend the habits of and instincts of rats: the patterns of their movement, the social structure of the pack, and the collective mentality. Many gammas can tell when something is out of place by the behaviour of their tiny cousins. Some are able to take this understanding to another level and can communicate, at least roughly, with rats. A mixture of odd movements, chattering of the mouth, and behavioural posturing allows the gamma to garner bits and pieces of basic information about the goings-on in an area.

Prerequisite: Gamma, Wisdom 13.

Benefit: You can make a Handle Animal check (which can be made untrained) to gather information from rats in the area. This feat is particularly useful in cities and especially in the sewers, but cannot be used where no rats are available. The GM sets the DC of the Handle Animal check as he feels the circumstances dictate, but you can gain only basic information in this manner. Rats can indicate, for instance, that there are intruders in the area, but not necessarily how many. See Table 5-11 for some sample DCs.

This feat also grants a +2 bonus on Survival checks when tracking in areas with a sizeable rat population.

ADVANCED CLASSES

In this section is a selection of four advanced classes with a strong Great Metropolis theme. These classes build upon the city's blend of cyberpunk and Victoriana, combined with the unique aspects of the city's history and makeup. Many of these classes are useful to any city setting in the Etherscope world.

The four classes are as follows:

Agitator: A broker class that develops the revolutionary themes of the Great Metropolis, and is particularly appropriate for players wanting to develop their character as a leader within the Northumbrian Republican Movement or other radical faction.

Cabbie: This enginaught class develops a combination of piloting skill and street smarts. The class is a classic archetype of the cyberpunk genre, given an **Etherscope** makeover.

Jacktar: From the days of “wooden ships and iron men,” as the saying goes, the jacktar has embodied the tough-as-nails, ready-for-anything attitude of the sturdiest of sailors. The jacktar class represents a solid Victorian archetype — a combatant class who is both a tough brawler and a skilled seafarer.

Scally: The name “scally” has long been a derisory term used in Liverpool and Manchester to describe the lowest form of petty criminal. This scoundrel class provides a mixture of dirty fighting and street cunning.



AGITATOR

Political activists and radicals fill the annals of Mancunian history, a legacy that many in the Great Metropolis take very seriously. Throughout her boroughs, a range of political societies are found, both the legitimate and those too radical for the British government to tolerate. However, the line of social reformers who studied, campaigned, or grew up in the towns and cities that now make up the Great Metropolis is broken. The slaughter of '37 brought an end to socialism as a political force. Trade unions are illegal and many live with the memories of loved ones lost to the bullets of the Redcoats. However, a new political vision has emerged, that of independence from the empire and the crown, of a republic of all the downtrodden northern cities. Strong support from both the wealthy mill and factory owners and the radicals in the working classes generates a new breed of politics. The agitator class represents those who seek to further such political

ideals, or other less popular beliefs.

Game Rule Information

The rules for playing an agitator are described below.

Requirements

To qualify for the agitator advanced class, you must meet the following requirements:

Influence: Street 5 ranks

Skills: Knowledge
(current events) 2 ranks
Perform (oratory) 5 ranks

Feat: Persuasive

Hit Dice

Agitators gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

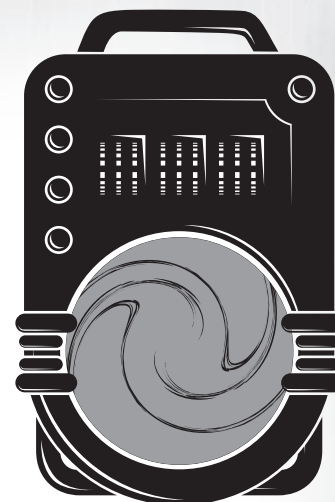
Scope Points

Agitators gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The agitator class has the following class skills: Bluff (Cha), Creative Art (Int), Concentration (Con), Diplomacy (Cha), Engineer (structural, mechanical) (Int), Forgery (Int), Intimidate (Cha), Knowledge (civics, current events, industry) (Int), Listen (Wis), Perform (Cha), Research (Int), Resolve (Cha), and Sense Motive (Wis).

Skill Points at each level: 5 + Int modifier.



Influences

Your social template determines the influences available to you. The agitator class receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the Agitator class.

Orator: Levels of this class stack with levels of broker when determining the effects of the following talents: charm, ear to the ground, favour, first amongst equals, inspiration, and greater inspiration.

Bonus Feat: At 2nd and 5th level, the agitator gains a bonus feat from the following list (you must meet all usual

TABLE 5-II: VERMIN'S VOICE DCS

DC	USE OF VERMIN'S VOICE
10	Tell if other people are in the area.
15	Tell if others are in the area and trying to move secretly.
15	Determine the source of danger (generic, such as fire or a predator).
15	Receive a +2 circumstance bonus on a Navigate check in the sewer.
20	Receive a +4 circumstance bonus on a Navigate check in the sewer.

TABLE 5-I2: THE AGITATOR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+1	+1	Orator
2	+1	+2	+0	+2	+1	Bonus feat
3	+1	+2	+1	+2	+2	Pamphlet press
4	+2	+3	+1	+3	+2	Resilient oration
5	+2	+3	+1	+3	+3	Bonus feat
6	+3	+3	+2	+3	+3	One to know
7	+3	+4	+2	+4	+4	Stirring oration

requirements of a feat you select):

Attentive, Creative, Deceptive, Focused, Frightful Presence, Influential, Iron Will, Literate, Toughness (body).

Pamphlet Press: At 3rd level, you are adept at the art of the pamphlet. Political activists have for a long time used the power of the pamphlet for getting across their messages to the wider public. This inexpensive form of printing, distributed by the agitator's followers and colleagues, can spread the word quickly within a localised population.

To create and distribute a batch of pamphlets, you must make a Creative Art check to determine how effective the pamphlet is, followed by a DC 13 acquisition check (you may add your ranks in Street) to get the pamphlets printed.

After the pamphlets are printed, you must wait a full day for the pamphlets to be distributed. Once distributed, you gain a bonus on Street influence checks you make within the area of distribution. The size of the bonus and the length of the effect's duration are determined by your Creative Art check result, as shown + on the table below. You affect one borough-sized area for every two levels you have in the agitator class.

Resilient Oration: Agitators are used to public speaking in a variety of challenging circumstances. Agitators might speak at an illegal rally where troops are called in, or to a hostile crowd who throw rotten vegetables or stones. At 4th level, you are able to maintain a speech under a wide range

PAMPHLET PRESS RESULTS

CREATIVE ART CHECK RESULT	BONUS	DURATION
Less than 20	No effect	No effect
20-24	+2	3 days
25-29	+3	5 days
30 or higher	+4	7 days

of stressful circumstances. You gain skill mastery with Diplomacy, Intimidate, and Perform (oratory), allowing you to take 10 with these skills even in stressful circumstances. You also gain a +4 bonus on Concentration checks made to maintain Diplomacy, Intimidate, and Perform (oratory) attempts.

One to Know: At 6th level, you are a powerful figure within your community. You may use one-quarter of your ranks in Street as Civic and Parliament ranks. These ranks add to any ranks you already have in these influences.

Stirring Oration: At 7th level, you are capable of holding crowds of people under sway. After making a speech for at least a full minute, you can make a DC 30 Perform (oratory) check. If successful you captivate a large number of targets within 60 feet. The total number of Hit Dice of targets you affect is equal to ten times your Charisma modifier.

The targets are captivated by your words. The targets can resist the captivation by making Will saving throws (DC 17 + your Charisma bonus). If the saving throw fails, you become the target's sole focus. The target pays no attention to anyone else for 1 round and is flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened. The Agitator can continue to speak to keep a target captivated for additional rounds.

You concentrate all your effort on the task and the targets get to make a new Will save each round. The effect ends when you stop speaking. This is a mind-affecting ability.

CABBIE

In the **Etherscope** world, vehicle ownership is reserved for the wealthy elite, and the working classes cram onto mass transportation systems. The middle classes, and indeed many of the wealthy, use hackney steam carriages, or cabs, to travel around the city. The cabbies, as the drivers of these vehicles are called, are skilled workers, dedicated to the craft of piloting through the perilous environment of the city streets. The greatest cabbies can weave in and out of the densest traffic, and know all the back routes and secret alleys through the city. They have an encyclopaedic knowledge of the city streets and pick up all sorts of gossip from their passengers with their engaging banter.

Game Rule Information

The rules for playing a cabbie are described below.

Requirements

To qualify for the cabbie advanced class, you must meet the following requirements:

Influence: Street 1 rank
Skills: Knowledge
 (current events) 5 ranks
 Navigate 3 ranks
 Pilot (civilian) 5 ranks
Feat: Vehicle Expert

Hit Dice

Cabbies gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Cabbies gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

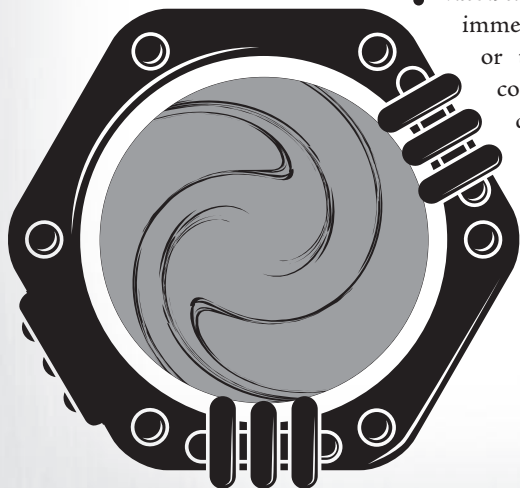


TABLE 5-13: THE CABBIE

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+2	+0	+1	Vehicle dodge, word on the street
2	+1	+0	+3	+0	+1	Bonus feat
3	+1	+1	+3	+1	+2	Back of my hand, street pilot
4	+2	+1	+4	+1	+2	Vehicle defence
5	+2	+1	+4	+1	+3	Bonus feat
6	+3	+2	+5	+2	+3	Lessen impact
7	+3	+2	+5	+2	+4	White knuckle pilot

Class Skills

The cabbie class has the following class skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Engineer (ethertech, mechanical) (Int), Hide (Dex), Knowledge (current events, industry) (Int), Listen (Wis), Navigate (Int), Pilot (civilian), Scope Use (remote), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The cabbie class receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the cabbie class.

Vehicle Dodge: You gain the Vehicle Dodge feat as a bonus feat.

Word on the Street: The cabbie invariably picks up a lot of knowledge from being on the streets all day, and carrying a variety of people in his cab. The Street influence increases in its availability for purchase. If currently an extra influence, it now becomes a cross-template influence; if a cross-template influence, it becomes a template influence; and if a template influence, then you gain a permanent +2 bonus to all Street influence checks.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all usual requirements of a feat you select):

Alertness, Brawl, Civilian Vehicle Operation, Dodge, Force Stop, Guide, Persuasive, Street Fighting, Tinkerer.

Back of My Hand: Cabbies are

known for their great knowledge of the streets, having an instant recall for the location of any street within their city. At 3rd level, you can take 20 on Navigation checks in your home city. You cannot do this under pressure, and so any situation that would rule out taking 10 prevents you from taking 20. Any city where you have worked as a cabbie for one month is considered a home city for the purposes of this class feature.

Street Pilot: The cabbie is an expert pilot of the city streets, and is most adept when driving through busy traffic at low speed. At 3rd level, you gain a +2 bonus on Pilot checks made at alley or street speed.

Vehicle Defence: A cabbie is much more able to get her vehicle out of the line of fire. At 4th level, the bonus you gain from the Vehicle Dodge feat is increased to the Defence bonus of the cabbie class.

Lessen Impact: At 6th level, you are able to reduce the damage your vehicle takes in the event of a crash. Your vehicle takes damage as if it were travelling at one speed category slower than it actually was. For example, a collision at street speed deals damage as if it were alley speed. The damage dealt to any other vehicles in the collision remains the same. You may elect not to use this ability.

White Knuckle Pilot: At 7th level, you are superb at nipping in and out of dense traffic as high speed. Clinging tight to the steering wheel, you push your vehicle through tight manoeuvres at high speed. When making Pilot checks, you treat your speed as if it were one category slower.



JACKTAR

Shipping, both commercial and military, is the lifeblood of the British Empire. The modern age sees Britain's naval power at its greatest point in history, merchant ships transport the unrivalled wealth of the colonies, and the empire's warships are the most powerful military weapons in the world. At the heart of the Royal Navy and Merchant Marine are the men who sail the ships, colloquially known as jacktars. British naval traditions stretch back for hundreds of years, and the nation's sailors are the finest in the world. Like their illustrious forbearers, jacktars are a tough, resourceful, disciplined, and capable — the traits that keep them alive and allow them to perform their duty when faced with the power and dangers of the sea. Life at sea is unique and creates a bond that unites sailors into a brotherhood and separates them from those whose lives are tied to the land. When in port, jacktars enjoy the comforts and pleasures they cannot find at sea. Sometimes this leads to raucous and violent behaviour, but jacktars always bring wealth and vigour to their ports of call. Their unique nature and behaviour means jacktars affect the character of the port cities they frequent, in ways both good and bad. The Great Metropolis, as one of the world's most important and busy ports, owes much of its culture and identity to the influence of these people.

Game Rule Information

The rules for playing a jacktar are described below.

Requirements

To qualify for the jacktar advanced class, you must meet the following requirements:

Skills: Balance 2 ranks
Sleight of Hand 3 ranks
Swim 2 ranks
Base Saving Throw: Fortitude +2
Reflex +2

Hit Dice

Jacktars gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Jacktars gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The jacktar class has the following class skills: Balance (Dex), Climb (Str), Concentration (Con), Engineer (mechanical) (Int), Intimidate (Cha), Jump (Str), Knowledge (current events, linguistics, tactics) (Int), Listen (Wis), Munitions (Int), Navigate (Int), Pilot (civilian) , Pilot (military) (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The jacktar receives the following number of points to spend on influences:

Influence Point at each level: 1.



TABLE 5-14: THE JACKTAR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+2	+1	+0	+1	Shipmates
2	+1	+3	+2	+0	+1	Bonus feat
3	+2	+3	+2	+1	+2	All hands to stations
4	+3	+4	+2	+1	+2	Hold fast
5	+3	+4	+3	+1	+3	Bonus feat
6	+4	+5	+3	+2	+3	Skilled mariner
7	+5	+5	+4	+2	+4	Heart of oak

Class Features

All of the following are class features of the jacktar class.

Shipmates: Jacktars learn to rely upon one another implicitly and work in unison in order to deal with the rigours of life at sea. Any time you use an aid another action to assist another character's skill check, you provide the acting character with a +4 bonus, rather than the normal +2.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all usual requirements of a feat you select):

Brawl, Endurance, Great Fortitude, Improved Brawl, Iron Will, Knockout Punch, Lightning Reflexes, Power Attack, Streetfighting.

All Hands to Stations: An efficient and effective ship requires a crew that know their duties implicitly. Regular training and drills ensure that jacktars perform to their fullest when their skills are needed. At 3rd level, you gain a +3 competence bonus on skill checks and a +2 competence bonus on attack rolls involving a ship's systems and weapons.

Hold Fast: Even on the colossal vessels of the etheric age, strength, resilience, and physical forcefulness are important assets to a jacktar when facing the power of the elements or the hard physical demands of the naval life. As a result, most jacktars are physically powerful, possessing strong grips and a resistance to physical force. At 4th level, you add a +4 bonus on all Strength-based opposed checks, such as grapple checks and bull rush attempts.

Skilled Mariner: Each crew member is trained to serve a specific role. Performing these duties becomes as natural as breathing to experienced jacktars. At 6th level, select three skills from the jacktar class list. When making a skill

check using the selected skills, you may take 10 even if stress and distractions would normally prevent you from doing so.

Heart of Oak: The true power of the empire's navies lies in the hearts of her sailors, as it has done throughout history. Jacktars can draw upon Britain's history of naval excellence, pride in the empire, and love of queen and country to perform acts of outstanding strength and perseverance. Once per day at 7th level, you may spend an excellence point to gain a temporary +4 bonus to Strength and Constitution. These effects last a number of rounds equal to your total character level.



SCALLY

The Great Metropolis is awash with disaffected youths who have long since abandoned belief in society or its values. While some express themselves through music, art, or rebellion, many become scallies. Scallies represent the most vicious and dangerous of gang members. Embracing the worst aspects of their underclass origins, scallies have little regard for others or their property, simply fighting to survive the appalling conditions of the Great Metropolis' slums. Only their reputations and the pleasure they take in making others fear them give typical scallies any satisfaction in their lives. Fundamentally cowards, like most bullies, scallies congregate in gangs and create small areas that they make a living hell for those trying to eke out a more respectable existence. Most survive through their quick wits and various sorts of petty crime and are often used as runners, scouts, or cannon fodder by more powerful street gangs and criminal factions.

Some scallies eventually fight their way up the criminal food chain, but most die young, are incarcerated, or degenerate into substance-dependent vagrants.

Game Rule Information

The rules for playing a scally are described below.

Requirements

To qualify for the scally advanced class, you must meet the following requirements:

Skills: Intimidate 5 ranks
Sleight of Hand 5 ranks
Survival 2 ranks
Talent: Sneak attack

Hit Dice

Scallies gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Scallies gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The scally class has the following class skills: Bluff (Cha), Hide (Dex), Intimidate (Cha), Knowledge (current events, tactics) (Int), Listen (Wis), Move Silently (Dex), Pilot (civilian) (Dex), Resolve (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The scally receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the scally class.

Street Face: A scally can survive only by showing her strength to others through her tough behaviour and lack of fear. Any sign of weaknesses in the dog-eat-dog world of the scally sees supposed friends turn on her and enemies



TABLE 5-15: THE SCALLY

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+1	+0	+1	Street face
2	+1	+2	+2	+0	+1	Bonus feat
3	+2	+2	+2	+1	+2	Urban survivor
4	+3	+2	+2	+1	+2	Street combat
5	+3	+3	+3	+1	+3	Bonus feat
6	+4	+3	+3	+2	+3	Pack fighter
7	+5	+4	+4	+2	+4	Improved sneak attack

take their chance to strike. You gain a +4 competence bonus on Intimidate checks and on Resolve checks to oppose Intimidate checks.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all usual requirements of a feat you select):

Brawl, Dodge, Frightful Presence, Improved Feint, Minor Cybernaughtic App, Personal Firearms Proficiency, Persuasive, Stealthy, Streetfighting, Toughness.

Urban Survivor: Scallies are the product of a life spent struggling to survive in some of the poorest and most dangerous living conditions imaginable. As a result, you have learned the most practical ways to stay alive and get what you want from the city around you. At 3rd level, you gain a +4 competence bonus on Survival checks in urban environments.

Street Combat: When they can't

intimidate people, scallies have to fight and they fight dirty. It doesn't take long for them to learn a variety of dirty tricks, making it hard for others to catch them off guard. At 4th level, you gain the Fighting Technique (alley wolf) skill as a class skill (see "Combat Styles," above). This skill is a class skill for the scally class and for one other class you select when you gain this feature.

Pack Fighter: Scallies are notorious for operating in gangs. Such gangs intensify the courage and anger of its individual members, and the level of violence committed by scallies in a group is noted for its viciousness and brutality. At 6th level, when you flank an opponent, you gain a +1 morale bonus on attack and damage rolls against that opponent. These bonuses are in addition to the normal bonuses for flanking.

Improved Sneak Attack: In combat,

a scally only cares about beating his opponent quickly and knows how to take advantage of surprise and an opponent's weakness. At 7th level, you gain the improved sneak attack talent (from the scoundrel's sneak attack talent tree). If you already possess improved sneak attack, you instead gain the advanced sneak attack talent. If you already possess the advanced sneak attack talent, you gain an additional + 1 bonus to your sneak attack damage.

PRESTIGE CLASS

The Great Metropolis introduces prestige classes for the **Etherscope** game. These classes represent the third tier of character development. Basic classes are generic, allowing you to explore a wide variety of character options. Advanced classes take one broad concept and develop that in detail. Prestige classes go one step further, considering a specific character choice, focusing on a specific role or membership in a specific society. As such, each prestige class has four levels, distilling the character concept into a series of abilities. Most are not available until characters reach at least 6th level.

Below is a single prestige class, the Ancoats Historical Society associate. This class explores the use of occult powers in Etherspace.



ANCOATS HISTORICAL SOCIETY ASSOCIATE

The Ancoats Historical Society explores the nature of occult powers in relation to the Scope and investigates the possibility of demonic influence on Prime Reality. This society is young, but has brought together some of the world's greatest minds, and their efforts show early signs of progress. This class embodies those of the society who have best adapted to its twin areas of expertise. They might be Scope riders who have learnt the secrets of the occult, or occult scholars who have developed an understanding of the Scope. Society associates are also keen investigators and have a wide spread of other skills which develop a detective's nose for clues.

The quickest route to enter this class is through the savant basic class and the occult investigator advanced class.

Game Rule Information

The rules for playing an Ancoats Historical Society associate are described below.

Requirements

To qualify for the Ancoats Historical Society associate prestige class, you must meet the following requirements:

Skills: Imbuement 11 ranks
Warding 11 ranks
Scope Use (immersed or remote) 8 ranks
Investigate 8 ranks

Special: You must be a member of the Ancoats Historical Society.

Hit Dice

Ancoats Historical Society associates gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Ancoats Historical Society associates gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Ancoats Historical Society associate class has the following class skills: Concentration (Con), Diplomacy (Cha), Engineer (ethertech), Forgery (Int), Investigate (Int), Knowledge (civics, current events, history, industry, linguistics, mystical philosophy) (Int), Listen (Wis), Research (Int), Resolve (Cha), Search (Int), Scope Awareness, Scope Use (immersed, remote), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 9 + Int modifier.

Influences

Your social template determines the influences available to you. The Ancoats Historical Society associate receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the Ancoats Historical Society associate class.

Occult Learning: As a member of the Ancoats Historical Society, you spend a good deal of your hours studying occult lore. Any Occult Lore skill which you have as a class skill, through purchase of the appropriate talents from a basic class, are considered class skills of the Ancoats Historical Society associate class.

TABLE 5-16: ANCOATS HISTORICAL SOCIETY ASSOCIATE

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+0	Occult learning, Scope ritualist
2	+1	+0	+0	+3	+0	Ethermancy
3	+1	+1	+1	+3	+1	Knowledge absorption
4	+2	+1	+1	+4	+1	Etherspace gate



Scope Ritualist: As you become master of both the Scope and the occult, you begin to understand how to use your knowledge of the occult to enhance your occult powers when in Etherspace. You gain a bonus equal to your associate level on any occult lore skill check in Etherspace.

Ethermancy: As your mastery of the Scope and the occult progresses, you develop new ways to use your occult powers within Etherspace. At 2nd level, you can reproduce the effects of any Imbuement or Warding skill use normally only usable in the Prime Reality in Etherspace. Any physical components of the skill use can be reproduced with a Scope Use skill check at a DC equal to the DC of the skill use.

Knowledge Absorption: One of the first demonic encounters the society made was with a patrician of souls. After the encounter, one resourceful member developed a reproduction of the patrician's ability to absorb information from the open domains of the Scope. However, this power is not without its limitations.

At 3rd level, when jacking in to the Etherscope or moving between domains, you can make an Imbuement check (the DC equals the security level of the domain you enter; see **Etherscope**, Chapter 2: Traits, "Skills," *Scope Use* for details on domain security levels). If successful, you gain a bonus on Knowledge checks equal to your level in this prestige class. This bonus lasts as long as you remain within the domain. This ability represents you "tuning in"

to the memories of people jacked in to the domain, and as such does not work in open Etherspace — only in the Etherscope.

Etherspace Gate: A large part of the Ancoats Historical Society's work involves exploring the wilds of Etherspace. It was not long before the society's finest minds discovered ways to hasten travel through open Etherspace. By utilising their understanding of the ways in which the Warding skill affects Etherspace, they created a gateway that allows direct travel from one domain to another. At 4th level, you can create such a gate.

To create the gate, you must first sense the location of the target domain using Scope Awareness, as normal (see **Etherscope**, Chapter 2: Traits, "Skills," *Scope Awareness*). Then make a DC 40 Warding check. If successful, you create a gate between the domain you sense and your current location, allowing instant travel between the domains. The gate is unstable, however, and remains only for

a number of rounds equal to 1d4 + your Intelligence modifier.

EQUIPMENT

The following new pieces of equipment are prevalent in the Great Metropolis.

New Armour

The following armours are often found in the Great Metropolis:

Industrial Overalls: These heavy linen overalls are reinforced with wire and patched with leather and steel caps in areas that generate wear and tear. They are built to last an employee's lifetime. They are bulky and restrict movement somewhat, but provide a level of protection.

Police Cape: These heavy oilskin capes are reinforced with special fibres that provide the wearer with limited

TRAVELLERS

This section details new rules to enable you to play characters belonging to the many different travelling communities that live on the fringes of the cities in the **Etherscope** world. In the Great Metropolis, this is the barge folk who live on the canals; in other areas of the world, it can be used for those who reject the norms of society and travel the empty spaces in their communities. Below is a new social template and a new influence to enable you to play characters from these communities.

NEW TEMPLATE: TRAVELLING FOLK

WORKING CLASS TEMPLATE

Travelling folk are found around the world: in the many miles of canals of Britain, the wilds of North America, the wastelands of the Savage South, the nomadic tribes of Africa and Asia. They live in close-knit communities and often by their own laws and rules, rejecting those of the nation in which they live.

Wealth: +3.

Template Influence: Traveller.

Cross-Template Influences: Crime and Street.

Knowledges: History and mystical philosophy.

Bonuses: You gain one new skill from the list below. This skill becomes a permanent class skill. If you already possess the skill as a class skill, you gain a +1 bonus on checks made with that skill.

Bluff, Pilot (civilian).

You also gain two bonus feats, chosen from Archaic Weapons Proficiency, Brawl, Civilian Vehicle Operation (any), and Deceptive.

Special: If you take this social template, you are illiterate. You cannot read or write any language. You may take the Literate feat in order to be able to read and write any language you can speak.

NEW INFLUENCE: TRAVELLER

This influence represents your status and contacts within the travelling community.

Templates: The travelling folk template has access to this influence as a template influence.

Items/Services: Characters with Traveller influence add their influence bonus to acquisition checks to obtain such items and services as canal boats, palm reading, travelling folk paraphernalia, and miscellaneous small goods.

protection from melee and firearms attacks. They also provide cold and wet weather protection to the wearer, a fact greatly appreciated by many patrol officers. A police cape grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather (see **Etherscope**, Chapter 4: Combat, "Environment & Hazards," *Heat and Cold*).

New Vehicles

This section covers a range of new vehicles found in the Great Metropolis.

Vehicles are described by a number of statistics, as shown on Table 5–18. For an explanation of these statistics, see **Etherscope**, Chapter 3: Equipment, "Vehicles."

Royce Spectre: Combining style, comfort, and speed, this luxury zepcar has become a status symbol amongst the Great Metropolis' young wealthy elite. The Spectre's revolutionary design places the vehicle's etherbubble in front and lower than its gondola, giving the Spectre a roadsterlike appearance. An etherjet system that runs from front to rear along the vehicle, encased behind a front grill and within running boards, further enhances this look. Stylish looks are added to the Spectre's technical achievements through luxurious wooden and leather interiors and its

reflective silver appearance from its aluminium bodywork. Despite its fragility and tendency to over-steer, the above factors mean production of the Spectre can barely meet demand despite its exorbitant price. A Royce Spectre is two squares wide, four squares long, and provides three-quarters cover.

Omnibus: The staple of public transport in the Great Metropolis, these are large double-decked steam buses designed for capacity and ease of maintenance and repair. They are a regular sight on ground level in the safer areas of the city and represent the only means of motorised transport for the working classes. Omnibuses serve to carry workers to and from their daily jobs and are usually provided by the Corporate Estate or private industrialists to ensure the functioning of business. Bus routes are heavily patrolled and protected by the Metropolis Constabulary's Traffic Division to ensure this vital service keeps running. An omnibus is two squares wide, nine squares long, and provides three-quarters cover.

Houseboat: These large wooden and metal barges are a common sight on the canals of the Great Metropolis. They provide homes for many workers on the canals and can house a large family and meet its cooking, sleeping, living, and storage needs. These vessels are most associated with the canal clans of

England, many of whom take work on the Metropolis Ship Canal, where their expertise regarding canal work is in high demand, and their brightly painted and exotically named houseboats stand out from more commercial craft. Houseboats are four squares wide, twelve squares long, and provide full cover to those below decks but only one quarter cover to the pilot at the stern.

Tunnelbike: Also referred to as gamma rockets, tunnelbikes evolved out of the need to get around fast in sewer tunnels that were too narrow, varied in terrain, and littered with detritus for other vehicles. An amphibious vehicle, a tunnelbike is only large enough to carry a gamma and a small amount of cargo. Larger vehicles have been tested in the sewers, but only tunnelbikes and traditional bicycles prove effective in navigating the terrain, and only the former aren't inhibited by water.

Velocycle: Two-wheeled vehicles for a single passenger, modern velocycles are the motorised descendants of the pedal-powered vehicles of the same name invented in the nineteenth century. Long popular among velo gangs, street racers, and long-distance travelers, over the last twenty years they have enjoyed a wider resurgence in popularity as the streets of the Great Metropolis have become increasingly clogged with larger vehicles. Today, Metropoli-

TABLE 5-17: NEW ARMOUR

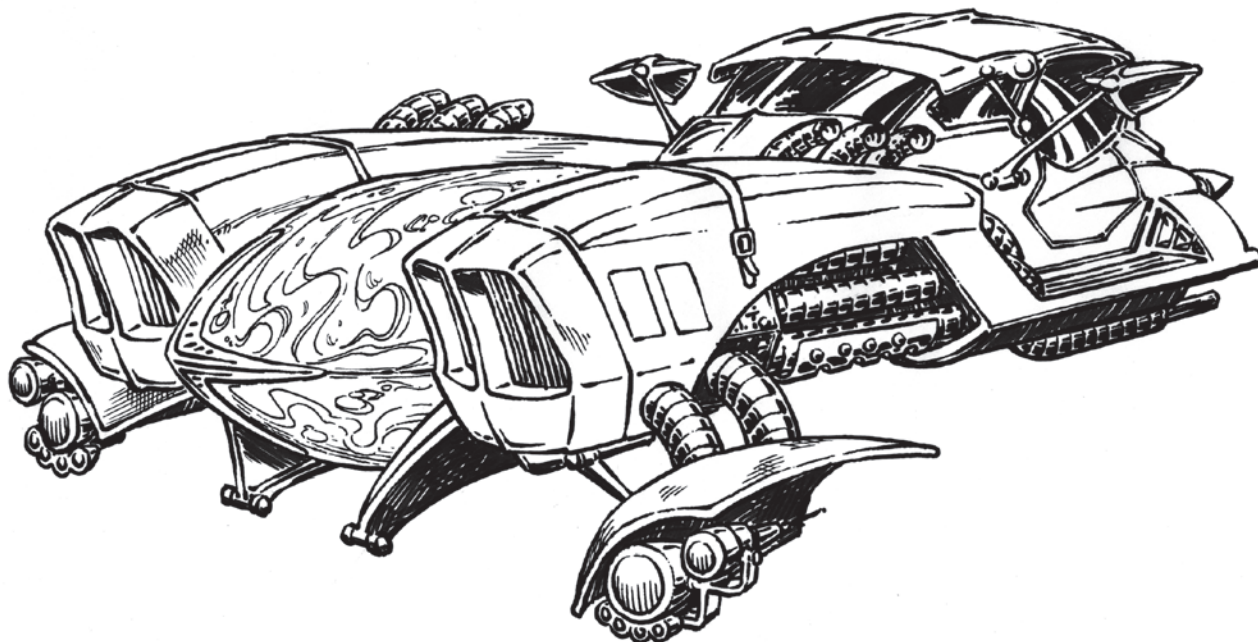
ARMOUR	ACQUISITION DC	TYPE	EQUIPMENT BONUS		BULLET-PROOF	MAXIMUM DEX BONUS	ARMOUR PENALTY	SPEED	WEIGHT	RESTRICTION
			Proficient	Non-proficient						
<i>Light Armour (requires the Armour Proficiency (light) feat)</i>										
Industrial overalls	6	Impromptu	+2	+1	No	+4	-1	30	6 lb.	Industry
Police cape	10	Concealable	+2	+1	Yes	+6	-1	30	4 lb.	Constabulary

TABLE 5-18: NEW VEHICLES

NAME	ACQUISITION DC	CREW	PASS	CARGO	PULL	INIT	MANOEUVRE	TOP SPEED	DEFENCE	HARDNESS	HIT POINTS	SIZE	RESTRICTION
<i>Air Vehicles</i>													
Royce Spectre	45	1	1	167 lb.	1	+0	-2	187 (18)	8	3	36	H	High Society
<i>Land Vehicles</i>													
Omnibus	39	1	50 (24*)	523 lb.	1	-8	-4	50 (5)	6	10	150	G	Civic
Velocycle	27	1	0	23 lb.	1	+2	0	100 (10)	10	5	11	M	-
<i>Water Vehicles</i>													
Houseboat	25	1	6	6 tons**	5	-6	-6	25 (2)	6	13	123	G	-
Tunnelbike	24	1	1	35 lb.	1	0	-2	50 (5)	10	5	16	M	Street

* Omnibuses can carry an additional 24 passengers standing in the aisles.

** Houseboats' cargo capacity is typically spent on the paraphernalia of life: cupboards, stoves, and the like.



tan factories like RoadRanger turn out more than fifty thousand velos a year, a large percentage of which are sold to citizens of the city before they even get a chance to be exported.

Although velos are famously sturdy, tinkering with the machines is a favourite hobby of many classes ranging from greasy-handed dockworkers to high society engineers. Thus there are as many different velos rolling down the streets of the city as there are riders. Common customisations include mounting cargo containers astride the rear tire, replacing the air-filled tires with solid-rubber wide treads for better off-road performance, or even attaching a sidecar to carry an extra passenger or more cargo (or in the case of some urban smugglers, a hidden mounted machine gun). Wealthy velo riders seeking an edge in speed or ostentation sometimes choose to replace the steel frame of their velos with one forged from etherium, or even to replace the engine with a miniaturised ethervent combustion pump.

NEW CYBERNAUGHTICS

Below is a selection of new cybernaughtic apps that see use in the Great Metropolis. These details are summarised in Table 5–19: New Cybernaughtic Apps. See **Etherscope**, Chapter 3: Equipment, “Cybernaughtics” for more information.

CHANGEABLE FACE

[Implant]

This app consists of a number of tiny air bladders inserted in your face which can be filled or unfilled to slightly change the appearance of your facial structure.

Cost: 1

Tolerance: 1

Minimum Con: 13

Size: Tiny

Effect: This app provides you with a +6 equipment bonus on Disguise checks.

DRUG RELEASE SYSTEM

[Implant]

Three small syringelike containers inserted under your skin can automatically release any drug or similar substance into your bloodstream. Although this is the app every drug addict dreams of, it also finds use amongst combatants who like some extra adrenaline as well as fanatical cults who would poison their operatives rather than have them captured.

Cost: 1

Tolerance: 1

Minimum Con: 13

Size: Small

Effect: Each of the three syringes holds three doses of a particular pharmaceutical concoction. You can program the app to automatically release a certain number of doses over a specific timeframe, or you may release any number of doses manually (a move action that does not provoke attacks of opportunity).

FLEXIBLE JOINTS

[Implant]

Your joints are altered to bend in ways they normally don't.

Cost: 1

Tolerance: 1

Minimum Con: 13

Size: Medium

Effect: This app provides you with a +4 equipment bonus on Escape Artist and Tumble checks.

HEAT-RESISTANT SKIN

[Attachment]

A flexible heat-resistant sheet covers (or perhaps replaces) your skin. This app is particularly common in the industrial sector, where workers are exposed to dangerous fires and intense heat. You may acquire heat-resistant skin in designer colours and patterns.

Cost: 2

Tolerance: 2

Minimum Con: 15

Size: Large

Effect: This app provides you with resistance to fire 5. (Every time you take damage from fire or heat, reduce the damage by 5.) In addition, your body cannot catch on fire, but this immunity does not extend to your hair, your clothing, or your equipment.

INTEGRATED EQUIPMENT

[Attachment]

Some equipment can be attached directly to you without the need for a cybernaughtic limb.

Cost: 1

Tolerance: 2

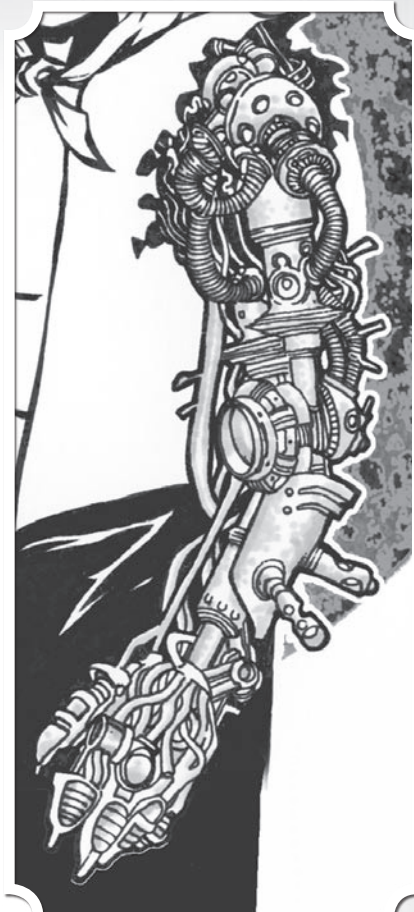
Minimum Con: 15

Size: Variable

Effect: You have a piece of non-weapon equipment attached to your body. You can choose any piece of equipment size Tiny or Small to have attached to yourself, and the size of the app is determined by the size of the equipment. Most equipment installed in this manner is easily concealed if covered by clothing, but will be fairly obvious if not covered unless special precautions are taken. The equipment is attached to your body via magnets, metal clips, or similar measures; a thought allows you to detach the equipment so you can use it. You can reattach it again via similar means.

Upgrade: Integrated Equipment (Arm)

Working on the same principle as the Integrated Weapon System upgrade, this upgrade allows you to have non-weapon equipment built into your cybernaughtic arm. The piece of equipment is stored in a secret compartment, normally in the wrist or forearm, and activates with a thought. When activated, the equipment pops out from its storage compartment but remains



attached to your arm (unless you detach it purposefully). The most commonly integrated equipment includes torches, ethercomm devices, and "bags" (simple storage containers within the arm).

Cost: +1

Tolerance: +1

Minimum Con: +2

Size: Variable

Effect: With this upgrade, you choose one piece of non-weapon equipment to be integrated into your cybernaughtic arm. If you choose a Small or Tiny piece of equipment, it can be concealed within the arm. If you choose a Medi-

TABLE 5-19: NEW CYBERNAUGHTIC APPS

NAME	TYPE	COST	TOLERANCE	MIN CON	SIZE	EFFECT SUMMARY
Changeable face	Implant	1	1	13	T	+4 on Disguise checks
Drug release system	Implant	1	1	13	S	Automatically injects drugs into self
Flexible joints	Implant	1	1	13	M	+4 on Escape Artist and Tumble checks
Heat-resistant skin	Attachment	2	2	15	L	Resistance to fire 5
Integrated equipment	Attachment	1	2	15	T or S	Cannot be disarmed
- Integrated equipment (arm)	Upgrade	+1	+1	+2	varies	Cannot be disarmed
- Integrated equipment (hand)	Upgrade	+1	+1	+2	T	Cannot be disarmed
Keen sight	Upgrade	+1	+1/2(+1)	+0	-	+4 to attack rolls to confirm a critical hit within 30 feet
Protected vitals	Implant	2	3	17	L	Protection from critical hits, +2 on saves against death and massive damage

um piece of equipment, the app's size increases by one size category. Medium equipment may be concealed if the arm is Huge (including the increase from this upgrade). You may choose a Large piece of equipment, but this increases the size of the arm by two categories. Not all equipment is appropriate for use with this upgrade. It makes little sense, for example, to have an integrated tent, so the GM should exercise his or her own judgement when deciding which equipment can be integrated.

Upgrade: Integrated Equipment (Hand)

This upgrade works in much the same manner as its arm-mounted equivalent, but the equipment is stored within a cybernaughtic hand. The most common piece of equipment to be integrated into hands is a multipurpose tool kit.

Cost: +1

Tolerance: +1

Minimum Con: +2

Size: Tiny

Effect: With this upgrade, you choose one piece of Tiny equipment to be integrated into your cybernaughtic hand. The effect is otherwise identical to the integrated equipment (arm) effect.

KEEN SIGHT (UPGRADE FOR CYBERNAUGHTIC EYES)

[Attachment/Implant]

This upgrade improves on the targeting system of the standard cybernaughtic eye. When you focus on an opponent, a program identifies chinks in his armour and vital locations on his body. This information is relayed to you visually via targets superimposed over you opponent's body.

Cost: +1

Tolerance: +1/2 (+1 for implant)

Size: No change

Effect: You gain a +4 circumstance



bonus on attack rolls to confirm a critical hit with a melee attack or a ranged attack within 30 feet.



PROTECTED VITALS

[Implant]

Installing this app involves adding layers of subdermal plating around your organs, arteries, joints, and major tendons. Because the required surgery is so uncomfortable, only those who take their toughness very seriously have this implant. It is most common in the military, but certain criminal elements favour it as well.

Cost: 2

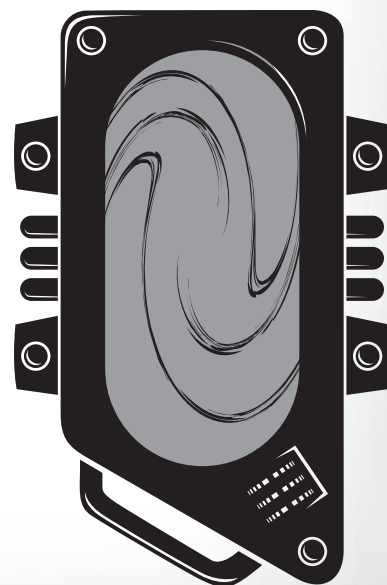
Tolerance: 3

Minimum Con: 17

Size: Large

Effect: With this app, you have a 75% chance to negate critical hits. (Every time you take a critical hit, roll d%; if the result is 75 or less, resolve the attack

as a normal attack, not a critical hit.) Furthermore, you receive a +2 bonus on Fortitude saving throws against massive damage and on dying checks.





CHAPTER VI: ADVENTURES

This chapter includes two adventures. The first, “Triple Cross,” is a detailed adventure with a number of different options that explores different factions within the city’s Sewer Kingdoms. The second adventure, “Sin,” is a toolkit that is highly customisable by the Gamesmaster. Boxed text is meant to be read aloud or paraphrased to the players.

Items marked with an asterisk (*) appear in Chapter 5: Character.



TRIPLE CROSS

“Triple Cross” is an **Etherscope** adventure for four characters of 1st to 3rd level. Groups with more or fewer characters, or with characters of higher level, require you (the GM) to adjust the scenario accordingly; some suggestions are provided below, in the “Scaling Encounters” sidebar. This adventure is a different sort than those in the **Etherscope** rulebook. Where those were objective adventures with a real sense of direction and goals, with something of a linear path for the PCs to follow; this is more amorphous. Adventures of this type are free flowing and rely on the players’ decisions and the characters’ actions instead of depending on events to railroad them towards a goal.

“Triple Cross” involves members of the Mass Heresy, who are vying for influence in the Great Metropolis sewer community of Georgetown. While they funnel their sacramental drug into the community, a mysterious cabal of tab-jammers works to subvert their efforts. The PCs find themselves caught in the middle of this invisible war while pursuing the interests of an industrialist from the world above.

The following pages present a broad scope of information pertaining to the goings-on of this adventure. Where there are a few pre-determined scenes to help get things going, it is largely up to you, the GM, to determine how things go. Your players’ actions drive events, or at least their perception of events; but pacing, timing, setting the mood, and determining the outcome is primarily your duty.

This is a more complex and advanced sort of GMing. If you’re a seasoned Gamesmaster, this sort of thing should be old hat. If you’re new to it, relax. Part of the fun of roleplaying is experimenting with the format. If you follow your instincts, you’ll probably surprise yourself.



ADVENTURE BACKGROUND

Morton Friendly is the owner of Morton Mobile, a manufacturer of luxury zepcars who has decided to cut his

costs. The process for manufacturing inertial dampening coils is illegal in the British Empire, so he must normally import the parts from America. It has come to his attention, though, that the equipment for this process is available in the unlikelyst of places: the Sewer Kingdoms. Hoping to contract with the gammas of Georgetown to provide his coils, he searches for envoys to the sewers.

The equipment for crafting inertial dampening coils, an etherfold synthesiser, is banned because it is the same equipment that is used to synthesise the drug mass in Etherspace. A gamma named Brian Rice has such a synthesiser, and he currently owes a debt to the Georgetown Industrial Guild, which in turn has been hired by a group of Mass Heretics to manufacture the drug.

Meanwhile, a group of Scope riders, called the Bowler Hat Collective, hailing from the Black Dot have set out to thwart the influx of mass into the sewers. Whilst most citizens of the Black Dot do not concern themselves with matters outside their realm, many see the Mass Heresy as an organisation wanting to bring the Sewer Kingdoms under autocratic rule. Knowing that the drug is forged in Etherspace, the collective has taken it upon itself to discover the sources of its creation and destroy them. The recent ambitious push of the heresy into Georgetown has caught their attention and they now focus their efforts there.



GETTING THE CHARACTERS INVOLVED

The best methods for getting the PCs involved in this adventure are those specific to them — those that stem from their backgrounds and personalities. Know their backgrounds and where they might fit in to Friendly’s schemes. Take advantage of their influences and social templates. Characters with the Industrial influence might already have contacts at Morton Mobile; those with a high score might even be acquainted with Morton Friendly. PCs with Military influences might have ties with the company because of the armed forces’ defence contracts with it. Characters from upper-class templates, particularly the Idle Rich, may know Mr. Friendly on a personal level. Those from most middle-class templates might have worked for him.

Morton Friendly has his hands in everything. The tendrils of his influence reach all the nooks and crevices of society.

Perhaps characters acquainted with Friendly owe him a favour. Those who have worked for him may owe him their livelihood. Businesspeople, being corrupt and unscrupulous, might have something he holds over their heads. Maybe if they don't work for him, he'll fire a family member — or worse. Morton Friendly, despite his reputation as an honest entrepreneur, is not above extortion or open threats. Of course he prefers amiable dealings, but his need for people to represent his interests to the gammas is right in line with your need to involve the characters.

He prefers to make contact by issuing a letter. Establish the characters' relationship with or knowledge of Friendly before giving them the letter so that they can realise its impact from the start.

Dear Sir or Madame,

Your presence is humbly requested with the utmost sincerity to assist me with a business engagement. You are invited to my gala in honour of the unveiling of the Lemurian Collection at the Museum of Mystical History on the third floor of the Grand Caledonian tower. There will be a catered reception at 7:00 PM, followed by a speech and toast at 8:30. Please meet me in the atrium at 8:45.

Yours Truly,
Morton Friendly

For characters from working-class templates, the following postscript is included:

P.S. Black Tie attire is required at the reception. If you do not have a jacket and tie, my valet, Jacque, can provide one upon request.

SCENE 1: THE MUSEUM OF MYSTICAL HISTORY

Morton Friendly is a collector of paranormal antiquities and given to bouts of cultural philanthropy. This gala is his most recent example. A Welsh tin-mining endeavour turned up some unusual artefacts and, hearing about it, Friendly pulled some strings to fund an archaeological dig. The fruit of that venture is the new addition to this, his semi-private museum.

Characters arriving here may mingle with the guests. If the PCs do not know one another, this is a prime opportunity for them to get acquainted. You may also roleplay the parts of other guests, but none of them is of any significance to the adventure. Friendly himself is otherwise engaged and does not talk to the PCs until the designated time.

Austere gaslight fills the grand hall of the museum, darkened by throngs of sober black suits and dark evening wear. Waiters flutter around the chamber delivering wine and cocktails, fine hors d'oeuvres, foreign cigarettes and rare cigars to the carousing and mingling guests. It is as though the *creme de la creme* of the upper echelons — the Great Metropolis' entire upper and academic classes — is here in this room.

Curious antiquities fill the displays and cubbies of the museum, but many areas are concealed by lush curtains or partitioned off by velvet ropes. Uniformed guards stand stone-faced in front of many, while scholar guests mill about before others.

After the PCs have time to mingle and explore a bit, when the time in the game reaches 8:30, continue with the following.

After some time, at the moment when the gathered crowd seems just on the verge of losing their social and scholastic momentum, a generous-looking man with a slick bald head and tufts of white hair flanking the ears just above his jowls approaches a podium. He pulls a tablet from his pinstriped Italian suit along with a pair of bifocals and addresses the audience.

"Good evening, ladies, gentlemen — generous contributors and distinguished colleagues," he says. "Welcome to the unveiling of this, our most illustrious exhibit.

"Lemuria! For ages it was thought a myth, but now we know better. With every excavation, the evidence for its existence grows and the burden of proof grows lighter."

On he goes for several minutes. The crowd eats it up even as his attempt to build suspense drones on to monotony. He wraps up his speech with as much pomp and circumstance as he can muster.

"Please, my guests," he says while pulling a pocket watch from his pants and glancing at its face, "enjoy the exhibit. For those academics among you, it is my sincerest hope that these artefacts will aid in your research and further the field of mystical archaeology the world over."

He steps from the podium as the crowd breaks into a restrained applause. Many guests move to shake his hand and engage him in conversation. In moments he disappears in the swell of bodies.

With the time approaching 8:45, the PCs probably want to head towards the atrium. The way is unguarded, but when they arrive they find the valet, Jacque, waiting for them outside. He addresses them with an air of propriety before informing them that Mr. Friendly is already awaiting them inside.

Mr. Friendly

At this point, the characters are involved — or at least interested. They've answered Morton Friendly's summons and are going to want to



know why they're here. As stated before, the process for creating inertial dampening coils is illegal in Britain and therefore undercutting his profits. You have (hopefully) already decided the PCs' motivations and it is up to you to play upon them.

Friendly plays lord of the manor with the PCs. He holds his social and financial standing as though it were a sceptre evidencing his superiority. Whatever information he holds on them or whatever favours they owe him are mere conduits for his superiority. He's unlikely to even discuss financial compensation for their efforts, money being beneath him. If the subject of material recompense arises (and it is better to avoid it), perhaps he considers giving the characters a zepcar as reward for their efforts.

At this point, the adventure departs from linearity. You must motivate the characters and your players must seek out their own angles. However you decide to steer things, the PCs' conversation with Mr. Friendly should bring out the following key pieces of information:

- As etherfold synthesisers are illegal, this conversation and their activities are to be held in the utmost confidence. Should the PCs run afoul of the authorities while acting on Friendly's behalf, they are not to divulge their relationship — and he is quick to indicate that someone of his class and reputation could hardly be implicated in such an endeavour with any seriousness.
- Friendly's sources tell him that there has been a resurgence of the drug MaS17 in recent months. Though he doesn't know specifically who produces the drug, he had previously been in discussions with gammas in the duchy of Georgetown to produce the coils. As the new mass is likely being produced in the sewers, it's a good bet that the synthesisers are there. Though he doesn't say it for the fear of shaming his family, his source of information about mass is his nephew Scott, currently recovering from his addiction to the drug at a sanatorium in Coventry.
- A gamma named Branson was a negotiator during the rule of King

George. He's Friendly's only link to the industrial complex of the sewers. This is the only real "lead" that he's able to provide. Friendly has lost contact with him, but says Branson shouldn't be difficult to find as he's a key figure in the Georgetown Industrial Guild.

Additionally, the PCs' knowledge can provide insight into their mission.

- A DC 17 Knowledge (current events) check allows them to recall that mass is distributed and considered a sacrament by a sort of apocalypse cult.
- A DC 18 Knowledge (history) check recalls that the sewers had previously tried to contract with industrialists from the world above, such as Friendly, until inner turmoil brought all progress to a halt. Remaining bitterness from the gammas may cause difficulties if the characters openly represent Friendly. Characters can add their ranks in Street to this check.
- A DC 23 Knowledge (current events) check allows a character to remember that the sewer duchy called the Black Dot has appropriated much of the manufacturing might of the Sewer Kingdoms. Characters can add their ranks in Street to this check.
- Characters from Georgetown with the appropriate background know more about the political situation in Georgetown and the sewers in general, at your discretion.

◀○▶ SCENE 2: THE SEWER KINGDOMS

If the PCs' backgrounds indicate a familiarity with the sewers, allow them to decide how they approach. Georgetown itself isn't readily accessible from the surface and requires some navigation of tunnels. You should make the players pass through at least one duchy before coming upon the King George Highway and continuing unhindered to Georgetown. (See Chapter 2: Boroughs for more information on the Sewer Kingdoms' duchies.)

PCs who are unfamiliar with the sewers feel as though they have descended into the underworld. Most surface-dwellers aren't accustomed to having to provide their own light, and gas lamps are scarce here. They likely don't have a good idea of where they are going and may end up entering the sewers by way of a hostile duchy. Such characters may want to find a guide, which requires a DC 17 acquisition check. If they choose to trust to their own devices in navigating the sewers, you may randomly determine what duchy or duchies they must pass through.

Discovering the King George Highway requires characters to make DC 20 Navigate check. Characters can add their ranks in Street to this check. PCs who fail this check wander around the sewers for 4 hours before being able to make the check again.

While wandering the sewers, or at anytime you deem appropriate, they are open to the dangers therein. Crocodiles roam the sewers and are always looking for a good meal. Ratpacks (see Chapter 3: Factions and Organisations) constitute another danger and are as likely to attempt to rob the characters as they are to offer services as a guide. Gammas from the various duchies patrol the sewers, too, acting as sentinels or guards. Of course, the demeanour of these depends on what duchy the characters are in.

Each of these dangers is detailed below. You may also invent your own if you feel that something would be more appropriate to your party.

Crocodiles

Crocodiles are the bane of the sewers, but seen by many as a necessary evil. Tales of crocodiles with a developed appetite for human flesh keep more surface dwellers out of the tunnels than the rumours of the gammas' brutality. The tales are mostly true, though, yet the reptiles eat far more citizens of the tunnels than they do surface dwellers. Some duchies, like the Duchy of Raymond Faulk, breed crocodiles and place them strategically in the tunnels as guard dogs.

The PCs might wander upon the

hunting grounds of a crocodile. If so, the statistics for them can be found in the **Etherscope** rulebook, Chapter 8: Gamesmastering, "Creatures and Characters."

Tactics: Crocodiles prefer to hide and try to take characters by surprise. They don't often remain in narrow tunnels, preferring to have room to manoeuvre. Instead, they find a junction or other larger area where they await their prey. If they go undetected, they allow the entire party to pass before attacking the PC last in line — or perhaps another if that one is obviously the weakest.

Ratpacks

Ratpacks, independent gangs of young gamma thugs, wander the sewers causing trouble for anyone they run into. Though outlaws in most duchies, these delinquents have a knack for staying under the notice and out of the hair of the rulers and authorities of the Kingdoms. They do come out into the open when it benefits them, however, and probably recognise PCs foreign to the sewers as easy marks.

If characters become lost in the sewers, you may use a ratpack as an opportunity to avail them of a guide. Not all ratpacks are brutal and treacherous — some are simply bands of outcasts trying to get by scavenging and engaging in non-violent crime. These groups can be allies just as easily as enemies, depending on your needs.

Ratpack Members (Ordinary Combatant 1) (5): CR 1/2; Small humanoid (gamma, human, transgenic); HD 1d8+2; hp 8; Mas 14; Init +6; Spd 20 ft.; Defence 15, touch 13, flat footed 12 (+1 size, +2 Dex, +1 class, +1 equipment); BAB +1; Grap -1; Atk +5 melee (1d4+3, brass knuckles); SQ gamma traits; Val bravery/bravery; AL own pack; SV Fort +3, Ref +3, Will +0; Str 14, Dex 14, Con 14, Int 9, Wis 11, Cha 8.

Scope Avatar: HD 1d6-1; hp 3; Mas 8; Init +0; Defence 11, touch 11, flat footed 11 (+1 size); BAB +0; Grap -5; Atk -1 melee (1d4-1 unarmed strike); SV Fort -1, Ref +0; Str 9, Dex 11, Con 8.

Template: Criminal (Crime, Con-

stabulary, Street) (Engineer (mechanical))

Skills: Hide +6, Intimidate +1, Survival +2.

Influences: Crime +2, Street +1.

Feats: Brawl, Dodge, Improved Initiative, Simple Weapons Proficiency.

Possessions: Brass knuckles, leather jacket.

Wealth: +3.

Tactics: The gammas that run in these gangs have refined their tactics. If you use them as enemies, they attempt to take characters by surprise, sneaking up behind them. If the PCs appears to be well equipped for combat, the ratpack is diplomatic and cunning in their dealings. A pack leader may approach the characters and offer services as a guide while the rest of the pack gathers round in the darkness to ambush.

Patrols

Patrols can be used for either combat or roleplaying encounters. While much of this depends on your whim, you can lend their attitudes credence by aligning them with the duchy that the patrol represents. Patrols from the Duchy of Raymond Faulk begin relations with a hostile attitude, while patrols from the Black Dot are likely to be Indifferent so long as they don't find the PCs causing trouble. Those in Drudgney begin with an unfriendly attitude, as do patrols from New Dresden, as these tend to be isolated duchies and therefore more suspicious of strangers.

Sewer Kingdom Patrol (Ordinary Combatant 1) (4): CR 1/2; Small humanoid (gamma, human, transgenic); HD 1d8+3; hp 8; Mas 14; Init +6; Spd 20 ft.; Defence 15, touch 13, flat footed 12 (+1 size, +2 Dex, +1 class, +1 equipment); BAB +1; Grap -1; Atk +4 melee (1d12+3, spear); SQ gamma traits; Val loyalty/enthusiasm; AL own duchy; SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 9, Wis 11, Cha 8.

Scope Avatar: HD 1d6-1; hp 3; Mas 8; Init +0; Defence 11, touch 11, flat footed 11 (+1 size); BAB +0; Grap -5; Atk -1 melee (1d2-1, unarmed strike); SV Fort -1, Ref +0; Str 9, Dex

SCALING ENCOUNTERS

These encounters, in fact this entire adventure, assumes that characters are 1st-3rd level. This makes a good adventure for characters who have already been through one or both of the adventures in the **Etherscope** rulebook. This adventure, however, can be modified to challenge groups of higher level.

The easiest way to do this is to increase the quantity of enemies in combat encounters. Throw an additional crocodile into the mix or add a couple more gammas to a ratpack. Another method is to advance the adversaries. Pumping the members of a patrol up by increasing their levels and/or Hit Dice is an effective way to challenge your PCs.

In many cases, though, combat isn't the emphasis of an encounter. The focus may be on roleplaying or on overcoming a challenge represented by skill checks or other mechanical criteria. In the latter instances, you can increase the requisite DC or other thresholds involved (requiring a higher number of ranks in an influence, for instance). In the former, you can push your players to roleplay more intensely, perhaps steering them away from resorting to dice rolling.

Scaling an adventure is always a challenge. It is best met by knowing your players and their characters, their capabilities and limitations.

11, Con 8.

Template: Disenfranchised (Agriculture, Street, Crime) (Intimidate, Survival).

Skills: Intimidate +1, Navigate +1, Survival +4.

Influences: Street +4.

Feats: Dodge, Improved Initiative, Sewer Kingdom Weapons Proficiency*, Toughness (body).

Wealth: +1.

Tactics: A patrol attempts to arrest PCs if diplomacy fails. Even in hostile territories such as the Duchy of Raymond Faulk, harmless trespassing isn't punished by death outright (although Duke Raymond might order intruders executed the moment they're

THE ETHERFOLD SYNTHESISER

Material fabrication in Etherspace is nothing new. Etherium is forged in Etherspace, but the process is relatively unsophisticated and the equipment for doing so, whilst expensive, is available to most industrial organisations. The equipment for manufacturing more sophisticated items is less common, more expensive, and outlawed in many cases because of the capacity to synthesise dangerous chemicals and unpredictable micro-organisms.

Such is the case with the etherfold synthesiser. The device binds ether to a ferrous metal, such as the iron in certain steel alloys, so that the Prime Reality vibration of the metal reverberates in Etherspace. The technology is used in the inertial dampening systems of ether-powered vehicles where, when attenuated properly, it can lessen the impact of sudden stops and even centrifugal force during turns.

The more sinister use of the etherfold synthesiser involves the alteration of nutritional-grade iron so that minute quantities of ether are metabolised by the body during digestion. This is the basis for the drug known as MaS17 and the reason that the British authorities outlaw the device.

The etherfold synthesiser functions in Etherspace, but it exists in Prime Reality. It draws material from locations in Etherspace to accomplish its tasks.

Illegality necessitating craftiness, Rice has found ways to hide the device. He has on his side the fact that the officials in the world above think it preposterous that the Sewer Kingdoms could house such a sophisticated and expensive piece of equipment. The Scope, on the other hand, is not so blind. The site of synthesis would not be hard to find. At the outset of the contract with the Mass Heresy, the actual synthesis took place in Haven, but the hackers from the Black Dot had little time finding it in their own turf. Brian, working with ethertech engineers from the Georgetown Industrial Guild, found a way to program a new location for each batch, thus frustrating the efforts of the Bowler Hat Collective. At first, Rice tried open Etherspace, but the process attracted too many Scope demons and even a System agent, so they began moving the site to various New London locales: a pleasure domain now, a system in the industrial domain next. They know that someone is trying to stifle their efforts, but so far they're a step ahead.

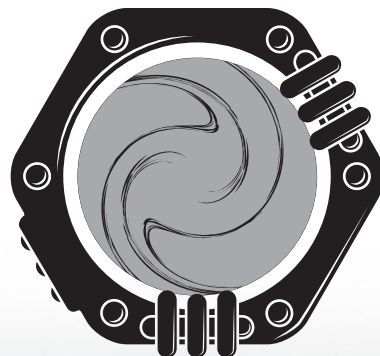
brought to Faulkhurst); the patrolmen and their superiors are more concerned with why the PCs are there than with simple retribution. If the characters resist the authority of the patrols, the patrolmen are competent to fight and will attack the characters until they are obviously losing (after two patrolmen are killed).

SCENE 3: GEORGETOWN

Georgetown is the closest thing that the sewers have ever had to a capital. One way or another, characters searching for the etherfold synthesiser end up coming here. They should be looking for a gamma named Branson, who is one of a few who knows that Brian Rice owns the only synthesiser in the sewers.

Georgetown is somewhere between being a small duchy and a large settle-

ment. Its population is much smaller than what it used to be and other duchies have swallowed up its territories. For all that, it's still the most technologically advanced of the duchies. It's situated in what was once a central conduit of tunnels. Tubes of varying sizes ran close together, but many of the walls have been torn down and large chambers were created to house buildings. (See Chapter 2: Boroughs for more information on Georgetown.)



As you approach Georgetown, you notice sparse pockets of quasi-civilisation. Areas where earth and concrete have been removed create large pods of habitable space, with the formerly adjacent tunnels opening to form chambers. These are at first sprinkled with buildings, hovels, and makeshift residences, but are soon crammed with developed — if shoddily crafted — flats and houses.

The occasional pod is scattered with machinery and tools — an ersatz factory — and bustles with labour. Nimble gamma fingers work intricate tasks while multiple labourers, apparently undaunted by the difficulties presented by their size, man heavy equipment. As you approach Georgetown proper, the chambers become larger and a semblance of roads appears. The sides of each street are punctuated by hand carts, booths, and even storefronts manned by shifty gammas who eye you suspiciously, but nonetheless bark at you about their wares.

Though decidedly not cosmopolitan, Georgetown is a small city indeed. When at last the sprawl reaches its ultimate coalescence, you find yourselves in a chamber some hundred feet high jam-packed with edifices of varying height, well lit by etherlamps, humid, and filled with the familiar steamy odour of ethertech exhaust.

At this point, the characters should have a couple of clues. They know of a gamma broker named Branson who was previously a liaison between Morton Friendly and the Georgetown Industrial Guild. They also know that the etherfold synthesiser is used in the production of MaS17, a drug used and distributed by the mysterious Mass Heresy.

What they probably do not know is that a group of gamma tab-jammers and Scope riders from the Black Dot have taken an interest in the proliferation of mass in the sewers and are seeking the same device as they. The Bowler Hat Collective has been pursuing the synthesiser in Etherspace and has had

several near-successes, yet the group is always thwarted by another band of hackers from the Georgetown Industrial Guild.

Unknown to both the PCs and the collective is the depth of the involvement of the Georgetown Industrial Guild. The guild fronts itself as a legitimate organisation, and indeed the bulk of its activities are on the up-and-up; but the strict class-based society of the Great Metropolis being what it is, there's quite a lucrative market in restricted technologies. Serena Townsend, a fey templar in the Mass Heresy, has contracted with Branson for the manufacture of the drug.

Serena doesn't know about Brian Rice and doesn't care. She deals directly with Branson and pays well for the mass he provides. Branson subcontracts the work of Mr. Rice at a high margin and uses the resources of the

guild to make sure that his resource is protected. Scope riders employed by the guild keep foiling the efforts of the Black Dot hackers.

Georgetown Industrial Guild

Finding members of the guild should be easy; more or less every industrial worker in the duchy belongs to it. Finding Branson is another matter. He's an important man and has bigger things to worry about than the needs of the PCs, or at least so it is assumed by any they ask. Few gammas here have ever heard of an etherfold synthesiser, let alone imagine that one exists in the sewers. It requires a bit of socialising to determine Branson's whereabouts or get any kind of meeting with him. Characters have to use their Industrial and Street influences to obtain this kind of knowledge.

At the same time, hackers from the Black Dot have their ears to the ground. They've put out feelers looking for information about the synthesiser and quickly hear if the characters have been looking for it. See the section below for information on how to handle the hackers, but the PCs should run across them before any kind of meeting with Branson can be established.

The guild members are by and large a protective lot and do not easily give any information to outsiders. An Industrial influence roll of 15 or a Street influence roll of 17, after several false starts, turns up a curmudgeonly old gamma named Bart who agrees to attempt to arrange a meeting with Branson, but he cautions the characters to keep quiet about the synthesiser. The time it takes him to set that meeting up can provide you an excellent opportunity to introduce the Black Dot hackers.

THE BOWLER HAT COLLECTIVE

The Bowler Hat Collective is a group of Scope riders from the Black Dot, named such because each of the five members wears a black bowler hat. The collective consists of four tab-jammers and a program crafter named Gordon McAlpin, who is the speaker of the collective. As none of the others are quite as skilled as Gordon in hacking and Scope immersion, they typically enter the Scope through tab trips and he meets them inside via his portable Scope point. He crafts and loads the brass knuckles and Scopers' leathers they use when immersed.

Bowler Hat Tab-Jammers (Enginaught 3) (4): CR 3; Small humanoid (gamma, human, transgenic); HD 3d10+3; hp 24; Mas 12; Init +1; Spd 20 ft.; Defence 15, touch 14, flat footed 11 (+1 size, +1 Dex, +2 class, +1 equipment); BAB +2; Grap -2; Atk +4 melee (1d4 nonlethal, unarmed strike) or +4 melee (1d4+1, brass knuckles); SQ improved tab-jammer skills, tab-jammer skills, gamma traits; Val progress/loyalty; AL the Black Dot; SV Fort +3, Ref +2, Will +2; Ex 4; Str 10, Dex 12, Con 12, Int 14, Wis 13, Cha 13.

Scope Avatar: HD 3d6+6; hp 19; Mas 13; Init +1; Defence 14, touch 14, flat footed 12 (+1 size, +1 Dex, +1 class, +1 equipment); BAB +3; Grap +1; Atk +7 melee (1d6+3, brass knuckles); SV Fort +5, Ref +3; Str 14, Dex 13, Con 13.

Template: Disenfranchised (Agriculture, Crime, Street) (Hide, Knowledge (current events), Survival).

Skills: Concentration +3, Engineer (ethertech) +5, Engineer (mechanical) +3, Hide +6, Knowledge (current events) +6, Knowledge (industry) +4, Listen +2, Move Silently +4, Navigate +3, Pilot (civilian) +2, Scope Awareness +9, Scope Resilience +11, Scope Use (immersed) +10, Scope Use (remote) +6, Survival +4.

Influences: Crime +1, Street +2.

Feats: Brawl, Scope Raider, Simple Weapons Proficiency, Spirited, Stealthy, Toughness (avatar).

Possessions: Brass knuckles, leather jacket, Scopers' leathers, Scope tabs for various private domains, Scope program (brass knuckles).

Wealth: +1.

Gordon McAlpin, Speaker of the Bowler Hat Collective (Savant 3/Program Crafter 1/Scope Warrior 1): CR 5; Small humanoid (gamma, human, transgenic); HD 4d6+1d8+10; hp 31; Mas 15; Init +2; Spd 20 ft.; Defence 15, touch 14, flat footed 12 (+1 size, +2 Dex, +1 class, +1 equipment); BAB +2; Grap -2; Atk +4 ranged (2d4, pepperbox revolver) or +2 melee (1d2 nonlethal, unarmed strike); SQ enhanced transfer, greater program, immersed program crafting, program crafter Scope skills, gamma traits; Val tenacity/honesty; AL the Black Dot; SV Fort +4, Ref +4, Will +5; Ex 5; Str

10, Dex 14, Con 15, Int 14, Wis 13, Cha 12.

Scope Avatar: HD 3d6+1d8+1d10+5; hp 29; Mas 12; Init +1; Defence 15, touch 14, flat footed 11 (+1 size, +1 Dex, +2 class, +1 equipment); BAB +4; Grap +2; Atk +5 ranged (2d10, v-prop pistol) or +7 melee (1d2+2 nonlethal, unarmed strike); SV Fort +3, Ref +4; Str 14, Dex 13, Con 12.

Template: Proletariat (Civic, Guilds, Industry, Street).

Skills: Bluff +2, Diplomacy +3, Engineer (ethertech) +9, Hide +4, Investigate +6, Knowledge (civics) +3, Knowledge (current events) +6, Knowledge (history) +3, Knowledge (industry) +5, Knowledge (tactics) +4, Listen +2, Munitions +3, Research +5, Resolve +3, Scope Awareness +8, Scope Resilience +6, Scope Use (immersed) +10, Scope Use (remote) +10, Sense Motive +3, Spot +4, Survival +2, Tumble +7.

Influences: Guilds +2, Industry +2, Street +4.

Feats: Advanced Upload Learning, Improved Upload Learning, Literate, Major Cybernaughtic App (cyber arm), Minor Cybernaughtic App (Scope jack), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Pepperbox revolver, leather jacket, Scoper's leathers, portable Scope point, 2 Scope-fu upload tabs, Scope program (v-prop pistol).

Wealth: +2.

The Bowler Hats

Apart from any sewer dangers in getting to Georgetown, the Bowler Hat Collective from the Black Dot may be the first snag the PCs encounter. Whilst it may be possible for the collective and the PCs to work together at some point, their goals seem contradictory at first. The PCs want to arrange for the etherfold synthesiser's use while the hackers want it destroyed. Of course, the mere fact that the PCs are searching for the device makes the Bowler Hats believe that they are producing the drug — probably working for the Mass Heresy — and in search of additional equipment for production.

Their initial tack is to use intimidation, surrounding the characters in an alley or some other strategic point and questioning them threateningly as to

the whereabouts of the synthesiser. While smarter than many gammas, the hackers are generally young and idealistic. They begin with a hostile attitude that must be improved to friendly to get them to believe that the PCs don't know anything about the synthesiser or its whereabouts.

Though the hackers are not pushovers, the PCs should have no trouble fending off any attack. This initial contact is intended to introduce the hackers into the plot, not to decide how things will play out. The characters either defeat the hackers, or they diplomatically let them know that they know nothing. In either case, the hackers are intrigued and attempt to tail the PCs to see what information can be turned up.

The Mass Heresy

PCs who know of the Mass Heresy understand the importance of MaS17 to them and may wish to seek out members of the cult in order to find where it is being manufactured. This course of action presents several dangers. The first is conversion. Members of the cult are zealous about spreading use of the drug and push it on the PCs. This is minor, though, compared to the threat of physical harm from members of the heresy.

Serena Townsend doesn't take kindly to people pushing into her territory and defends her source viciously. If the PCs approach members of the cult with curiosity, they are likely to meet conversion attempts; but if they come openly seeking the drug's source or talking about etherfold synthesisers, they are

MASS HERETICS

The Mass Heresy draws its ranks from the dejected and disenfranchised of society, no matter their background. The Georgetown congregation of the cult consists of almost four dozen heretics, 18 of whom act as the honour guard, protecting and enforcing the interests of their bishop. If you decide to use a squad of heretics to capture the PCs, you should size the encounter appropriately. There's nothing wrong with sending the entire group of them to ensure the characters are captured; however, if you would like to give the characters a chance to escape, or you think they might be stubborn enough to fight to the death (thus abruptly ending the adventure), reduce the number.

Mass Heretic (Ordinary Scoundrel 1) (6): CR 1/2; Small humanoid (gamma, human, transgenic); HD 1d6+1; hp 5; Mas 13; Init +7; Spd 20 ft.; Defence 16, touch 15, flat footed 12 (+1 size, +3 Dex, +1 class, +1 equipment); BAB +0; Grap -5; Atk -1 melee (1d4-1/19-20, knife) or +0 melee (1d4-1 nonlethal, unarmed strike); SQ gamma traits; Val tenacity/loyalty; AL the Mass Heresy; SV Fort +1, Ref +4, Will +0; Str 9, Dex 17, Con 13, Int 9, Wis 11, Cha 13.

Scope Avatar: HD 1d6+1; hp 5; Mas 13; Init +0; Defence 11, touch 11, flat footed 10 (+1 size); BAB +0; Grap -5; Atk +0 melee (1d4-1 nonlethal, unarmed strike); SV Fort +1, Ref +0; Str 9, Dex 11, Con 13.

Template: Disenfranchised (Agriculture, Street, *Crime*) (Hide, Sleight of Hand).

Skills: Bluff +4, Disguise +2, Escape Artist +5, Hide +10, Knowledge (current events) +3, Listen +1, Move Silently +5, Search +0, Spot +1, Sleight of Hand +9.

Influences: Crime +2, Industry +2, Street +4.

Feats: Brawl, Improved Initiative, Nimble, Simple Weapons Proficiency.

Possessions: Knife, leather jacket.

Wealth: +1.

Mass Heretic (Ordinary Enginaught 1) (6): CR 1/2; Small humanoid (gamma, human, transgenic); HD 1d10+4; hp 9; Mas 17; Init +1; Spd 20 ft.; Defence 14, touch 13, flat footed 12 (+1 size, +1 Dex, +1 class, +1 equipment); BAB +0; Grap -3; Atk +2 melee (1d4+1/19-20, knife) or +2 melee (1d2+1 nonlethal, unarmed strike); SQ gamma traits; Val tenacity/loyalty; AL the Mass Heresy; SV Fort +4, Ref +1, Will +0; Str 13, Dex 13, Con 17, Int 9, Wis 11, Cha 11.

Scope Avatar: HD 1d6; hp 3; Mas 11; Init +0; Defence 11, touch 11, flat-footed 11 (+1 size); BAB +0; Grap -5; Atk -1 melee (1d2-1 nonlethal, unarmed strike); SV Fort +0, Ref +0; Str 9, Dex 11, Con 11.

Template: Disenfranchised (Agriculture, Street, *Crime*) (Intimidate, Survival).

Skills: Concentration +4, Engineer (chemical) +0, Engineer (ethertech) +2, Engineer (mechanical) +5, Hide +5, Intimidate +1, Knowledge (current events) +1, Knowledge (industry) +2, Listen +1, Navigate +0, Pilot (civilian) +2, Survival +3.

Influences: Agriculture +1, Crime +1,

Street +1.

Feats: Major Cybernaughtic App (cybernaughtic am), Master Engineer (ethertech, mechanical), Simple Weapons Proficiency, Toughness.

Possessions: Knife, leather jacket.

Wealth: +1.

Mass Heretic (Ordinary Combatant 2) (6): CR 1; Small humanoid (gamma, human, transgenic); HD 2d8+6; hp 15; Mas 15; Init +1; Spd 20 ft.; Defence 15, touch 14, flat footed 12 (+1 size, +1 Dex, +2 class, +1 equipment); BAB +2; Grap -1; Atk +4 melee (1d6+1, club) or +5 melee (1d4+1 nonlethal, unarmed strike); SQ gamma traits; Val tenacity/loyalty; AL the Mass Heresy; SV Fort +4, Ref +3, Will +0; Str 13, Dex 13, Con 15, Int 9, Wis 11, Cha 11.

Scope Avatar: HD 2d6; hp 7; Mas 11; Init +0; Defence 11, touch 11, flat-footed 11 (+1 size); BAB +0; Grap -5; Atk +1 melee (1d4-1 nonlethal, unarmed strike); SV Fort +0, Ref +0; Str 9, Dex 11, Con 11.

Template: Disenfranchised (Agriculture, Street, *Crime*) (Intimidate, Survival).

Skills: Bluff +1, Hide +5, Intimidate +4, Jump +2, Knowledge (current events) +1, Sense Motive +1, Spot +1, Survival +3.

Influences: Crime +1, Street +3.

Feats: Brawl, Power Attack, Toughness.

Possessions: Club, leather jacket.

Wealth: +1.

hunted down for questioning.

Subterfuge is probably not the way to go here. Those wanting to covertly infiltrate the organisation find themselves addicted to mass and discover that finding solid information about how it's produced is a long, hard process that's kept secret by Serena and the rest. The most likely run-in with the Mass Heresy early on is the result of Serena sending a squad to capture them for interrogation.

The heresy's hideout is a tube that looks like it's been caved in; in fact it was, but cult members cleared the tunnel out while leaving the entrance disguised as rubble. Several chambers were constructed inside with stones from the collapse and other improvised materials. If the PCs are captured, they are held here. While the cult members bind them, there is no prison inside and Serena is confident they can't escape past the dozens of cult members housing there. She holds and questions them, depriving them of food, until she's satisfied with the answers they

give her about their intentions.

Escape: Escape is possible if the Mass Heretics capture the PCs. A DC 18 Escape Artist check gets a character out of his bindings, and then there's the matter of sneaking past cult members and figuring out what piece of rubble acts as a front door. Some characters may prove incapable of this, however, and being held indefinitely slows the game down. Fortunately for the PCs, Serena never considered Brother Calvin.

Calvin Ross, or Brother Calvin, is a member of the Mass Heresy not out of religious consideration, but as an easy fix for an addiction he's fast growing resentful of. At an appropriate time, Brother Calvin approaches PCs incapable of escaping on their own and offers to help as long as they agree to help get him out for good. He's not a fighter, and not trusted well enough to pull off a good ruse, but he is willing to cut their bonds and guide their way out. (Use the statistics for Mass Heretic scoundrel, in the "Mass Heretics" sidebar.)

SCOPE ENEMIES

Though Scope use is more prevalent in Georgetown than in most of the rest of the sewers, high-tech resources – including knowledgeable riders – are still relatively few and far between. Branson has been pushing to expand the capabilities of his guild in this area and has recruited several Scopers to assist in various projects. As is often the case for him, the most lucrative business has been underhanded and he's had to utilise the Scope riders in several criminal endeavours, including the operation for the Mass Heresy.

A pair of Georgetown Industrial Guild Scope riders, who are on the lookout for the Bowler Hats, guard the Neon Flamingo. Though they initially have no reason to suspect the PCs, snooping around might alert them.

Georgetown Industrial Guild Scope Riders (Ordinary Broker 3) (2): CR 2; Small humanoid (gamma, human, transgenic); HD 3d6+3; hp 13; Mas 12; Init +2; Spd 20 ft.; Defence 15, touch 15, flat footed 12 (+1 size, +2 Dex, +1 class, +1 equipment); BAB +1; Grap -4; Atk +1 melee (1d4-1/19-20, knife); SQ gamma traits; Val progress/detachment; AL Georgetown Industrial Guild; SV Fort +2, Ref +4, Will +2; Str 9, Dex 14, Con 12, Int 13, Wis 10, Cha 13.

Scope Avatar: HD 3d6+3; hp 13; Mas 13; Init +0; Defence 13, touch 11, flat footed 12 (+1 size, +2 equipment); BAB +0; Grap -4; Atk +1 ranged (2d10, standard autogun) or +1 melee (1d4+1/19-20, knife); SV Fort +2, Ref +1; Str 13, Dex 10, Con 13.

Template: Proletariat (*Civics, Guilds, Industry, Street*) (Concentration, Hide, Scope Use (remote)).

Skills: Concentration +4, Diplomacy +2, Engineer (ethertech) +6, Engineer (mechanical) +2, Hide +9, Investigate +2, Knowledge (civics) +3, Knowledge (current events) +5, Knowledge (industry) +6, Knowledge (tactics) +3, Listen +2, Move Silently +2, Research +2, Scope Awareness +3, Scope Resilience +4, Scope Use (immersed) +4, Scope Use (remote) +8, Sense Motive +2, Spot +1, Survival +1.

Influences: Civic +1, Guilds +1, Industry +3, Street +1.

Feats: Endurance, Minor Cybernaughtic App (Scope jack), Personal Firearms Proficiency.

Possessions: Knife, leather jacket, Scope programs (knife, standard autogun, light-duty vest).

Wealth: +2.



SCENE 4: ETHERSPACE

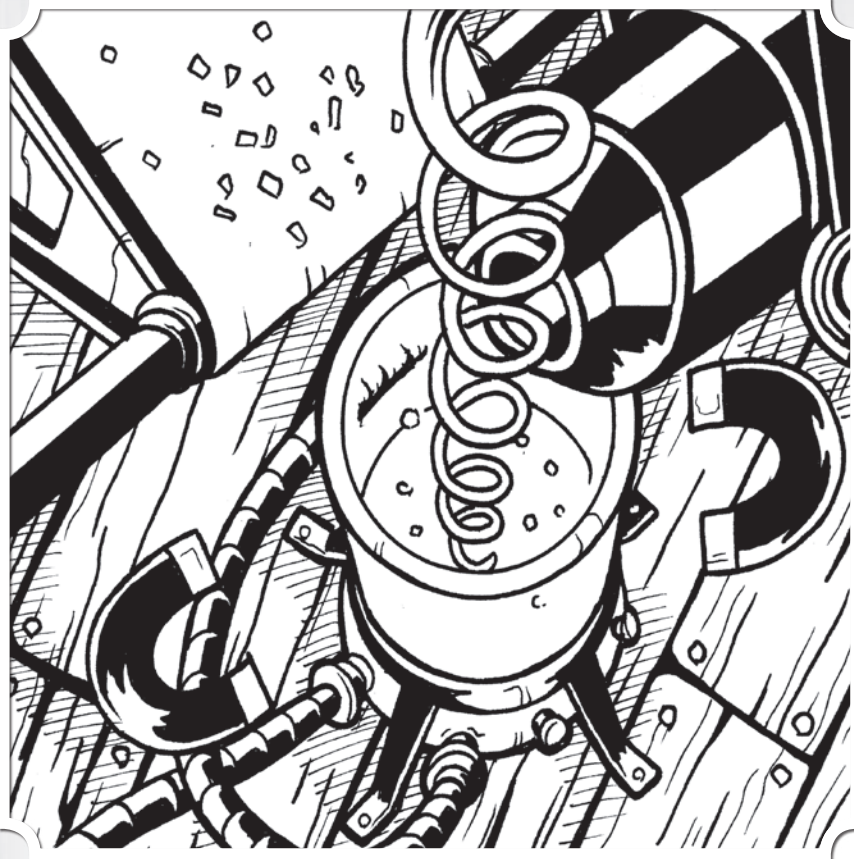
The PCs may at one point wish to search for clues in the Scope and there are clues to be found. Using the etherfold synthesiser creates a distinct signature that can be detected by those nearby. Unfortunately, that signature is present only during the use of the synthesiser and for a short time afterwards. A bit of investigation and deductive reasoning, though, can point characters in the right direction. If they can reason out that the Georgetown Industrial Guild is somehow involved, then they can investigate the guild's holdings in New London.

One of the guild's most recent undertakings is the development of an Etherscope nightclub, a pleasure domain modelled after a famous club called the Neon Flamingo that burned down in the mid-1970s. The programming is nearly complete and opening is a over a week away, so it makes an excellent site for the next batch of mass to be made.

The Neon Flamingo

Deducing the site of the next use of the synthesiser use isn't much help, as it doesn't get the PCs any closer to discovering the device. However, if they can somehow be present while the device is in use (a DC 15 Scope Awareness check allows characters to know that this is going on), they may be able to get a general idea of the synthesiser's location in Prime Reality. This requires a character to make a second, DC 23 Scope Awareness check.

There are a couple of ways to be present during the process. Characters can of course attack directly during the process, although the number of Scope riders increases to four during this time. Perhaps an easier way to enter the Neon Flamingo is by jumping the rails from an adjoining domain. Bypassing the security in this manner requires the PC to make a DC 25 Scope Use check, remote or immersed, depending on how they access the Scope. Getting into an



adjoining domain — they are both data warehouses — is considerably easier, requiring a DC 17 Scope Use check.

If the PCs manage to get in to the club domain at the same time the synthesiser is in operation, read the following description:

A tapering chute manifests in mid-air, with fine granules sliding down it before being sifted through a screen onto a conveyor belt. The line of powder empties into a jar suspended over a floating Bunsen burner while a sapphire-blue liquid is carefully poured in from a beaker overhead. Meanwhile, a pair of U-shaped magnets orbit the jar as the solution inside churns cyclically, following their influence. A glass coil suspended in the solution siphons it up into a tube where it drips, now metallic powder-blue in hue, into another beaker. A circular window above the surreal contraption reveals the rodent-like face of a gamma monitoring the process.

The downside to searching for the synthesiser this way is that it reveals the PCs, or at least their Scope avatars, to Brian Rice, who informs Branson of the security breach. This sets him off and he'll send guild members looking to hunt them down.

SCENE 5: BRINGING IT ALL TOGETHER

This adventure presents four groups — the Mass Heresy, Branson's guild, the Bowler Hats, and the player characters — each with an interest in the utilisation of the etherfold synthesiser. One group wants to continue using it to manufacture drugs, another group wants to profit from that production, a third wants to halt that production, and the last represents someone who wants to usurp that production. Your challenge — the challenge of a non-linear adventure — is to figure out how to go about handling the situation.

Actually, a lot of this will be handled for you by your players.

PC reaction to and interaction with one group has an effect on their dealings with another and, ultimately, their approach to securing the synthesiser for Morton Friendly. The following sections detail possibilities for each. Remember, these are just guidelines. Your players are clever, and you need to be prepared to take these guidelines and run at odd angles with them as the players surprise you.

Branson and the Georgetown Industrial Guild

If the PCs manage to get a face-to-face meeting with Branson, they have to do some convincing to make any progress — the guild is paid well by the Mass Heresy, and has Rice running the etherfold synthesiser to its fullest potential. Branson is familiar with Morton Friendly, though, and understands that there's good money to be made there as well. His attitude begins as unfriendly, primarily because he's unsure whether he can trust the characters. If the PCs change his attitude to friendly, he considers the offer.

The implications of taking on the additional work, or possibly cutting into production for the heresy, are things he doesn't take lightly. He wants some time to consider the offer and requests that the characters lay low whilst he does so. During this time, a number of possible things can happen.

Firstly, the PCs may not wish to stay put and await his answer. They may decide to pursue one of the other paths, such as seeking out the heresy or running into the hackers from the Black Dot. They may feel as though Branson is not entirely on the up-and-up and therefore move on to cover their bases. Branson deliberates over the decision for two days, so there's plenty of opportunity for characters to get themselves in trouble.

Another possibility is that trouble may come looking for them. Word travels fast in the sewers. Perhaps one of Branson's group trades information with Buggy Bob's Courier Service.

MANAGING MOTIVES

"Triple Cross" deals with agendas heavily. Most of the encounters are written as guidelines. The reason for this is that there are so many possibilities for actions or events, and it is likely that your players will think of even more. The characters have a goal, but that goal is dependent upon the agendas of a variety of other characters.

As such, players who take a direct approach may find themselves disappointed. Going straight to Branson may seem like the best way of getting Mr. Friendly access to the etherfold synthesiser; but the consequences of doing so interrupt the machinations of many others. The PCs are flies in the ointment or wrenches in the gears of a much larger web of plots. The key to running this adventure and ensuring your players' enjoyment is in managing the motivations of the supporting characters.

Branson, for instance, will ultimately do what he feels is best for his guild and for Georgetown. If he can be convinced that working with a legitimate industrial company from the city above is more beneficial than working with an underground outlaw cult, he'll do it. The key here is that it be handled in a way that leaves no loose ends.

The Bowler Hats are anarchists. They fight against the imposition of authority; the more insidious that imposition, the harder they fight. Although their duchy is routinely at odds with Georgetown, they understand that the real threat in this scenario comes from the Mass Heresy. If they can be convinced that the heresy is crippled of its ability to control people through the production of mass, they couldn't care less about the synthesiser or Morton Friendly.

To prepare for an adventure like this, read it carefully. Understanding the agendas of the key players makes you better able to make decisions during the course of play. Making your players understand these motivations is integral to the success of an adventure like this, and the more comfortable you are with the motives involved, the better you'll be at relating them.

Maybe the PCs have already run afoul of the Mass Heresy or the hackers. Both parties are interested to discover why the characters are interested in the synthesiser. Consider using one of these scenarios to inject life into the game if you feel things drag as the PCs wait for Branson's decision.

If the characters do wait things out, Branson agrees to a meeting with Morton Friendly. However, if Branson discovers that the PCs have been interfering with the operation — say, if Brian Rice observes them intruding in ether-space — all bets are off. Branson doesn't deal with the PCs and reports their activities to Serena Townsend who sends the heresy's local honour guard to deal with them.

See Chapter 3: Factions and Organisations for Branson's statistics.

Serena Townsend and the Mass Heresy

At the outset, Serena is unaware of the characters' desire for the etherfold synthesiser. She is, though, aware of the Bowler Hat Collective and has become defensive of her interests. She's been lurking around Branson and other members of the Georgetown Industrial Guild, hoping to notice who might be around or what might be going on. She's also made contacts within the guild organisation that report to her, giving her a clearer perspective of the state of the operation than what Branson has provided.

She is unaware of Brian Rice and the location of the etherfold synthesiser, but that will change should the PCs convince Branson to consider Morton Friendly's offer. At that time, Branson pays Rice a visit to gauge his estimate of the productivity of the device. That series of events provides Serena with a couple of things.

First, she may learn of the PCs' involvement from her spies in the Georgetown Industrial Guild. In any case, she comes to fully understand the danger they pose to the production of mass. Second, by having Branson followed, she discovers the location of the synthesiser and its operator. Should she choose to go for it, she has a direct

line to the production of the drug. It's up to you to determine which course of action she pursues: seizing control of the device or eliminating the competition. Each provides an interesting variety of opportunities.

If she attacks Branson, she might do so during the period in which he considers Mr. Friendly's offer. This would put the heresy in control of the synthesiser, and of Brian Rice. In response, the guild might enlist the characters to assist with a counterstrike, offering them a deal if they can wrest control of the device back from Serena. Another possibility is that the Bowler Hats become aware of the takeover and request that the PCs assist them. The difficulty in this scenario — working with the collective — is that they want to destroy the device once the heretics are defeated. It takes some negotiation to handle this and keep both parties satisfied.

If Serena attacks the PCs, she is ruthless. She arranges an ambush and has a number of loyal heretics from the honour guard waiting for them.

Serena Townsend, Templar of the Mass Heresy (Savant 3/Combatant 2/Scoundrel 1): CR 6; Medium humanoid (fey, human); HD 2d8+4d6; hp 26; Mas 10; Init +6; Spd 30 ft.; Defence 16, touch 16, flat footed 10 (+2 Dex, +4 class); BAB +3; Grap +4; Atk +4 melee (1d8+1/x3, sledgehammer) or +4 melee (1d4+1, unarmed strike); SQ evasion, faith, fighting technique (met-fu), occult skills (Hex Lore), Scope familiar (weasel), fey traits; Val loyalty/tenacity; AL the Mass Heresy; SV Fort +3, Ref +6, Will +3; Ex 5; Str 12, Dex 15, Con 10, Int 14, Wis 13, Cha 12.

Scope Avatar: HD 6d6+6; hp 29; Mas 12; Init +1; Defence 11, touch 11, flat footed 10 (+1 Dex); BAB +0; Grap +2; Atk +2 melee (1d4+2, unarmed strike); SV Fort +2, Ref +4; Str 14, Dex 13, Con 12.

Template: Bourgeoisie (Industry, Finance, Guilds, Parliamentary).

Skills: Bluff +6, Combat Technique (met-fu) +6, Concentration +1, Creative Art +3, Diplomacy +9, Engineer (pharmaceutical) +5, Hex Lore +10, Intimidate +5, Knowledge (art) +3, Knowledge (civics) +6, Knowledge

(current events) +4, Knowledge (history) +3, Knowledge (industry) +4, Knowledge (medicine) +4, Knowledge (mystical philosophy) +8, Knowledge (natural philosophy) +6, Listen +2, Move Silently +4, Research +4, Scope Awareness +2, Scope Resilience +3, Scope Use (immersed) +4, Scope Use (remote) +4, Sense Motive +4, Survival +2.

Influences: Crime +1, Guilds +1, Industry +3, Street +2.

Feats: Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Improved Initiative, Improved Upload Learning, Simple Weapons Proficiency.

Possessions: Sledgehammer, robes.

Wealth: +18.

The Bowler Hat Collective

Dealing with the Bowler Hats is difficult. They are hard-line radicals who believe dearly in what they are attempting to do. They are fighting the Mass Heresy, but militant as they are, they are not combatants. Their objective is to disable the efforts of the cult through Etherspace. Members of the heresy don't enter the Scope, but the drug is synthesised there, and it's much more effective to go to the source.

Even if the PCs offer to directly attack Mass Heresy members, the Bowler Hats are hard to convince that it's a valid option. The device could still be used to create the drug and even if this particular congregation and temple were eliminated, there'd be little to stop the cult from muscling its way back in.

The situation is complicated by the fact that there's little love lost between the Black Dot and Georgetown. Their respective dukes, Banks and Nathaniel Craig, are idealistic rivals and Branson is widely regarded as being in Banks' pocket. The Bowler Hats consider any deals made with him to be Faustian.

The Bowler Hats are tired of their efforts being thwarted, and their numerous failures may leave them open to offers they would not previously considered. If the PCs can broker a deal with the guild where Branson agrees

not to produce mass or work with the heresy, the Bowler Hats consider taking it up. Of course, Branson is shrewd in his business dealings and looks at the termination of a healthy fiscal relationship as something for which he requires serious compensation. Morton Friendly would have to sweeten the deal; Branson isn't terribly picky, seeing a relationship with the industrialist as a way of further legitimising Georgetown industry.

The other difficulty with such an arrangement is the retribution of the Mass Heresy. It will inevitably lead to some sort of confrontation between the PCs and the heretics. The Georgetown Industrial Guild has no part of such an action, unless Serena attacks Branson directly. The Bowler Hats are not fighters, but add their numbers to the PCs' efforts to enhance the show of force if they expect they can cow the heretics into compliance with the new arrangement. If actual physical violence appears probable, however, they bow out, saying that this business must be handled by the PCs and the guild.

Brian Rice and the Location of the Etherfold Synthesiser

Brian Rice acquired his etherfold synthesiser during the reign of King George, with high hopes of success in business. When the King was found to be a fraud, Rice's hopes were crushed and he found himself in debt to several individuals, including the Irish mob. He was fortunate to have lost only his left hand as they applied pressure to pay up on his loans. He owes his life to Branson and Nathaniel Craig for finding him a use for the etherfold synthesiser, despite its illegality. The Georgetown Industrial Guild came to him with an offer to keep the mob at bay so long as he produced mass for them. They also pay him a modest sum so that he can lead a sustainable existence.

The PCs can determine the location of the synthesiser in a couple of ways. They might be able to discern it from a visit to Etherspace to investigate the synthesis of mass, or they might trail Branson after offering Friendly's deal.

In the latter case, they might also encounter Serena Townsend.

Rice operates out of a small make-shift warehouse in a remote corner of Georgetown.

In spite of his debt to Branson and the Guild, Rice is resentful of his situation. He feels that the guild simply plays on his crumbled dreams and uses him to their own ends. He's mostly right about this. Branson has a bit more of an altruistic concern here than Rice realises; it's really Nathaniel Craig who presses the exploitation, with Branson accepting a necessary evil. Although Rice reports anything out of the ordinary to the guild, he does so out of self-preservation. Truthfully, he's open to what the PCs or Serena Townsend might have to say to him. Serena, if she learns of Rice, will offer good money and protection for the synthesiser and his services. This deal is dangerous for him because the heresy is unlikely to settle his debts and both parties would earn the enmity of the guild.

If the PCs can give him a better offer, he might snatch it. He gladly accepts a contract — even under the table — from Morton Friendly, but to be done right, the debt to the Georgetown Industrial Guild would have to be handled. The other aspect to this situation is that Serena's interest in him would have to be dealt with. Her religious dedication to the production and distribution of the drug is unswerving. The PCs would ultimately be involved in some kind of confrontation with the heresy.



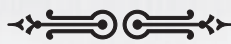
CONCLUSION

"Triple Cross" is more than a simple adventure: It is a collaborative effort between the GM and the players. The title "Triple Cross" is appropriate because most any conclusion will involve the cooperation of the PCs and two other parties at the expense of a fourth.

"Triple Cross" gives PCs a number of opportunities for further adventure and exploration. Given its nature, players should look at it as an opportunity to network and make contacts. For better

or for worse, they are forging relationships with other people and organizations, and there's a lot to build on. You should look to the guidelines here, and view the characters' actions as a jumping-off point for other adventures. A few possibilities include the following.

- ✦ Morton Friendly wants to use the PCs as liaisons to the Sewer Kingdom. He may seek to employ them full-time for this purpose, just to make sure everything goes well with the inertial dampening coil operation. Of course, with that venture a success, he looks for other opportunities to expand business in the Sewer Kingdoms. Labour is inexpensive there, and he's always looking to cut corners; yet any opportunity he pursues will likely put him at cross-purposes with a duchy or other faction.
- ✦ Many of the possible conclusions to "Triple Cross" include the PCs running afoul of the Mass Heresy. Thwarting the congregation of Georgetown does little to harm the cult on a large scale, but it attracts the attention of Archbishop Arthur Keldan (see Chapter 3: Factions and Organisations). He may try once again to wrest control of the synthesiser from whomever ends up controlling it. He may also send templars looking for the PCs simply to avoid future problems with them.
- ✦ A relationship with the Georgetown Industrial Guild is a good thing to have because it gives translates to a free pass in Georgetown. The organisation is not without its enemies, though, and characters working regularly with the guild may find themselves caught up in its intrigues. The Black Dot opposes the guild on ideological grounds and companies from the surface are coming more and more into competition with the guild. Taking up the side of the Georgetown Industrial Guild may mean problems with these forces.



SIN

"Sin" is an introductory **Etherscope** adventure for four characters of 3rd through 5th level. Groups with more or fewer characters, or with characters of higher level, require you (the GM) to adjust the scenario accordingly. This adventure has a murder mystery theme, but it can be enjoyed by characters of all backgrounds and occupations.

"Sin" is not a pre-written adventure to be run straight from the text provided. Rather, it provides a toolkit with which GMs can build their own adventure to meet the needs of a campaign. "Sin" focuses on a string of unsolved deaths that culminates in the death of the detective who was investigating the situation. Two possible culprits, and thus two different conclusions to the adventure, are provided; however, "Sin" is designed for you to be able to create a different explanation for the murders if you like. Note that whilst the locations here are placed in a specific order, the PCs are free to explore them in any order.



ADVENTURE BACKGROUND

About a month and a half ago, the corpse of Jonathan Wilson was found in his flat with no signs of external damage to the body. This would not in itself be all that unusual — there are numerous ways someone can die without being obviously hurt — but there were some peculiarities. First, Jonathan died with an eerie grin on his face, and second, an autopsy revealed the victim died of dehydration, even though he had easy access to water or other drinks. A brief investigation ensued, but the results were inconclusive. Three weeks after Jonathan's death, an 18-year-old girl, Cara Smith, is found deceased under nearly identical conditions. The investigation is renewed, and David Chase, an officer in the Special

Investigations Branch (SIB) of the constabulary, is called in. (If the PCs have a history with any specific member of the SIB, you may wish to replace David Chase with this NPC as a method of getting the PCs involved.)

David is unable to find any major leads, and two more deaths occur with identical symptoms over the course of the next week. Whilst investigating the death of the fourth victim, David disappears. Three days later, his body is found, similar to that of the victims with one major difference — his left arm is snapped at the elbow, and there are other signs that clearly indicate a struggle. In the last three and a half weeks, the number of deaths with similar conditions has jumped to fifteen, and detectives still have few leads. Two more SIB agents have taken the case, keen to avenge the death of one of their own. Given its nature, the case is being handled discreetly.

Two possible conclusions to the adventure are presented here; however, you are encouraged to come up with alternate endings to the scenario to fit your campaign. The first option explored here is an occult scenario; a particularly sadistic patrician of souls, referred to as Daemian, has been forced from the ether by a cultist and is delighting in slaughtering humans whilst it attempts to create a passage to its home. If you use this scenario, David was able to put up a brief fight before being seduced and killed by the patrician. The two other SIB agents eventually meet up with the PCs and assist them, providing much-needed help in defeating such a powerful foe.

The second scenario is a bit more down-to-earth. A CIA agent named Diana Jones is distributing a new type of Scope tab, which places the user in a pleasure domain for several days — an appealing concept at first, but the pills are designed to prevent the person from jacking out. As such, the victims use the pills and are effectively stuck in the Etherscope with no method of escape. In this scenario, Diana realised that someone was investigating her work and eventually managed to trick David into trying one of the Scope tabs, which killed him. She broke his arm post-

SCENARIO VARIATIONS

This adventure toolkit provides two possible culprits for the murder case, as well as a few other ideas. Information specific to the occult version of the case, where a rampaging patrician of souls is responsible for the murders, is found under sections designated as "Scenario A." Scenario B represents the case where CIA agent Diana Jones is the culprit. Suggestions for further possibilities are listed as "Other Scenarios."

mortem with the intent of making it look like he put up a physical fight and confuse investigators.



GETTING THE CHARACTERS INVOLVED

The constabulary is growing more desperate to solve these murders, and is seeking to employ outside help. Whilst two SIB agents are on the case, the majority of the constabulary doesn't trust their branch to be competent, and this is especially true now that David Chase has been found dead. If the PCs have any existing connection to the police, this would be the best bet to get them involved. Likewise, if the PCs have military/government connections, they could be assigned to assist the police department in this investigation.

Some variations could be made on the scenario to help involve the PCs. David Chase could be replaced with a NPC from a previous adventure, which would give the PCs some incentive to investigate. Likewise, if the second scenario is chosen, Diana could be replaced with any other CIA agent the PCs have encountered — this could especially complicate things if said agent was previously an ally. Simply adding any NPC that the PCs are familiar with to the list of fatalities is another simple way to get the players involved; they can either investigate independently, or the police

department may contact them based on their connection.

In the first scenario, the PCs could be employed by an occult group of some kind who are concerned with the issue. If you want to clue the PCs in early that a demon could be involved, even the church could ask the PCs for help, explaining that many of the victims had visited a specific church on the day before they died (a red herring, but not far off). Finally, if the PCs are mercenary types, the constabulary could simply offer a reward for information that could assist with the investigation.

Key Factions

Note that the CIA is involved only in scenario B, and the Cult of Variel is involved only in scenario A.

The Great Metropolis Constabulary: The police department of the Great Metropolis is growing more and more concerned about the streak of unsolved murders, but its research teams have thus far found little conclusive evidence. PCs working for the police enter with minimal information, but they are given access to the morgue to investigate the corpses that have not yet been buried, or delve into the autopsy reports. The PCs are asked to find information about the murders, but unless they actually work for the police department, they are not expected to handle the murderer directly.

Constabulary Special Investigations Branch (SIB): The loss of an SIB agent on the case leads to a considerable amount of suspicion in their ranks. David was a skilled operative, and as such the other members of the SIB realise that it must have taken someone with considerable skill or resources to take David down. Two other agents have been placed on the case, Albert Marshall and Rachel Sawyer. The SIB's agenda is to find the culprit, which they believe may be supernatural in nature (although this is not shared openly), and destroy him/her/it to avenge their comrade. PCs working for the SIB have a slightly harder time getting access to standard police reports and information, but an easier time dealing with Albert and Rachel in scenario A. If the

PCs are working for the SIB and scenario B or another version of the adventure is used, feel free to throw in occult red herrings to distract the players.

The Central Intelligence Agency (CIA): The CIA is the culprit in scenario B, and not involved in scenario A (except as a possible false lead). Whilst working on more effective Scope tabs for mass marketing, a major American corporation stumbled upon a way to create tabs that kept the user jacked into the Scope against their will. Whilst the pills had to be abandoned for the open market for obvious reasons, the information was sold to the CIA for a tremendous sum of money. Diana Jones, a CIA agent, has been masquerading as a simple Scope tab dealer to test the effectiveness of the new drug, and she recently murdered David Chase when he caught on to her. PCs associated with the CIA are not suitable for scenario B unless you want Diana to be a rogue CIA agent acting on her own, or some similar variation that complicates the adventure. In scenario A, the PCs could simply be investigating the case for the CIA to determine if the murders were the result of a new type of weapon or something else that might benefit their agency.

The Cult of Variel: In scenario A, a misguided member of the Cult of Variel, James Archer, calls a patrician of souls to the world, believing that this Etherscope demon is Variel, the son of Samael, a demon of legend. James believed that by summoning this demon he could bring about the end times — in reality, he did little more than bring about his own end. The patrician of souls is unrelated to Samael, or any other biblical demon, but the occult ability used to summon it functioned well enough, trapping the demon outside the Etherscope. Initially, it vented its frustration on other cult members, by commanding them to simply wait for its commands — the end result being the victim waiting for orders to the exclusion of all else, including eating and drinking. PCs with the Occult influence may be able to find out that the Cult of Variel is active in the Manchester borough, and that they are some of the most fanatical of occultists.

Other: PCs might get involved due to other connections; the Church might send the PCs to investigate the possibility of a demon needing exorcism, for example. The higher echelons of the Church are well aware that a demon from the Etherscope would be unlikely to be affected by their “exorcisms,” of course, but they are nevertheless an interested party in any sort of supernatural activity, especially something that could be used to strengthen their own position.



SCENE 1: POLICE STATION

The police station bustles with activity, as one might expect, considering the constabulary is one of the largest organisations in the Great Metropolis. It is mid-afternoon, and the sheer number of people in such a small space makes the building stifling. You are not given any immediate attention upon entering, and you realise it could be a while before anyone even notices that you might need something.

The most likely location for the beginning of this adventure is at any branch of the Great Metropolis Constabulary. If the PCs are working for the police department, they are given their briefing here — if you like, you can make them wait in line behind other groups of freelancers before getting the information. If the PCs are employed by another source, they can still attempt to find out more information on the case. PCs can attempt to gather information with DC 10 Constabulary influence checks and/or DC 15 Military or Intelligence influence checks. Each successful check gives the PCs access to one more piece of information on the case, although the PCs can get this information anyway given enough time, unless they cause trouble around the police station.

What the Police Know

Whilst there have been at least two fairly large-scale investigations on the murders, the average police officer doesn't know too much about the case. By checking around the station, the PCs can get quite a bit of information, but for specific details on the bodies, they are directed to the morgue. None of the police officers who were previously on the case are at the station when the PCs ask around, unless you would like to work someone in for your own purposes. Below is a list of mixed information and rumours about the case. Pick and choose what information you supply to the PCs. As always, you are free to add your own clues as well.

- There have been over a dozen victims to date. [True.]
- The victims all seem to have died of dehydration, heat stroke, or similar conditions, yet they were clearly in a location where they could have helped themselves under normal conditions. [True.]
- One of the victims was a police officer, David Chase. [True.]
- David Chase was investigating this case. [True.]
- David Chase may have been working

with the murderer. [False, made to discredit the SIB.]

- All of the victims are young and attractive. [Exaggeration: This is true in the majority of the cases, but not universally true.]
- There may be more than one killer. [False in both scenarios A and B, but you are welcome to incorporate other killers if you like.]
- The Special Investigations Branch often looks for supernatural explanations for murders. This is the branch David Case belonged to. [True.]
- The victims may have been killed with some new kind of biological weapon. [False in scenario A, semi-true in scenario B, in that Scope tabs are being used as a weapon of sorts.]
- Two other SIB agents were sent in to investigate following David's death. These two agents may have more information on the case. [True.]
- David claimed to have found a lead at the first victim's flat. [True.]

If the PCs return to the police station later in the investigation with more information and ask the right questions, they can make influence checks to find the following information:

- **(DC 15 Occult influence check):** The Cult of Variel is a fairly well-known

DOCTOR THOMAS MURPHY

Thomas is a fairly typical young doctor, recently blessed with his first child. He is one of few fortunate enough to provide a good home for his family in the Great Metropolis, but this comes at something of a price — he works sixty-hour weeks in a bad part of town, with the unpleasant job of examining and caring for corpses. Whilst Thomas would far rather be working on the living, he doesn't dare give up his position for fear that he would not be able to sustain his family with a more typical medical profession. He is generally friendly, but dealing with so many bodies presumably killed by the same person has made him increasingly nervous.

Doctor Thomas Murphy (Ordinary Savant 5): CR 4; Medium humanoid (human); HD 5d6+10; hp 31; Mas II; Init +0; Spd 30 ft.; Defence 12, touch 12, flat footed 12 (+2 class); BAB +2; Grap +1; Atk +2 melee (1d3 nonlethal, unarmed strike) or -2 melee (1d4/19-20, scalpel); Val loyalty/detachment; AL family; SV Fort +2, Ref

+1, Will +4; Str II, Dex II, Con I3, Int I8, Wis I4, Cha I2.

Template: Professional (Civic, Church, Parliament).

Skills: Creative Art +12, Engineer (chemical) +12, Engineer (pharmaceutical) +12, Forgery +12, Investigate +12, Knowledge (art) +14, Knowledge (history) +14, Knowledge (linguistics) +12, Knowledge (medicine) +14, Knowledge (natural philosophy) +14, Navigate +12, Research +12, Scope Use (remote) +6, Spot +7.

Influences: Civic +8, Church +2, Parliament +4.

Feats: Academic (art, history, medicine, natural philosophy), Alertness, Surgery, Windfall.

Possessions: Scalpel (treat as a knife), briefcase, medical kit, surgery kit, pharmacist kit, business outfit, large house, zepcar.

Wealth: +14.

local cult, and the police (especially the SIB) have had a number of encounters with them in the past. They are notable for their belief that they can conjure demons into the physical plane in order to bring about the end of the world.

- (DC 15 Constabulary influence check): The two other SIB agents working on the case are Albert Marshall and Rachel Sawyer. They were last seen investigating an abandoned mansion not far from where David was killed.



SCENE 2: THE MORGUE

After departing the police station, one of the first places the PCs probably want to check out is the morgue. The bodies of all the victims are stored in one place, for fear that they may have been killed with some sort of biological weapon that could spread if not properly handled. The bodies were examined with great care, and Dr. Thomas Murphy, one of the doctors responsible for the autopsies, is present when the PCs arrive. (See sidebar.) His reaction is initially unfriendly, simply because he has been pestered a number of times about the bodies and gives the same information each time, but if the PCs improve his reaction to friendly they get some decent leads out of him. The doctor provides any previous information about the bodies that the PCs may have missed. In addition, he knows that the majority of the victims had not used any known drugs within 24 hours (even in scenario B, most of the victims took more than 24 hours to dehydrate, and thus this is still accurate). If the PCs ask, the doctor explains that although the victims had an unusual expression of pleasure on their faces, none of them had experienced any sexual contact within 24 hours; considering the number of victims, this may not be a coincidence.

Generally, it is the doctor's opinion that the victims were somehow placed into a comatose or paralyzed state for a considerable amount of time before

they died, and gradually wasted away.

Scenario A Information: Although David Chase's arm was snapped in a way that would be typical of a martial arts move, there are no fingerprints on his arm. This could be because the assailant was wearing gloves. (A patrician of souls naturally has no fingerprints.)

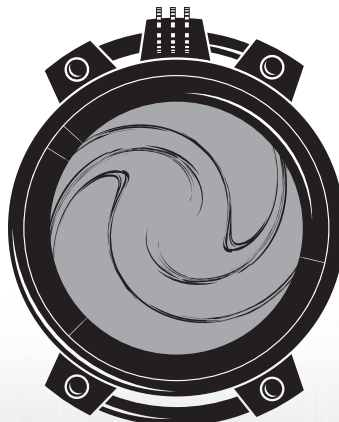
Scenario B Information: David Chase's arm appears to have been broken *after* his death.

The doctor is hesitant to talk about David's body, since David was one of the officers that initially visited him about the case, and he's somewhat upset. If pressed, Dr. Murphy relates that David found some sort of clue at the home of Jonathan Wilson just before he disappeared.



SCENE 3: JONATHAN WILSON'S FLAT

If the PCs are working for the police department, they can gain access to the flat legally with a DC 10 Constabulary influence check. If not, the players can break in easily enough. A DC 10 Search check reveals that the glass pane of one of the windows is loose, and can be easily removed; a DC 15 Investigate check reveals that the window has previously been removed in this manner if the PCs think to check. There are no fingerprints on the window. If the PCs break down the door or window, a neighbour calls the constables unless the PCs have some way of busting in the door/window quietly. Two constables arrive within 10 minutes if summoned.



Once the PCs get inside the flat, read the following:

This simple two-room flat has clearly been disturbed a number of times in recent weeks. It seems like whoever was here last left in a hurry; books are strewn across the floor, and one chair is overturned. The flat seems to have little of value or note. A simple desk sits next to the owner's bed, and the closet containing his few clothes is open from the last time someone went digging through it.

A DC 15 Investigate check reveals one thing of note: an unopened letter on the desk near the victim's bed. This letter is written in code. The spe-

CONSTABLES JOHNSON AND McHENRY

These two constables arrive at Jonathan Wilson's flat if a neighbour calls the constabulary. They search for any sign of forced entry upon their arrival. If the PCs are found in the flat, the constables can be persuaded to turn a blind eye by improving their reaction from unfriendly to friendly. Their statistics are provided below if a fight breaks out.

Constables (Ordinary Warrior 5)

(2): CR 4; Medium humanoid (human); HD 5d8+5; hp 27; Mas 12; Init +5, Spd 30 ft., Defence 16, touch 14, flat footed 15 (+1 Dex, +3 class, +2 equipment); BAB +5; Grap +8; Atk +8 melee (1d4+3/19-20, truncheon) or +6 ranged (2d6, standard pistol); Val patriotism/bravery; AL constabulary; SV Fort +4, Ref +3, Will +1; Str 17, Dex 12, Con 12, Int 11, Wis 11, Cha 10.

Template: Constabulary (Constabulary, Street) (current events, tactics).

Skills: Climb +8, Intimidate +5, Investigate +2, Knowledge (munitions) +2, Knowledge (tactics) +3, Spot +10.

Influence: Constabulary +8.

Feats: Alertness, Armour Proficiency (light), Brawl, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Truncheon, standard pistol with 40 rounds, light undercover shirt, first aid kit, police uniform.

Wealth: +8.



SCENARIO 4: OTHER FLATS AND MURDER SCENES

The PCs may miss the note about the warehouse, or simply wish to investigate other murder scenes before moving on. This is a good chance to give the PCs more clues as to the identity of the murderer, or alternatively, you can use whatever the PCs find to throw them off even more. Some examples are listed below:

Scenario A:

- The PCs meet the mother of one of the victims. If treated in a friendly manner, she explains that her daughter couldn't have been using illegal drugs, because her daughter was on a

cifics of the note are determined by the version of the adventure being played. In either case, the note is in rot13 encryption, and it is designed to be figured out by the players by hand. Rot13 is a simple form of letter replacement; each letter is simply moved down 13 places in the alphabet to get the new letter. A DC 20 (or lower) Decipher Script check breaks it if the players can't figure it out.

Scenario A: Daemian, the patrician of souls, has been placing "clues" here to lure those who have been following him (including David, previously) into traps. This note is one such example. The note, when properly translated, is addressed to Jonathan Wilson — the flat owner — and it explains that he can find more of the drugs at a nearby warehouse. This is designed to lure the PCs to the warehouse, where they will be ambushed. The note was placed in code to make it seem authentic — after all, who would bother to code a forgery? See the sidebar for the coded and translated versions of Note A.

If the PCs actually check, Roy and Mary are the names of two other victims; this is where the patrician got the names for use in the letter. The shipment of drugs is complete fabrication.

Scenario B: Weeks ago, David searched this location and found two unused Scope tabs. After analyzing them at a lab himself, he realised they were abnormal, and tracked them to Diana. After a brief scuffle, she escaped, and later poisoned him with one of the pills and broke his arm. Since Jonathan was her first subject, she had given him more than one pill, not sure that one would be sufficient. After a bit of deduction, she realised the extra pills were what led David to her, and went to Jonathan's home via the window to sweep the room. She planted the letter afterward, hoping to lure any further investigators into a trap, as well as pin the blame on David.

A DC 15 Forgery check indicates that the letter was probably written by a female, which may arouse the party's suspicions. See the sidebar for the coded and translated versions of Note B.

form of prescription medication that would have had an obvious reaction if this was the case. She does mention, sadly, that her daughter had been known to sneak out of the house at night — something she chalked up to youthful anxiety or games.

- Inside another abandoned flat (some-time during the night), the PCs see what appears to be writing on the wall, but it's too dark to read. If the PCs turn on a light or flash a light at the writing, it disappears completely, reappearing only when the light is turned out. If the PCs find any way to make the room, or the area around the lettering, darker than it normally is with the lights out, the lettering becomes clearer. Let the PCs be creative; simply let them try different ideas until something works. Eventually, the PCs recognise that the writing is some form of runes. Any character with knowledge of occult lore

CODED NOTE A

Wbua,

V urneq lbh yvxx gur arj fghss Znel'f orra pbbxvat hc sbe hf. V qba'g unir nal zber, ohg vs lbh'ir tbq n ovq bs pnfu gurer'f n fuvczrag pbzvat va ba gur 8gu. Cebonoyl pna trg fbzr purnc vs lbh uvq vg hc rneyl. Gurl'er xrcvat vg ng gur jnerubhfr ba llgu, V'yy cebonoyl or gurer. Whfg qba'g trg pnhtug favssva' neb-haq gurer zvqqnl.

Ebl

TRANSLATED NOTE A

John,

I heard you like the new stuff Mary's been cooking up for us. I don't have any more, but if you've got a bit of cash there's a shipment coming in on the 8th. Probably can get some cheap if you hit it up early. They're keeping it at the warehouse on 11th, I'll probably be there. Just don't get caught sniffin' around there midday.

Roy

CODED NOTE B

Qnivq,

V guvax fbzrbar'f ba gb hf. Gbqnl ng jbxex, V abgvprq gjb crbcyr jngpuvat zr snveyl vagragyl; V guvax gurl zvtug unir orra sbuy-bjvat zr. V'z jbeevrq — V guvax jr fubhyq ynl ybj sbe n juvyr. V'yy zrrg lbh ng gur jnerubhfr ba llgu gbzbeebj ng rvtug gb qvfphff guvatf zber. Fbeel nobhg gur pbqr, V xabj vg'f n ovgpu, ohg lbh unir gb or pnershy jvgu fbzrguvat guvf ovt. Bu, naq pbzr nybar, vg znrxr gur bguref zber pbzsbegnory. Ng yrnfg gryy zr nurnq bs gvzr vs lbh arrq gb oevat fbzrbar ryfr nybat.

Gbz

TRANSLATED NOTE B

David,

I think someone's on to us. Today at work, I noticed two people watching me fairly intently; I think they might have been following me. I'm worried — I think we should lay low for a while. I'll meet you at the warehouse on 11th tomorrow at eight to discuss things more. Sorry about the code, I know it's a bitch, but you have to be careful with something this big. Oh, and come alone, it makes the others more comfortable. At least tell me ahead of time if you need to bring someone else along.

Tom

(such as someone with at least one occult skill as a class skill) can either make an DC 15 Occult influence check or a DC 20 Research check to find the meaning of the runes; a DC 25 Decipher Script also suffices. Alternatively, you can simply allow one of the PCs to read the lettering. The runes read, "Variel has come." Researching this clue provides the basic information given above on the Cult of Variel.

- A simple note with the address of the warehouse is located in the home of one of the victims, if the PCs were unable to translate the previous note or want another clue to follow.

Scenario B:

- If the PCs check back with Dr. Murphy, he does give them one more bit of information: the creepy expressions on the faces of the victims are consistent with those few people who have died whilst immersed in a pleasure domain in the past.
- The PCs could find a note (or a matchbox, or something similar) with the name "Diana" and the address of her place of employment, the Dark Den, written on it. If the PCs follow this lead, they could skip the warehouse ambush completely. Alternatively, the address of the warehouse could be written on the note instead, if you wish to direct the PCs there next.

SCENE 5: WAREHOUSE (EL 5)

This boarded-up warehouse is a trap for the PCs; the specifics are determined by the scenario. The building is large, with a single door and several dark tinted windows along the sides. The door is locked and boarded up, but of low quality. The windows can be removed or broken easily enough, but they are about 10 feet off the ground, so the PCs have to find a way to get up high enough if they attempt to enter through the windows. If the PCs shatter a window and try to move through immediately, they must make

DC 14 Reflex saves to avoid being cut by the remaining shards of glass (1d4 points of slashing damage). If the PCs clear the remaining glass before moving in, they avoid having to make this saving throw.

Flimsy Door: 2 in. thick; hardness 5; hp 15; Break DC 15.

Once the PCs are inside, read the following boxed text. If the PCs use an alternate entrance, the text may need to be slightly altered.

The warehouse is intimidating and large inside, for two main reasons. First, it is nearly pitch black, although a few unlit lamps are noticeable on the walls. Second, massive shelves holding nondescript cardboard, wooden, and metal boxes of several sizes obscure your view of the remainder of the room. Glancing around the first shelf reveals something of a mazelike formation created by the boxes and shelves. The familiar stench of steam-powered machinery is evident here, although the source is not readily apparent.

This simple workshop stored the parts for a now-defunct steam carriage manufacturing company. The company shut down when an investigation revealed they were intentionally using low-quality parts to both save money and decrease the life expectancy of their vehicles; as such, the low-end parts were never purchased or used after the company shut down. Many of the boxes here have already been looted for raw materials; however, some others still contain the shoddy engine and boiler parts.

Scenario A: Daemian used this warehouse to store the bodies of his first victims, before he grew bored of hiding and started leaving them around for the constables to find. This includes the body of James Archer, the fool who summoned him to this world in the first place. Of course, he didn't leave his handiwork unguarded. As the PCs search the building, have them make Spot checks. Read the following to the player with the highest roll.

For a fleeting moment, you think you catch something moving out of the corner of your eye. By the time you turn to look, there seems to be nothing there. After a few moments, you catch the movement again, with slightly greater clarity. Whatever it was seemed about the size of a dog — perhaps a stray? — but you could have sworn it had more than four legs... An optical illusion, perhaps?

Creatures: The distortion the PC notices is an indication of the presence of a shadowclaw, one of four in the building. Shadowclaws are extremely difficult to see in such bad lighting conditions. James Archer summoned two shadowclaws before he brought Daemian to Prime Reality; they have since split into two copies of themselves. The shadowclaws have been taken in as Daemian's "pets," and serve as watchdogs of sorts to guard the remaining bodies here.

Shadowclaws (4): CR 3; Small outsider (ethereal); HD 3d8-3; hp 10; Mas —; Init +3; Spd 40 ft.; Defence 14, touch 14, flat footed 11 (+1 size, +3 Dex); BAB +3; Grap +7; Atk +3 melee (1d6, claw) or +7 grapple (3d6, bite); Full Atk +3 melee (1d6, 4 claws); SQ blindsight 60 ft., improved grab; Val —/—; AL —; SV Fort +2, Ref +6, Will +5; Ex 0; Str 11, Dex 17, Con 8, Int 1, Wis 14, Cha 15.

Skills: Hide +20, Scope Awareness +8, Scope Resilience +8, Scope Use (immersed) +1.

Feat: Multiattack.

Tactics: The shadowclaws attempt to climb on the shelves and launch themselves on the party as a group. The shadowclaws do not retreat, however. If they are seriously wounded, they try to defend the crate where James Archer's body is hidden, inadvertently revealing the crate's location.

If the PCs search James's body, they find his identity papers, house keys, and so forth. He also is branded with several demonic tattoos, which any player with occult knowledge can identify easily enough. The tattoos clearly mark him as a member of the Cult of Variel. Several other deceased cult members, and a few other random victims, are

in other boxes in the building as well. The only real lead is James' house keys. The bodies of the cultists, unlike those of other victims, are in horrible shape. Be as gruesome as you like; just make it clear someone took their time in making these people feel a whole new world of pain.

Scenario B: Diana hired a group of thugs to wait around at the warehouse after she planted the coded note. They've been camped out here for over a day, and they're bored and looking for some skulls to bash. In their boredom, the thugs have set up a few crude trip wires rigged to bells; these serve no purpose other than to alarm them if someone disturbs the area. The PCs can find the tripwires with a DC 12 Search check, and disarm them with a DC 10 Engineering (mechanical) check. The group of thugs have no real investment in their job, and quickly surrender or retreat if it looks like they are being overwhelmed. Their leader, Rodger Freeland, is especially willing to do whatever he can to save his own hide.

If the gang is all killed, the PCs can find a letter from Diana on the leader's body. The note is simple enough; it tells Rodger to make whoever stumbles into the warehouse very dead, and dispose of the bodies. If any thugs are taken alive, they tell the PCs all they know. The thugs know that Diana hired them to take out a group that was following her tracks, and they have some idea that she was involved in drug dealing, but beyond that they lack specifics. They also know that Diana can be found either working at a nightclub, the Dark Den, or selling her drugs in the alley behind it.

Rodger Freeland

Rodger is a petty crook, with no major accomplishments to speak of. His above-average leadership abilities and charm have recently allowed him to throw together a reasonably competent group of fellow thieves. After a few small robberies, he attracted the attention of Diana Jones, who was in need of some muscle. Rodger was keen at the thought of being paid in advance for a change, and his crew

signed on for the job. After over a day of waiting, he's as bored as the rest of them, and a bit trigger happy. If he's hurt, however, he quickly gives up what he knows in exchange for his own life.

Rodger Freeland (Ordinary Scoundrel 5): CR 4; Medium humanoid (human); HD 5d6+10; hp 27; Mas 14; Init +7; Spd 30 ft.; Defence 18, touch 16, flat footed 15 (+3 Dex, +3 class, +2 shirt); BAB +3; Grap +3; Atk +3 melee (1d4/19–20, knife) or +6 ranged (1d4/19–20, knife); Val tenacity/detachment; AL self; SV Fort +3, Ref +6, Will +1; Str 11, Dex 17, Con 14, Int 12, Wis 11, Cha 13.

Template: Criminal (Crime, Street, Constabulary).

Skills: Bluff +11, Disguise +9, Hide +11, Escape Artist +8, Move Silently +11, Pilot (civilian) +11, Scope Use (remote) +9, Sleight of Hand +4, Spot +8.

Influences: Crime +8, Street +8, Constabulary +8.

Feats: Armour Proficiency (light), Brawl, Deceptive, Improved Initiative, Literate, Simple Weapons Proficiency.

Possessions: Knife, light undercover shirt, black trip Scope tab, blue collar outfit, coffin flat.

Wealth: +3.

Mooks

Rodger is accompanied by four less experienced rogues, all of whom are simply on this job for the cash. Feel free to give them more distinct backgrounds if you like.

Sneaks (Ordinary Scoundrel 1) (2): CR 1/2; Medium humanoid (human); HD 1d6+2; hp 5; Mas 14; Init +7, Spd 30 ft., Defence 15, touch 14, flat footed 12 (+3 Dex, +1 class, +1 equipment); BAB +0; Grap +0; Atk +0 melee (1d4/19–20, knife), or +3 ranged (1d4/19–20, knife); Val tenacity/detachment, AL self; SV Fort +2, Ref +4, Will –1; Str 8, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Template: Criminal (Crime, Street, Constabulary).

Skills: Bluff +6, Disguise +2, Hide +7, Escape Artist +5, Move Silently +7, Pilot (civilian) +7, Scope Use (remote) +5, Sleight of Hand +5, Spot +3.

Influences: Crime +4, Street +4, Constabulary +4.

Feats: Brawl, Deceptive, Improved Initiative, Simple Weapons Proficiency.

Possessions: Knife, leather jacket, blue collar outfit, coffin flat.

Thugs (Ordinary Combatant 2) (2): CR 1; Medium humanoid (human); HD 2d8+6; hp 15; Mas 12; Init +5; Spd 30 ft.; Defence 14, touch 12, flat footed 13 (+1 Dex, +1 class, +2 equipment); BAB +2; Grap +5; Atk +5 melee (1d4+3/19–20, knife) or +3 ranged (2d4, small pistol); Val tenacity/detachment; AL self; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 11, Wis 11, Cha 8.

Template: Criminal (Crime, Street, Constabulary).

Skills: Climb +6, Intimidate +4, Knowledge (munitions) +4, Knowledge (tactics) +4, Sleight of Hand +2, Spot +4.

Influence: Criminal +5.

Feats: Armour Proficiency (light), Brawl, Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Knife; small pistol with 40 rounds, light undercover shirt, blue collar outfit; coffin flat.

Wealth: +3.



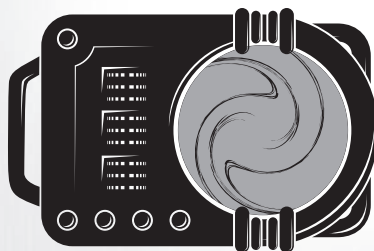
SCENE 6: ABANDONED MANSION (EL 7) (SCENARIO A CONCLUSION)

This mansion was the home of James Archer, a wealthy member of the Cult of Variel. Since James's body was never found, and he was always known to be eccentric, few even suspect his death. Since James' demise, Daemian has taken the home for his own, whilst he reads through James' occult books in search of a way to open a passageway to Etherspace. The patrician of souls has thus far been unsuccessful in his research and has taken more and more lives as he grows more frustrated.



The PCs can enter by breaking in the door, unlocking it with James' keys, or entering through one of the many windows on the bottom floor. Alternatively, the PCs could climb to the second floor and enter through an upper-story window; if they do this, they may miss encountering Rachel Sawyer.

The first floor is well adorned, and the lamps that provide the building with light are already on. A single, large spiral staircase leads from directly in front of the doorway to the second floor. The first floor is massive; allow the PCs to explore it, but there is nothing of significance to be found, except perhaps some occult books.



When the PCs reach the stairway, read the following.

A dark-haired woman is on the stairway, crawling her way up with one functional arm. Her other arm and one of her legs are broken, and she's generally in pretty bad shape. Blood mats the hair to her skull. As soon as she sees you, she rolls over into a defensive position and raises a pistol.

The woman is Rachel Sawyer, one of the SIB agents investigating this case. If convinced that the PCs are not hostile, she explains that she and her partner tracked the killer to this location. They had a scuffle just moments ago, and the perpetrator broke her arm and leg with superhuman strength. Her partner, Albert, chased the assailant upstairs alone — she fears for his life, and urges the PCs to go and help. If the PCs ask for a description of Albert, she explains that he's about 5'10" with black hair and carrying a pistol. She gives the PCs her pistol (a standard disruption pistol with 14 shots left in its battery) if

they go after him.

It doesn't take the PCs long to hear the sounds of a fight; Albert is fighting a losing battle against the patrician of souls in a massive chamber on the second floor. Whilst Albert is an experienced fighter, he has lost his gun (it lies near a window) and is fighting with a knife, and his adversary is superhuman.

Creatures: When the PCs enter the chamber, both Daemian and Albert attempt to convince the PCs that they are the other SIB agent. Daemian is cunning, and unless the PCs can determine a way to tell who is who, Albert is gradually beaten to death whilst the PCs figure out which person to side with. Additionally, three other victims are in the chamber, chained to the walls — they are unconscious, bloody, and draped in rags, but alive.

Daemian is the human name assumed by a patrician of souls summoned to Prime Reality. One way to get his attention is to shout or mention "Variel," at which point he angrily responds, "That is *not* my name!" The specifics of his inability to open a passageway between Etherspace and Prime Reality are not explored in this adventure.

Daemian, Patrician of Souls: hp 59 (max 65). See **Etherscope** rulebook, Chapter 8: Gamesmastering.

Albert, SIB Agent: hp 20 (max 28). Use the statistics for a medium-level warrior (ordinary combatant 5) for Albert; see **Etherscope** rulebook, Chapter 8: Gamesmastering.

Tactics: Daemian attempts to retreat by jumping out the second-story window if the PCs figure out who he is and the fight begins to go against him. If you wish to use Daemian as a villain in a follow-up campaign, he may well survive; otherwise, the PCs can destroy him.

Aftermath: The unconscious victims are essentially comatose when revived, unwilling to do anything; they have been forced to do nothing but wait, much like the other victims. If forced, the victims survive and explain their specific experiences. In any case, the PCs have found the culprit (and possibly killed him). This concludes scenario A of this adventure.

SCENE 7: DIANA'S DEN (EL 6) (SCENARIO B CONCLUSION)

The PCs can track Diana Jones to the Dark Den, a nightclub where she works. The club is well guarded; it would clearly be suicidal to attack Diana directly inside. If confronted inside the club, she claims no knowledge about what the PCs are talking about, and attempts to sneak out. If physically harassed, she calls for the bouncers (use statistics for medium-level warrior ordinaries). If the PCs chase her after she sneaks out, or wait until she leaves, they can find her in an alley behind the building where she searches for people to deal her wares before she departs for the night. If the PCs don't harass her at the nightclub, they can buy one of the pills and bring it to the police (or whoever employed them). The PCs can also attack; in either case, if the PCs manage to get a pill from Diana (either through force or coercion), they have completed their mission and the adventure.

Diana Jones

Diana is a skilled agent out of her field. She was trained for dangerous missions, but taking the role of a drug dealer is far from her favourite job. Regardless, she does it with pride; she was raised on American values and would gladly give up her life for her country — of course, she'd rather not lose it on the street behind a bar. If attacked, she fights to the best of her ability, and surrenders or retreats if necessary.

Diana Jones (Ordinary Combatant 7): CR 6; Medium humanoid (human); HD 7d8+7; hp 38; Mas 12; Init +6; Spd 30 ft.; Defence 17, touch 15, flat footed 15 (+2 Dex, +3 class, +2 equipment); BAB +7; Grap +10; Atk +10 melee (1d4+3/19–20, knife) or +6 ranged (2d6, standard pistol); Val patriotism/enthusiasm, AL USA; SV Fort +5, Ref +5, Will +4; Str 16, Dex 14, Con 12, Int 15, Wis 14, Cha 14.

Template: Officer (Military, Intelligence, High Society).

Skills: Balance +7, Diplomacy +13, Disguise +7, Climb +8, Intimidate +11, Investigate +4, Knowledge (munitions) +8, Knowledge (tactics) +8, Spot +10.

Influences: Criminal +1, Intelligence +3.

Feats: Alertness, Armour Proficiency (light), Brawl, Improved Brawl, Improved Initiative, Personal Firearms

Proficiency, Simple Weapons Proficiency.

Possessions: Knife, standard pistol with 40 rounds, twelve experimental Scope tabs, light undercover shirt, first aid kit, sleazy outfit.

Wealth: +22.

CONCLUSION

When the PCs defeat Daemian or Diana, the adventure is over; however, either villain could reappear at a later date if they survive. The PCs can be rewarded by their employers based on how much they accomplished and how much information they gathered. In scenario A, other demons might come calling (in the Prime Reality or the Etherscope) if Daemian was slain. The two surviving SIB agents (or other victims of Daemian) could become recurring NPC allies in future games. Albert is a gun fighter, whereas Rachel specialises in the occult side of things (and has some skill in melee combat, especially within the Scope). In scenario B, if Diana was taken down, the CIA might send a hit on the PCs in the future, or find someone else to distribute the tabs.



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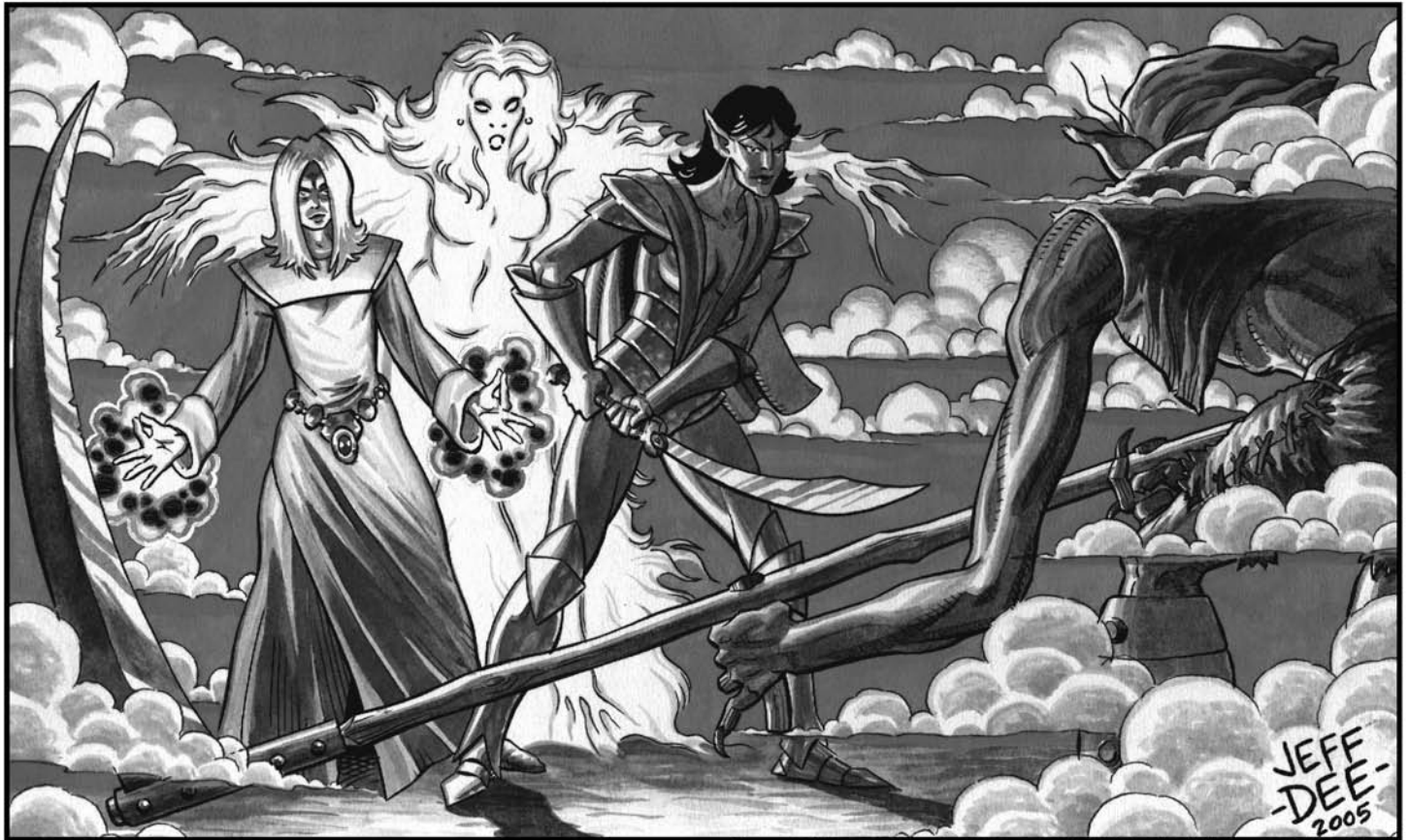
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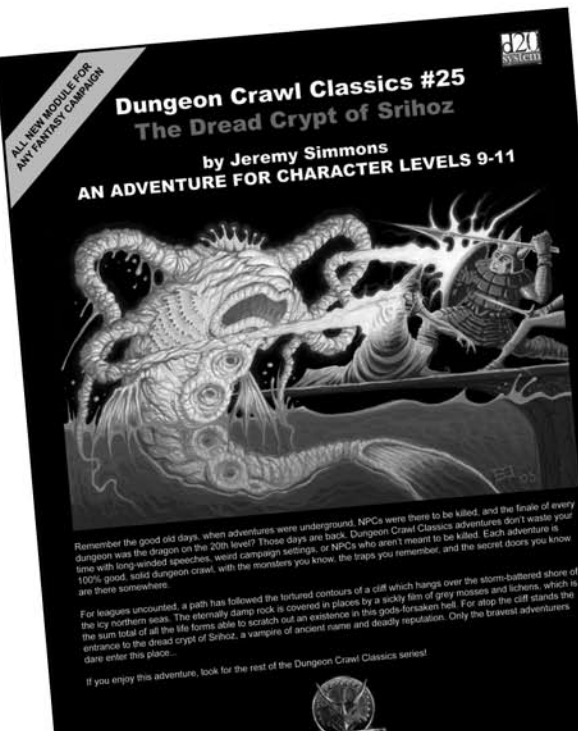
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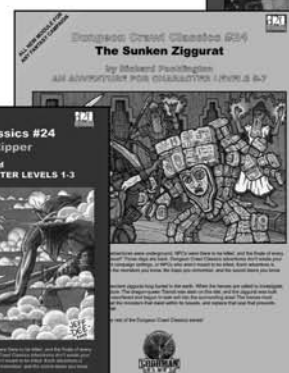
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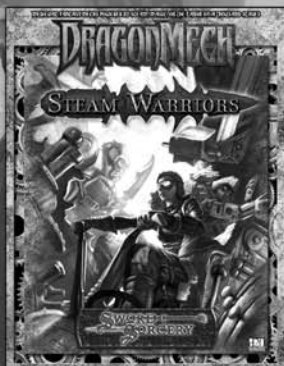
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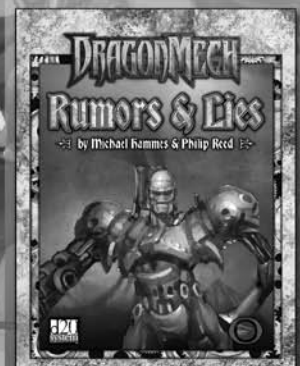
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