ETHERSCOPE™

MYSTERIES of the OCCULT

A CHARACTER SOURCEBOOK

Created by
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ETHERSCOPE

MYSTERIES OF THE OCCULT

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INTRODUCTION

A POISON ROSE

She looks around. The room is bare. Only a simple wooden table, which she finds herself sitting behind. Two doors, one directly ahead and another behind her chair.

The door ahead opens. In strides a figure of dread — immaculate black suit, sharply contrasted by a brilliant white shirt, black bowler hat, and pitch-black glasses. At the sight, her Scope familiar, Ogilby, a yellow snake, slithers back up her sleeve.

"What do you want with me?" She demands. A crackle of fear breaks her attempt at authority.

"I think you know." The answer is simple, understated. Not patronising, just matter-of-fact.

She did know. It was why she had gotten rid of it.

"Yeah, well, I don't have it any more." She feels like screaming, but holds back.

"Miss— " He pauses. Does he know her real name? There are few alive who do.

"Miss Cinnamon." If he knew, he wasn't letting on. "Do you realise the danger in which you put yourself when you reconnected the Rose to its Prime device? The danger into which you put millions of people?"

"You are joking. Aren't you?" She hesitates. It dawns on her that a System agent, an automaton of order and inflexibility, is probably incapable of humour. Or understatement.

"Your life would be much less… difficult if you were to hand over the Rose's etheric component as soon as is physically possible."

In fear, she blurts out before thinking, "Do you think I'm stupid? Why should I hand it to you? What are you going to do with it?"

"Miss Cinnamon, you do not need to know what the Rose is, or what it can do. You just need to return it to our safekeeping."

"Well, you'll have to look elsewhere, 'cause I don't have it." She focuses her mind. She would jack out, that would stuff them and their interrogation. All she has to do is concentrate on her body back in the Prime.

The agent starts to laugh. He knows what she's doing and he doesn't care. Why is she still here? Panic strikes. She can't escape. Somehow they've locked her in the Scope, preventing her from returning to her body.

"You bastards! You bloody bastards!" She screams, launching herself over the table at her interrogator.

The domain is slow, and she struggles to move, but she can compensate for that. She flies at him, raking with claws. Five strikes in under a second. She becomes like a hellcat, bent on destruction. Yet her blows pass through him, as if he were a ghost. His laughter increases. She races for the door. He does nothing to stop her. She turns the knob, the door opens, freedom beckons.

She steps through, and finds herself back in the room, at the table.

"Miss Cinnamon, you have no escape unless we allow it. Now, tell me what you did with the Rose."

She feels hands grab her, but she can't see anyone there; she is forcibly sat in her chair.

She gives him a defiant look, but he seems distracted. "Wait here, Miss Cinnamon. I will return shortly."

After he leaves, she tries to get up — and does. She is free to move. She tries the door again. The room appears at the other side of the door. She can see her back leaving the room.

Regaining some courage, Ogilby pokes his head out from her sleeve. "Come on, Sally. Think about it. They've created this domain somehow; you've just got to figure out how to break it down," he says. Sally moves to the doorframe, pondering the problem, looking for a weak spot.

Suddenly the ground shakes. A crack opens along the doorframe, and as the room in front slips from view, a grey corridor opens in front of her.

"That wasn't me, Oggy." She takes a few tentative steps down the hallway. There's something up ahead. She can't quite make it out.

Ogilby slithers back up her sleeve. "Stick to the plan, Sal. You know what curiosity did." He knows she can't resist investigating.

"Let's just get a bit closer." She approaches the black shape dumped alongside the corridor. As she gets closer, she can see it's a humanoid shape — a body slumped against the wall. It twitches. She draws closer; a dangerous curiosity takes control.

It is an agent's body. She is closer now — almost close enough to touch it. The body jerks suddenly, wracked by spasm after spasm. His face is contorted in pain. The agent looks her in the eye. She has no sympathy for her interrogator.

"We're not the only ones after the Rose," he grunts out between spasms. "Soon you will know what we fear."

His body shakes again and explodes in fire, twisting and deforming into some aberration of what it once was — inhuman and corrupted.

Sickly yellow eyes open in what might be its head, and it takes a step towards her.

Its voice echoes and screeches in her head like nails down a chalkboard.

"Give us the Rose."

WELCOME TO MYSTERIES OF THE OCCULT

Men of the Etheric Age like to believe that science has replaced superstition. Whilst in the past, humanity attributed divine characteristics to phenomena that they could not explain or control, modern man uses science to explain the world and the technology to control it.

Many people take pride in today's Age of Reason. Yet the majority attend church every Sunday. Horoscopes appear in both tabloids and reputable papers. Although the Witchcraft Act is technically still in effect, you can't walk more than few blocks without finding a shop front advertising spiritual guidance ("for entertainment purpose only," of course). It's not just the common folk who consult occultists; many well-known politicians and industrialists retain psychics advisors. For all science has given us, it has yet to replace the desire for miracles and wonders.

Science pushes the boundaries of human knowledge, but there remain things even science cannot explain. Among the charlatans are people who possess real occult power. In Earth's unexplored regions dwell creatures unclassified in any zoological text. In the depths of Etherspace roam creatures that defy definition. Archaeologists studying the antediluvian period find artefacts that produce effects as if by magic (or perhaps advanced technology).

The Etherscope, conceived as a forum for scientific discourse, proves equally useful for occultists. By comparing their myths and techniques with fellow occultists from other regions and other cultures, practitioners of the arcane arts discover universal truths and produce syncretic philosophies more suited for the modern age.

This book expands on and adds to the occult rules presented in the **Etherscope core rulebook**. For players, it provides character options and background material for characters who practice the occult as well as those who oppose it. For Gamesmasters, this book contains further details on the occult elements in the **Etherscope** world and new adversaries for characters to face.

This book is organised as follows.

Chapter 1: Occult Secrets. This chapter begins with an introduction to occult science and what draws people to study it. It then examines the ether veil and its relation to occult phenomena. After that, you'll find rules for ritual magic — what it is and how your character can use it. New character options include talents for all classes and new feats that relate to occultism. Following this section is a slew of new occult powers that draw upon the occult skills in the **Etherscope core rulebook.** This chapter also describes seven new advanced classes for occult-focused characters.

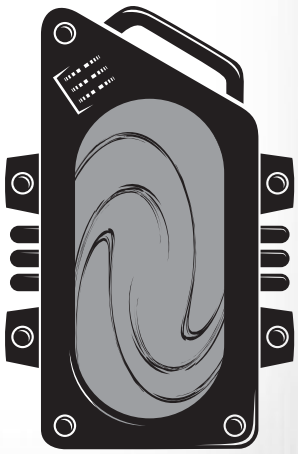
Chapter 2: Occult Societies. This chapter introduces five occult societies from the mad Cult of the Blood Red Sun to the scheming Szonberg-Clintock Family. Each society also features a prestige class available to its members. (Prestige classes, a higher level of character development, were introduced in **The Great Metropolis.**)

Chapter 3: Cyrptozoology. This chapter is your guide to cryptozoology, the study of creatures that some believe exist, but for which no conclusive evidence has been found. From lake monsters and feral cats to glowing lights and humanoid lurkers, this chapter explores the many theories of cryptozoology as well as the people who study it. For players, this chapter provides skill uses that might come in handy when hunting these creatures. Following that, GMs find statistics for many cryptids that may be lurking in the far reaches of the wilderness — or just around the corner.

Chapter 4: Lost Civilisations. This chapter presents Lemuria's history as reconstructed from archaeological evidence and ancient myths, plus information on other civilisations that existed at that time. Inextricably linked with Lemuria are the fey, and this chapter provides further background on this mysterious race. Theories of the fey's origins appear, followed by information on their physiology and reproduction. Lastly is a fey paragon prestige class, demonstrating fey who reach the heights of their potential.

Chapter 5: Creatures of the Dark. Urban myths or servants of evil? This chapter presents current theories on the nature and origins of Scope demons. Following this are rules for possession, the demons' insidious ability to usurp a person's body. Also included in this chapter are several new demons and demonic agents ready to plague your player characters.

Chapter 6: System Agents. What is the System? This chapter presents a number of theories on the origins and goals of the mysterious entities known as System agents. It also includes statistics and descriptions for several new agents.



CHAPTER 1: OCCULT SECRETS

OCCULT SCIENCE

On the surface, occult science is a paradox: Occult refers to things that are hidden, unquantifiable, and unexplainable, while science deals with what is known, with the intent of quantifying and explaining it. For most people, science and the occult are antithetical, and thus occult science remains a fringe discipline. Those who study it generally fall into two camps: scientists who study the occult and occultists who study science.

SCIENTISTS WHO STUDY THE OCCULT

For an aspiring scientist, it sometimes seems like everything has been discovered already. Although work remains to be done in all fields of science, in many disciplines it seems just a matter of dotting the I's and crossing the T's. It is no surprise then that an ambitious scientist might look to a more obscure field in which to make his or her mark. For many, this means the cutting edge of ether science, but a few are drawn to the even more obscure realm of occult science.

Occult science covers a wide range of subjects from spiritualism and psychic powers to ancient artefacts and cryptozoology. The key factor is that the subject in question is not just unexplained, but unverified by conventional science. Thus the occult scientist has two challenges to face: He must not only create a theory that explains how the phenomenon works, he must also seek definitive proof of the phenomenon's existence. The latter is, of course, the more difficult of the two. Many theories exist that attempt to give natural explanations to supernatural occurrences, and yet the phenomenon's existence remain unconfirmed. Occult scientists blame this problem on the inflexibility of modern science, which they see as controlled by narrow-minded greybeards more interested in politics than truth. Established scientists, of course, attribute the failure to the fact that such phenomena are merely superstitious nonsense.

OCCULTISTS WHO STUDY SCIENCE

Not all occult scientists seek proof of the paranormal: They know it exists. They might themselves have an occult ability, or perhaps they have witnessed something unexplainable. Unlike other occultists, those who turn to science are not content merely to be aware of the occult; they wish to understand it. Whereas those who start as scientists seek to bring the occult into the light of logic, occultists who turn to science often do so for their own development. The occult scientist might wish to explain a supernatural event in her past or rationalise her own uncanny ability. Often these occult scientists are practicing occultists who, in studying magic, come to realise that the scientific method might aid them in unlocking their potential.

Like scientists who turn to the occult, occultists who turn to science are often criticised by their mainstream peers. Most occultists claim that supernatural phenomena defy explanation, and that attempting to explain them is foolish. On the other hand, these mystics may be afraid of losing their mystique, which cynics argue is much of their power. Organised religion also condemns occult science. According to church doctrine, dabbling in "paganism" is dangerous at best; conversely, trying to justify a miracle shows a lack of faith. Despite this dogma, many significant occult scientists have been members of the clergy.

THE HISTORY OF OCCULT SCIENCE

Ancient thinkers did not segregate science and occultism. Their world was one in which both natural and supernatural elements existed side by side. The Classical Period was the golden age of occult science — famous philosophers such as Pythagoras and Aristotle studied alchemy and metaphysics alongside mathematics and medicine. During the Dark Ages, occultists were persecuted and science stagnated, and thus little occult science was accomplished. The Renaissance saw the rebirth of occult science, with such notable advocates as John Dee and Sir Francis Bacon. However, the Age of Enlightenment would also seal the divorce of science and occultism; as the two subjects developed, their paths diverged. Science accepted only what could be observed, while occultists believed that a priori knowledge was at least as valid.

The two fields might have remained forever irreconcilable, if not for the discovery of ether. While occultists have long

believed in an intangible fifth element (or *quintessence*), for scientists such a substance was at best an interesting hypothesis. Both scientists and occultists embraced Harold Wallace's remarkable discovery, and some suggest that the Etheric Age is also the new golden age of occult science.

PATRONS OF OCCULT SCIENCE

Due to the occult's lack of acceptance, acquiring funding for occult science research is difficult. Many occult scientists work in conventional fields such as psychiatry, archaeology, and ether science, disguising their true passion for the occult as merely a sideline or hobby. Those who dedicate themselves to occult study either are independently wealthy or have rich patrons.

Finding a occult science patron can be difficult, as such folk tend not to advertise their interest. This reticence is often explained away by the lack of social acceptance for occult research. In truth, many patrons have occult associations they wish to remain secret. Such a patron might be a practicing occultist, the member of a fey family, or the owner of a haunted property.

Frequently it is the patron who contacts the occult scientist. The scientist might publish a paper with veiled or overt references to the occult that piques the patron's interest. Rumours that a scientist is working an outré experiment might reach the ears of a potential sponsor. In any case, the patron is unlikely to require recognition for his support, often donating anonymously. Frequently, the patronage comes with strings attached. The patron might request that the scientist focus upon or avoid a certain subject. The patron may be unusually interested in the research's minutia, or require that certain results not be published.

Patronage of occult science can come in forms other than money for research and field work. An aristocrat with an interest in the occult is likely to possess artefacts of occult significance. The patron's influence may also provide the occult scientist access to museum collections and historic sites that are inaccessible to the public.

The Unified Theory

While ether theory greatly influences modern occult science, perhaps its most significant effect in this field has been to shape the possibility of a unified theory of occultism. Proponents of the unified theory believe that all paranormal phenomena, from psychic powers to antediluvian devices, operate through etheric manipulation. Many occultists, especially among the more esoteric disciplines, reject this theory, arguing that even though ether may be a medium, it is not the source of occult energy. Despite derision from both occultists and scientists, the unified theory has become the dominant theory in occult science.

THE ETHER VEIL

The following are selected passages from a presentation to the Conference of Occult Science by noted alienist Dr. P. Woodrow Donaldson.

THE SCIENTIFIC VIEW

According to scientists, a small quantity of ether coexists with Prime Reality. Unlike the concentrated ether of Etherspace, this ether veil does not react with matter — it is invisible and intangible. It does, however, react to energy. Modern scientists believe that the ether veil is the medium through which electromagnetic waves radiate, even in the vacuum of space. Electricity and magnetism are obviously forms of electromagnetism, but so are X-rays, radio signals, even visible light. Our own brainwaves travel through the medium of ether. Thus this unseen, unfelt medium is vital to life as we know it.

PSYCHIC PHENOMENA

Medical science has established that brainwaves can be sensed (with skull-nets) and manipulated (with electroshock therapy). So why then is it such a stretch to suggest that certain people may be able to perform similar feats without the aid of ethertech devices? We are only now unlocking the human brain's true potential. I believe that what has been dubbed "psychic phenomena" can be readily explained by the interaction of brainwaves.

Though localised in the brain, thought waves radiate faintly beyond the skull. This is how a skull-net works and I believe this is how psychic phenomena work. A "sixth sense" allows the psychic to pick up on these loose brainwaves in the same way some naked-eye astronomers can see faint stars whilst others require telescopes. Indeed, these psychics are better than a skull-net, for rather than getting lines on a chart recorder, they can read those waves as thoughts and feelings.

We also know that energy doesn't just travel through the ether, but moulds the ether as it does so — Scope points operate on this principle. Thus psychics believe — though science has yet to prove — that brainwaves, like magnets, leave imprints on the objects a sentient being touches and the places he visits. A person who possesses an object or occupies a location for an extended period of time inevitably attunes the local ether veil to his brainwave frequency. Also, strong emotions produce equally strong brainwaves, and are thus easier to read, directly and indirectly.

What of claims that psychics can actually affect other people's minds? It's easy enough to show that when two waves of a similar kind meet, they interfere with each other. If a psychic were somehow able to amplify his own brainwaves, they would certainly interfere with the brainwaves of those around him. Given that the psychic is using brainwaves instead of raw electricity, I am not surprised that they can achieve more subtle effects than those of electroshock therapy.

SPIRITUALISM

We know that strong emotions create more powerful etheric waves, and what could create stronger emotions than one's death? Spiritualists have long believed that they can communicate with the ghosts of the dead. However, occult scientists now believe that what spiritualists really draw upon is the impression such a person leaves on the ether veil at the moment of death. Some say that particularly emotional — that is to say, violent — deaths leave a stronger imprint, though others dispute this claim.

Spiritualism isn't just about communing with the dead; many techniques involve seeking patterns in seemingly random events. You may wonder how a deck of cards or the residue from a cup of tea could possibly tell the future. I believe the ether veil can explain these occurrences as well. Though it travels through the ether, electromagnetism is still energy and affects matter when it contacts it. Depending on its form, electromagnetism might give you an electric shock or healthy tan. Who's to say that the ether currents some claim are spiritual do not affect physical matter in some way? Much as animals can sense earthquakes before humans, perhaps objects react to nearby brainwaves in ways we don't fully understand. Perhaps our own brainwaves insulate us from the loose thoughts that float around us. Yet if we pay attention, we must surely be able to see the ether veil's effects in the patterns around us. Some spiritualists even hear the so-called "spirits" in their minds.

OCCULT ENERGY

While brainwaves and their side effects explain a number of paranormal phenomena, they don't explain everything. One cannot study the occult without hearing stories of voodoo curses, magic amulets, or draughts of panacea. Some might write off these tales as more mentalism, but brainwaves cannot knit broken bones or deflect bullets.

I believe that the rituals that occultists invoke manipulate ambient energy, which in turn affects the ether veil. In theory, this localised etheric disturbance could have consequences only obliquely related to the ritual actions. However, merely going through the motions produces no effect, thus it would seem that the occultist's thoughts (his brainwaves) are as important here as elsewhere. Thus intention and reasoned manipulations create uncanny effects.

ETHERIC PHENOMENA

I use "etheric phenomena" to refer to the "strange stuff" that people report and scientists ignore. Witnesses of these phenomena often describe "hauntings" or "ghostly activity."

The ether veil is not uniform. Like Etherspace, it has areas of turbulence and areas of tranquillity. Turbulent areas are high in energy and seem to be most conducive to occult phe-

nomena. Tranquil areas, conversely, absorb energy — even occult energy. Currents, both major and minor, run through the ether veil just as they do through the oceans. (These currents may be the ley lines postulated by Alfred Watkins.) Where two or more currents meet, just as in the oceans, they create an area of turbulence. These nexuses historically attract occultists, even those without knowledge of ether science. Again, like ocean currents, streams in the ether veil change over time. Smaller currents come and go, but even large currents may shift. For instance, although the ancients may have built a temple on a nexus, that nexus may have shifted several miles away in the intervening millennia.

Strange phenomena or disturbances are often associated with these turbulent sites. Ghostly images appear on film or faint voices on audio recordings, yet they were unseen and unheard by the people recording. Lights dim inexplicably, and communication devices suffer abnormal interference or fail altogether. Most distressing of all, objects move of their own accord; reports of poltergeist activity range from items misplacing themselves when no one is looking to objects being thrown by invisible hands. Sceptics attribute these phenomena to "tricks of the light," "magnetic anomalies," or "hysterical witnesses." More astute scientists recognise that the effects are the result of etheric turbulence impinging on Prime Reality. However, I believe this is only half the story. In almost all reported cases of these phenomena, there is a catalyst. This catalyst might be a resident with nascent supernatural abilities. Often the locale is the site of a noteworthy death (the classic haunted house). In some rare cases, demons manifest physically or possess occupants.

I believe the infusion of occult energy into already turbulent ether causes these remarkable effects.

REMOVING ETHERIC PHENOMENA

Settling an etheric phenomenon is often as simple as removing the catalyst. Banishing or exorcising a demon, in most cases, also expels any unnatural side effect of its presence. If the disturbances are the result of a nascent occultist, teaching her to channel her powers is often effective in eliminating those uncontrolled energies.

However, in many cases the etheric phenomena outlives its catalyst, such as when the death of the catalyst creates the etheric disturbance. Other times, long-term exposure to occult use or strong emotions may create a lasting disturbance. And as I have said, a few rare cases have no apparent catalyst.

Occultists believe that if a disturbance can be traced to one or more spirits (what occult scientists would classify as an etheric impression), then it is necessary to placate those spirits. The occultist first determines what the spirit wants, through historical research or a séance. He then attempts to satisfy the spirit's wishes. Doing so might be restorative, like revealing a hidden heirloom to a favoured relative, or retributive, like bringing the spirit's murderer to justice. Performing this service supposedly allows the spirit to rest. Indeed in a number of cases such a service is effective, though it is not one hundred percent foolproof. In a few notable cases, attempts to placate the alleged catalyst resulted in more dangerous occult phenomena.

Occult powers usually exacerbate an etheric disturbance, but a few prove useful in removing them. Specialised forms of geomancy and spiritual healing may unblock a confluence of ether streams, much as a plumber unclogs a drain. Occult scientists sometimes create devices to deal with occult phenomena, but like many occult science theories, most remain untested.

The last resort is to destroy the haunted area (an extreme form of geomancy?). Doing so rarely has the desired results, especially if a new building is subsequently re-established on the site, but that doesn't stop people from doing it. Perhaps a more effective, but less expedient, strategy is to simply wait out the phenomena. As I've said, ether streams move over time, and a particular disturbance may disappear of its own accord.

Game Effects of Etheric Phenomena

Any number of strange phenomena might result from interference in the ether veil. Here are a few suggestions:

Cosmic Tear: Rarely, a rip in the fabric of space may create a passage between a specific point in Etherspace and another in Prime Reality. Although invisible to the naked eye, etheric creatures sense these tears. An etheric creature (that does not have Prime Reality inviability) in contact with a cosmic tear can make a DC 20 Charisma check to travel from one end of the tear to the other. Doing so is a full-round action that provokes attacks of opportunity.

Doldrums: Occasionally areas of unnatural stillness appear in the ether veil. The source of this phenomenon is unclear, although the corresponding areas in Prime Reality tend to be devoid of emotion or creativity, though none can say if this is the cause or an effect. A character in the doldrums takes a –2 circumstance penalty on occult skill checks.

Etheric Reflections: Ethertech devices are sensitive to interference. Mystics like to point out apparent pictures of ghosts or strange voices heard in the static of sound recordings as proof of life after death. According to occult scientists, however, these images and sounds are merely the impressions that a dying soul left in the ether — not an actual ghost. Regardless, such an occurrence might provide clues about the area's history.

Gloaming: Some believe that the medium of ether affects the waves that pass through it. A "thickening" of the ether veil may cause light sources to dim or redshift. This "gloaming" turns normal light (but not sunlight) to shadowy light (one-half concealment) and shadowy light to near total darkness (nine-tenths concealment).

Interference: From shortwave radios to ethercomm devices, remote communication relies on ether as a medium. While natural phenomena (such as sunspot activity) cause interference, so can the unnatural occurrences associated with a "haunting." Often this interference is excessive static, and a DC 20 Engineer (ethertech) check compensates for it. Other times such devices fail to work — a dangerous situation if the "haunted" locale is otherwise cut off from civilisation.

Ley Lines: Ley lines are usually depicted by New Age adherents as straight lines. In fact, all ether currents arc slightly for reasons as yet unknown. Though not a source of occult phenomena, ley lines are indicative of where such phenomena are likely to occur. A character with the Dowsing feat (see "Occult Feats," below) can follow ley lines to areas of occult interest.

Nexus: A nexus is an area where two or more ley lines (ether currents) meet, producing an area of turbulence. Any character within the nexus gains a +2 circumstance bonus on occult skill checks. Permanent nexuses naturally attract occultists. A character who wishes to make his sanctum on a nexus should be wary, since occult use in the area leads to other etheric phenomena, like those depicted here.

Poltergeists: Most poltergeists are benign, in that they pose no immediate danger to those in the area. Often they just move things around when no one is looking — misplacing objects, opening or closing doors, and so forth. Other times objects may move in front of witnesses — an item falls off a table or an invisible finger writes something on a misty mirror.

Rarely, a poltergeist becomes malignant. These poltergeists don't just move objects; they hurl them with great force. Each malign poltergeist has a Challenge Rating, much like a creature. Roll initiative for the poltergeist, if necessary. The poltergeist has a 10% chance each round of throwing an unattended item at a randomly selected target within the area (poltergeists rarely throw objects if no living creature is in the vicinity). The poltergeist makes an attack roll with a bonus equal to its CR. If it hits, the thrown object deals damage based on the poltergeist's CR (see the table below) and may break. Magic seems to incite a poltergeist, and it always throws something following the activation of an occult skill or ability.

POLTERGEIST DAMAGE

Poltergeist CR	Damage
1–3	1d6
4–7	1d8
8–11	1d10
12–15	2d6
16–19	2d8
20	2d10

Will-o'-the-Wisps: Strange glowing lights are often seen near nexuses (see Chapter 3: Cryptozoology, "Cryptozoic Creatures," *Will-o'-the-Wisp*).

Ritual Magic

Many credit the Lemurians as the originators of both occult powers and ritual magic. Ritual magic draws upon the ambient energy in certain places, objects, actions, and events to increase the efficacy of occult powers. Many occult scholars believe these rituals were the source of the Lemurians' greatness. Unfortunately, after the Earth-Wrack (see Chapter 4: Lost Civilisations), this knowledge was all but lost. Yet as people rediscovered the occult, they also rediscovered ritual magic. Although no complete rituals survived, those early scholars found fragments of rituals from which they were able to glean a few secrets. Today, scholars pore over ancient texts seeking second- and third-hand accounts of Lemurian ritual magic, so that they too might unlock their secrets. Original Lemurian ritual tablets are priceless, and many an adventurous occultist has died in search of an elusive complete ritual.

Performing a Ritual

In order to perform a ritual, you must have the ritual initiate talent (see "Occult Talents," below). This talent also gives you access to one ritual secret. You can acquire additional secrets as class abilities of advanced and prestige classes (in particular, the ritual occultist advanced class).

To perform a ritual, follow these steps. They are described in further detail below.

Step 1: Choose a power to enhance.
Step 2: Apply ritual secrets.
Step 3: Apply rites.
Step 4: Reconstruct the ritual.
Step 5: Perform the ritual.

STEP 1: CHOOSE A POWER TO ENHANCE

Rituals do not create occult effects. Instead, performing the ritual enhances an occult power the ritualist already knows.

The first step in reconstructing a ritual is to choose an occult power you wish to enhance. This power must use an occult lore skill (Hex Lore, Imbuement, or Warding), unless you have the soul ritual class feature (introduced later in this chapter), in which case you may choose a power from any occult skill you know.

To complete the ritual, you make a skill check as normal. The skill check's DC is based on the base power's DC modified by the ritual's secrets (which add to the DC) and rites (which subtract from it). For example, the Reaper's Sickle ritual (see below) is based on the Hex Lore power grip of fear, which has a DC 20. The ritual's secrets have a total DC modifier of +26, while its rites have a total DC modifier of –24. The resulting DC is 22.

STEP 2: APPLY RITUAL SECRETS

Ritual secrets applied to a power increase its potency, but they also increase the occult skill check's DC (see Table 1–1: Ritual Secrets). The ritual initiate talent (see "Occult Talents," below) gives you access to one secret; you gain access to additional ritual secrets as class features. Each secret modifies the occult power in a different way. You can apply any or all secrets you know to a power as part of a ritual. You can apply a single secret multiple times (increasing the DC each time), but you cannot apply a single secret more times than the number of secrets you know. For example, if you know three secrets, each can be applied up to three times.

TABLE 1–1: RITUAL SECRETS

Secret	DC Modifier
Damage	
Per additional damage die	+5
Per +1 ability damage/drain	+5
Duration	
Per unit increase	+5
Potency	
Per +1 bonus/–1 penalty	+3
Per +1 to saving throw DC	+3
Range	
Per range increase	+5
Targets	
Per additional target	+10

Damage: This secret increases the damage, ability damage, or ability drain that a power deals. Damage dice are of the same size as the base damage dice. This secret has no effect on powers that do not deal damage.

Duration: This secret allows you to increase a power's duration by increasing the size of the units measured. (The number of units remains the same.) Standard units (from shortest to longest) are: rounds, minutes, 10 minutes, hours, days, and permanent. Thus you can make an effect that normally lasts 1 minute instead last 1 hour with two applications of this secret.

Making an effect permanent requires a blood sacrifice of 1 hit point per secret applied to the ritual. You or another willing, intelligent subject must provide this blood. Characters cannot recover hit points lost in this way as long as the power remains. On a failed skill check, the characters still lose the hit points, but the loss is not permanent.

This secret has no effect on powers that have an instant or indefinite duration.

Potency: This secret allows you to increase a numerical bonus or penalty that a power grants to a roll or characteristic (such as a penalty on a skill check or a bonus to Defence). You can also increase the DC of any saving throw the power requires.

Each application of this secret applies to only one modifier (or to the power's DC). However, the maximum number of times you can apply this secret counts separately for each modifier (this is an exception to the limit on applying a secret multiple times). For example, the Hex Lore power evil eye gives the target a –1 penalty on attack rolls, saving throws, and skill checks. If you know three secrets, you can increase all three penalties to –4 by applying this secret 9 times. However, doing so increases the Hex Lore check's DC by +27 (3 x 9).

Range: This secret allows you to increase the power's range. The standard ranges (from shortest to longest) are: touch, close, line-of-sight, and psychic connection. "Close" range is a fixed range usually between 25 and 75 feet. If you increase a power's range to close, the range is 25 feet, plus 5 feet per every two ranks you possess in the related occult skill. "Line-of-sight" requires only that you see the target. "Psychic connection" has no distance limit, but you must possess an item bearing the target's psychic signature (see **Etherscope,** Chapter 2: Traits, "Occult Skills"). For example, to change a power from touch range to line-of-sight requires two applications of this secret.

Targets: This secret allows you to target additional creatures or objects with the power. Each target must be of roughly the same type. (For example, you can enchant two suits of armour at once, but not a suit of armour and a toolkit.) This secret has no effect on powers that do not have targets.

STEP 3: APPLY RITES

Rites are the "ritual" parts of ritual magic. They are specific actions and situations that reduce the occult skill check's DC (see Table 1–2: Rites), but make the ritual more difficult in other ways. Unlike ritual secrets, every ritualist has access to all

rites (though many rites are unnecessary until the ritualist acquires more secrets). You can apply a rite any number of times. However, these modifiers can only cancel DC modifiers from ritual secrets; you cannot reduce the DC of a ritual to below the DC of the base power.

TABLE I–2: RITES

Rite	DC Modifier
Backlash	
Per 1d6 points of damage	–4
Completion time	
Per increase	–4
Components	
Expensive material component (acquisition DC 20)	–4
Per additional +5 to acquisition DC	–2
Expensive focus (acquisition DC 25)	–4
Per additional +5 to acquisition DC	–2
Event	
Once a day (dawn, midnight)	–4
Once a month (lunar phase)	–8
Once a year (vernal equinox, winter solstice)	–16
Less than once a year (comet, harmonic convergence)	–32
Location	
Common (a forest grove, a roof top)	–4
Uncommon (a graveyard, a cathedral)	–8
Rare (a templar chapterhouse, an ancient tree)	–16
Unique (Stonehenge, Roswell)	–32

Backlash: Ritual magic twists the universe in unnatural ways. Sometimes the universe springs back by inflicting damage onto the ritualist. The ritualist takes the damage as soon as he completes the ritual. The damage is occult (the ritualist bleeds through his nose, eyes, and mouth, boils erupt over his skin, and so forth); damage reduction and energy resistance do not prevent it.

Completion Time: You can reduce a ritual's DC by increasing the time it takes to accomplish it. Standard times (from shortest to longest) are: Full round or less, 1 minute, 10 minutes, 1 hour and 8 hours. For example, if you modify a power that normally takes a full-round action to activate, and instead perform it as a 10-minute ritual, you reduce the DC modifier from secrets by –8.

Components: A ritualist can mitigate a ritual's difficulty using rare and expensive components. (You may add your ranks in the Occult influence to this acquisition check.) Material components are expended as part of the casting. These include such items as incense, sacred wine, and animal sacrifices. A focus is an item that you can reuse (the ritual does not consume it), such as a crystal ball or a Lemurian statue.

The GM may determine that you cannot purchase a specific component, but you must acquire it in the course of an adventure. The item could be exceedingly rare (a flower from deepest Africa) or illegal (the bloody heart of an innocent man). The GM should determine the DC modifier of such a component.

Event: Certain rituals can only be performed when a specific event occurs. Celestial events are the most common, although other events (such as spring tide, the first frost, or the blooming of a century flower) may herald the proper time for a specific ritual. The less common the event, the more potent the resulting ritual is likely to be.

Location: Some rituals require the proper setting. The less common the setting, the more powerful the ritual is likely to be. Common locations are those that, depending on your locale, are either unavailable or abundant (it's easy to find an open field in the countryside, but not so in the heart of the Great Metropolis). Uncommon locales are the sorts of places you expect to find (about one) in every town or city district. Rare locations are found in only a few (typically large) cities or in the deep wilderness. Unique locations exist only one place in the world.

STEP 4: RECONSTRUCT THE RITUAL

Once you decide the parameters of the ritual and the GM approves it, you combine the secrets and rites. Doing so involves long hours researching ancient texts and composing arcane formulae. You must make a series of Research checks equal to the total number of secrets you use. (For example, a ritual that increases a power's duration by three steps and adds two additional targets requires 5 checks.) The DC for these checks is 20 + 3 per different secret. (The Research check in the previous example has a DC 26, because the ritualist uses two secrets: duration and targets.) You cannot take a 10 or 20 on these checks. Each check requires 1 day. (You must work at least 12 hours each day. Aside from short breaks to eat, drink, and the like, you must work undisturbed.) Days of work need not be consecutive. A failed check delays the research one day; two failures in a row mean you make a critical mistake and must start over.

According to legend, anyone with the proper occult skill can use an ancient Lemurian ritual. Modern rituals, however, work only for the person who reconstructs them. This limitation may result from a flaw in the reconstruction process, or it may be a supernatural quirk.

Although you cannot use another character's ritual, having access to his notes provides you with a +2 circumstance bonus on Research checks to reconstruct the same ritual.

You might also acquire ritual notations (that provide a +2 bonus) during the course of an adventure. In many cases, you need to make a Knowledge (linguistics) and/or Knowledge (mystical philosophy) check to interpret the ritual in order to duplicate it.

STEP 5: PERFORM THE RITUAL

Once you reconstruct the ritual, you may perform it whenever you wish (circumstances permitting). To perform the ritual, you must meet the requirements (which are the same as the base power's except where rites modify them) and make the appropriate skill check (against the modified DC). If you succeed, you produce the

ritual's effects (which are the same as the base power's, modified by secrets).

SAMPLE RITUALS

The following are examples of rituals a character might discover or develop. Unless otherwise noted, the occult powers below appear in **Etherscope**, Chapter 2: Traits, "Occult Skills."

Bands of Love

The wedding ring is a symbol of eternal love. This ritual enchants a pair of rings, protecting the people who wear them for as long as they remain true to each other. This ritual is typically incorporated into a wedding ceremony.

Skill (Power): Warding (Lemurian blessing).

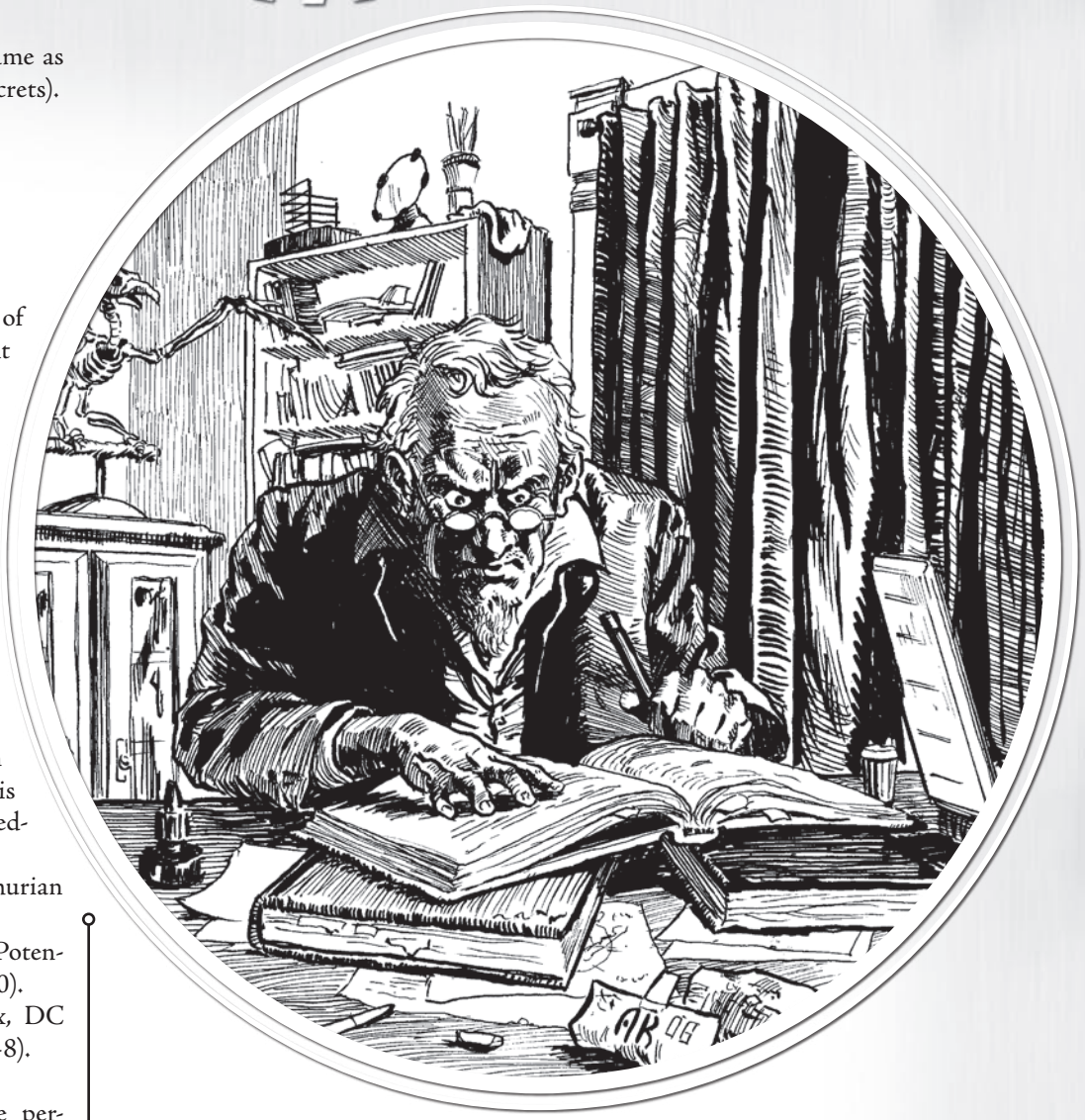
Secrets: Duration (DC +5), Potency x3 (DC +9), Targets (DC +10).

Rites: Event (vernal equinox, DC –16), Location (cathedral, DC –8).

Research: 5 days, DC 29.

Check: This ritual must be performed in a cathedral (or other large religious building) on the vernal equinox. Performing this ritual takes one hour. Make a DC 30 Warding check. If you succeed, the two recipients each receive a +2 deflection bonus to Defence and a +4 resistance bonus on saving throws while wearing one of the enchanted rings. Only the two targets of this power can benefit from wearing the rings. If either ring is destroyed or disenchanted, both rings lose their power.

Performing this ritual also requires a blood sacrifice of 6 hit points. The ritualist and/or either of the two targets may contribute to this sacrifice. The hit point loss from this ritual is permanent until either ring is destroyed or disenchanted.



Dream Contact

This ritual allows you to forge mental contact over any distance with a target through her dreams.

Skill (Power): Telepathy (contact).

Secrets: Range x3 (DC +15).

Rites: Casting Time (10 minutes, DC –8), Event (sleeping target, DC –4).

Research: 3 days, DC 23.

Check: In order to use this ritual, you must possess an object bearing the target's psychic signature (see **Etherscope,** Chapter 2: Traits, "Occult Skills"). You concentrate for 10 minutes to enact this ritual.

Make a Telepathy check (DC equal to the target character's base Will save bonus +18, or +8 if the target is willing). If you succeed, you have mental contact with the sleeping target and can affect her with other Telepathy powers.

You can maintain contact for as long as you concentrate and the target remains asleep.

If the target is not asleep when you activate this power, you may choose to concentrate until the target falls asleep (at which point this power takes effect).

The Reaper's Sickle

The crescent moon is a symbol of death and rebirth. Drawing upon its death aspect, you can paralyse up to three targets with the fear of their own mortality.

Skill (power): Hex Lore (grip of fear; see "Occult Powers," below).

Secrets: Potency x2 (DC +6), Targets x2 (DC +20).

Rites: Backlash (3d6, DC –12), Event (crescent moon, DC –8), Location (open sky, DC –4).

Research: 4 days, DC 26.

Check: Drawing upon their fear of death, you can paralyse up to 3 humanoids or animals in your line of sight. You can perform this ritual only when the crescent moon is visible. Using this ritual is an attack action that provokes attacks of opportunity.

Make a DC 22 Hex Lore check. If you succeed, each target must make a Will save (DC 15 + your Intelligence modifier) or be paralysed (see **Etherscope,** Chapter 2: Traits, "Special Traits") for as long as you concentrate on the targets (concentrating is an attack action). Each round on her turn, a target may attempt a new saving throw to end her paralysis (this is a full-round action that does not provoke attacks of opportunity).

Drawing on death's power is dangerous; you take 3d6 points of damage when you cease concentrating or the last victim makes her save.

This is a mind-affecting effect.

OCCULT TALENTS

The following talent trees give each class a number of new options based on occult themes.

BROKER TALENT

Spirit mediums are the most visible of occultists. While psychics and students of occult lore often hide their powers, spirit mediums lead séances and give tarot readings.

Spirit Medium Talent Tree

A proper horoscope is not a few vague affirmative statements in a tabloid newspaper, but an in-depth study of the celestial patterns at the time of a person's birth and at key moments in his life. Though meaningless to a layman, a gifted medium can gather much insight from a horoscope.

Horoscope: You can chart a horoscope for someone you haven't met (but about whom you know at least basic details), allowing you to perform a Pattern Reading on him without his involvement. Gathering sufficient details requires 1d4 hours and a Research check or a gather information check with an appropriate influence (in either case, the DC is 15 + the target's character level). If you succeed, you may treat the target as a willing participant for any Pattern Reading check regarding him; however, unless the target is present, the DC of any such check increases by +5.

Prerequisites: Reading focus, spirit medium skills (Pattern Reading).

COMBATANT TALENTS

Occultism has long been associated with martial arts; a combatant who can master both is a powerful force.

Mystic Warrior Talent Tree

Though many who practice martial arts do so only to train their bodies and minds, few realise that they also train their spirits. Through study of structured routines and ancient wisdom, the mystic warrior can achieve results that go beyond mere exercise.

Magic Bullet: Also called Zen archery, this talent allows you to briefly ignore the limitations of sight and aim using only psychic awareness. Whenever you spend an excellence point to improve the results of a ranged attack roll (whether to re-roll it or to max it out), you ignore the target's concealment. If the target has total concealment, you must still be able to pinpoint the target's square in order for the attack to succeed.

Prerequisites: Fighting Technique (any allowing the use of a ranged weapon), Knowledge (mystical philosophy) 4 ranks.

Smite: Like a savant with the faith talent, you call upon your belief in supernatural forces to empower your blows. Whenever you spend an excellence point on a melee attack roll (whether to re-roll it or to max it out), add your combatant level as an enhancement bonus to the damage you deal. (This additional damage is multiplied on a critical hit.)

Prerequisites: Fighting Technique (any allowing the use of melee weapon), Knowledge (mystical philosophy) 4 ranks.

ENGINAUGHT TALENTS

When one thinks of occultism, one does not immediately think of enginaughts. Yet among the enginaught fraternity, a number of common superstitions persist.

Animism Talent Tree

People who spend a lot of time around machines have a habit of attributing human characteristics to them. Some enginaughts believe they can cajole or threaten a malfunctioning machine into working. Whether or not this qualifies as occultism, it certainly defies conventional engineering.

Cajole Device: You can convince a mechanical or ethertech device to work for you. Once per turn, you may make a DC 20 Diplomacy or Intimidate check as a free action. If you succeed, you gain a +2 luck bonus on the next Engineer (ethertech or mechanical), Munitions, or Pilot (civilian or military) check you make that turn with that device (using, repairing, or disabling it).

Personalise Device: Devices you create have "personality" — which means they work well for you, but not

so well for other people. When you craft a piece of mechanical or ethertech equipment, you may increase the craft DC by +2. If you do, you gain a +1 circumstance bonus on Engineer (ethertech or mechanical), Munitions, and Pilot (civilian or military) skill checks made with that device. However, any one else takes a –4 penalty on these checks.

Prerequisite: Cajole device.

PURSUER TALENT

Although a pursuer's uncanny insights may seem like magic to some, few are actually psychic. Yet those who do possess psychic powers often view them as quite natural, even normal.

Psychic Sensitivity Talent Tree

Crystals, always popular with wannabe mystics, have gained renewed popularity among those with real gifts.

Crystal Scrying: Some psychics believe that crystals resonate with psychic vibrations. When you use a crystal as part of a Psychic Awareness skill check, you increase your sensitivity to these vibrations. The time required to use the power is doubled (an attack or move action becomes a full-round action; a free action is unchanged). However, you gain a bonus to the Psychic Awareness check equal to half your pursuer level.

Prerequisite: Psychic skills (Psychic Awareness).

SAVANT TALENTS

Unlike the innate talents of psychics and spirit mediums, occult lore must be acquired through long hours of study and practice. Those who study this lost art often find themselves changed for the experience.

Aura Talent Tree

Legendary occultists are reputed to possess a palpable aura of power. Whether this is a sign of divine blessing or merely a localised etheric disturbance is a matter of debate.

Savants who take talents from this tree can surround themselves in occult auras. Activating an aura costs one excellence point and is an attack action that does not provoke attacks of opportunity. An aura lasts for 1 minute per savant level and is a mind-affecting effect. Although invisible (except to aura sight), the aura does not go unnoticed and subconsciously draws the attention of others.

Auspicious Aura: Your presence makes others feel safe. When you activate this aura, each ally (including yourself) within 30 feet gains a +1 luck bonus on all saving throws.

Prerequisites: Occult skills (Warding).

Enchanted Aura: Magic dances around you like electricity in the air. When you activate this aura, each ally (including yourself) within 30 feet gains a +1 luck bonus on weapon damage rolls.

Prerequisites: Occult skills (Imbuement).

Unnerving Aura: You project an air of unnatural menace. When you activate this aura, each opponent within 30 feet takes a –1 penalty on all saving throws.

Prerequisites: Occult skills (Hex Lore).

Ritual Magic Talent Tree

This talent is the first step to unlocking the secrets of ritual magic.

Ritual Initiate: You can use ritual magic (see "Ritual Magic," above). Select one ritual secret; you can apply that secret to any occult lore skill you know.

Prerequisites: Occult influence 2 ranks, occult skills (any).

SCOUNDREL TALENT

Many who claim to have occult powers do not draw on supernatural sources, but on natural applications of legerdemain and psychology.

Charlatan Talent Tree

A faith healer is able to convince others that he has healing powers. This con is most often associated with charismatic religious sects.

Faith Healing: With strong words and actions, you can trigger a placebo-like effect. Make a Bluff check opposed by the target's Resolve check as a full-round action. If you succeed, the target can ignore ability damage to one ability score or one of the following conditions: cowering, dazed, disabled, exhausted, fatigued, nauseated, panicked, shaken, or stunned. The target is "healed" for a number of rounds equal to your Charisma modifier, after which the condition returns (assuming the duration hasn't expired). This talent does not prevent the target from reacquiring the condition. The GM may allow other conditions to be "healed" at his discretion.

Prerequisite: Fast Talk.

OCCULT FEATS

Characters with an occult bent may find the following feats useful.

Air of Mystery

You have made a deliberate effort to conceal your origins and activities.

Prerequisites: Bluff 4 ranks.

Benefit: Increase the DC of any influence or skill check used to discern information about you by an amount

equal to your Intelligence modifier. Affected checks include gather information and who's who influence checks and Investigate, Knowledge, Research, Scope Use (to find documents), and Sense Motive (to assess a social situation) skill checks.

Chi Strike

By striking at key chi points, you can damage opponents who are resistant to mundane weapons.

Prerequisites: Combat Martial Arts, Knowledge (mystical philosophy) 8 ranks, base attack bonus +4.

Benefit: Your unarmed strikes are treated as occult weapons.

Distant Contact

You do not have to touch someone to make telepathic contact with her.

Prerequisite: Telepathy 4 ranks.

Benefit: You can make telepathic contact with a subject at a range of 30 feet. You must make eye contact with the subject, but she does not have to be willing, and once you catch her eye, you can make the attempt. (See **Etherscope,** Chapter 2: Traits, "Occult Skills," *Telepathy* for more information.)

Dowsing

You have an intuitive sense of ley lines and how to navigate them.

Prerequisites: Knowledge (mystical philosophy) 4 ranks, Navigate 4 ranks.

Benefit: You can use the Navigate skill to find etheric phenomena, such as a nexus or cosmic tear (see "The Ether Veil," above), just as you would a physical location.

Heighten Power

Choose occult lore skills (Hex Lore, Imbuement, and Warding), psychic skills (Aura Reading, Psychic Awareness, and Telepathy), or spirit medium skills (Commune, Impressions, and Pattern Reading). Your occult powers with those skills are harder to resist.

Benefit: Powers of the chosen type which allow a saving throw have a saving throw DC of 10 + half your character level + the appropriate ability modifier or the power's default saving throw, whichever is higher.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new occult skill category.

Intuitive Reconstruction

You have a knack for combining ritual elements.

Prerequisites: Ritual initiate talent (see "Occult Talents," above).

Benefit: The number of Research checks you need to reconstruct a ritual is reduced by 2 (to a minimum of 1). In addition, you gain a +2 competence bonus on Research checks to reconstruct a ritual.

Jinx

Your presence brings bad luck to those around you.

Benefit: You can spend an excellence point as a free action (you can do this even when it is not your turn) to jinx a target within 30 feet. You jinx a specific roll, such as an attack roll, saving throw, or skill check.

You can use this feat before the target attempts the roll, in which case the roll automatically provides the lowest numerical result (usually 1). Alternatively, you can jinx after a successful roll, forcing the target to re-roll (the target uses the second result even if it is better than the first).

You cannot jinx a roll if the target has spent an excellence point on it. You cannot spend an excellence point in this way if you have already spent an excellence point since your last turn.

Sangfroid

You can focus your thoughts even in the midst of danger.

Benefit: You gain a +4 bonus on Concentration checks to use an occult skill defensively.

Sceptic

Not only do you not believe in the occult, but your mere presence makes occultism more difficult.

Prerequisites: Must have no ranks in occult skills.

Benefit: Any occult skill use performed with 30 feet of you has its DC increased by your Charisma modifier.

Special: If you ever take ranks in an occult skill, you lose the benefits of this feat. At the GM's discretion, you might replace it with another, occult-related feat, such as Jinx or Heighten Power.

TABLE 1–3: OCCULT FEATS

Feat	Prerequisites	Benefit
Air of Mystery	Bluff 4 ranks	Attempts to discover information about you take a penalty equal to your Intelligence bonus
Chi Strike	Combat Martial Arts, Knowledge (mystical philosophy) 8 ranks, base attack bonus +4	Your unarmed strikes are treated as occult weapons
Distant Contact	Telepathy 4 ranks	Make telepathic contact at a 30-ft. range
Dowsing	Knowledge (mystical philosophy) 4 ranks, Navigate 4 ranks	Use Navigate to find etheric phenomena
Heighten Power	—	Occult power DCs for one occult skill category are 10 + 1/2 your level + ability modifier
Intuitive Reconstruction	Ritual initiate talent	Reconstructing rituals requires two fewer Research checks; +2 bonus on Research checks to reconstruct rituals
Jinx	—	You can spend an excellence point to fumble another's rolls
Sangfroid	—	+4 on Concentration checks to activate occult powers defensively
Sceptic	No ranks in occult skills	Occult skill checks within 30 ft. take a penalty equal to your Charisma bonus

OCCULT POWERS

Characters with occult skills — Aura Reading, Commune, Hex Lore, and the like — are capable of many strange accomplishments, as detailed in the skill descriptions in the **Etherscope core rulebook**. Characters who take levels in the advanced and prestige classes presented in this book (and the Scope psychic class in **Upload: Etherpunk**) are capable of much more. These classes allow their members to expand their occult skills by learning additional uses — occult powers — for those skills. These new occult powers are detailed below. (Characters are also welcome to learn the occult powers described for the Scope psychic in **Upload: Etherpunk**; they are included on Table 1–4: Occult Powers.) The level at which a character attains one, and the powers from which he can choose, are described in each advanced and prestige class' description.

Remember, occult skills are divided as follows:

Occult Lore Skills: Hex Lore, Imbuement, and Warding.

Psychic Skills: Aura Reading, Psychic Awareness, and Telepathy.

Spirit Medium Skills: Commune, Impressions, and Pattern Reading.

The new occult powers are presented in the following format.

Power Name
Greater/Lesser Power

Powers are divided into greater and lesser powers. Greater powers, as their name implies, are more powerful and more difficult to attain, as described in the individual advanced and prestige class descriptions.

Following this line is a description of the power in plain English.

Check: This section includes the power's game mechanics. How you use the power, the DCs of the checks, and so forth.

TABLE 1–4: OCCULT POWERS

Power	Description
Occult Lore Powers	
Hex Lore	
A Blight Upon Your House	Target takes a –4 penalty on influence checks for 1 hour/rank
Bumbler's Curse	Target takes a –2 penalty on Charisma-based skill checks for 1 minute/rank
Cause Sickness[G]	Target is fatigued for a number of days equal to half your ranks
Distraction	Target must make DC 10 Concentration check or fail action
Grip of Fear	Target is paralysed as long as you concentrate
Summon Outsider[G]	Summons an outsider (e.g., an Etherspace demon)
Imbuement	
Alchemy	Toughen or weaken an object in one of several ways for 1 day/rank
Enchant Vestment[G]	Worn item provides bonus to an ability score
Geomancy	Alter a room so that it provides bonuses or penalties to certain skills for 1 day/rank
Warding	
Banish Outsider[G]	Make a Warding check to banish an outsider back to the ether
Peace Knot	Opponents must make Will saves (DC 10 + your Intelligence modifier) to attack the subject
Shock Glyph	Warded lock or security system deals damage to intruders
Psychic Powers	
Aura Reading	
Analyse Etheric Creature*	Make critical hits against etheric creatures
Flow of History[G]*	Deduce the future
Kirlian Imaging	View a damaged object or person in its undamaged state
Sense the Occult	Sense occult powers and objects
Spiritual Healing[G]	Remove an occult or mind-affecting effect from a subject
Time Stamp	Determine the time that the last psychic imprint was left on an item
Track Avatar*	Use Aura Reading instead of Survival to track in Etherspace
Psychic Awareness	
Doppleganger[G]	Gain another's ranks in a skill
Ethervision[G]*	In Etherspace, you can't be flanked or blinded and you pierce concealment and disguise
Graceful Avatar*	Avatar gains 25–50% concealment
Locate Person	Determine a subject's current location based on an item with his psychic imprint
One with the Currents*	Travel speedily to Scope domains
Sense Weather	Determine approaching weather conditions
Tap the Collective Unconscious	Answer a simple question
Telepathy	
Alter Memory[G]	Erase or change a subject's memory
Etherspace Mind-Probe*	Draw truth from target's mind
Hallucination[G]	Make subject witness false images and sounds
Sense Link	Experience another's sense (sight, hearing, and so on) for 1 minute/rank
Share Memories	Allow another to experience your memories
Suggestion	Compel subject to perform a task
Telepathic Force Projection[G]*	Create etheric energy weapons in Etherspace
Wave of Despair*	In Etherspace, creatures within 60 ft. must make Fortitude saves or be paralysed
Spirit Medium Powers	
Commune	
Call Ghost[G]	Summon a ghost to aid you for 10 minutes/rank
Channelling	Allow a spirit to control your voice and/or body
Impressions	
Astral Projection[G]	Enter the Scope without a tab or Scope jack
Empathic Healing	Take another's injuries to yourself as nonlethal damage
Sense Demonic Presence	Sense the presence, location, strength, and identity of Etherspace demons
Pattern Reading	
Combat Patterns	Gain +2 to hit or +2 Defence against an opponent
Foretelling[G]	Grant +6 bonus or –6 penalty on future action
Psychometry	See the last instance of emotional intensity on an object or corpse

[G] *This is a greater power. (All other powers are lesser powers.)*
* *This power appears in* **Upload: Etherpunk,** *Grain 3: Classes, "New Psychic Powers" sidebar.*

Try Again: Whether or not you can try again, and any other stipulations that apply to trying again.

Special: Any special notes that apply to the power, including whether or not you can take 10 or 20 with it.

Time: How much time the power takes to use.

Attack of Opportunity: Whether or not using the power provokes attacks of opportunity.

Example: A detailed example of someone using the power.

OCCULT LORE POWERS

The following occult powers are based on the occult lore skills: Hex Lore, Imbuement, and Warding.

Hex Lore Powers

The following powers are based on the Hex Lore skill.

A Blight Upon Your House

Lesser Power

You can bring someone misfortune by ruining their social enterprises. Their funds dry up and their friends suddenly become unavailable.

Check: Like the evil eye, you can send this curse either through direct line of sight or through an object which has the target's psychic signature. Make a Hex Lore check (DC 20 if the target is in line of sight, DC 25 if you are using an object to create the connection). If the check succeeds, the target takes a –4 penalty on all his influence checks for as many hours as you have ranks in Hex Lore.

Try Again: Not for 24 hours.

Special: You cannot take 10 or 20 on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: "Well," says Clayton, "I expect that unlike you, I shall find no shortage of sponsors for my exploration of the Bali jungle." As Clayton turns to the other members of the Explorer's Club present, Willard curses his rival with all his might. He makes a DC 20 Hex Lore check and rolls a 23. Clayton is cursed. He attempts his High Society influence check (with the –4 penalty) and rolls an 18 — a failure (the DC was 20). Everybody turns away from Clayton, some with apologetic smiles, as he stands there looking rather foolish. Further appeals that day are unlikely to do him any good, either.

Bumbler's Curse

Lesser Power

You can make a person lose her self-confidence by cursing her, making her unsure of herself and retiring.

Check: Like the evil eye, you can send the bumbler's curse either through direct line of sight or through an object which has the target's psychic signature. Make a Hex Lore check (DC 20 if the target is in line of sight, DC 25 if you are using an object to perform the connection). If the check succeeds, the target takes a –2 penalty on his Charisma-based skill checks for as many minutes as you have ranks in Hex Lore.

This is a mind-affecting effect.

Try Again: Not for 24 hours.

Special: You cannot take 10 or 20 on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: It is the last night of deliberations in the gamma sewer assembly of Chicago. As Bourne is taking the stage to advocate asking the betas for help, Gallagher knows it will signify the end of gamma independence in this city. So, praying that God will forgive him, he curses Bourne. He makes a DC 20 Hex Lore check and rolls a 26. Bourne's usual confidence evaporates as he undergoes the worst stage fright of his life. Steaming ahead with his prepared speech, Bourne makes his Charisma check (with the –2 penalty) and fails. The audience of frightened gammas is not convinced.

Cause Sickness

Greater Power

You curse a person with sickness. Doing so requires a lengthy ritual, but it is one of the foulest curses you can put on an enemy.

Check: You must possess an object with the target's psychic signature to curse him with sickness. At the beginning of each day in which you wish to curse your enemy, make a DC 30 Hex Lore check. Your target then makes a Will save (DC = your check result). If the target fails his save, he is fatigued for the day.

If the target rolls a natural 20 on his save, the curse is terminated and you cannot target him with this power for 1 month.

You can target an enemy with this curse for a number of days equal to half your Hex Lore ranks. After that, you cannot target him again for that same number of days (and further curses require new objects).

Try Again: No.

Special: You cannot take 10 or 20 on this check.

Time: The ritual, which must be repeated each day, takes 30 minutes.

Attack of Opportunity: Yes.

Example: When Marianna realises that the man she loves is still in love with his childhood sweetheart, she steals the lock of hair that her rival gave to him long ago. With it, she curses the woman who has since become

Psychic Signatures

Many occult powers can affect targets through objects imprinted with their psychic signatures. As described in **Etherscope**, Chapter 2: Traits, "Occult Skills":

Psychic signatures are patterns that living beings imprint on the world around them via the link between human consciousness and Etherspace. A character leaves a psychic signature on an object simply by being the last person to touch it. If he also has the item in his close possession for a length of time (say a month or more), his psychic signature becomes more strongly imprinted on the item, making it easier to find. Likewise, the psychic signature of another longer-term possessor of an object can mask the character's own psychic signature, even if he were the last person to touch it.

Lady Jane Espenson. Each morning for eight days (Marianna has 16 ranks in Hex Lore), Marianna plans to spend 30 minutes cursing the other woman with sickness. On the first day, she rolls 32 on her Hex Lore roll. Lady Jane attempts a Will save but rolls a 26. All day, she is taken with a great fatigue. On the second day, Marianna rolls 34 on her Hex Lore roll. Lady Jane rolls a natural 20 on her Will save and recovers from her strange ailment. Fuming, Marianna realises that she cannot touch her again through the curse — at least for a time.

Distraction
Lesser Power

This hex distracts the target with a quick jolt to his brainwaves. The results vary depending on what the target was doing at the time: A diplomat might speak too frankly, an enginaught might briefly forget what tool he needs, or a driver might turn too sharply.

Check: To distract a target, you merely need to point at him. (Disrupting a skill check that takes less than one full round requires a readied action.) Make a DC 20 Hex Lore check. If the target is using a skill that requires focus, he must make a DC 10 Concentration check or fail (with the appropriate consequences). The target can retry the skill at the next opportunity. You can increase the distraction by increasing the DC of your Hex Lore check: For every +5 by which you increase the DC, increase the DC of the target's Concentration check by +5.

This is a mind-affecting effect.

Try Again: Yes.

Special: You can take 10 but cannot take 20 on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: A witch hunter chases Lawrence across the rafters of a large factory. Lawrence goes on the offensive: He stops clambering and turns to face his pursuer. The witch hunter, believing his quarry has conceded, steps out onto the exposed beam that separates them. Waiting until the witch hunter is halfway along, Lawrence attempts to hex him with distraction. Lawrence has a Hex Lore bonus of +15, and increases the DC of the check to 25. He takes a 10, which with his bonus is just enough. The witch hunter must make a DC 15 Concentration check. His total is only 9 and the GM rules that he suffers a momentary bout of vertigo: He loses his footing and falls.

Grip of Fear
Lesser Power

Like the warlocks of legend, you can paralyse a person with a glance.

Check: You can paralyse a humanoid or animal in your line of sight. Make a DC 20 Hex Lore check. If you succeed the target must make a Will save (DC = 13 + your Intelligence modifier) or be paralysed (see **Etherscope,** Chapter 2: Traits, "Special Traits") for as long as you concentrate on the target (as an attack action each round). Each round on its turn, the target may attempt a new saving throw to end the effect (this is a full-round action that does not provoke attacks of opportunity).

This is a mind-affecting effect.

Try Again: Yes.

Special: You can take 10 but cannot take 20 on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: Grace steps around the corner and sees the murderous voodoo witchdoctor she's been hunting. Before she can call out to her friends, the GM tells her to make a Will save. The save fails and Grace is paralysed by the witchdoctor's gaze. The next round Grace attempts to break free from the hex (as a full-round action), but fails her save again. Meanwhile, the witchdoctor's two goons grab her arms. She spends another round trying to resist and this time she succeeds on her save. Although she can't do much this round, she screams to alert her friends (a free action).

Summon Outsider
Greater Power

Many believe that Scope demons are urban myths meant to scare naive Scope users. The student of Hex Lore knows that these creatures are all too real.

With this power, you can summon an outsider to Prime Reality or to your location in the Scope. The creature appears before you instantly, but without an additional ritual, it quickly returns to whence it came.

Check: To summon an outsider, you must know (i.e., have seen or studied) and state the kind of creature you wish to call. This power summons a typical member of that kind. Alternatively, you can summon a specific individual if you know its true name (which

requires extensive occult research). You cannot summon into the physical world an outsider with Prime Reality inviability, such as a System agent.

Make a Hex Lore check (DC 25 + the Challenge Rating of the creature you want to summon). The outsider appears where you designate (within 60 feet) and remains for 1 round per rank of Hex Lore you possess.

The outsider must make a Will save (DC 15 + your Intelligence modifier). If it fails, it obeys your commands to the best of its abilities. Outsiders resist this control, and a target forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out.

If the outsider makes the initial or subsequent save, it is free to act as it pleases, often attacking anyone in its vicinity (including the summoner). When the duration expires, the outsider returns to the ether from where it was summoned.

Try Again: Yes.

Special: You cannot take a 10 or a 20 on this check.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: From the rafters, Lawrence watches the witch hunter land with the grace of an acrobat. Lawrence decides that drastic measures are necessary. He spends a round in concentration and attempts to call forth a tentacled horror. The Hex Lore check DC is 33 (25 + the horror's CR of 8). Lawrence's player spends an excellence point for an automatic 20. Adding Lawrence's Hex Lore skill bonus provides a total of 35, enough to summon the demon.

The demon appears in front of the witch hunter. It makes a DC 18 Will save (15 + 3 for Lawrence's Intelligence modifier). The GM rolls a 15, adding the demon's +6 Will save for a total of 23. Although it is not under Lawrence's control, the demon attacks the nearest target, the witch hunter. Lawrence sneaks off lest the horror notice him before the summoning's duration expires.

Imbuement Powers

The following powers are based on the Imbuement skill.

Alchemy
Lesser Power

While alchemy can't turn lead into gold, it can alter the properties of materials in ways inexplicable to modern chemistry. Using arcane formulas and unusual components, you can redefine how an object reacts to physical stress and strain and to energy dynamics.

Check: You can transmute an object or part of an object no larger than 125 cubic feet (a 5-foot cube). The process requires components purchased with a DC 20 acquisition check (you may add your ranks in the Occult influence to this check). Make a DC 20 Imbuement check. If you succeed, you modify the object in one of the following ways (see **Etherscope,** Chapter 4: Combat, "Special Attacks," *Attack an Object*).

- +1 or –1 hardness for every 2 ranks you have in Imbuement.
- +1 or –1 hit point for every rank you have in Imbuement.
- +1 or –1 to its break DC for every rank you have in Imbuement.
- The object takes full damage from cold, electricity, or fire (your choice).
- Armour gains or loses the bulletproof quality.

At the GM's discretion, these changes may cause certain devices to be inoperable or to break when used.

This power's effects last 1 day per rank of Imbuement you possess.

Try Again: Yes.

Special: You can take 10 but cannot take a 20 on this check.

Time: 1 hour. By spending an excellence point, you can use this power as a full-round action. If you do so, the duration is only 1 minute per rank.

Attack of Opportunity: Yes.

Example: Alfie accesses the huge steam engine that powers the factory. Although the engine is too large to affect with alchemy, he can disable it by weakening the pistons. Alfie spends an hour mixing the proper chemicals and then sprinkles the resulting powder on the moving pistons. He makes his Imbuement check. Alfie chooses to have the pistons take full damage from fire. The engine's own heat and pressure will soon break the pistons, leaving no sign of sabotage.

Enchant Vestment
Greater Power

With this power, you can create an item that when worn by a true hero (or villain) grants him a bonus to an ability score.

Check: The worn item varies depending on the ability score you wish to enhance (for example, a bearskin shirt to boost Constitution or a medicine bag to boost Wisdom). The item must be a mastercraft item to begin with, as inferior works cannot hold the occult forces. Make an acquisition check in order to obtain the necessary material components (see the table below for acquisition DCs; you may add your ranks in the Occult influence to this check). These components are consumed during the enchanting.

Enchanting the item takes the number of days as indicated on the table below. At the end of this time, make an Imbuement check (DC listed on the table below). If you succeed, any character who wears the enchanted vestment can spend an excellence point as a free action to gain the indicated enhancement bonus to the chosen ability score for as long as he wears the item. If he removes the vestment for any reason the effect ends, although he may later don the item and spend an excellence point to reactivate it. A

ENCHANT VESTMENT DCS

Improvement	Acquisition DC	Imbuement DC	Time Taken
+2 enhancement bonus to ability score	20	30	3 days
+4 enhancement bonus to ability score	25	35	7 days

character can only benefit from one enchanted vestment at a time.

Try Again: Yes, but each new attempt requires a new item as the previous item has proved unmanageable.

Special: You can take a 10 or 20 on this check, as normal.

Time: Times are given in days in the table above. It is assumed that the character is working 12 hours a day on the item. A single Imbuement check is made at the end of the indicated time. Aside from short breaks to eat, drink, and the like, the character must work undisturbed. The work cannot be left partway through and resumed at a later date. If the check fails, the materials used in creation are consumed, although the item is not damaged.

Attack of Opportunity: Yes.

Example: Eric Straus, ace zepcar pilot and part-time jewel thief, has commissioned an occultist to create a pair of driving gloves that augment his reflexes (giving him a +4 enhancement bonus to his Dexterity). On his way to attend a soiree thrown by the Earl of Worcester, Eric finds himself stuck in traffic and takes a short cut. He spends an excellence point to activate the gloves and flips the switch on his lanebreaker to circumvent prescribed flyways. Thanks to some clever piloting, Eric arrives at the earl's high-rise just in time for dinner. As he enters, he removes his gloves (losing the increased Dexterity) and tucks them inside his jacket.

Later, Eric tries to break into the earl's vault past its motion-sensitive security system. He recovers his gloves before removing his jacket. As he slips them on his hands, he spends an excellence point to reactivate the enchantment.

Geomancy
Lesser Power

The ether veil is not static — it flows like water. Occultists believe that this flow affects events in Prime Reality. Geomancy is the art of regulating this flow. By arranging physical objects in specific ways, geomancers influence etheric energy, making certain activities easier or more difficult.

Although the native British art of geomancy (as witnessed by Celtic steles) is all but lost to modern occultists, this art has been reintroduced to the isles by Chinese immigrants in the form of feng shui.

Check: Before arranging a room (or similar outdoor space), you must choose a direction and decide whether you want to enhance or hinder the etheric flow in that direction. This process involves rearranging the room's contents (perhaps adding or removing elements) in accordance with the natural flow of the room and the effect you try to achieve. Make a DC 25 Imbuement check. If you succeed, all skill checks related to the direction you choose (see the table below) gain a +2 luck bonus or –2 penalty (depending on whether you enhance or hinder the flow, respectively) when performed in the room.

Any significant change made to the room's layout cancels the geomancy. Otherwise, the effects last for a number of days equal to your ranks in Imbuement. A room can benefit from only one application of geomancy at a time.

Try Again: Yes.

Special: You can take a 10 but cannot take a 20 on this check.

Time: Arranging a typical room takes 1 hour (the GM may increase or decrease this time depending on the nature of the area being affected).

Attack of Opportunity: Yes.

Example: Wan Chung is trying to sell a decorative Chinese statue as an ancient Lemurian artefact to a rich but gullible *geijin*. He has a few hours before the buyer arrives and decides to use feng shui to better his chances. As Chung surveys the meeting room, he considers his options. Enhancing the flow to the south would improve his skills at diplomacy and bluffing. Alternatively, hindering flow to the centre would make it harder for the customer to properly appraise the statue or resist Chung's sales pitch. On the other hand, hindering the flow to north would make the customer less apt to sense Chung's dishonesty. Decisions, decisions….

GEOMANCY DIRECTIONS AND RELATED SKILLS

Direction	Skills
Centre	Concentration, Knowledge (any), Investigate, Research, Resolve, and Search
East	Strength- and Dexterity-based skills and Fighting Technique (any)
North	Wisdom-based skills (except Fighting Technique and psychic skills)
South	Charisma-based skills (except Fighting Technique, Resolve, and spirit medium skills)
West	Creative Art, Engineer (any), Forgery, Munitions, Navigate, and Scope Use (remote)

Warding Powers

The following powers are based on the Warding skill.

Banish Outsider
Greater Power

According to legend, Lemurians used this power in their battles against the demons they had released. Though it was too little, too late to save those ancients, modern occultists hope it will serve them better.

Check: In Prime Reality, you can banish an outsider back to the ether. You must focus on the outsider, which must be within 60 feet. Make a Warding check (DC 25 + the creature's Challenge Rating). If you succeed, the outsider returns to the ether and cannot manifest in Prime Reality for a number of rounds equal to your ranks in Warding.

Against summoned outsiders in the Scope, this power ends the duration of the summons. This skill use has no effect on outsiders in the Scope that have not been summoned.

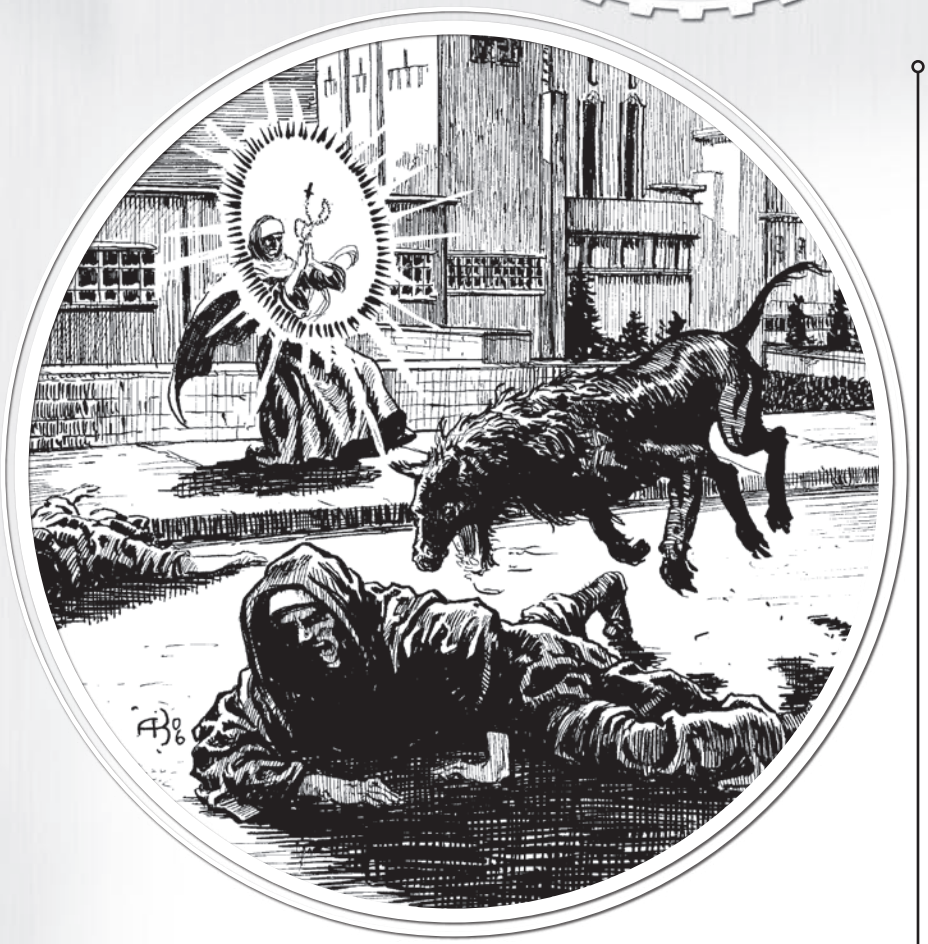
Try Again: Yes.

Special: You cannot take a 10 or a 20 on this check.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: With one ally down and another pinned by the black beast,



Sister Miriam attempts to banish the hellhound. She spends a full round renouncing the demon in the name of God and makes a Warding check. The DC is 37 (25 + the hellhound's CR of 12). Sister Miriam has a Warding skill of +20 and rolls a 15 — not enough to banish the demon. She continues to quote scripture for another round and this time she rolls an 18. The hellhound disappears back into the ether. She has bought the party time to recover, but unless they discover how the hellhound is entering Prime Reality, they are still in danger.

Peace Knot
Lesser Power

The peace knot isn't an actual knot but a complex Lemurian symbol representing the intricacies of diplomacy; as long as the recipient remains peaceful, he gains some protection against violence.

Check: You scribe a peace knot onto a piece of paper and hand it to a subject. Doing so requires a DC 20 Warding check. If you succeed, the target is warded for 1 round for each rank you have in Warding. Any opponent attempting to strike or otherwise directly attack the warded character, even with a targeted occult ability (like evil eye or the Jinx feat), must attempt a Will save (DC 11 + your Intelligence modifier). If the save succeeds, the opponent can attack normally and is unaffected by the ward. If the save fails, the opponent can't follow through with the attack, that part of her action is lost, and she can't directly attack the warded character for the duration of this power. Those not attempting to attack the target remain unaffected.

This occult power does not prevent the warded creature from being attacked or affected by weapons or occult powers that affect an area (rather than individual targets). If the subject attacks, the ward ends, but he may use non-attack powers or otherwise act.

You can also inscribe the ward in a room (or similar outdoor space), affecting everyone within it. A character who makes an attack while in the room loses the ward's benefits. Inscribing the rune in a room (typically on the floor or ceiling) requires a DC 30 Warding check. The effects last 1 hour per rank you have in Warding.

Warding a room also requires a blood sacrifice of 1 hit point. The hit point loss from creating a ward is permanent for the duration of the ward. On a failed skill check, you still lose the hit point, but the loss is not permanent.

Try Again: Yes.

Special: You can take a 10 on this check, but not a 20.

Time: Attack action. Symbols affecting a room take 1 hour to create.

Attack of Opportunity: Yes.

Example: Sister Miriam can close the cosmic tear if she can reach it. Unfortunately, two hellhounds stand in her way. She mumbles a short prayer as she draws a peace knot on a scrap of paper. Her Warding skill of +20 allows her to take a 10 and succeed. She holds the sigil before her as she approaches the first hellhound. Its mouth opens as if to bite her, requiring it to make a DC 15 Will save (11 +4, Sister Miriam's Intelligence modifier). The GM rolls a total of 13 for the demon, and its jaws snap closed. As she passes the second hellhound, it too goes for an attack. This time the GM rolls a total 19. The ward does not cow the demon and it bites Sister Miriam. Speaking words one rarely hears from a nun, Sister Miriam draws a silver knife and stabs the demon. The other hellhound is now free to attack her, but, fortunately, it is occupied with her allies.

Shock Glyph
Lesser Power

Scribing this ward onto a lock — mechanical, ethertech, or a security program — creates a trap that shocks the next person who attempts to bypass it.

Check: Make a DC 20 Warding check. If you succeed, the next character who attempts to bypass the affected security with an Engineer (ethertech or mechanical) or Scope Use (immersed or remote) check takes

1d8 points of electricity damage per 2 ranks you have in Warding. The victim can make a Reflex save for half damage (DC 13 + your Intelligence modifier). The character must make a Concentration check (DC 10 + the damage dealt) or fail his attempt to bypass the security. If he survives, he can try again to bypass the lock.

In addition, you are mentally alerted when this ward is discharged. The ward is permanent until discharged. A lock or security program cannot be affected by more than one shock glyph at one time.

Try Again: Yes.

Special: You can take 10 or 20 as normal on this check.

Time: 10 minutes.

Attack of Opportunity: Yes.

Example: Crisscross is trying to break into the personal domain of rival Scope rider Ruination in order to find out how Ruination programmed his Scope familiar. Crisscross has managed to break through several layers of security, but unbeknownst to him, Ruination has placed a shock glyph on the final gate. As Crisscross attempts his Scope Use (immersed) check, the glyph triggers. The GM rolls 5d8, resulting in 25 points of electricity damage. However, Crisscross makes his Reflex save, reducing the damage to 12 points — not enough knock him offline. He now makes a Scope Resilience check (as a Concentration check). The DC is 22 (10 + 12 points of damage dealt). Unfortunately, Crisscross fails the Concentration check and consequently the Scope Use (immersed) check to break through the security gate. Crisscross can try again to break through — after he faces the drones alerted by his initial failure. Also, he grits his teeth as he realises Ruination is now aware of an intruder's presence.

PSYCHIC POWERS

The following occult powers are based on the psychic skills: Aura Reading, Psychic Awareness, and Telepathy.

Aura Reading Powers

The following powers are based on the Aura Reading skill.

Kirlian Imaging

Lesser Power

In 1939, Semyon Kirlian discovered that even after being damaged, an object's aura retains a memory of its whole form. While mainstream researchers dismissed his findings, occult scientists hailed it as a great achievement. Psychics use Kirlian's process as both a tool of investigation and an aid in repairing objects and people.

Check: To view a Kirlian aura, you must clear your mind and focus your thoughts on the object or person in question. You must be in physical contact with the object or willing participant. Then make an Aura Reading check based on the time since the damage was done to the object or person. The table below shows the DCs based on the events.

KIRLIAN IMAGING DCS

Time Since Damage	DC
Recent past (last hour or so)	15
Last day	20
Last week	25
Last month	30
Last year	35
Longer time ago (GM's discretion)	40

A successful check gives you an image of the object's or person's undamaged state. Thus you can identify an object from a broken fragment (assuming you

recognise the whole object), spot a missing piece from a sabotaged device, or see a foreign object (even a cybernaughtic implant) inside a person's body. Doing so allows you to add your Wisdom modifier as a circumstance bonus on Engineer (ethertech, mechanical or structural), Investigate and/or Knowledge (medicine) checks involving the damaged object or person.

Try Again: Yes

Special: You can take 10 with this skill check, but not 20.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: Jonas finds Miss Cockcroft at the end of the alley in pool of blood. She is still alive, but bleeding from a chest wound. Jonas concentrates on her and makes an Aura Reading check (DC 15 because the wound is recent). As though he had X-ray vision, he sees that the wound is not deep, but what looks like a piece of shrapnel is lodged in her rib. He then uses his Knowledge (medicine) to remove the shard and staunch the bleeding. Because he has seen the wound in her aura, he adds his Wisdom modifier as a bonus on this check.

After calling for an ambulance, Jonas takes a moment to focus on the small piece of metal. Jonas makes another DC 15 Aura Reading check and succeeds. Projecting from the bit of metal, he sees the outline of a sword cane. If he can find the owner of a sword cane with the tip broken off, then he has found the villain who stabbed Miss Cockcroft.

Sense the Occult

Lesser Power

Occult powers affect the ether's flow. With this skill use, you can detect those alterations. An object that was used as an occult focus or was formerly imbued, or a person who has used or been the target of an occult power, retains this information in his aura.

Check: You can detect the presence of active or residual magic on a person or object you touch. You focus on the target and make an Aura Reading check. The DC is 10 if the object is imbued with supernatural energy (typically from an occult lore skill use) or if the person is currently using an occult skill. Otherwise the DC is based on the length of time since a power last affected the target. Use the DCs from the table for Kirlian imaging DCs. If the target activated an occult power during that time, the DC is reduced by –5.

Rather than reading a person or object, you can sense magic in a location, as approved by the GM (such as a haunted room in a castle or the site of a series of disappearances). This use is more difficult due to the lack of a specific focus and increases the DC by +5. You can detect the presence of etheric phenomena, such as a nexus or ley line, in this way (see "The Ether Veil," above).

Once you have detected the presence of active or residual occultism, you may make a Knowledge (mystical philosophy) check (using the same DC as the Aura Reading skill check). If successful, you identify the specific power or other occult phenomena.

Try Again: Yes.

Special: You can take 10 on this check, but not 20.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: Cordelia's brother Edward has been acting strange all through dinner, and she suspects that someone may have used an occult power on him earlier today. She concentrates on him for a few seconds and makes an Aura Reading check. The GM tells Cordelia's player that the DC is 20 — since she realises it must have occurred within the last day, but not the last few hours, the GM has no reason to conceal the DC. She succeeds and senses that Edward has been targeted by an occult power. Cordelia now makes a Knowledge (mystical philosophy) checks to see if she can identify the power. She succeeds again (against the same DC) and realises that someone has implanted a hypnotic suggestion in Edward's mind. Cordelia removes Edward from the soiree before he can act on the suggestion.

Spiritual Healing

Greater Power

With this power, the psychic can not only see blemishes in the target's aura, but cleanse them from the aura. In this way, the psychic can remove psychological or occult conditions.

Check: You can diagnose a target using the aura sight power (described in the **Etherscope core rulebook**) or with sense the occult (described above). If you succeed, you become aware of any mind-affecting or occult effect upon the target.

Once you know what is affecting the target (through aura sight, sense the occult, or by witnessing the outward effects), you may attempt to cleanse the subject's aura. You must touch the subject and concentrate. Make an Aura Reading check; the DC is 15 + the character level or HD of the creature that created the effect + the ability score modifier associated with the effect (if the initial effect did not have an associated ability, use Charisma). If successful, you remove one mind-affecting or occult effect from the subject.

Try Again: Yes.

Special: You cannot take 10 or 20 on this check.

Time: Full-round action. You can increase the DC by +5 to use this power as an attack action, or +15 to use it as a free action.

Attack of Opportunity: Yes, unless you perform the power as a free action.

Example: Emily watches in terror as the demon's tentacle strikes Bruce. Rather than retaliate, Bruce instead turns around and attacks his allies. Emily does not need to read Bruce's aura to know the tentacled horror has dominated him.

Emily edges past her other allies and makes a touch attack on Bruce. She succeeds and places her hand on the tentacle's gash. Emily took a move action this turn to reach Bruce and an attack action to touch him, so she is going to try to cleanse his aura as a free action. Emily makes an Aura Reading check. The DC is 15 +5 (the tentacled horror's hit die) +7 (the tentacled horror's Charisma modifier, since no ability score

is listed for the domination ability) +15 (for activating this power as a free action) for a total DC 42. Emily has an Aura Reading skill of +25. She rolls a 12 for a total of 37. Not only is Bruce still dominated, but now he has turned from her allies to face Emily.

Time Stamp
Lesser Power

You can read the aura of an object and determine when (and possibly by whom) it was last touched.

Check: When touching an object, make a DC 20 Aura Reading skill check. If you succeed, you determine when the last psychic imprint was left on the item. You cannot determine the exact time the imprint was left, but you can narrow it down to within a specific range depending on the imprint's age (see the table below). For example, if the imprint was left an hour ago, you can get within 10 minutes of the exact time ("It was left between 12:47 and 12:57"). If the imprint is a year old, you can pinpoint the time to within a week ("Between June 3rd and June 10th").

TIME STAMP

Age of the Imprint	Range
Up to one hour	10 minutes
Up to one day	One hour
Up to one week	Six hours
Up to one month	One day
Up to one year	One week
Up to ten years	Two months
Up to a century	Two years
Up to a millenium	Fifty years
Up to 10,000 years	Two centuries

For every 5 points by which you exceed the DC, you can sense one previous psychic imprint, in the reverse order that they were left on the item. If you have already encountered these imprints, you may recognise them.

Try Again: Yes.

Special: You can take 10 or 20 on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: Lady Jane Espenson opens a wardrobe in her family's summer house on Lake Como. Inside, on a dusty shelf, she finds a strange-looking bronze figurine. She touches it and makes a DC 20 Aura Reading check, rolling 24. She senses that the last psychic imprint on the item was left five years ago, between April and May. Precisely the time when her aunt Marjorie came here with her son and they both disappeared….

Psychic Awareness Powers

The following powers are based on the Psychic Awareness skill.

Doppelganger
Greater Power

By watching someone carefully — both his physical movements and his etheric vibrations — you can attempt to copy his actions. In this way, a psychic can pass off herself of as an expert in any field.

Check: You must observe the target for at least one full round during which time he must make a skill check. Make a Psychic Awareness check (DC 15 + the target's character level). If you succeed, you gain a number of virtual ranks in the observed skill equal to the ranks the target possesses or the ranks you have in Psychic Awareness, whichever is lower. The virtual ranks do not stack with any existing ranks you may have in that skill. These virtual ranks last for a number of rounds equal to your ranks in Psychic Awareness, after which time they fade from your memory. You cannot emulate an occult skill with this power, although you may copy a Scope skill or a Fighting Technique (if you possess the requisite feats).

Try Again: Yes, if the target performs the skill again.

Special: You can take 10 on this check, but not 20.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: The duke finds psychic detective John Farley alone with the duchess in her boudoir. The duke challenges John to a boxing match to defend his wife's honour. Although John has been in a few street fights (he has the Brawl and Dodge feats), he has no training in Queensbury rules.

In the first round of the match, John readies an action to use doppelganger to copy the duke's Fighting Technique. The duke begins his with the deadly weapons manoeuvre. John makes a DC 22 Psychic Awareness check (the duke is 7th level) and gains 10 ranks of Fighting Technique (Queensbury boxing) for 12 rounds (John has 12 ranks in Psychic Awareness, but the duke has only 10 ranks in Fighting Technique). The duke laughs as he lands a painful blow. John calmly steps into proper stance and (spending an excellence point on his Fighting Technique check) sends a straight fist punch into the surprised duke's face.

Locate Person
Lesser Power

This power allows you to locate a person through an object that possesses his psychic imprint. Though more difficult, a psychic can also use this ability to locate a corpse.

Check: You can locate any person (or corpse of a person) as long as you can handle an object that still has his psychic signature.

The DC of the check depends upon how much information you wish to discern about the person's location and the strength of his signature on the object. For a dead subject, tracking the target becomes more difficult the longer the person has been deceased. The base DCs and modifiers are shown in the table below.

Try Again: Yes.

Special: You can take 10 or 20 on this check as usual.

Time: 1 minute.

Attack of Opportunity: Yes.

Example: A prominent industrialist has gone missing and the only clue is a bloody knife found in his flat. Desperate, the police call in psychic detective John Farley. John senses fear on the knife. He spends twenty minutes mentally tracing the person who felt that emotion. Because he took 20, he gets a total of 34 on his Psychic

LOCATE PERSON DCS

Situation (and examples)	DC
Information required	
Simple general direction ("She is east of here")	25
Name of general area ("She is in Ancoats")	30
Specific address ("56 Great Ancoats Street")	35
Effects of aura	
Target's aura is strong on the object (it having been in his close possession for more than a month)	–5
Object has emotional value to the target (positive or negative; stacks with previous)	–5
Each week (or fraction thereof) the target has been deceased	+5

Awareness check. The DC is 30 to trace the target's exact location (35 –5 for possessing an object of emotional value), and John discovers it. Had the target been dead (perhaps killed with the knife and dumped elsewhere), the DC would have been 5 higher and John would have discovered only the corpse's general area.

Sense Weather
Lesser Power

You can sense the weather coming. Moreover, you can sense the patterns of weather over a large area.

Check: Make a Psychic Awareness check. The DC is 10 for the coming hour, 15 for the coming day, and 20 for the coming month. You can sense only the strongest element of weather that is coming. Strong weather is easier to sense: Storms and heavy rain grant you a +5 bonus on the check. Very strong weather such as hurricanes, sandstorms, and blizzards grant a +10 bonus. In both cases, you are aware of the bonus only if you succeed on the check.

The normal range of this power is an area of 1 square mile. If you succeed on the check by 10 or more, you can guess the coming weather at the scale of the county. If you exceed it by 20 or more, you can extend this power to an entire country-sized region.

Try Again: Yes.

Special: You can take 10 or 20 on this check, as normal.

Time: 10 minutes.

Attack of Opportunity: Yes.

Example: While on a cruise, the detective O'Sullivan notices a gun hidden inside a coiled rope. As he wonders when the assassin hoped to use the weapon, his thoughts turn to the skies. Watching the clouds, he tries to guess the coming weather for the next 24 hours. He makes a DC 15 Psychic Awareness check and rolls a 12. However, the GM informs the player that this roll was, in fact, sufficient, because the strong weather that is coming provides a +5 bonus. With a flash of insight, O'Sullivan realises a storm will strike in the night — a storm that could cover the murderer's plot.

Tap the Collective Unconscious
Lesser Power

Some occultists believe that each person's conscious mind is just an extension of a collective unconscious mind. By tapping into the collective unconscious, you can unlock any knowledge that at least one person knows. Of course, the more people who know a fact, the easier it is to discover.

Check: Tapping the collective unconscious allows you to discover the answer to a single question (one that can be answered in one or two sentences). You meditate on the question and make a Psychic Awareness check; the DC is based on the question's obscurity (see the table below).

TAP THE COLLECTIVE UNCONSCIOUS DCS

Type of Knowledge	DC
Common	20
Uncommon	30
Obscure	35
Extremely obscure	40

Common knowledge is known by a substantial minority of the local population (a politician's reputation for drinking). Uncommon knowledge is readily available, but known only to a small minority of the local population (a Scope celebrity's working class origins). Obscure knowledge is known by a small minority and is hard to come by (where the local NRM cell meets). Extremely obscure knowledge is known by few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge (the password to a high security domain).

Try Again: Yes, but you must wait 24 hours before asking the same or a similar question.

Special: You cannot take a 10 or 20 on this check.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: Paul's collaborator Colin seems to have influential connections. Paul is curious, but he doesn't want to stir up trouble by asking around about Colin. Instead he taps the collective unconscious. His first question is what people know about Colin's connections. He spends a full round attuning himself to the collective unconscious. Although no one likes to talk about it, most people in Colin's borough know he was arrested for alleged NRM activity; the GM therefore sets the DC at 20. Paul gets a total 24 on his Psychic Awareness check, and the GM relays this information to him. Paul now wants to know how highly ranked Colin is in the NRM. This is obscure knowledge, requiring a DC 35 Psychic Awareness check. Paul taps the unconscious again and gets a total of only 31. Paul will have to do some detective work to find the answer or wait another 24 hours to try again.

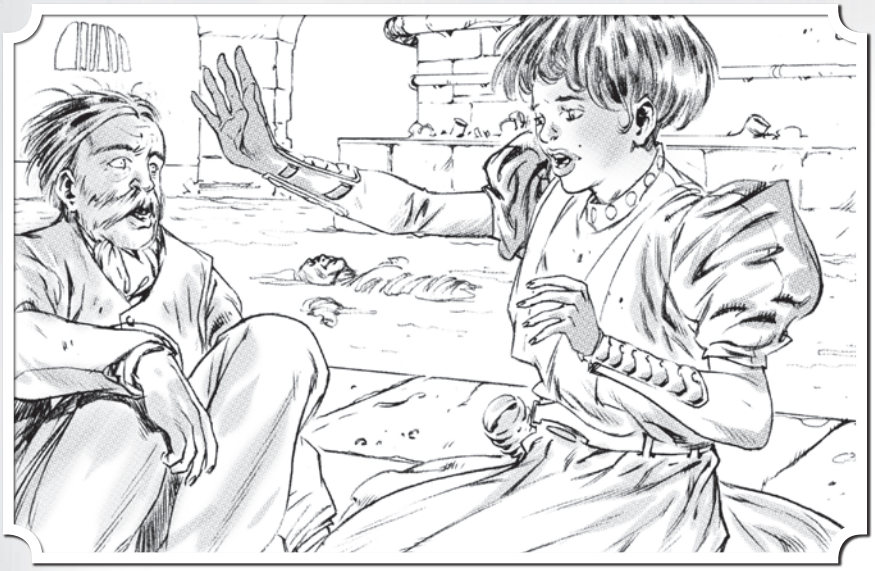
Telepathy Powers

The following powers are based on the Telepathy skill.

Alter Memory
Greater Power

Once inside your target's mind, you can erase or even modify his conscious memories.

Check: In order to erase a memory, you must know that it exists — either you were there at the time, or you have seen it in the target's mind using another Telepathy power (such as read surface thoughts). You must maintain psychic contact to alter a memory. Make a Telepathy check; the DC is based on how much finesse you wish to utilise in altering the memory (see the table below).



ALTER MEMORY DCS

Modification	DC
Black out (erase memory)	20
Remove minor detail	25
Add minor detail	30
Remove major detail	35
Add major detail	40

The easiest method is to erase the memory. However, the target becomes aware that he is missing the recollection the first time that lost memory would come to mind.

A more difficult, but less detectable, method is to alter the details of the memory. Major details are actions the target performed, as well as people and objects with which he interacted. Minor details cover anything else of which he was aware, but with which he did not interact (such as a face in the crowd).

If you wish to alter multiple details, use only the highest DC.

This power alters a memory of up to 1 minute per rank of Telepathy you possess. You can erase only a specific instance of seeing something, and therefore can only erase it from the target's memory if that was the only time he has seen it. For example, this power can't make the target forget his mother's face, but it could make him forget seeing her at a recital. Similarly, this power cannot affect the target's general knowledge and thus has no effect on skills, feats, influences, or class features. This power does not stop the target from relearning lost information.

Once the memory alteration is complete, contact breaks and the DC for any further attempts to make telepathic contact with that target increases by +5 for 1 day.

Try Again: Not until 24 hours have passed (for any memory alterations on that subject).

Special: You may not take a 10 or 20 on this check.

This power erases or alters only the target's conscious memory. The true memory remains locked in his subconscious, and can be retrieved with an Ethersbace mind-probe (see **Upload: Etherpunk,** Grain 3: Classes, "New Psychic Powers" sidebar) or hypnotherapy. If the target knows and accepts that his memory has been altered, another character may attempt to restore his lost memory with a successful Knowledge (mystical philosophy) check (DC equal to the psychic's roll to erase the memory). Each check requires 1 hour of therapy, and the therapist cannot take a 10 or 20 on this check.

Time: 1 minute.

Attack of Opportunity: Yes.

Example: Beatrice tracks her longtime nemesis Gordon into the sewer system, confronts him, and guns him down. Then she notices a horrified gamma crouched in the corner, eyes wide. He saw the whole thing. Beatrice doesn't want witnesses to her murder (however justified it was).

Beatrice approaches the gamma, who is too terrified to move. She makes telepathic contact with him and decides to alter his memory. If she wants to erase the entire episode from his mind, she would make a DC 35 Telepathy check (removing a major detail). However, she's more cunning than that, and decides to replace the image of herself in the gamma's memory with that of Simon Jonson, another of her enemies. Doing so requires a DC 40 Telepathy check (adding a major detail).

Beatrice's Telepathy bonus is +30; if she could take 10 on the check it would be no problem, but she can't. She rolls a 9, for a total of 39. Beatrice fails to alter the gamma's memory. She's left staring at him, wondering if covering her crime is worth another murder.

Hallucination
Greater Power

Once you are in telepathic contact with a target, you can send her sounds and images.

Check: Once in telepathic contact with the target, make a Telepathy check. The target then makes a Will save (DC = your skill check). The target gets a bonus on this save based on the information you try to convey, as shown on the table below.

Hallucination	Bonus on Will Save
Still image	+0
Moving image or sound	+5
Moving image and sound	+10

If the target fails, you can impose a sight and/or sound upon him. The illusion lasts for as many seconds as you have ranks in Telepathy. The target may recognise the sound or image as illusory based on evidence. However, unless he is aware of the existence of psychics, he is persuaded to have seen or heard the illusion, but may doubt his own perceptions.

Try Again: Yes.

Special: You cannot take 10 or 20

on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: Jeanine is holding a séance for two customers. While she has no ability to speak with the dead, Jeanine is a talented psychic. Once her clients have joined hands with her, she makes telepathic contact. She then proceeds to conjure up the white, hazy shape of a dear departed. She makes a Telepathy check and rolls a 21. Her customers gain a +5 bonus on their Will saves (the ghost is moving but silent). Her male customer rolls 15 and fails his Will save, while her female customer rolls 22 and succeeds. John Sawry catches a glimpse of Nana Sawry, while his wife Helen doesn't see anything.

Sense Link
Lesser Power

You can override one of your senses with that of another person. Psychics typically use this skill to see or hear through another's eyes or ears, but a decadent psychic might experience touch or taste through another.

Check: After you establish telepathic contact with your target, you can experience one of his senses (sight, hearing, touch, smell, or taste) in place of your own. You cannot switch between senses with the same skill use. Make a DC 20 Telepathy check. The target attempts a saving throw (DC 12 + your Wisdom modifier) to resist; the target suffers no ill effects from use of this power.

If you succeed, you might make Spot (if you see through his eyes) or Listen (if you hear through his ears) checks as the subject. You lose your Dexterity bonus to Defence while sensing what the subject senses. You must continue to concentrate (an attack action each round) to maintain the sense link; however, you do not need to maintain contact with the target. You do not control the subject, nor can you communicate with him by means of this power.

You can maintain the link for up to 1 minute per rank you have in Telepathy. If you are blinded or deafened, or suffer some other sensory deprivation, the linked character functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective. The target is unaware of your intrusion.

If the target is willing, you may instead override one of his senses with your own. The target then senses what you do for as long as you concentrate.

Try Again: Yes, but you must re-establish contact.

Special: The ritual secret targets allows you to link an additional sense (see "Ritual Magic," above); each additional sense counts as an additional target.

Time: Free action.

Attack of Opportunity: No.

Example: As Eric shakes the bank employee's hand, he makes a Telepathy check to contact the fellow's mind. Succeeding, he makes another Telepathy check to see through the banker's eyes. This check also succeeds, but the banker receives a Will save to resist Eric's mental intrusion. The DC is 15 (12 +3, Eric's Wisdom modifier). The banker only rolls a total 12. Eric sees himself ask the banker to retrieve his safe deposit box. His own face disappears from view as the banker turns and walks to the vault. The banker stops to talk with someone. Although Eric cannot hear what is said, he makes a Spot roll to read the other man's lips and determines that it is idle chatter. Soon, the banker reaches the vault door. Eric pays close attention as the banker enters the vault's passcode. Just then, his ethercomm device rings. With an annoyed sound, Eric breaks the sense link and pulls out the device.

Share Memories
Lesser Power

Once you are in telepathic contact with a target, you can send him your memories.

Check: After you make telepathic contact with the target, make a DC 20 Telepathy check. (The GM may impose penalties for old memories or memories from a time when you were in a different state of consciousness, such as drunk, fatigued, and so on.) If you succeed, the target can share one of your memories and make Spot and Listen checks to notice elements of information you missed. Of course, the target is limited to seeing what you could see (gamma and delta humans cannot use their

exceptional senses if you did not have them yourself) and cannot perform any actions that you did not. You retain control over which memories you show the target. Within a given timeframe, however, the target can perceive anything you could have — you cannot hide information from him.

Try Again: Yes.

Special: You can take 10 or 20 on this check.

Time: Attack action.

Attack of Opportunity: Yes.

Example: The old witchdoctor, frustrated by the language barrier, signals Tennessee to come closer. When the explorer steps next to him, the witchdoctor grabs his wrist and falls into a trance. He establishes contact. Then he brings Tennessee's mind back to that night when the white soldiers burned down his village. To share the memory of that horrible night, he makes another Telepathy check, this time with a DC 20, and rolls a 23. Tennessee can see the burning homes, smell the soot on the wind, and feel the heat of the inferno. Suddenly, a man turns a corner, and Tennessee hides behind a tree just like the old sorcerer did that night. However, he caught a glimpse of the leader of the raiding party. The witchdoctor could not know him, but Tennessee recognises von Gorlintz's face.

Suggestion
Lesser Power

You can plant a post-hypnotic suggestion in a target.

Check: Having established telepathic contact with a target, **you can compel** the target to follow a specified course of activity (limited to a sentence or two). Make a DC 20 Telepathy check. If you succeed, you can implant the suggestion. The target attempts a Will save to resist (DC 13 + your Wisdom modifier).

The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the character to do some obviously harmful act automatically negates the effect. The suggestion lasts for 10 minutes per rank you have in Telepathy. The suggested course of activity can continue for the entire duration. If the subject can complete the suggested activity in a shorter time, the effect ends when the subject finishes what you asked him to do.

You can instead specify conditions that trigger a special activity during the duration. ("If someone comes through this door, delay him with small talk.") If the duration expires before the condition is met, the subject does not perform the activity.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2). You do not need to speak to the target, but you must share a language with him.

Try Again: Yes, but a character can only be under one suggestion at a time. New suggestions replace old ones.

Special: You cannot take 10 or 20 on this check.

Time: Full-round action.

Attack of Opportunity: Yes.

Example: While relaxing at the club, a gentleman takes a seat beside Edward at the fire. The man, whom Edward assumes is a new member, strikes up a conversation. Eventually, the man introduces himself as Mr. Brown and offers his hand; Edward responds with his own name and a firm shake. The new fellow does not let go, however, and redirects the conversation by asking, "By any chance are you going to the Earl's soiree this evening?" Edward is mildly surprised, but answers in the affirmative, as the other man releases his hand. Mr. Brown's strange behaviour is forgotten as the conversation turns to gossip about the various guests that are expected to attend.

Unbeknownst to Edward, the new fellow has given him a psychic suggestion. When the two shook hands, Mr. Brown made a Telepathy check to contact Edward. As he maintained his grip and asked the question, he made another Telepathy check to plant the suggestion that Edward slip some pills into the Earl's postprandial drink (pills which Mr. Brown had slyly placed in Edward's pocket). Edward attempted a Will save, but failed. Had he succeeded, the unusual handshake might not have been so easily forgotten.

Spirit Medium Powers

The following occult powers are based on the spirit medium skills: Commune, Impressions, and Pattern Reading.

Commune Powers

The following powers are based on the Commune skill.

Call Ghost
Greater Power

You can summon a ghost to aid you. No one knows whether this ghost is real or ether that you summoned and gave form, but the ghost is substantial enough to help. Ghosts summoned this way have no features, or even eyes, and appear as translucent humanlike shapes.

Check: A DC 35 Commune check summons a ghost to your side. This ghost has the same ability scores and traits as your Scope avatar, but has 2 negative levels, which never heal (thus taking a –2 penalty on attack rolls, saving throws, and skill checks). Furthermore, the ghost does not have any of your class features or talents, but it shares your feats. This ghost can fly at a speed of 30 feet (with perfect manoeuvrability) and is immune to critical hits. Reducing the ghost to 0 hit points destroys it.

The ghost remains at your side for 10 minutes per rank you have in Commune, until it is destroyed, or until you dismiss it as a free action. The ghost follows all your commands, even fighting for you in battle, but unlike a "true" ghost, it is incapable of passing through solid objects.

Try Again: Not for 24 hours.

Special: You may not take 10 or 20 on this check.

Time: 1 minute.

Attack of Opportunity: Yes.

Example: Jordan, only twelve but bearing incredible power, finds himself lost in an alleyway, where several

muggers confront him. Fearful, Jordan cries, calling for Max, his imaginary friend, to make the bad people go away. The muggers, confused, pause for a minute.

The DC to call his "imaginary friend" (in truth, a ghost) is 35, and after a minute of crying, Jordan makes his check: 38. The air shimmers near the child, and a massive humanoid shape appears, misty-white and hovering over the ground.

While Jordan's physical abilities are pitiful (Str 8, Dex 12, Con 8), his mental abilities are excellent (Int 16, Wis 15, Cha 15), granting the ghost powerful physical abilities as well. More powerful than the child, the ghost flies to the muggers and makes short work of them, then returns to comfort Jordan.

Channelling
Lesser Power

By opening your mind, you can allow a spirit to enter your body and speak through your mouth. This is a more direct method of performing a séance, and allows you to contact spirits of your choosing regardless of the participants.

Check: Once you contact a spirit through a séance (see **Etherscope,** Chapter 2: Traits, "Occult Skills," *Commune*), you may make a DC 20 Commune check. Success allows you to channel the spirit through your body. Failure means you lose contact with the spirit.

If you succeed, you no longer need to make Commune checks to ask the spirit a question, as it has full control over your vocal cords. If you make a DC 25 Commune check, you may instead allow the spirit to have complete control over your body. Many spiritualists are leery of granting spirits complete control, however, as you have no control over the spirit's actions. You may force a spirit to flee your body with a DC 16 Will save.

You may channel a spirit for a number of minutes equal to your Charisma score. To maintain the channelling after this point, you must make a Commune check each round (DC 25 +1 per additional round channelled).

Try Again: As with performing a séance.

Special: You may take 10 on this check, but not 20.

Time: As with performing a séance.

Attack of Opportunity: Yes.

Example: The gypsy Matilda is performing a séance for a family of three, a mother and two daughters. The family recently lost their husband under

Moving Objects

One of the powers of a spirit medium is the ability to make a spirit move an object for her. This works like asking a question, though the spirit instead moves an object of no more than 20 pounds. This includes lifting tables, moving a loved one's jewellery, create a thumping sound somewhere in the room, and so on. This ability has little practical value — it's mostly for show, and thus the ability is not a true power, but simply another aspect of a séance.

unknown circumstances, and they wish to know what happened. Matilda successfully contacts the spirit of the family's dead patriarch, but Matilda decides it would be better for the family to hear the man's words directly.

Matilda rolls 1d20 and adds her Commune modifier (+15) to the check. She rolls an 11, for a total of 26. Matilda loses control of her body, and the family reunites with their patriarch.

However, things grow out of hand when his wife accuses him of dark crimes. The man becomes violent and attempts to assault the woman through Matilda's body. Fearing for the woman's safety, Matilda attempts to force the spirit out of control with a Will save. Her Will save modifier is only +7, and she rolls an 8, for a total of +15. Matilda watches in horror as "she" attacks the woman.

Impressions Powers

The following powers are based on the Impressions skill.

Astral Projection
Greater Power

You may send your consciousness into the Scope without the need for a Scope jack or tab. You will your spirit to leave your body and flow into the ether.

Check: A DC 30 Impressions check allows you to enter the Scope without need for a Scope jack or tab. However, this form of Scope riding is taxing on your body. You can remain in the Scope in this way safely for 10 minutes per rank you have in Impressions. After this time, and every hour thereafter, you must make a Fortitude save (DC 10, +1 per extra hour). Failure means you take 1d2 points of Constitution damage (to your Prime Reality body, not your avatar). If your body's Constitution drops to 0, you lose the connection with your body, becoming an Etherspace spirit forever. You can only heal this damage by returning to your body (which requires another DC 30 Impressions check or finding a Scope point to exit), at which point you heal 2 points of ability damage per hour until you are normal again.

Try Again: Yes.

Special: You may take 10 or 20 on this check, as normal.

Time: Full-round action.

Attack of Opportunity?: Yes.

Example: Alexia needs some information from a special domain so she can track a killer, but she does not have much in the way of Scope tabs, and she is far from a Scope point. However, Alexia is an accomplished spiritualist. She settles onto the floor, entering a meditative trance.

Alexia takes 20 on her DC 30 Impressions check, succeeding, and sends her consciousness into the ether.

However, Alexia doesn't realise how long she's been away from her body. She has 9 ranks in Impressions, and after 90 minutes she feels a pain in her chest, even though it's in Prime Reality. She easily makes the DC 10 Fortitude save. She decides that she can survive a little longer in the Scope, but doesn't want to push her luck.

Empathic Healing
Lesser Power

By feeling an injured person's pain, you can absorb the injuries, taking them upon yourself.

Check: A DC 25 Impressions check allows you to absorb another's injuries. You may transfer 5 hit points of damage from the victim to yourself per round. This damage manifests as nonlethal damage to your body, stacking each round for purposes of the Fortitude save to resist being knocked out (see **Etherscope,** Chapter 4: Combat, "Nonlethal Damage").

You may instead make Fortitude saves on behalf of the victim, using your bonus, to resist a poison or disease. You gain a +4 insight bonus on this saving throw. Success eliminates the poison or disease, and you transfer all ability damage the victim received to yourself, at the rate of 1 point of damage per round. If you fail, however, you contract the poison or disease as well.

If an opponent attacks you while you are healing a target, you must make a Concentration check (DC 10 + the damage dealt) or you lose concentration and the healing ends. Being dazed from nonlethal damage does not interrupt the healing; however, if you fall unconscious, the power ends.

Try Again: Yes, though you may attempt to cure a specific poison or disease only once per hour.

Special: You may take 10 but not 20 on this check.

Time: 1 full round per 5 hit points or 1 ability point transferred.

Attack of Opportunity: Yes.

Example: During a battle with a police officer, a bullet wounds Clarence, dealing 18 points of damage. His spiritualist friend, Alistair, attempts to absorb Clarence's injuries. Alistair has a +18 bonus on Impressions checks, and he is a bit tougher than Clarence, with a massive damage threshold of 14.

Alistair takes 10 on his Impressions check, for a total of 28. Clarence heals 5 hit points this round, while Alistair takes 5 points of nonlethal damage. Next round, Clarence heals an additional 5 points of damage, while Alistair takes another 5 points of nonlethal damage (for a total of 10 — still under Alistair's massive damage threshold).

On the third round, Clarence heals another 5 points of damage, while Alistair's nonlethal damage increases to 15. As this total is higher than his massive damage threshold, Alistair must make a DC 15 Fortitude save. He rolls a 6 and fails. The power ends and Alistair passes out for 2 rounds. However, Clarence healed 15 points of damage, and he is in good shape again.

Sense Demonic Presence
Lesser Power

You may feel the presence of demonic entities, sensing the foul taint following their astral movements.

Check: A DC 15 Impressions check detects the presence of demons (out-

siders with the etheric subtype) within 60 feet. If you sense demons, you may then locate the source with a DC 20 Impressions check. This check also allows you to determine the demon's strength, according to the following table.

SENSE DEMONIC PRESENCE

Demon's Hit Dice	Strength
1–6	Weak
7–14	Moderate
15–20	Strong
21+	Really strong

After sensing a demon's strength in this way, you can concentrate for another round to determine the exact type of demon it is. Make an Impressions check (DC 20 + the demon's Challenge Rating). If you succeed and are familiar with the demon's type (whether having encountered it or read about it — perhaps with an appropriate Knowledge check), you identify it. If you succeed on the check by 10 or more and are familiar with this specific demon, you identify the individual.

Try Again: Yes, but not more than once per minute.

Special: You may take 10 but not 20 on this check.

Time: Move action.

Attack of Opportunity: No.

Example: Jordan is walking down the street when he hears horrific, frightening sounds. Fearful of monsters in dark corners, the child rolls a 31 on his Impressions check. He feels two demonic presences, but he cannot tell what they are. Fearful and curious at the same time, he makes another Impressions check, this one DC 20, and succeeds. He concentrates for an additional round, and determines that two strong demons lurk behind a trash dumpster. While young, Jordan is not stupid, and he flees the alley.

Pattern Reading Powers

The following powers are based on the Pattern Reading skill.

Combat Patterns
Lesser Power

You can use your ability to read patterns in combat, allowing you to gain an edge in battle.

Check: By studying your opponent and making a DC 20 Pattern Reading check, you can predict his next few attacks. For a number of rounds equal to half your ranks in Pattern Reading, you gain either a +2 bonus on attack rolls or a +2 bonus to Defence against that opponent. (You may choose where to apply this bonus at the start of your turn on each round.)

Try Again: Yes.

Special: You may not take 10 or 20 on this check.

Time: Full-round action.

Attack of Opportunity: No.

Example: Jackson encounters a ferocious demon in his personal domain. Enraged by the intrusion, Jackson flies into melee with the monster, only to discover the demon is a bit too powerful for him to handle. Jackson spends his next round studying the demon's movements and etheric resonances, as well as the patterns around him.

If Jackson makes a DC 20 Pattern Reading check, he may add either a +2 bonus on his attacks or to his Defence, helping him survive a bit better. However, Jackson rolls a natural 1, garnering a total of only 9. Furthermore, he allowed the demon a full round to attack him without retribution. The spiritualist is in deep trouble now!

Foretelling
Greater Power

Your ability to predict the future is so powerful that you may nudge events, possibly changing the outcome.

Check: After predicting someone's future (see **Etherscope,** Chapter 2: Traits, "Occult Skills," *Pattern Reading*), but before telling the subject your discovery, you may make a DC 35 Pattern Reading check to alter the future slightly. This power often grants either a +6 bonus or a –6 penalty on future rolls or to static traits (such as Defence) in a particular moment in time (your decision).

If you apply the bonus or penalty on attack rolls or to Defence, the bonus lasts for a number of rounds equal to half your ranks in Pattern Reading. If the adjustment is to a skill, saving throw, or a non-combat action, the bonus or penalty only lasts until the instance is completed. If the event has no associated roll, the GM has final say over what this power does, but it should not be too great.

You may never use this power on yourself; its effects may alter only the outcome of another's fate.

Try Again: You may not try to affect the same prediction again, but you may attempt to alter additional predictions.

Special: You can take 10 but not 20 on this check.

Time: Free action.

Attack of Opportunity: No.

Example: Matilda is viewing a client's future when she sees a possible accident in the victim's destiny. The man will be *almost* run over by a car as he is leaving her studio, but he will leap to the side just in time. Unfortunately for him, Matilda also knows that he is a high-ranking member of a Great Metropolis crime gang. She attempts to tweak the future.

Matilda's total on her Pattern Reading check is 37; a success. The client takes a –6 penalty on any checks to escape his vehicular death. Perhaps he didn't dodge that car after all.

Psychometry
Lesser Power

By holding an object, you can read the patterns left upon it by those who held it previously. Forensic mediums can even use this power to see the last thing a person saw before his death.

Check: By holding an object or corpse and making a DC 20 Pattern Reading check, you can see the last instance in which someone interacted with the object or corpse with emotional intensity (usually the murder, disposal, or some similar instance). You witness 1 minute of the emotional scene for every 2 ranks you have in Pattern Reading.

Add +2 to the DC for each day since the instance.

Try Again: Yes, but each additional attempt increases the DC by +2.

Special: You can take 10 but not 20 on this check.

Time: 1 minute.

Attack of Opportunity: Yes.

Example: Blaine the spiritualist investigator enters the autopsy room where doctors analysed a murder victim. The cadaver baffles the doctors, as the murderer and motivations are unclear; thus, the police ask Blaine to help. Reaching out to touch the corpse, Blaine closes her eyes and reads the patterns left on it.

The corpse is three days dead, adding +6 to the base DC, for a total of 26. Blaine's Pattern Reading modifier is +16, so she takes 10 on the roll. In her mind's eye, she sees the victim running in the forest, hurt and bleeding from her mouth and nostrils. The victim turns just in time to see the murderer's face clearly before he stabs her. Blaine has a positive identification of the murderer, and makes a call to the courthouse.

ADVANCED CLASSES

Advanced classes allow you to refine the focus of your character. This section provides seven advanced classes particularly suitable for occult settings and themes.

It is important to note you cannot meet the prerequisites for an advanced class and select the class at the same level.

The following advanced classes are presented in this section:

Demon Hunter: A combatant specialising in slaying demons in both Etherspace and Prime Reality.

Exorcist: A spirit medium able to eliminate possessing demons.

Lemurian Scholar: A master of occult lore with an emphasis on forgotten secrets.

Master Psychic: The undisputed lord of psychic skills.

Master Spiritualist: The undisputed lord of spirit medium skills.

Psychic Detective: A detective and spy who uses psychic skills in his investigations.

Ritual Occultist: A student of occult lore who harnesses the power of ritual magic.

DEMON HUNTER

Ancient peoples blamed demons for all sorts of ills from disease to bad weather. Although science has found natural explanations for most misfortunes, events remain that science cannot explain. According to some, these events are the work of demons — beings from Etherspace who seek to destroy humanity. Demon hunters are the brave souls who face these monsters head on.

While science promises a world without fear, it has actually made things worse. By entering Etherspace and claiming it as their own, people have reawakened the enemies of humanity. Yet, while most demon hunters blame the Etherscope for the recent increase in demonic activity, many also see it as an opportunity. Too long has man been hunted in his own home. Now, a demon hunter can jack in and face the demons at their source.

Game Rule Information

The rules for playing a demon hunter are described below.

Requirements:

To qualify for the demon hunter advanced class, you must meet the following requirements:

Base Attack Bonus: +2
Skills: Knowledge (mystical philosophy) 4 ranks
Resolve 4 ranks
Scope Awareness 4 ranks
Sense Motive 4 ranks

Hit Dice

Demon hunters gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Demon hunters gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The demon hunter class has the following class skills: Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (current events, history, linguistics, mystical philosophy, tactics) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Research (Int), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Cha), Scope Use (immersed) (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The demon hunter receives the following number of points to spend on influences:

Influence Points at each level: 1

Class Features

All of the following are class features of the demon hunter class.

Psychic Tracking (Su): A demon's unnatural presence leaves psychic spoor which a demon hunter learns to track. A Knowledge (mystical philosophy) check determines if a target you can see is an outsider (DC 15) or pos-

EXTRAORDINARY? SUPERNATURAL? TIMES PER DAY?

Unless otherwise stated, all class features or advanced classes are extraordinary abilities that can be used at will.

TABLE I–5: THE DEMON HUNTER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+0	+1	+1	Psychic tracking, technique master
2	+1	+2	+0	+2	+2	Bonus feat
3	+2	+2	+1	+2	+2	Hunter's grace
4	+3	+3	+1	+3	+3	Demonbane (1d6), swift psychic tracking
5	+3	+3	+1	+3	+3	Bonus feat
6	+4	+3	+2	+3	+4	Destabilise
7	+5	+4	+2	+4	+4	Demonbane (2d6)

sessed by an outsider (DC 20). Tracking an outsider requires a base DC 20 Knowledge (mystical philosophy) check modified by the conditions (see the table below).

PSYCHIC TRACKING DC MODIFIERS

Condition	DC Modifier
Every 24 hours since the trail was made	+1
Ether veil is turbulent (nexus)	+5
Ether veil is tranquil (doldrums)	-5
Outsider is possessing a victim	+5

A successful check allows you to detect psychic tracks and follow them. You must make another Knowledge (mystical philosophy) roll each mile and any time the track becomes difficult to follow. You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your speed with a –20 penalty on the check). If you fail a check, you can retry after searching for 1 hour.

Technique Master: Any Fighting Technique skill that is a class skill for you is a class skill for the demon hunter class.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Alertness, Armour Proficiency (archaic), Armour Proficiency (light), Athletic, Attentive, Blind-Fight, Defensive Martial Arts, Heroic Surge, Improved Damage Threshold, Military Scientist, Nimble, Scope Raider, Spirited, Stealthy, Toughness.

Hunter's Grace (Su): Demon hunters train to resist the influence of demons. At 3rd level, you gain a bonus to all saving throws equal to your Charisma modifier.

Demonbane (Su): A hunter's righteous anger becomes tangible in the Scope. At 4th level, your avatar is surrounded by an aura that is anathema to demons. This aura is usually invisible; it becomes a visible halo when an outsider (with the etheric subtype) approaches within 30 feet and flares whenever you strike or are struck by an outsider. Your avatar's melee attacks (including unarmed attacks) deal an additional 1d6 points of damage to outsiders. Also, any outsider that strikes your avatar with a natural attack or melee weapon takes 1d6 points of damage. This damage is occult in nature and is not prevented by damage reduction or energy resistance. At 7th level, the aura inflicts 2d6 points of damage to outsiders.

Swift Psychic Tracking: At 4th level, you can move at normal speed when using psychic tracking without taking the normal –5 penalty. The penalty for moving at twice your speed while tracking is reduced from –20 to –10.

Destabilise (Su): At 6th level, your touch can accelerate the destabilising effect Prime Reality has on demons. Make a touch attack against a creature with the etheric subtype in Prime Reality. If you succeed, spend an excellence point to destabilise the creature; the creature is dazed for 1 round and must make a DC 20 Charisma check or take 1d3 points of Constitution damage.

EXORCIST

Demons are foul creatures, seemingly intent on invading Prime Reality and subjugating humanity, and they stop at nothing to achieve their goals. Many demons employ a brutal technique known as possession to control humans and enter Prime Reality. However, a few people rise up in defence to send these demons back where they belong.

Exorcists are spirit mediums with the ability to drive demons from possessions and from Prime Reality. While exorcists have some spiritual power, they use this power in different ways than spiritualists. Most do not care about money or influence. Many do not even care about themselves. Their only goal is to rid the world of demons.

Exorcists are most commonly priests, often Christians or Islamists. Many yogis and native shamans and medicine men also become exorcists. Regardless of their faith, the masses view a true exorcist with respect. By using their spiritual powers to call to the demon's etheric essence, exorcists drive demons out of the body, and hopefully from Prime Reality as well.

Exorcists tend to be loners, although many take acolytes. Exorcists despise spiritualists, believing them to be either full of hogwash or incapable of using their gifts to better humankind. Exorcists get along well with demon hunters, with whom the exorcists share a bond.

The life of an exorcist is harsh, and exorcising a demon is only half the battle. Often, a demon attacks once evicted from its mortal shell, and the exorcist does not want a loved one to become the next victim.

Game Rule Information

The rules for playing an exorcist are described below.

Requirements:

To qualify for the exorcist advanced class, you must meet the following requirements:

Influence: Church 2 ranks
Skills: Commune, Impressions, or Pattern Reading 5 ranks
Concentration 2 ranks
Knowledge (mystical philosophy) 5 ranks

TABLE I–6: THE EXORCIST

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Exorcism, spirit medium aptitude
2	+1	+0	+0	+3	+0	Bonus feat
3	+2	+1	+1	+3	+1	Bonus spirit medium power
4	+3	+1	+1	+4	+1	Banish
5	+3	+1	+1	+4	+1	Bonus feat
6	+4	+2	+2	+5	+2	Bonus spirit medium power
7	+5	+2	+2	+5	+2	Bonus greater spirit medium power

Special: Must have an allegiance to a particular faith, even if the faith is in yourself. If the exorcist ever loses this allegiance, he may not perform exorcisms until he regains it.

Hit Dice

Exorcists gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Exorcists gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The exorcist has the following class skills: Concentration (Con), Diplomacy (Cha), Knowledge (history, linguistics, medicine, mystical philosophy, natural philosophy) (Int), Listen (Wis), Profession (Wis), 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 exorcist 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 exorcist class.

Exorcism (Su): At 1st level, you can evict a demon from a possessed body. You must make physical contact with the victim. By spending 1 excellence point and taking an attack action, you engage the demon in a contest of wills, wherein you attempt to force the demon from the victim's body. The demon attempts a Will save (DC 10 + your exorcist level + your Charisma modifier). If it fails, you evict the demon from the victim's body. If the demon is incapable of existing in Prime Reality, the demon returns to the Scope. Otherwise, the demon appears next to the victim, at which point you must deal with an enraged monster.

You can also perform an extended exorcism to increase your chance of success, and you can work with other exorcists to eliminate a demon. See the "Extended Exorcisms and Assistance" sidebar.

Spirit Medium Aptitude: Any spirit medium skills that you have as class skills are class skills for this class.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Animal Affinity, Archaic Weapons Proficiency, Armour Proficiency (light), Attentive, Combat Expertise, Frightful Presence, Iron Will, Spirited, Trustworthy, Versatile.

Bonus Spirit Medium Power: At 3rd, 6th, and 7th level, you gain a bonus spirit medium skill of your choice. Add Commune, Impressions, or Pattern Reading to your list of class skills. Alternatively, you can learn one of the spirit medium powers listed in the "Occult Powers" section, above. Some techniques are described as greater spirit medium powers, which you can take only at 7th level.

Banish (Su): At 4th level, you come into your full power. The demon must be within 30 feet. Attempting to ban-

Extended Exorcisms and Assistance

Extended Exorcism: You may perform an extended exorcism to remove a particularly powerful demon. This is similar to a normal exorcism, but for every hour you focus on the demon, you add +1 to the demon's Will save DC. You must be in physical contact with the possessed body throughout this time.

Multiple Exorcists: Multiple exorcists may assist one another during an exorcism. Choose a leader for the exorcism. Each additional exorcist adds half her Charisma bonus (rounded down) to the demon's Will save DC to resist the exorcism.

ish an outsider requires an excellence point and is an attack action that provokes attacks of opportunity.

You utter a word of power that forces an outsider with the etheric subtype to return to the ether. The demon gets a Will save (DC 10 + your exorcist level + your Charisma modifier). If the save succeeds, the demon does not disappear but is instead stunned for 1d4+1 rounds.

You may not use this power on a possessed victim unless the possession reaches the third stage (see Chapter 5: Creatures of the Dark, "Demonic Possession").

Lemurian Scholar

Lemurian lore is disseminated through the archaeological records, distorted through the prism of neighbouring or later civilisations, and remains. Some secret societies claim to preserve Lemurian knowledge, but even they have only fragmentary remains (at best) at their disposal.

Lemurian scholars are not just experts on Lemuria. They live their lives according to the precepts uncovered by Lemurian remains. Knowledge has a spiritual value for them, and they follow Lemurian precepts the way others may live in faith. Many spend their lives unsure of the authenticity of the sources to which they devote their existence. Yet something keeps them on their path. What they want is nothing short of the secrets of the universe.

The intellectual paths to Lemuria are many. Some scholars are originally scientists, and they refer to their knowledge in scientific terms, using machines and instruments instead of intuition and memory. Others discover their passion for Lemuria through membership in occult circles, and do not make a distinction between knowledge and occult secrets. Nevertheless, their subjects of interest form a common cultural background. The best Lemurian scholars know each other, having encountered one another numerous times in their quests. Whether they like each other or not is a different matter, but they recognise competence when they see it.

To truly understand Lemuria, scholarly modes of thought are not sufficient. An opening of the mind is necessary, which requires dabbling in occult skills. This progress is the reason why the best Lemurian scholars are the ones who develop mystical powers. Lemurian scholars, therefore, are of great interest to secret societies and occultists. A true master of lost lore can hold sway over members of the occult community simply by virtue of her knowledge. Conversely, Lemurian scholars spend their lives hoping to find an untapped treasure trove of lost lore — which some secret societies claim to possess.

Lemurian scholars don't advertise their talents, simply because those who deserve to know, know. Those who don't are not their concern. Some are academics, archaeologists, historians, or philosophers. Others are independently wealthy and therefore have all the leisure necessary to study. Yet others are playing the risky game of Lemurian interests, hiring themselves out as experts to groups willing to pay their fee. The stakes in this game are high, and the danger omnipresent. It doesn't matter. Material concerns are unimportant in the face of truth.

TABLE I–7: THE LEMURIAN SCHOLAR

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Lemurian research, occult lore aptitude
2	+1	+0	+0	+3	+1	Bonus feat
3	+2	+1	+1	+3	+1	Bonus occult lore power
4	+3	+1	+1	+4	+1	Initiate
5	+3	+1	+1	+4	+2	Bonus feat
6	+4	+2	+2	+5	+2	Bonus occult lore power
7	+5	+2	+2	+5	+2	Bonus greater occult lore power

Game Rule Information

The rules for playing a Lemurian scholar are described below.

Requirements:

To qualify for the Lemurian scholar advanced class, you must meet the following requirements:

Influence: Occult 2 ranks
Skills: Hex Lore, Imbuement, or Warding 4 ranks
Knowledge (history) 2 ranks
Knowledge (mystical philosophy) 4 ranks

Hit Dice

Lemurian scholars gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Lemurian scholars gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Lemurian scholar has the following class skills: Concentration (Con), Forgery (Int), Intimidate (Cha), Investigate (Int), Knowledge (current events, history, linguistics,

mystical philosophy, natural philosophy) (Int), Listen (Wis), Research (Int), Resolve (Cha), Scope Awareness (Wis), and Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Influences

Your social template determines the influences available to you. The Lemurian scholar 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 Lemurian scholar class.

Lemurian Research: Lemurian scholars are experts in identifying Lemurian artefacts. You gain a competence bonus equal to your Lemurian scholar level on Investigation, Research, Knowledge (linguistics), and Knowledge (mystical philosophy) checks when dealing with Lemurian artefacts or information.

Occult Lore Aptitude: Any occult lore skills that you have as class skills are class skills for this class.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Alertness, Attentive, Deceptive, Focused, Iron Will, Jinx (see "Occult Feats," above), Literate, Spirited, Versatile.

Bonus Occult Lore Power: At 3rd, 6th, and 7th level, you gain a bonus occult lore skill of your choice. Add Hex Lore, Imbuement, or Warding to your list of class skills. Alternatively, you can learn one of the occult lore powers listed in the "Occult Powers" section, above. Some techniques are described as greater occult lore powers, which you can take only at 7th level.

Initiate: At 4th level, you have gained knowledge of the secret code words and signs that identify you to other occultists. When dealing with anyone who possesses at least 1 rank in the Occult influence, you gain a bonus on Diplomacy and Intimidate checks equal your Lemurian scholar level.

MASTER PSYCHIC

Few possess true psychic ability and fewer still develop it beyond a simple party trick, like finding misplaced objects or picking up stray thoughts. The master psychic advanced class represents those rare individuals who seek to extend their psychic potential from a mere knack to a powerful tool. A few master psychics may learn from ancient texts or New Age manuals, but most develop their powers a priori through meditation and self-reflection.

Game Rule Information

The rules for playing a master psychic are described below.

Requirements:

To qualify for the master psychic advanced class, you must meet the following requirements:

Skills: Two of the following: Aura Reading 5 ranks, Psychic Awareness 5 ranks, or Telepathy 5 ranks
Concentration 5 ranks
Knowledge (mystical philosophy) 5 ranks

Hit Dice

Master psychics gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Master psychics gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The master psychic class has the following class skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (current events, linguistics, mystical philosophy) (Int), Listen (Wis), Resolve (Cha), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The master psychic receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the master psychic class.

Bonus Psychic Power: At 1st, 3rd, 4th, 6th, and 7th level, you gain a bonus psychic skill of your choice. Add Aura Reading, Psychic Awareness, or Telepathy to your list of class skills. Alternatively, you can learn one of the psychic powers listed in the "Occult Powers" section, above. Some techniques are described as greater psychic powers, which you can take only at 6th and 7th level.

Psychic Aptitude: Any psychic skills that you have as class skills are class skills for this class.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the follow-

TABLE I–8: THE MASTER PSYCHIC

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+1	Bonus psychic power, psychic aptitude
2	+1	+0	+0	+2	+1	Bonus feat
3	+2	+1	+1	+3	+2	Bonus psychic power
4	+3	+1	+1	+3	+2	Bonus psychic power
5	+3	+1	+1	+4	+3	Bonus feat
6	+4	+2	+2	+4	+3	Bonus greater psychic power
7	+5	+2	+2	+5	+4	Bonus greater psychic power

ing list (you must meet all the usual prerequisites):
Academic, Alertness, Attentive, Blind-Fight, Deceptive, Distant Contact (see "Occult Feats," above), Dodge, Focused, Improved Initiative, Influential, Iron Will, Lightning Reflexes, Persuasive, Windfall.

MASTER SPIRITUALIST

True spiritualists are rare. The fortitude and expertise required to channel spirits is taxing, and often not worth the effort. Con artists and pranksters prefer to trick remorseful people into believing they have the power to contact the dead. Whilst not all master spiritualists are con artists, enough false mediums exist to give master spiritualists a bad name. In addition, some master spiritualists seek only money, and are littler better than the fakers.

True spiritualism does exist, however, and the gift is not as rare as one would think. The ability to feel etheric impressions upon the world and commune with them crosses ethical and ethnic boundaries. The priest communing with the Holy Ghost, the native shaman speaking to the land, and the Buddhist reaching Nirvana are all master spiritualists. However, you are just as likely to walk down the street and find some little girl conversing with her invisible friend as you are to find a powerful medicine man speaking with the land's spirits.

True spiritual power is a debatable topic, as no one is certain what the "spirits" are. Most believe that, regardless of the medium's viewpoint, ghosts and spirits of the land are simply etheric impressions left upon people, places, and things by means of the ether veil. Thus, while the rituals of a native shaman summoning sky spirits do not resemble a gypsy communing with a ghost, the result is the same.

Naturally, the masses hold master spiritualists in high regard. People desire the ability to speak with their departed loved ones, to have comfort in the knowledge that their deceased are happy. Often master spiritualists rise in influence, becoming trusted advisors to constabularies, parliament members, and the idle rich. A fake spiritualist's word is worth gold; a true spiritualist's word is priceless.

Game Rule Information

The rules for playing a master spiritualist are described below.

Requirements:

To qualify for the master spiritualist advanced class, you must meet the following requirements:

Skills: Two of the following:
Commune 5 ranks,
Impressions 5 ranks, or
Pattern Reading 5 ranks
Concentration 2 ranks

Hit Dice

Master spiritualists gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Master spiritualists gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The master spiritualist class has the following class skills: Bluff (Cha), Concentration (Con), Creative Art (Int), Diplomacy (Cha), Knowledge (current events, history, linguistics, medicine, mystical philosophy, natural philosophy) (Int), Listen (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The master spiritualist receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the master spiritualist class.

Spirit Medium Aptitude: Any spirit medium skills that you have as class skills are class skills for this class.

Bonus Spirit Medium Power: At 1st, 3rd, 4th, 6th, and 7th level, you gain a bonus spirit medium skill of your choice. Add Commune, Impressions, or Pattern Reading to your list of class skills. Alternatively, you can learn one of the spirit medium powers listed in the "Occult Powers" section, above. Some techniques are described as greater spirit medium powers, which you can take only at 6th and 7th level.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Alertness, Archaic Weapons Proficiency, Attentive, Confident, Deceptive, Defensive Martial Arts, Focused, Frightful Presence, Influential, Iron Will, Personal Firearms Proficiency.

TABLE I–9: THE MASTER SPIRITUALIST

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+1	Bonus spirit medium power, spirit medium aptitude
2	+1	+0	+0	+3	+1	Bonus feat
3	+2	+1	+1	+3	+2	Bonus spirit medium power
4	+3	+1	+1	+4	+2	Bonus spirit medium power
5	+3	+1	+1	+4	+3	Bonus feat
6	+4	+2	+2	+5	+3	Bonus greater spirit medium power
7	+5	+2	+2	+5	+4	Bonus greater spirit medium power

PSYCHIC DETECTIVE

People inexplicably go missing, strange happenings influence the fate of nations, and technological secrets must be protected (or copied). Detectives (or spies, as the difference is often minimal) are in high demand. Yet no formal school exists to train these finders of secrets. Talent is the only prerequisite — and the most talented are often those with exceptional minds. Psychics are employed in detective agencies, in constabularies, and in elite military units. Often, they keep their talents to themselves and let the results speak for them.

In many cases, what drives a psychic to turn to a career of investigation is simply the lure of knowing. They are psychic; they know what no one else knows. How can they not act on this knowledge? And how can they resist finding out more? A psychic sees the doors to secrets, the signs in the world that show important things and people, which most of humanity walks by without even a glance.

Yet psychic abilities cannot replace investigative talent entirely. For one, they are not admissible in court, making them useless in much of a detective's work. More importantly, explaining them is difficult. Even psychics often have trouble explaining to each other what they feel in their moments of awareness. The best psychic detectives use their abilities to lead them to solid evidence that they then produce, and usually prepare cover stories for how they attained this knowledge. It is perhaps strange that people so intent on truth would depend so much on lies.

Game Rule Information

The rules for playing a psychic detective are described below.

Requirements:

To qualify for the psychic detective advanced class, you must meet the following requirements:

Skills: Aura Reading or Telepathy 5 ranks
Investigate 5 ranks
Psychic Awareness 5 ranks
Spot 4 ranks

Hit Dice

Psychic detectives gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Psychic detectives gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The psychic detective has the following class skills: Concentration (Con), Intimidate (Cha), Investigate (Int), Knowledge (current events, history, linguistics, mystical philosophy, natural philosophy) (Int), Listen (Wis), Research (Int), Resolve (Cha), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to you. The psychic detective receives the following number of points to spend on influences:

Influence Points at Each Level: 2.

A Bountiful Mind

David Jarmine may well be the most brilliant mind of his generation. Unfortunately, nobody knows, as Brian is clinically retarded. In fact, most of his brain activity is channelled into his phenomenal psychic abilities. Only one person knows the truth: Brian, David's brother.

Brian opened the Jarmine Detective Agency. He relies on David's visions and bouts of genius to solve cases, and the agency is successful, employing five detectives besides Brian. He cares for his brother, which is one of the reasons he does not divulge the source of his investigative success. He could not bear to have David taken away and studied like a lab rat. Additionally, it would damage the agency's reputation.

Yet David is now plagued with dark omens and nightmarish visions. Brian is at a loss as to what to do about it. He wants to help his brother, and to safeguard the reputation of the agency. He needs help.

Class Features

All of the following are class features of the psychic detective class.

Eyes Unseen: The senses that a psychic detective relies upon are not mortal senses. You gain a bonus on your Investigate and Search checks equal to half your ranks in Psychic Awareness. Alternatively, you can use Psychic Awareness instead of Investigate or Search for any skill checks.

Psychic Aptitude: Any psychic skills you have as class skills are class skills for this class.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Attentive, Blind-Fight, Distant Contact (see "Occult Feats," above), Dodge, Guide, Improved Initiative, Meticulous, Personal Firearms Proficiency, Stealthy, Toughness.

Bonus Psychic Power: At 3rd, 6th, and 7th level, you gain a bonus psychic

TABLE 1–10: THE PSYCHIC DETECTIVE

Level	Base Attack	Fort	Ref	Will	Defence	Special
1	+0	+0	+1	+2	+1	Eyes unseen, psychic aptitude
2	+1	+0	+2	+3	+2	Bonus feat
3	+2	+1	+2	+3	+2	Bonus psychic power
4	+3	+1	+2	+4	+3	Improved eyes unseen
5	+3	+1	+3	+4	+4	Bonus feat
6	+4	+2	+3	+5	+4	Bonus psychic power
7	+5	+2	+4	+5	+5	Bonus greater psychic power

skill of your choice. Add Aura Reading, Psychic Awareness, or Telepathy to your list of class skills. Alternatively, you can learn one of the psychic powers listed in the "Occult Powers" section, above. Some techniques are described as greater spirit medium powers, which you can take only at 7th level.

Improved Eyes Unseen: At 5th level, a psychic detective has used his psychic skills so often that they blur together. When using eyes unseen, you can replace Psychic Awareness with any other psychic skill. Alternatively, if you use Psychic Awareness, the bonus you gain on your Search and Investigate checks is now equal to the number of Psychic Awareness ranks you possess.

RITUAL OCCULTIST

The secrets of ritual magic were not lost with Lemuria's fall; they were broken and scattered like so many puzzle pieces. This class represents those who retrieve this lost wisdom. Uncovering lost secrets requires knowledge of occult lore, mystical symbolism, and ancient languages, not to mention the patience to sift through esoteric dross in order to glean a nugget of true power. The path of the ritual occultist is not for the easily discouraged, yet for those who have the determination to master it, ritual magic offers power beyond compare.

Game Rule Information

The rules for playing a ritual occultist are described below.

Requirements:

To qualify for the ritual occultist advanced class, you must meet the following requirements:

Talent: Ritual initiate (see "Occult Talents," above)
Skills: Hex Lore, Imbuement, or Warding 6 ranks
Concentration 3 ranks
Knowledge (linguistics) 6 ranks
Knowledge (mystical philosophy) 6 ranks
Research 6 ranks

Special: You must be able to read at least one ancient language.

Hit Dice

Ritual occultists gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Ritual occultists gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The ritual occultist class has the following class skills: Concentration (Con), Creative Art (Int), Engineer (structural) (Int), Knowledge (art, history, linguistics, medicine, mystical philosophy, natural philosophy) (Int), Perform (Cha), Research (Int), and Search (Int).

Skill Points at each level: 9 + Int modifier.

Influences

Your social template determines the influences available to you. The ritual occultist receives the following number of points to spend on influences:

Influence Points at Each Level: 2.

Class Features

All of the following are class features of the ritual occultist class.

Occult Lore Aptitude: Any occult lore skills that you have as class skills are class skills for this class.

Ritual Secret: At 1st, 3rd, 5th, and 7th level, you learn a new ritual secret (see "Ritual Magic," above).

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Archaic Weapons Proficiency, Armour Proficiency (archaic), Creative, Exotic Archaic Weapons Proficiency, Focused, Intuitive Reconstruction (see "Occult Feats," above), Iron Will, Master Engineer, Meticulous.

Bonus Occult Lore Power: At 3rd, 6th, and 7th level, you gain a bonus occult lore skill of your choice. Add Hex Lore, Imbuement, or Warding to your list of class skills. Alternatively, you can learn one of the occult lore powers listed in the "Occult Powers" section, above. Some techniques are described as greater occult lore powers, which you can take only at 6th and 7th level.

If you forego the soul ritual class feature, you also gain a bonus power at 4th level.

Soul Ritual: At 4th level, you can use ritual magic to modify any psychic or spirit medium power you know. Alternatively, you can gain a bonus occult lore power instead of this ability.

TABLE I–II: THE RITUAL OCCULTIST

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Occult lore aptitude, ritual secret (2nd)
2	+1	+0	+0	+2	+1	Bonus feat
3	+1	+1	+1	+3	+1	Bonus occult lore power, ritual secret (3rd)
4	+2	+1	+1	+3	+1	Bonus occult lore power or soul ritual
5	+2	+1	+1	+4	+2	Bonus feat, ritual secret (4th)
6	+3	+2	+2	+4	+2	Bonus greater occult lore power
7	+3	+2	+2	+5	+2	Bonus greater occult lore power, ritual secret (5th)

CHAPTER 2: OCCULT SOCIETIES

For many years, scholars have studied the mysterious world of the occult in secret. Fear of reprisals from the ignorant and superstitious, or zealous religions who brand the occult as evil, drive arcane students underground. Over the centuries, many occult societies have formed, grown, and fallen. However, many remain as powerful institutions, with secret influences and dark agendas, whose revelation could rock the foundations of our civilisation.

This chapter presents five such organisations, ranging from religious sects and demon cults to the applied influence of a wealthy and powerful family. Each has different approaches, agendas, and methods. Each has its own history and hidden truths. These societies can be used in any **Etherscope** game, either as villains or, in some cases, as organisations for player character membership or involvement. Accompanying each society is a prestige class that captures the essence of its methods and interests.

THE CULT OF THE BLOOD RED SUN

"And as I stared upon the ruins of the once-great city, a blood red sun, ever changing, ever burning, arose to fill the sky and covered the land with the radiance of its new masters."

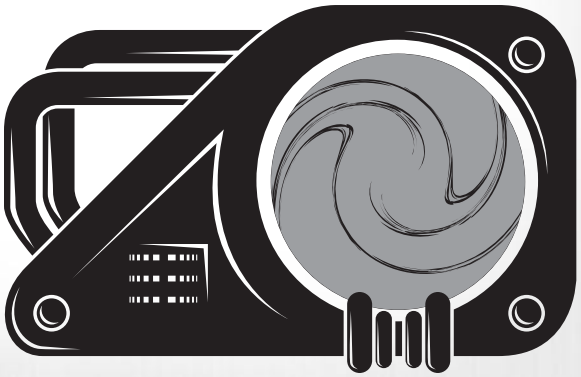
—Henry Mason, 1968, famed poet, astrologer and Etherspace libertine. Found written in his own blood in the insane asylum cell where he was incarcerated, at the time of his suicide.

The Cult of the Blood Red Sun is among the most obscure, secretive, dangerous, and uniquely powerful secret societies in existence. Its membership crosses national, ethnic, political, and social boundaries, for all who serve the cult serve a higher force: what they call the the elder entities of Etherspace. (See Chapter 5: Creatures of the Dark, "The Great Old Ones" for more information about these unknowable and horrific intelligences.) Each cultist has been touched by the minds of these beings and now seeks to bring about the destruction of the world and create a new one ruled by the eldritch intelligences the cultists serve. Cultists fervently believe they will sit at their masters' sides as overlords of this new world — a belief their masters' chaotic communications nurture and proliferate. The true intentions of such alien and incomprehensible beings are beyond the comprehension of any mortal mind, however.

According to legend, the Cult of the Blood Red Sun's origin is entwined with the history of Etherspace's entities. For untold aeons these entities roamed the depths of Etherspace, at times inactive and at other times focusing their intellects on the beings of Prime Reality whose thoughts travel across the infinity of their home. Prime Reality fascinates these beings; it offers a new planar dimension and a chance to expand their entropic realm. Although alien in mind and form, the most powerful of Etherspace entities learn to understand mortal minds, to create aspects of themselves that interact with mortals, and gather followers in Prime Reality. The Cult of the Blood Red Sun is the latest gathering of such followers.

The Cult of the Blood Red Sun began with the discovery of consciousness transfer into Etherspace in the 1950s. Mental visions plagued the founding cultists — they revealed the creation of the world by Etherspace's elder entities, thus giving the cult its name. While many believe Etherspace entities had always been able to contact and manipulate the minds of certain artistic or psychically sensitive individuals, the Etherscope's creation brought millions of raw consciousnesses to their realm. Further, it allowed the entities greater access to Prime Reality. By seeking out, gathering, and granting power to the mortals they turned to their cause, the creatures of another world created the Cult of the Red Sun to serve them in this current era.

The Cult of the Blood Red Sun possesses the most mixed membership of any secret society. The rich and poor, influential and unacknowledged, famous and infamous from all places and walks of life serve in the cult. Some cultists wield great social and political power while others carry out the cult's goals virtually undetected, due to their low social status. Determining the cults' actual size is impossible. As etheric technology and the use of the Etherscope grow, so does the cult's membership. The entities of Ether-



space open the cultists' minds to their urgings and temptation. These beings know how to appeal to those who seek power, vengeance, solace, or arcane knowledge, or whose minds are weak, creative, or sensitive. Individual covens form as geographically appropriate and contain eclectic mixes of individuals, who communicate with each other and their masters. These covens exist in nearly every land and coordinate on an international scale across empires.

The alien communications and rituals of their masters take a toll on mortals. They were never meant to harness such powers. Members of the cult possess aberrations, both physical and mental, that mark them as allies — and help prevent discovery and infiltration. These aberrations also often lead to the destruction of both cultists and their schemes, as well as leave clues and create warnings for those able to discern such things.

Like its membership, the Cult of the Blood Red Sun's resources are many and diverse. Their influence crosses the world's physical and social boundaries — a rarity in the insular nations and societies of the Etheric Age — allowing the cult to combine information, resources, and manpower in ways incomprehensible to other secret societies. Further, the cult can draw upon the power of its masters in two ways.

First, the cult has access to occult resources, knowledge, and servants beyond the limits of even the most dedicated occultists. Few are aware that this often involves possession of mortal hosts by entities from Etherspace and that many of the cult's senior members undergo this process.

Second, cultists can travel, communicate and manipulate Etherspace in ways unknown to etheric science. The intelligences of Etherspace grant dedicated servants a special connection to their alien home.

Also, with their masters' aid, cultists gain power in Prime Reality; they advance the cult's goals using wealth, influence, prestige, and status in government, industry, on the streets, or among the people.

The Cult of the Blood Red Sun seeks to destroy the world by bringing Prime Reality into correspondence with Etherspace. Destroying the barriers between the planes of existence will allow the cult's alien masters to enter the world and remake it according to their desires.

The cult pursues its agenda in numerous ways. It influences many lesser occult societies to carry out practices that weaken the barriers between worlds. To further this aim, the cult promotes the use of the Etherscope and the advancement of etheric science, without regard for consequences. Encouraging the distribution and desire for ether technology among those normally denied it supports the goal of ethertech proliferation.

The elder intelligences influence peoples' perceptions and susceptibility to their influence through occult-based art and literature hidden within high and popular culture. Possession and supernatural assassination are key tools in removing obstacles.

Recently, the cult began its boldest and most dangerous undertaking, which they call "Firstborn." The essence of the most powerful entities cannot be contained within fragile mortal vessels. Eugenicist cultists are striving to create an artificial body capable of containing an elder entity's essence. The result would be a being of godlike power. Such abhorrent research does not escape the notice of the Eugenics League, although it does not know who is responsible for such activities. The League has begun a subtle, but determined, effort to find those responsible and end this blasphemy. Even the Cult of the Blood Red Sun knows it cannot escape the League's influence and power indefinitely, despite its high levels of secrecy and anonymity. The cult now races against time and one of the most powerful organisations in the world to bring about the birth of a god in Prime Reality — a god that will usher in a new dominion over the world.

VESSEL OF THE ELDERS

Direct possession is a powerful tool in demonic schemes. However, it is not infallible. Even sophisticated possessing forces occasionally fail to understand mortal perceptions and actions and undertake activities that draw attention to their plans. The arrogance of possessing entities and their contempt for mortal organisations and adversaries has more than once undone the schemes of the Cult of the Blood Red Sun.

To counter this disadvantage, a new breed of cultist has arisen among the cult's mystically inclined members. Rather than become possessed, these cultists bear a fragment of a demon's essence within their bodies. The result is a being able to draw upon the eldritch power and knowledge of an Etherspace entity alongside the understanding and social awareness of a human being. The combination is powerful, both physically and supernaturally, but also possesses unique flaws as the two life-forces were never meant to co-exist. Many cultists dedicated to occult studies undertake this path despite these dangers, and their kind rapidly dominates the middle ranks of the cult.

TABLE 2–1: THE VESSEL OF THE ELDERS

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+1	+1	+1	+1	Disturbing presence, occult lessons
2	+1	+2	+2	+2	+1	Alien physiology, etheric resilience
3	+2	+2	+2	+2	+2	Dark inheritance, otherworldly mind
4	+3	+2	+2	+2	+2	Eldritch symbiosis

Game Rule Information

The rules for playing a vessel of the elders are described below.

Requirements:

To qualify for the vessel of the elders prestige class, you must meet the following requirements:

Skills: 11 ranks in each of three occult skills Knowledge (mystic philosophy) 11 ranks
Feat: Frightful Presence
Allegiance: Cult of the Blood Red Sun (major)

Hit Dice

Vessels of the elders gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Vessels of the elders gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The vessel of the elders has the following class skills: Concentration (Con), Engineer (ethertech) (Int), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, history, industry, linguistics, mystical philosophy) (Int), Research (Int), Resolve (Cha), and Sense Motive (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to you. The vessel of the elders receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the vessel of the elders class.

Disturbing Presence: While the symbiosis of human and etheric essences brings many powers, it is an unnatural state for beings of Prime Reality. Mortals can feel this unnatural state as a palpable and disturbing aura. You take a –2 circumstance penalty on Charisma-based skill checks, except Intimidate, against all creatures except outsiders with the etheric subtype.

Occult Lessons: Elder entities of etherspace possess unmatched occult power and knowledge. The essence that empowers the vessel of the elders grants its dark knowledge to its host. Any occult skills you possess from other classes are class skills for this class.

Alien Physiology: Mortal bodies were never meant to house the kinds of essence with which a vessel of the elders is joined. On the surface, the vessel shows no sign of change. However, internally the vessel's body undergoes rapid mutation into unnatural, inhuman shapes: His innards exhibit extra or unidentifiable organs, unnatural tumours that would normally kill the host, and internal appendage-like growths such as tentacles and vestigial fingers. At 2nd level, an examination and a DC 5 Knowledge (medicine) check reveals your unnatural nature. In addition, all Knowledge (medicine) checks to treat you take –10 penalties and such attempts automatically reveal your unnatural nature.

Etheric Resilience: Inside and outside of Etherspace, the power of the alien essence that empowers a vessel of the elders grants the cultist tremendous resilience. At 2nd level, you gain Toughness (avatar) and Toughness (body) as bonus feats.

Dark Inheritance: The etheric energies that course through each vessel of the elders mutates him in a different way. At 3rd level, you may increase any one attribute of your choice, except Wisdom, by 2 points.

Otherworldly Mind: Even though the vessel of the elders combines eldritch intelligence with human understanding, the process of symbiosis is too intensive for the human psyche to contain without damage. At 3rd level, permanently reduce your Wisdom by 2 points.

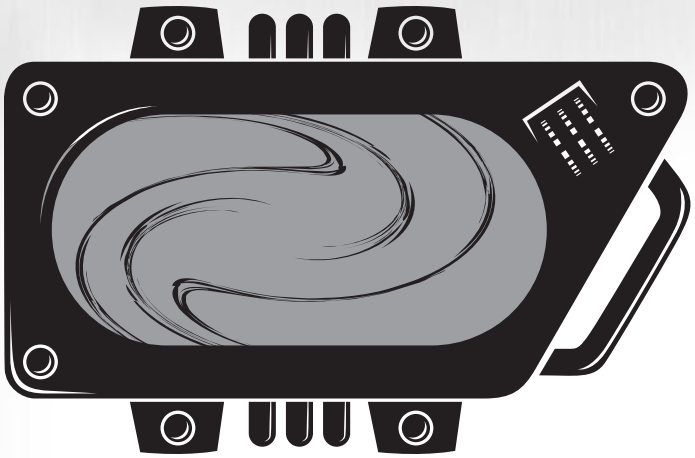
Eldritch Symbiosis: The most advanced vessel of the elders is truly a being of immense power, able to draw upon the inherent abilities and nature of the elder Etherspace entity that empowers him. At 4th level, whenever you are immersed in Etherspace, you are considered to have ranks in Scope Awareness, Scope Resilience, and Scope Use (immersed) equal to your ranks in Knowledge (mystical philosophy).

Furthermore, you may use your ranks in Knowledge (mystical philosophy) as ranks in any occult skill, and you have access to all the occult powers detailed in this book (see Chapter 1: Occult Secrets) and in **Upload: Etherpunk**. You can use this aspect of eldritch symbiosis a number of times per day equal to 1 + your Charisma modifier (minimum 1).

Eldritch symbiosis is a supernatural ability.

OPUS ANGELORUM

This Roman Catholic order, known in the New Reich as Engelwerk, is a band of priests, exorcists, and Scope riders dedicated to tracking down demonic activity and exterminating the entities respon-



sible. They believe they fight a divine war on the side of the angels, ridding the world of supernatural evil. Whilst they remain a fringe and secretive element within the Catholic Church, they have a great deal of influence. They also desire to be open in their quest, so that they might bring more souls to the service of God and the war against the demons.

According to the society's history, in the 1940s Gabriele Bitterlich, a housewife from the Tyrol region of the New Reich, experienced visions from God. These visions revealed the secrets of angels and demons. She saw a great continual war between these forces, fought throughout the universe. Empowered by her visions, a new Roman Catholic order appeared, dedicated to fighting this war alongside the angels. Opus Angelorum, "The Work of Angels," was founded on the principle of fighting the holy war against demonic influences.

This order would have remained a minor faction within the Church were it not for the discoveries that followed Etherspace exploration. Opus Angelorum exorcists took a particular interest in early rumours of demonic activity in the Scope and sent explorers to seek evidence of the Bitterlich Revelations. To the surprise of many in the Church's hierarchy, they identified and catalogued a great number of the demons Gabriele Bitterlich described. This discovery propelled the order from fringe-cult status to prominence as a power-player within the Catholic Church.

The cardinals are still divided in opinion as to the divine nature of the Bitterlich Revelations — many fear that these visions were sent by another demonic force, attempting to corrupt the Church into participating in a hellish civil war. An uneasy compromise exists, where Opus Angelorum is allowed to continue its work, provided that its activities remain secret.

The order is based in the ancient Petersberg Castle in the Tyrol, and has extensive influence throughout the New Reich, particularly in Austria and northern Italy. Its secretive nature leads many to underestimate the influence it wields, as many agents rise to positions of power within the government, the Church, and the Scope rider subculture.

Opus Angelorum is not fond of its secretive nature. Its priestly masters desire to bring the order into the public eye and to bring the Bitterlich Revelations onto a par with St. John's *Revelations* — the Bible's last book. In comparison to its ministry's early days, when the order was vocal in trying to bring about its goals, the secretive nature imposed upon it provides its agents with the opportunity to infiltrate all levels of the Church. They work towards the point where their influence in the Vatican will enable their public acknowledgement.

ENGELWERKER

Opus Angelorum maintains a number of agents, known as Engelwerkers, dedicated to searching Etherspace for demons and destroying them. Engelwerkers are part Scope rider, part demon hunter, part spy. They must maintain a secret identity both within the Church and the Scope rider community. They are skilled hunters, occultists, and Etherspace explorers.

Methods vary from agent to agent, but all share a common base of skills and influences that make them excellent hunters in the Scope and particularly skilled at combating etheric creatures. Whilst many within the Church distrust Opus Angelorum, its Engelwerkers maintain a strict policy of secrecy, rising to positions of power and influence despite this mistrust.

Game Rule Information

The rules for playing an Engelwerker are described below.

Requirements:

To qualify for the Engelwerker prestige class, you must meet the following requirements:

Influences: Church 12 ranks
Occult 3 ranks

Skills: Knowledge (mystical philosophy) 12 ranks
Resolve 12 ranks
Scope Awareness 6 ranks
Scope Resilience 6 ranks
Scope Use (immersed) 6 ranks

Feats: Iron Will, Spirited, Track

TABLE 2–2: THE ENGELWERKER

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+1	Cloistered whispers
2	+1	+1	+1	+3	+1	Demonic lore
3	+2	+2	+2	+3	+2	Mind of the Lord
4	+3	+2	+2	+4	+2	Angelic protection

Allegiance: Opus Angelorum (major or minor)

Hit Dice

Engelwerkers gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Engelwerkers gain 1d10 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Englewerker class has the following class skills: Bluff (Cha), Concentration (Con), Creative Art (Int), Diplomacy (Cha), Forgery (Int), Intimidate (Cha), Investigate (Int), Knowledge (current events, history, linguistics, mystical philosophy, tactics) (Int), Listen (Wis), Research (Int), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Cha), Scope Use (immersed) (Int), Scope Use (remote) (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 7 + Int modifier.

Influences

Your social template determines the influences available to you. The Engelwerker 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 Englerwerker prestige class.

Cloistered Whispers: Upon joining the upper ranks of the Opus Angelorum hierarchy, Engelwerkers become privy to many secrets of the Church, and can wield their influence with greater weight.

You may use your Church influence as any other type of influence when making any influence check. However, you take a –4 penalty on any influence checks when doing so. You cannot use this class feature on acquisition checks. You may use this ability up to a number of times per week equal to your Engelweker level.

Demonic Lore: Your training at hunting and killing demons in Etherspace makes you a lethal enemy. You can cause critical hits against outsiders that are normally immune to critical hits.

Mind of the Lord: You believe your mind is blessed by the power of the Lord and his angels, allowing you to resist the lies of demons and all their infernal kin. You gain a bonus equal to your Engelwerker level on Will saves and on Resolve checks to resist outsiders' skills and abilities.

Angelic Protection: Angels guard your every step, protecting you from harm. You gain a bonus on Fortitude and Reflex saves and on Defence equal to your Charisma modifier. You retain the bonus to Defence even when flat-footed.

THE ORDER OF THE ILLUMINATED MIND

Knowledge is power, many philosophers espouse, but few beings truly believe it. However, one ancient society, so secret that even initiates are not privy to much knowledge, exemplifies this philosophy.

Most people known little of the Order of the Illuminated Mind, other than occasional hints of their touch throughout the world. Many conspiracy theorists believe that the order is responsible for many of the world's crowning achievements, such as the founding of America. In fact, one can find the group's symbol, a pyramid bearing an eye at the peak, on the American dollar, declaring the group's influence on major political shifts.

According to an acolyte's confession, the order dates back to the days of Lemuria and Atlantis, and was once an organisation charged with keeping the world's lore available. However, the order's paradigm shifted after two great losses. The first loss occurred when Atlantis and Lemuria fell, when most of the order's books were lost. The lost knowledge includes the reasons for the Earth-Wrack that destroyed the continents and ended the antediluvian period. The order, attempting to rebuild their society and lore, helped create two of the greatest libraries ever seen: the Library of Ling, reportedly somewhere in Carthage, and the Library of Alexandria. The order suffered its second major setback as invaders burned the Library of Alexandria, and the Library of Ling was lost in unknown circumstances.

Unable to deal with the losses anymore, the order decided that humanity could not handle its responsibility to the world, and thus only the order knows what is best for everyone. The monks in charge reorganised their society into a world-shaping entity, spanning the globe, with members in the greatest seats of power. By using their power and knowledge, the order espouses, they can create a perfect society. Today, however, millionaires and mob godfathers run the society, manipulating the world to further their own goals and attain as much power as possible.

In modern times, the order is a cult sensation. People dedicate their entire lives (and their sanity) to prove the order's existence, and their peers often label them lunatics. Conspiracy nuts attribute many other events to the order — so many as to be impossible for one society, no matter how large and powerful, to perform. Supposedly, Merlin of Arthurian lore was a member of this group: He was a man seeking to create a perfect society, even if he had to shape it with his bare hands. Others believe the order created the Pacific War to boost economy. Millions of theories exist, and perhaps none is true. Alternatively, perhaps every theory is true.

The order is perhaps the only society that everyone knows about, but no one knows what it really is.

ILLUMINATED MANIPULATOR

Manipulation and control are par and part of the Order of the Illuminated Mind. While the order once claimed scholars, it now hosts politicians, crime lords, warlocks, and anyone else who has the power to influence others. Illuminated manipulators are those few with such great talent that they can talk anyone out of (or into) anything. These manipulators come from all walks in life, but they must first show an aptitude at playing the crowds before they are approached to join. Occult reinforcements and specialised training grants these manipulators minor telepathic defences, protecting their secrets from probing minds.

Game Rule Information

The rules for playing a illuminated manipulator are described below.

Requirements

To qualify for the illuminated manipulator prestige class, you must meet the following requirements:

Influences: At least 6 ranks in two influences
Skills: Bluff 10 ranks
Diplomacy 10 ranks
Talent: At least two broker talents from the influence talent tree

Special: You must be able to read at least one ancient language.

Hit Dice

Illuminated manipulators gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Illuminated manipulators gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The illuminated manipulator class has the following class skills: Bluff (Cha), Creative Art (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (art, civics, current events, history, industry, linguistics, tactics) (Int), Listen (Wis), Perform (Cha), Resolve (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The illuminated manipulator receives the following number of points to spend on influences:

Influence Points at Each Level: 6.

Class Features

All the following are class features of the illuminated manipulator class.

Hidden Allegiance: Your mind is hard to crack, and your secrets are even more so, due to intense training and occult reinforcement. Any attempt to discern your allegiance through occult power fails. Alternatively, you may create a false allegiance, tricking those using occult powers into believing you follow another path.

Influential: At 1st, 2nd, and 4th level, you may choose one influence and gain the benefits of the Influential feat (see **Etherscope,** Chapter 2: Traits) with that influence, though not the feat itself. Unlike the Influential feat, this ability stacks with itself as well as other feats. Thus, a 4th-level manipulator may choose the same influence three times, gaining a +6 bonus on checks using that influence, or +8 if he also has the Influential feat for that influence.

Persuasive Voice: At 2nd level, you learn the art of truly tricking someone. You add your illuminated manipulator level on Bluff, Diplomacy, and Intimidate checks, as well as Sense Motive checks to detect another's chicanery.

Charming Smile: At 3rd level, your skill is so powerful that you may imprint minor psychic suggestions in your target. By spending an excellence point and speaking to a character, you may win the target to your side, charming him completely. The target makes a Will save (DC 15 + your illuminated manipulator level + your Charisma modifier). If the target fails, his attitude shifts to Helpful immediately, and he is more than willing to do just about anything for you. This effect lasts for 10 minutes per illuminated manipulator level. If you ask the target to do something he would be strongly opposed to, he may make a second Will save (same DC) to break the compulsion.

Impenetrable Mind: At 4th level, your mind is so closed that psychics find it almost impossible to affect you. You may add your illuminated manipulator level to your Will save to resist all Telepathy powers, including contact. If the power normally does not allow a save, it now does (DC 13 + the attacker's Wisdom modifier).

TABLE 2–3: THE ILLUMINATED MANIPULATOR

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+0	Hidden allegiance, influential
2	+0	+1	+1	+3	+0	Influential, persuasive voice
3	+1	+1	+1	+3	+1	Charming smile
4	+1	+1	+1	+4	+1	Impenetrable mind, influential

THE SOCIETY FOR CRYPTOZOOLOGY

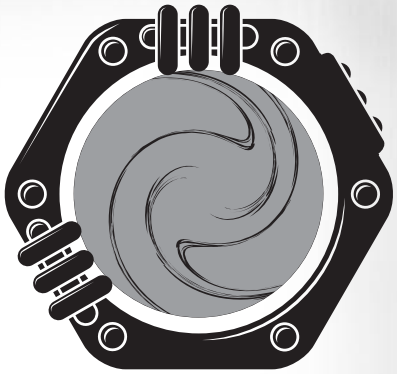
The Society for Cryptozoology was founded in 1954 by the late Dr. Daniel Wessex. Dr. Wessex, a noted anatomist, had served as a medic in the Royal Navy during the Pacific War. While on shore leave on one of the islands, Dr. Wessex was attacked by an anthropomorphic lizard, but escaped. He learned more about this creature from the islanders, who believed it to be a nature spirit. Dr. Wessex convinced Navy officials to investigate the island, but the reconnaissance revealed no evidence of the creature. On his return to Britain, Dr. Wessex researched other sightings of crypto-anthropoids. His research, as well as his own experience, convinced Dr. Wessex that the reason cryptozoology was not taken seriously as a science was because many adherents did not approach it as a science. Annoyed with crackpot theories about demons and prophecies, Dr. Wessex established the Society for Cryptozoology as a means for trained scientists to discuss the issue of cryptozoological creatures in a rational manner. (See Chapter 3: Cryptozoology for more information.)

The Society for Cryptozoology is the largest of its kind in the world. The society boasts over 100 full and associate members from Britain and the empire — many esteemed natural philosophers. The Society's mission is to facilitate communication between legitimate scientists in the field of cryptozoology. To this end, the Society hosts a semi-annual convention and provides a network for members to get funding for cryptozoological research.

This convention takes place in the Etherscope, at the Society for Cryptozoology Conference Room (or as some detractors refer to it, "The Crypt") in London. Though the exterior façade is dated, the interior is surprisingly spacious with several large halls for lectures and socialising. The Conference Room also houses the Society's extensive library. Along with the stacks of natural philosophy textbooks, one finds books on cryptozoology, world mythology, and similar esoterica.

Membership in the society is divided into two tiers: associate and full membership. Gaining associate membership requires only that an individual pay a small subscription. This level of membership entitles the member to attend Society conventions (but not participate) and grants limited access to the Society's library. It order to gain full membership, one must be an associate member for two full years. In addition, two or more existing members must vouch for the member's scientific acumen. Full members can make presentations at conventions and offer critiques of other members' presentations. Full members also gain full access to the Society's library and may submit theses for inclusion in the collection.

A wide variety of people are associate members of the Society for Cryptozoology. Most are scientists in related fields, but others are merely interested amateurs. Members of the Society are always interested to hear (informally, of course) from those who have encountered cryptids. Society members sponsor associate members they believe can make worthwhile contributions to the formal study of cryptids. Usually the sponsorship falls to trained academics, but a non-scientist who conducts extensive fieldwork or supports such work may also be invited to join. Because other scientists are suspicious of cryptozoology, the Society maintains the highest standard of scientific inquiry. A member can be expelled for faking evidence or for proposing a non-natural explanation for a cryptid — though such an event rarely occurs.



Although the Society for Cryptozoology charges a subscription, this money covers only the organising of conferences and the upkeep of the Conference Rooms. Unlike some other cryptozoological institutions, the Society does not fund expeditions. However, many members are independently wealthy or have connections to persons or organisations willing to fund cryptozoological research. Thus the Society is an excellent resource for aspiring cryptozoologists to find both guidance and funding for their work.

CRYPTID HUNTER

While some members of the Society for Cryptozoology are research scientists relying on news reports and local agents for their data, many take to the field in search of cryptids. Cryptid hunters are members of the Society who specialise in tracking cryptids — the goal, of course, being to capture or kill one of these elusive creatures. Yet while cryptid hunters find and collect much indirect cryptid evidence, none has (yet) acquired a specimen sufficient to prove the existence of such creatures. Regardless, they continue to hunt.

Game Rule Information

The rules for playing a cryptid hunter are described below.

TABLE 2–4: THE CRYPTID HUNTER

<ks>Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+1	+1	+1	+0	+1	Notice anomaly
2	+2	+2	+2	+0	+1	Resilient
3	+3	+2	+2	+1	+2	Patronage
4	+4	+2	+2	+1	+2	Sniping

Requirements:

To qualify for the cryptid hunter prestige class, you must meet the following requirements:

Influences: Academic 2 ranks
Skills: Knowledge (natural philosophy) 5 ranks
Knowledge (tactics) 5 ranks
Survival 11 ranks
Feats: Dead Aim,
Far Shot, Track
Special: Must be a member of the Society for Cryptozoology (or similar organisation)

Hit Dice

Cryptid hunters gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Cryptid hunters gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The cryptid hunter class has the following class skills: Diplomacy (Cha), Climb (Str), Engineer (mechanical, pharmaceutical, structural) (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (art, history, linguistics, mystical philosophy, natural philosophy, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Perform (oratory) (Cha), Pilot (civilian) (Dex), Ride (Dex), Search (Int), 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 cryptid hunter receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the cryptid hunter class.

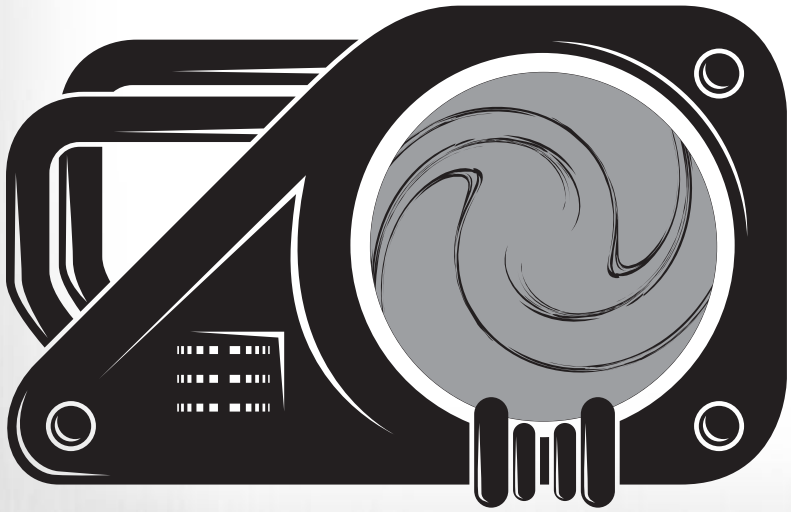
Notice Anomaly: Through the study of natural philosophy, a cryptid hunter learns to notice the anomalous signs that signal a cryptid's presence. You gain a competence bonus equal to your cryptid hunter level on Knowledge, Listen, Spot, and Survival checks related to cryptids. For the purposes of this class feature, a cryptid is defined as any fantastic or extinct animal, any humanoid that is not a standard character race, or any outsider in Prime Reality.

Resilient: Cryptid hunters face dangerous creatures both mundane and cryptic. At 2nd level, you gain a +2 bonus on saving throws against disease, poison, and any creature's natural abilities (but not supernatural or occult effects).

Patronage: An esteemed cryptozoologist does not need to seek funding for his expeditions; patrons come to him. At 3rd level, when you requisition supplies from Society patrons, you gain a +4 bonus on your acquisition check. This bonus can apply to any item, but the Society gets annoyed if you ask for it too often or for unrelated materials.

Sniping: A cryptid hunter's goal is to take down a creature in one shot. Doing so serves two purposes: It prevents the creature's escape and keeps the specimen as intact as possible.

When you take a full-round action to line up a shot with the Dead Aim feat, your weapon's critical threat range increases by 1 and it deals extra damage equal your Wisdom modifier (minimum +0). These benefits are in addition to the normal benefit of the Dead Aim feat and you lose them if your aim is disrupted.



THE SZONBERG-CLINTOCK FAMILY

Many secret societies claim to be ancient and powerful, but the most ancient and powerful is not secret, and barely a society. One could

hardly accuse the Szonberg-Clintock family of having occult goals. Hidden agendas, yes: All old families have interests in current affairs and a hand in politics. However, nothing is supernatural about this extended clan of rich landowners who possess a significant portion of the New Reich, not to mention a controlling interest in several American companies, the monopoly of iron extraction in the Anatolian region, and the gratitude of the British crown for "services rendered."

The Szonberg-Clintock family regularly makes the covers of newspapers and magazines; it includes an inextinguishable supply of cousins and nephews who devote their lives to exploring the Andes, building hospitals for the colonised peoples, and marrying film producers. This profusion is especially notable because births in the Szonberg-Clintock family are rare. An unfortunate proportion of Szonberg-Clintock family seems cursed with infertility.

This phenomenon is not due to any biological or medical flaw. Those family members "cursed with infertility" are simply those who married humans. All true Szonberg-Clintocks are fey, as are their allied families, supporters, and networks.

The family's influence is immense. It has intermarried with every royal family in Europe and more than a few in the Near East. Many family members bear different names, through marriage or the vicissitudes of history. It doesn't matter. They know their family, and the family knows them. Under one name or another, they have been major players for centuries. Even the Szonbergs-Clintocks do not know how old their family is; after all, even historical records peter out after a millennium or two.

They do know that they are an ancient line, and that they exist now because their ancestors took care to find fey to marry and have children. And, of course, their modern descendants honour this tradition. The goal the family pursues above all others is the continuation not only of its line, but of the fey people. The older Szonberg-Clintock women are infamous as armchair matchmakers. In fact, the entire family keeps an eye out for other fey, and makes sure they find suitable arrangements for marriage. When family members identify another fey, they use their considerable influence to keep tabs on her.

The Szonberg-Clintocks and their agents are generous with their help. If a fey in which they have an interest is in trouble, they help her. Afterward, they make sure that the fey knows who helped her, and that a way to show her gratitude is available. In this manner, the Szonberg-Clintocks have accumulated an astounding number of favours from all over the world. Those who readily repay their favours are brought into the fold, little by little, and can end up in the family's full-time employ. If such new allies provide exceptional service, or are of a suitably high social standing, they or their children can enter the family. A Szonberg-Clintock tradition is to introduce "long-lost cousins" and launch them into society.

However, the family is not a charitable organisation. It has no qualms about ruining the lives of those who cross it. When the Szonberg-Clintocks take an interest in a young fey, they lavish her with gifts and opportunities for success. However, should their rising star falter or, worse, shame the family, the Szonberg-Clintocks cut her loose and the family ensures her destruction, making sure that everyone forgets both the person and her affiliation with the family.

The family has a number of terms to refer to fey husbanding and favour-currying; the "pet project" is the most commonly used one. Similarly, "facilitating" means to work on the project.

Over time, the Szonberg-Clintocks have come to link the plight of all fey with their family, and all fey interests with their interests. Conversely, if someone works to the detriment of family activities, then that person works against all fey. Fey who work against the family are the worst kinds of traitor. The Szonberg-Clintocks keep their projects secret because they do not want to make enemies or, worse, make all fey targets. They realise that if the masses knew of their nature and activities, they would cause irreparable damage to all fey. Humans fear powerful, secret groups. Convincing them that a secret race masquerading as human is not dangerous to their species would be difficult.

All the heads of the family, traditionally, are women. The women meet regularly to discuss business affairs and the continuation of the pet project. Men nickname this gathering of black-clad, severe, knitting women the "Council of Crows." It summons male members and sends them on errands. Refusing or failing a mission is inadvisable. Ostracism is worse than death for such a close-knit family — and death can be arranged.

The current family head, Gwendolyn Clintock-Smythe, is part of the Scottish branch, and therefore the

family gatherings take place in an old castle on the Isle of Skye where she assumes the title of Chief of the Clintock Clan. She is an old woman and has no direct descendants, which means that when she dies, conflict will erupt. The Austrian Szonberg branch and the Connecticut Szonberg-Clintocks are the two main contenders, but by no means the only ones.

Male Szonberg-Clintocks are expected to make something of themselves in the family's service. Luckily, even the life of a playboy serves the family, as it distracts the public's eye. Men of the family are also prominent in the military, industry, the arts, and the Church.

The family is significantly involved in the Great Game of international espionage. The links and relationships that develop are uses to further the pet project. The fact that the family crosses the borders of several empires means that loyalties often come into conflict — with ties of blood inevitably coming out on top.

The Szonberg-Clintock family is also the primary patron of the *Institut des Sciences de l'Homme* (Institute of Human Sciences) in Paris. This respected establishment conducts studies into the biological, sociological, and psychological nature of humans. By nominating the director of the institute and several of its department heads, the Szonberg-Clintock family makes sure that the institution pursues, among other scientific enquiries, a clandestine research programme dedicated to fey physiology and psychology. One custom among the Council of Crows, when a family member or servant displeases it, is to order the offender to spend time in Paris as a test subject for the institute's long and boring experiments. For more serious problems, the offender sometimes disappears altogether, and coincidentally the institute produces a burst of new research.

The family also has an interest in Lemuria, and is eager to fund Lemuria-related research. It claims what is probably the most important privately owned archive of Lemurian information. Several of the most eminent Lemurian experts are not only in the family's employ but often members themselves, as the Council of Crows encourages such interest in their relatives.

Not all of the family's agents are fey, but other races are rare. Such agents are distinguished by service and dedication. Their rarity makes them valuable. The Council of Crows relies on their different perspectives.

The Szonberg-Clintocks also maintain a certain number of highly trained servants, of all races, usually recruited from military backgrounds, to keep family interests running in order. These major-domos are excellent bodyguards and guides. Of course, they are also selfless extensions of the Council of Crows' will and act as a relay to its authority. They rarely mention their activities, discretion being the better part of service, but the family knows how invaluable they are and treats them with corresponding respect and fear.

SZONBERG-CLINTOCK FACILITATOR

"Facilitating" is the usual term within the Szonberg-Clintock family for the familial pet project of keeping an eye out for other fey, smoothing their paths, and negotiating their loyalty. All family members have an interest in this programme, but some devote part or all of their lives to it. They get wayward fey out of prison, pay their debts, arrange marriages, and solve their problems, as well as remind them of what they owe the family. As the only common denominator between missions is the target's fey nature, facilitators must be at ease in any country and any company.

Game Rule Information

The rules for playing a Szonberg-Clintock facilitator are described below.

Requirements:

To qualify for the Szonberg-Clintock facilitator prestige class, you must meet the following requirements:

Influences: High Society 4 ranks
Any other 3 ranks
Skills: Bluff 8 ranks
Diplomacy 11 ranks
Allegiance: Szonberg-Clintock family (major or minor)
Special: Non-fey characters need GM approval to take this prestige class.

Hit Dice

Szonberg-Clintock facilitators gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

TABLE 2–5: THE SZONBERG-CLINTOCK FACILITATOR

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+0	+2	+1	Cross-training, one family
2	+1	+0	+0	+3	+1	Deep pockets
3	+1	+1	+1	+3	+2	Under any roof
4	+2	+1	+1	+4	+2	Repaying favours, retainer

Scope Points

Szonberg-Clintock facilitators gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Szonberg-Clintock facilitator has the following class skills: Bluff (Cha), Diplomacy (Cha), Forgery (Int), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, history, industry, linguistics) (Int), Resolve (Cha), and Sense Motive (Wis).

Skill Points at Each Level: 7+ Int modifier.

Influences

Your social template determines the influences available to you. The Szonberg-Clintock facilitator 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 Szonberg-Clintock facilitator prestige class.

Cross-Training: The Szonberg-Clintock family trains its facilitators in a number of different disciplines, for they may all prove useful. Choose three skills aside from Fighting Technique, Scope skills (except Scope Use (remote)), and occult skills. These skills are class skills for the Szonberg-Clintock facilitator class.

Alternatively, you may choose a single Fighting Technique, Scope skill, or occult skill. That skill is a class skill for the Szonberg-Clintock facilitator class.

In addition, you receive 4 bonus ranks in the skill(s) you select. These ranks cannot exceed your maximum ranks allowed.

One Family: Facilitators are skilled at teaching fey their identities and emphasising their common nature over their differences. At 1st level, you gain a +2 competence bonus on Charisma-based skill checks with fey as long as you know of the target's heritage. You also gain a +2 competence bonus on Spot checks made to see through the disguises of fey, as well as to recognize non-fey "poseurs" who might be disguised as fey.

Deep Pockets: When the family trusts a facilitator enough, it opens its considerable vaults and influence to him. At 2nd level, you may gain a +5 bonus on any acquisition check. If you use this bonus, at least one member of the family is aware that you have used family funds, and expects to see results beneficial to the family. You can use this bonus as often as you like, but the family might grow suspicious.

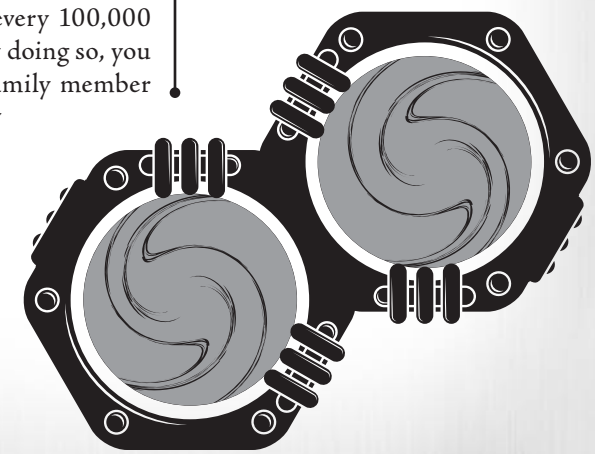
Under Any Roof: Fey exist across the world and in any social class. Facilitators must be able to adapt, as the family cannot rely on anyone else. You are adept at finding new ways to make use of contacts and networks. A number of times per day equal to your Szonberg-Clintock facilitator level, you can raise the number of ranks of any of your influences to that of another. The new level cannot exceed the former by more ranks than your class level.

Repaying Favours: Fey are few and far between, but not so much that they escape the Szonberg-Clintock gaze. At any time while within a city, you can make a DC 20 Intelligence check to recall someone who owes the family a favour. You can then reach that person and call on that favour. The individual's attitude is Helpful, and the GM determines the exact lengths he goes to help you. You can use this ability once (ever) for every 100,000 inhabitants in a city. By doing so, you also deprive another family member of a favour, and he may ask you to repay it.

Retainer: The Szonberg-Clintock family supplies its most valued facilitators with personal retainers. Such a retainer may be a secretary, bodyguard, troubleshooter, or anything else the facilitator requests. The retainer is often a fey — a member of the pet project out to prove his worth — but may be from another race.

At 4th level, you gain a retainer. The retainer is a 7th-level character. With the GM's help, create the retainer just as you would create a new character. You choose the retainer's classes, feats, skills, and the like. The retainer does not gain experience points like other characters, but when you gain a level, the retainer does as well.

The retainer follows your orders, but abusive, inappropriate, cruel, or unreasonable masters bring down the family's wrath. If the retainer dies, the Szonberg-Clintock family examines the evidence and does one of the following: 1) Nothing; 2) Determines the retainer died furthering the family's goals and issues the facilitator a new retainer (at the same level of the deceased retainer); or 3) Decides that the retainer's death did not further the family's goal and holds the facilitator responsible. The family may demand recompense in money or service, or (for grievous offences) they may ostracise or assassinate the facilitator.



CHAPTER 3: CRYPTOZOOLOGY

Cryptozoology is the study and pursuit of cryptids: hidden creatures. Hidden, that is, to the world of western science, which to most **Etherscope** *characters is the only valid form of knowledge. Cryptids are mythical animals or creatures whose existence is hypothesised but not yet proven. The Loch Ness Monster, Bigfoot, and Mokélé Mbembé are not just local attractions. To some people, they are the Holy Grail. A need to prove that the legends are true fuels cryptozoology.*

CRYPTOZOOLOGY

"Cryptid" is a misnomer, as any cryptozoologist will explain. Nobody can study a creature that is not seen or heard or does not exist in some way. Instead, cryptozoologists (and their rarer counterparts, cryptobotanists) study living beings that leave what they call "traces of existence" — shreds of evidence to prove that something is out there. Sightings and witness testimonials are types of such traces. Bodies of devoured shepherd girls are another. Cryptozoology is not a risk-free occupation. Some creatures want to remain hidden and are ready to kill for it.

SECRET BEASTS

The reasons that a cryptid remains hidden to science varies. In some cases, it is because the creature in question simply does not exist. Sighting testimonials can be erroneous or malicious. Sometimes people questioned on the existence of a local monster make things up in order to keep the inquirer's interest (and money).

The traces of a cryptid's existence can also be the remnant of something other than what a researcher is expecting. For example, those who argue against cryptozoic explanations may say that the "native British Great Cat" is actually a leopard escaped from a circus. Sometimes, this is true. Sometimes, the creature is something far worse than a native British Great Cat.

In other cases, western science hasn't reached the creature yet. Large swathes of Africa and South America, not to mention China and Southeast Asia, remain unexplored. Local knowledge integrates the existence of these creatures, in more or less detail, but the white man trusts only himself, and wants to study local myths to discover scientific truth.

Closer to home, areas of Europe and America hold cryptozoic mysteries. Nessie, the creature of Loch Ness in Scotland, is one. The loch is deep, dark, and as hard to explore as any jungle. Transylvania and other areas of the Balkans are also remote and host legends of river monsters and forest spirits, unseen but for someone's cousin's brother-in-law, "up there in the pastures, who lost an arm last summer."

Even the great cities are home to mysteries. Some speak of dragonlike creatures that cults in the Great Metropolis' Chinatown hold sacred. Others mention reports from sewer workers of rat-kings: six great rats stuck together by the tail, ruling rodent empires under the feet of humans. Beneath the mundane city, gamma sewers are forbidden territory to most other races, and therefore subject to myth and speculation.

Some cryptids are remarkably adept at remaining unseen. They avoid detection or silence witnesses. Some of the great cryptozoic mysteries are bad for the health of investigators. It is hard to say how many of the people who tried to catch a glimpse of Mokélé Mbembé died because of Western Africa's diseases and hazards, and how many because of something else.

A number of theories attempt to explain these secret beasts.

Natural Cryptids

Cryptid origins is probably the most heated debate topic among cryptozoologists. Some hold that cryptids are natural animals, created through aeons of evolution alongside known species, and developed characteristics allowing them to evade observation. This theory is the most sensible explanation, and is sufficient to consider such cryptids as the Tsu fish or the giant kraken. Often, holders of this position explain common characteristics between cryptids of different regions (the most important being their ability to elude capture) by postulating that such characteristics imply a shared ancestry. Others rely on a "gap theory" such as Lemuria. The causes for the evolution of a strange animal have disappeared, but the animal has survived.

Where this theory encounters most interest and most resistance is where it comes to human-looking cryptids, because such a hypothesis implies that these creatures are also human-related. A number of these animal-men, from Bigfoot to the Mimis of northern Australia, excite the curiosity of most cryptozoologists. (Some are interested only in these cryptids and may call themselves cryptanthropologists.) Capturing such cryptids would shed light on the nature and history of humanity. Yet to undertake such an expedition is morally questionable as well as socially dan-

gerous: If one were to bring back even the body of such a cryptid, the societal repercussions would be tremendous. Nevertheless, these expeditions continue, even though they consistently end in frustrating failure. Some experts claim that a few expeditions *have* succeeded, but the governments of various countries keep a lid on the discoveries, for fear they would upset the social order.

Supernatural Cryptids

Backers of the evolutionary theory of cryptozoology (above) explain supposed cryptid supernatural qualities by the ignorance of the observing population or the transforming qualities of myth, which attribute strange characteristics to perfectly natural animals and plants. However, other theories not only acknowledge the existence of these supernatural qualities, but rely on them. To these scholars, cryptids come from other realms (most notably Etherspace) that obey different natural laws. They point to old legends as evidence that the cryptids entered this world at some point during our history.

One popular hypothesis involves ancient invocation, with an anterior civilisation bringing the cryptids from their home realm to Earth. People who believe this theory are a mix of hustlers, gullible knaves, and a silent few who keep quiet and listen. These last are the competent ones, who may have evidence to support their notion that some cryptids come from the ether. As usual in the world of the occult, those who say little demand the closest scrutiny.

Most "scientific" cryptozoologists laugh at the notion of cryptids from Etherspace, or "etherizoids," as anatomist W. H. Housefield derisively dubs them. Yet cryptozoology is also the domain of people with an interest in the occult — an interest that may trump their scientific pretences. If they are correct, then cryptids have survived a long time in our world, which may be as hostile to them as theirs is to us.

Among these theories, Lemuria holds an important role, as Lemurian hypotheses cannot be tested and can therefore explain many things. Certainly, the association of cryptids with supposed Lemurian sites, such as the grand'papangue in the Mascarenhas islands, lends credence to the suppositions. Yet the remoteness in time of such explanations means there is little proof to support the supernatural theory.

A number of hybrid theories exist. Some consider that alien creatures evolved since they arrived on our world, while others hold to the notion that both natural and supernatural cryptids roam the world. Of course, when a hypothesis straddles two paradigms, it becomes even more difficult to prove, and there are as many hybrid explanations as there are experts.

Engineered Cryptids

A final hypothesis, becoming more popular, is that cryptids are the results of genetic modification. Many of the progresses in eugenics attract publicity, as the Eugenics League is careful to maintain its popularity and influence. Yet early research on the subject was not well regarded and required secrecy. The notion of a mad scientist, working in a secret laboratory to create a new breed of humans or animals, may not be far from truth.

Additionally, some modern eugenics research is secret, particularly its military applications. Military cryptids fascinate many researchers. All such creatures, of course, would be dangerous — or at least useful — in war. Their presence within a civilian population could have dramatic consequences. Rumours of "reverse epsilons," animals bred with human genes to make them deadlier, are a constant in cryptozoological circles. Some may have escaped, and scientists or governments could have set others free intentionally. In some cases, such as with French military eugenics research before the Pan-European War, no records exist anymore, and thus scientists have no way to trace

these creatures' supposed origins. Many people know that most such research took place in the colonies, and that the speed of Reich victory in the mainland prevented their use in combat situations. Now areas of West Africa, formerly French territory, are extremely dangerous for the British occupation troops as well as for the natives. Military research centres may exist in the region, but due to the loss of the French records and to the secret nature of such work, only a thorough expedition could discover the truth.

WHO ARE CRYPTOZOOLOGISTS?

Cryptozoology is a passion that infects many different people.

First and foremost are scientists. Cryptozoology is not a mainstream subject and has no devoted university departments or research institutes, yet many academics dream of discovering the truth about legendary beasts. The border between cryptozoology and mainstream science is a fine one. An animal, once discovered, becomes the province of biology; it is no longer of interest to cryptozoologists. Gorillas

were a legend until 1847, and early cryptozoologists searched far and wide for them. As soon as one was brought back to Europe, they left the subject to zoologists. This fact also means that no true successes exist for cryptozoology. Even the discovery of a fabled animal means that cryptozoology detaches itself from the species, and does not profit from its revelation.

Other people are involved in cryptozoology for thrills or gain. These people are the big-game hunters after ever bigger game, the explorers more at ease within the jungle than civilisation, or the collectors who send agents to find specimens for private zoos. The degree of celebrity associated with an important cryptozoic discovery is not inconsequential, and is more than enough motivation to take to the trail, but financial interest exists as well. Supposed magical properties of some cryptids (or portions of their anatomies) make them valuable.

Some people are not interested in cryptozoology as a whole, but specifically in one creature or one region. Motivations for this interest are usually intense and personal, ranging from nationalist pride to revenge. Whilst on the hunt, these people often make up with sheer energy what they lack in scientific or exploratory skills.

Organisations

Few structures for cryptozoology exist. Over time, several institutes or academies for cryptozoological inquiry have appeared in Britain, mainland Europe, and America, but these bodies invariably crumble after a few years. Their members' disparate interests and the lack of support from the rest of the academic establishment dooms them. What remains are academic networks, personal contacts, and a handful of journals, whose editors are often largely discredited academics.

As for most sciences nowadays, the strongest professional organisation (the Society for Cryptozoology) is in Britain. See Chapter 2: Occult Societies for more information about this organisation.

A few other private foundations fund and support cryptozoic expeditions. The two main such institutions are the Fairfield Foundation and the Kalnikov Society. The Fairfield Foundation is an American society involved in tropical agriculture and is linked to the great fruit and food companies.

No one knows who runs the Kalnikov Society. Rumour mentions the Soviet Union, the Reich, the French and Italian revolutionaries, the Vatican, the freemasons, and a worldwide Satanist network. Its interests often turn to the arctic and Antarctic regions, as well as deep-sea exploration.

Both foundations insist that one of their employees accompany each expedition they fund "for added security." This hired help is often drawn from experienced cryptozoologists and is an invaluable source of experience and knowledge to a fledgling expedition. These private organisations are not interested in cooperating and expect the sole exploitation of the results that their researchers return. Such conditions often hinder the would-be cryptozoologist's attempt to pierce the mystery of hidden creatures.

An enterprising cryptzoologist might also persuade various military arms to launch an expedition, if he couches the submission in appropriately strategic terms. The Eugenics League is another possibility, although it downplays the importance of cryptids, as the League sees them as a sort of competition for their own creations.

Cryptozoic Skill Uses

Several skills can be suited to a cryptozoic situation. Usually, Knowledge (natural philosophy) and Knowledge (tactics) prove the most useful, but cryptozoologists are a resourceful lot who take advantage of many talents and much knowledge.

Characters can use the following skills in a cryptozoic context.

Knowledge (Art)

Monster Legends (variable DC): You can use this skill to recall myth and legend about a cryptid. Doing so is not the same as identifying the creature, although it could remind you of its characteristics. You remember the importance of the creature for local culture and history, as well as the worth that local society assigns to it. The DC for this check appears on the following table.

MONSTER LEGENDS

Cryptid	DC
Popularly known creature	15
Particular variation on a known cryptid	20
Obscure creature	25
Hardly known, even to the locals	30

Knowledge (Medicine)

Cryptozoic Vet (variable DC): Should you wish to make sure a cryptozoic animal survives (if only because you were hired to bring it back alive), you might need to treat it for diseases and wounds. You can use Knowledge (medicine) to treat a cryptid. However, all DCs for the skill checks in such a situation increase by 20. A cryptosystematics check (see below) provides a +10 bonus on this check. Feats and talents do not apply to Knowledge (medicine) checks with cryptids, as the patient is unknown to medicine. At the GM's discretion, you may find it impossible to treat the creature, if its workings are too alien. Obviously, you cannot use this skill on plants or minerals.

Knowledge (Natural Philosophy)

Cryptosystematics (variable DC): This skill use covers the

CRYPTOSYSTEMATICS

Conditions of Observation	DC
Direct observation, good conditions	15
Hurried observation or bad conditions (dim lighting or the like)	20
Hurried observation and bad conditions	25
Tracks or remains of a prey	30
Hearsay	40 – the result of the witness' Knowledge (natural philosophy) check

identification of a cryptid and its categorisation. With a successful check, you not only know which creature confronts you, but also remember details mentioned in descriptions you've read.

Once you identify a cryptid, you gain a +10 circumstance bonus on checks with the following skill uses (all described in this section): cryptozoic vet, monster legends, and weak spot. You can extend this bonus to other characters by explaining the creature's characteristics to them in a speech of approximately 2 minutes, which requires a DC 20 Knowledge (natural philosophy) check.

Knowledge (Tactics)

Weak Spot (DC 30): By spending a full-round action observing a cryptid, you can identify its weak spot. This action does not provoke attacks of opportunity. Assuming you have the equipment and skill to take advantage of such a weakness, once you identify it, you gain a +2 bonus on damage rolls against that creature. Weak spots are the same within a species; accordingly, once you have identified one cryptid's weak spot, you get the same bonus against all creatures of this species.

Identifying a cryptid's weaknesses is difficult. Sometimes, it derives from an animal the cryptid resembles; sometimes, the cryptid is too alien or deceptive for this tactic to work. Not all cryptids have weak spots; the GM decides whether or not they do.

Example: While on safari, Lord Cleighton tracks down not a simple lion but the legendary Black Lion of the Serengeti. Being an experienced hunter, Lord Cleighton attempts to determine whether the black beast presents the exposed area on its left shoulder that accounts relate. He makes a DC 30 Knowledge (tactics) check and realises that it does. He shoots and the bullet deals an additional +2 points of damage; the lion charges with its mate. Lord Cleighton benefits from the damage bonus against both of them. He's going to need it.

CRYPTOZOIC CREATURES

The following selection of cryptids represents some mysterious creatures that might dwell in the world's secret places.

Dero

During the late 1940s and early '50s, Ray Palmer, a prominent pulp sci-fi magazine editor, promoted the writings of Richard Shaver. Shaver claimed the stories where related to him telepathically by Titans, ancient inhabitants of Lemuria who towered over 300 feet tall. Some cataclysmic event caused the Titans to abandon Earth, leaving behind their servitors. These servitors evolved into a number of races including humans, tero, and dero.

Radiation twisted the dero (which is short for "detrimental robot") during the cataclysm. According to Shaver, they are humanlike in appearance but shorter (no more than 5 feet tall) with grey skin and deformed limbs. The dero live in caves beneath the earth and are said to possess the last remaining technological items of ancient Lemuria. Although they know how to use these devices, they have lost the means to create new ones. The dero, Shaver tells, are sadistic creatures who seek to undermine humanity.

While it was popular with magazine readers, the "Shaver Mystery" is not taken seriously, even in occult circles. On the other hand, the dero's existence may explain widespread myths of dwarves, goblins, and other industrious, subterranean faeries.

Dero speak a corrupted version of the ancient Lemurian language and many also speak the language of nearby surface dwellers.

Species Traits

Like most humanoids, dero do not have racial hit die; they advance by character class.

Dero have the following racial traits:

Ability Score Modifiers: Dero have a +2 bonus to Constitution and Intelligence and a –2 penalty to Wisdom and Charisma.

Fey Subtype: Dero have the fey subtype.

Claws: Deros' hands are clawlike and twisted, though this affliction does not affect their ability to manipulate objects. Dero are considered armed with their claws and each claw attack deals 1d4 points of damage plus the dero's Strength modifier.

Ethersense: This ability works like the fey ability of the same name (see **Etherscope**, Chapter 1: Characters, "Character Races").

Scope Familiar: This ability works like the fey ability of the same name (see **Etherscope**, Chapter 1: Characters, "Character Races").

Non-Human: Dero do not receive the usual benefits for human characters and so receive 1 fewer skill point than is listed on their character class description at each level and 4 points fewer at 1st level. They also receive only one bonus feat at 1st level.

Unusual Anatomy: Whenever a character attempts surgery on a dero, he takes a –4 penalty on the Knowledge (medicine) skill check.

Skill Bonuses: Dero gain a +4 bonus on Engineer (ethertech) and Intimidate checks.

This sample dero had the following ability scores before racial adjustments: Str 12, Dex 13, Con 13, Int 15, Wis 10, Cha 10.

Dero Saboteur (Ordinary Scoundrel 3): CR 2; Medium humanoid (fey); HD 3d6+9; hp 19; Mas 15; Init +1; Spd 20 ft.; Defence 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 leather armour); BAB +2; Grap +3; Atk +3 melee (1d4+1, claw) or +3 melee (1d4+1/19–20 plus 1d4 electricity, shock knife*) or +3 ranged (1d10, crossbow); Full Atk +3 melee (1d4+1, 2 claws), or +3 melee (1d4+1/19–20 plus 1d4 electricity, shock knife*) and –2 (1d4, claw), or +3 ranged (1d10, crossbow); SQ darkvision 60 ft., dero traits, ethersense; Val any/any; AL any/any; SV Fort +3, Ref +1, Will –1; Str 12, Dex 13, Con 15, Int 17, Wis 8, Cha 8.

Scope Avatar: HD 3d6–3; hp 7; Mas 8; Init –1; Defence 11, touch 11, flat-footed 9 (–1 Dex, +2 class); BAB+0; Grap +3; Atk +3 melee (1d4+1, claw); Full Atk +3 melee (1d4+1, 2 claws); SQ Scope familiar; SV Fort –1, Ref –1; Str 17, Dex 8, Con 8.

Skills: Engineer (ethertech) +10, Engineer (mechanical) +9, Hide +7, Intimidate +9, Listen +5, Move Silently +7, Spot +5.

Feats: Simple Weapon Proficiency, Toughness (body).

Advancement: By character class.

* See **Upload: Etherpunk,** Grain 4: Gear, "Personal Equipment," *Etherpunk Weapons*.

Dinosaur

Over 60 million years ago, the dinosaurs — the terrible lizards of prehistory — became extinct. What killed them is still under debate, but the most popular theory blames a tectonic upheaval even greater than the Earth-Wrack (see Chapter 4 : Lost Civlisations). Whatever the cause, however, some within the scientific community believe that the extinction was not complete. According to these researchers, small pockets of dinosaurs survived the upheaval and their descendents walk the earth.

Dinosaur, Plesiosaur

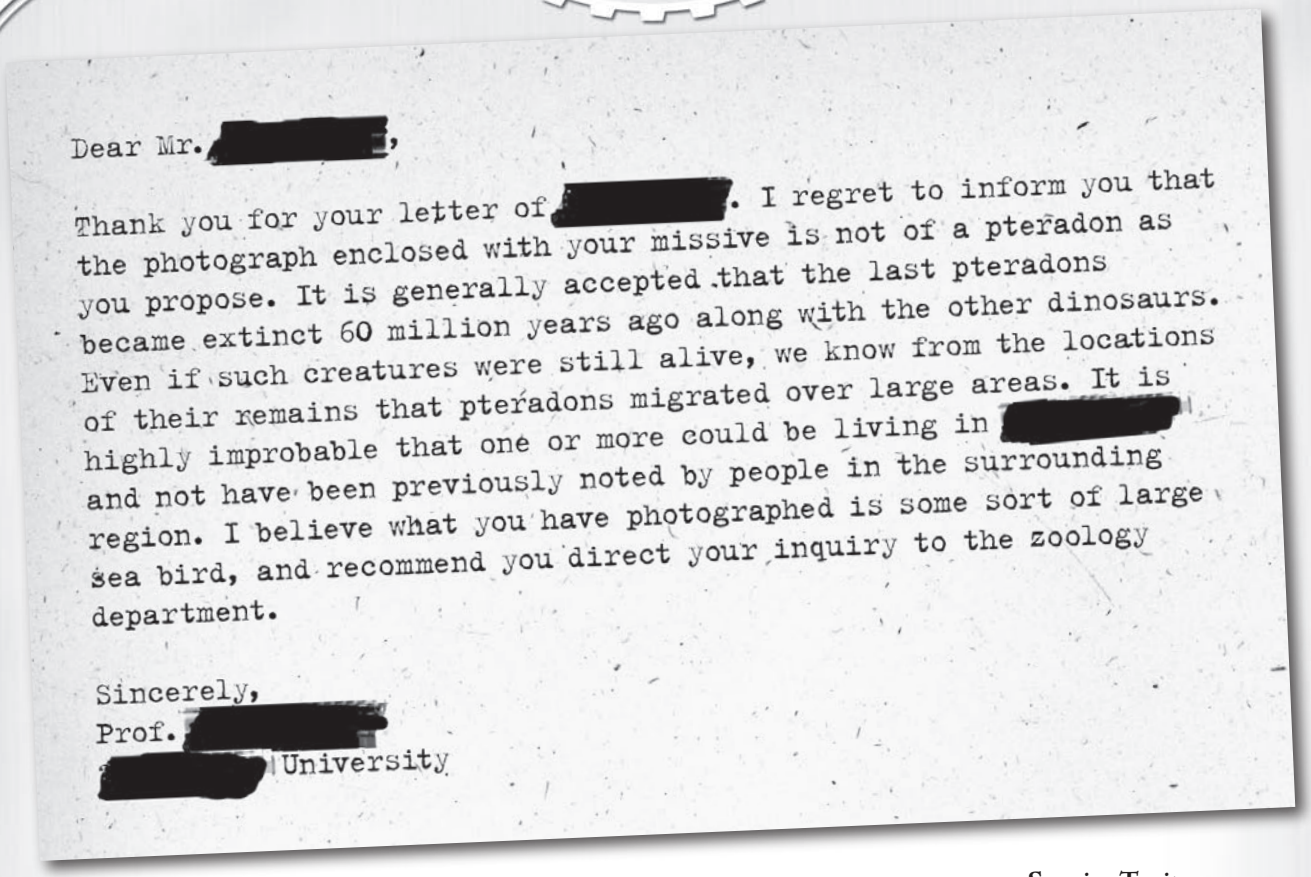
Britain's Loch Ness monster ("Nessie") is world famous, but people all over the world tell similar stories of monsters lurking in lakes and bays. Some cryptozoologists believe these creatures are the last remaining plesiosaurs — long-necked, aquatic dinosaurs that once roamed the earth's seas.

Species Traits

Aquatic: Plesiosaurs can move in water without making Swim checks and cannot drown in water.

Scent: This ability allows a plesiosaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see **Etherscope,** Chapter 2: Traits, "Special Traits").

Plesiosaur: CR 10; Gargantuan animal; HD 16d8+112; hp 184; Mas 24; Init +0; Spd 10 ft., swim 50 ft.; Defence 12, touch 6, flat-footed 12



Dear Mr. [redacted],

Thank you for your letter of [redacted]. I regret to inform you that the photograph enclosed with your missive is not of a pteradon as you propose. It is generally accepted that the last pteradons became extinct 60 million years ago along with the other dinosaurs. Even if such creatures were still alive, we know from the locations of their remains that pteradons migrated over large areas. It is highly improbable that one or more could be living in [redacted] and not have been previously noted by people in the surrounding region. I believe what you have photographed is some sort of large sea bird, and recommend you direct your inquiry to the zoology department.

Sincerely,
Prof. [redacted]
[redacted] University

(–4 size, +6 natural); BAB +12; Grap +36; Atk +20 melee (2d8+18, bite); Full Atk +20 melee (2d8+18, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ scent; Val –/–; AL –/–; SV Fort +17, Ref +10, Will +6; Str 34, Dex 10, Con 24, Int 2, Wis 13, Cha 9.

Skills: Listen +6, Spot +6.

Feats: None.

Advancement: 17–31 HD (Gargantuan); 32–45 HD (Colossal).

Dinosaur, Pteradon

Considered by many scientists to be the ancestors of modern birds, these flying reptiles are carnivores and scavengers. Their wingspans have been said to range from less than a meter to as much as 15 feet.

Species Traits

Scent (Ex): This ability allows a pteradon to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see **Etherscope**, Chapter 2: Traits, "Special Traits").

Pteradon: CR 2; Medium animal; HD 4d8; hp 18; Mas 10; Init +3; Spd 20 ft., fly 40 ft. (good); Defence 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +7; Atk +2 melee (1d8+1, bite); Full Atk +2 melee (1d8+1, bite) and –3 melee (1d4+1, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; Val –/–; AL –/–; SV Fort +3, Ref +6, Will +2; Str 12, Dex 16, Con 10, Int 2, Wis 12, Cha 5.

Skills: Listen +3, Move Silently +8, Spot +6.

Feats: None.

Advancement: 5–8 HD (Large); 9–14 HD (Huge).

Dinosaur, Tyrannosaur

"Did you ever see the moving picture adaptation of Conan Doyle's *The Lost World*? No, I don't suppose you would have, Jefferies. I saw it once as a child — scared the dickens out of me. It's funny what runs through your mind when your life is threatened. There I was, paralysed with fear, as this huge carnivore was barrelling down at me and all could think about was how it didn't move at all like the stop-motion beast I remembered."

Species Traits

Improved Grab (Ex): To use this ability, the tyrannosaur must hit an opponent two or more size categories smaller than it with its bite attack. If it gets a hold, it shakes the grabbed opponent back and forth, automatically dealing bite damage each round. Once the opponent stops resisting, the tyrannosaur attempts to swallow the creature (see below) on its next turn.

Scent (Ex): This ability allows a tyrannosaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell (see **Etherscope,** Chapter 2: Traits, "Special Traits").

Swallow Whole (Ex): If a tyrannosaur begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the tyrannosaur, the opponent takes bludgeoning damage equal to the tyrannosaur's bite attack plus 1d6 points of acid damage per

round from the monster's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the tyrannosaur's maw, where the victim must make another successful grapple check to get free.

Alternatively, the swallowed creature can attack from inside the gizzard using claws or a Small or Tiny slashing weapon. Dealing at least 25 points of damage to the gizzard (Defence 20) in this way creates an opening large enough to permit one character to escape each round. Once the creature exits, the tyrannosaur must make a successful DC 20 Fortitude save or die, whether or not a single blow dealt the full amount of damage. A Huge tyrannosaur's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Tyrannosaur: CR 11; Huge animal; HD 20d8+80; hp 170; Mas 19; Init +1; Spd 40 ft.; Defense 14, touch 9, flat-footed 13 (–2 size, +1 Dex, +5 natural); BAB +15; Grap +32; Atk/Full Atk +22 melee (4d6+13, bite); FS 10 ft. by 10 ft.; Reach 15 ft.; SQ improved grab, scent, swallow whole; Val –/–; AL –/–; SV Fort +16, Ref +13, Will +8; Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10.

Skills: Listen +11, Spot +11.

Feats: None.

Advancement: 21–36 HD (Gargantuan); 37–54 HD (Colossal).

Lindwyrm

In heraldry, the lindwyrm is a dragon without wings and with only one pair of legs. A number of regional monsters share this basic shape, including the Bavarian tatzelwurm, the Scandinavian linnorm, the Greek basilisk, and the Mongolian intestine worm. All of these creatures are noted for their lethal bite, which in some myths turns a man to stone.

Lindwyrms live underground and prefer to ambush their prey. The beasts' habits might explain why, despite numerous expeditions to such diverse places as the Alps and the Gobi Desert, no modern researcher has observed a lindwyrm alive or dead.

Species Traits

Poison: The lindwyrm's bite does not kill instantly or turn flesh to stone. In fact, it merely paralyses the victim. This is little comfort, however, to the beast's helpless prey. The victim must make a DC 12 Fortitude save or be paralysed for 1 minute; he must make a second Fortitude save 1 minute later or take 1d6 points of Constitution damage. (**The save DC is 10 + 1/2 the lindwyrm's HD + its Constitution modifier.**)

Tremorsense: A lindwyrm automatically senses the location of anything that is in contact with the ground within 60 feet. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. The lindwyrm must be in contact with the ground, and the creatures must be moving. (As long as the other creatures are taking physical actions they're considered moving; they don't have to move from place to place for a lindwyrm to detect them.)

Skill Bonuses: Lindwyrms have a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Move Silently checks.

Lindwyrms use either their Strength or Dexterity modifier, whichever is higher, on Climb checks.

Bonus Feat: Lindwyrms gain Weapon Finesse as a bonus feat.

Lindwyrm: CR 2; Medium animal; HD 2d8; hp 9; Mas 11; Init +3; Spd 20 ft., burrow 20 ft. climb 20 ft.; Defence 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +1; Grap +1; Atk/Full Atk +4 melee (1d4 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, poison (Fort DC 12), tremorsense 60 ft.; Val —/—, AL —/—; SV Fort +0, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 2, Wis 12, Cha 6.

Skills: Balance +11, Climb +11, Hide +12, Listen+10, Move Silently +12.

Feats: Weapon Finesse.

Advancement: 3–5 HD (Large).

Greater Lindwyrm: CR 4; Huge animal; HD 6d8+6; hp 33; Mas 13; Init +2; Spd 20 ft., burrow 20 ft. climb 20 ft.; Defence 15, touch 10, flat-footed 13 (–2 size, +2 Dex, +5 natural); BAB +4; Grap +15; Atk/Full Atk +5 melee (1d6+4 plus poison, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ poison (Fort DC 14), low-light vision, tremorsense 60 ft.; Val —/—, AL —/—; SV Fort +3, Ref +7, Will +3; Str 16, Dex 15, Con 13, Int 2, Wis 12, Cha 6.

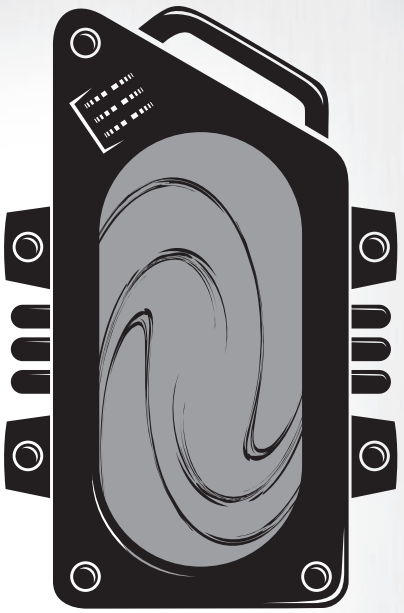
Skills: Balance +10, Climb +11, Hide +3, Listen+10 , Move Silently +11.

Feats: Weapon Finesse.

Advancement: 7–18 HD (Huge).

Neanderthal

The term Neanderthal — also called cavemen or "troglodytes" in classic Greek — refers to any sort of early hominid. Cavemen were larger and stronger than modern humans, but much less intelligent. Palaeontologists believe the last Neanderthal died many thousands of years ago, replaced by antediluvian humans. However, some cryptozoologists believe that Neanderthals survive in the modern day, in remote undeveloped parts of the world. This may explain sightings of large, apelike men such as the Sasquatch in North America, the Yeti in Asia, and the Yowie in Australia. Some even speculate that these creatures evolved along a separate evolutionary path from humans, becoming larger and stronger rather than more intelligent.



Other stories of Neanderthals are even more fantastic. Rumour has it that scientists (usually Russian) have thawed Neanderthals frozen in ice and returned them to life. Another story, often repeated by conspiracy theorists, tells how the Eugenics League, while trying to create the first transgenic strain, discovered a way to revert a person to an ataviistic state.

Neanderthals have their own regional languages with which they can express simple concepts. A Neanderthal could potentially learn the basics of a modern language.

Species Traits

Powerful Build: The physical stature of a Neanderthal lets it function in many ways as if it were one size category larger. Whenever a Neanderthal is subject to a size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the Neanderthal is treated as one size larger if doing so is advantageous to it. A Neanderthal is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A Neanderthal can use weapons as if it were one

size larger. However, its space and reach remain those of a creature of its actual size.

Skill Bonuses: Neanderthals gain a +4 competence bonus on Hide and Move Silently checks in natural terrain.

Neanderthal: CR 1; Medium humanoid (atavistic, human); HD 2d8+2; hp 11; Mas 12; Init +0; Spd 30 ft.; Defence 12, touch 10, flat-footed 12 (+1 leather armour, +1 natural); BAB +1; Grap +7; Atk +3 melee (1d4+3, slam) or +3 melee (1d8+3, Large club) or –3 ranged (1d8+2, Large javelin); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ powerful build; Val any/any; AL any/any; SV Fort +4, Ref +0, Will +1; Str 14, Dex 10, Con 12, Int 7, Wis 12, Cha 8.

Scope Avatar: HD 2d6–2; hp 5; Mas 8; Init +1; Defence 11, touch 11, flat-footed 11 (+1 Dex); BAB +0; Grap –1; Atk –1 melee (1d4–2, slam); SQ –; SV Fort –1, Ref +1; Str 7, Dex 12, Con 8.

Skills: Climb +7, Hide +5 (+9 in natural terrain), Listen +3, Move Silently +5 (+9 in natural terrain), Spot +8, Survival +6.

Feats: Alertness, Simple Weapon Proficiency.

Advancement: By character class.

Large Neanderthal: CR 3; Large humanoid (atavistic, human); HD 4d8+12; hp 30; Mas 16; Init –1; Spd 30 ft.; Defence 12, touch 10, flat-footed 12 (–1 size, +3 natural); BAB +3; Grap +17; Atk/Full Atk +8 melee (1d6+9, slam) or +8 melee (2d6+9, Huge club) or –3 ranged (2d6+6, Huge javelin); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ powerful build; Val any/any; AL any/any; SV Fort +7, Ref +0, Will +2; Str 22, Dex 8, Con 16, Int 7, Wis 12, Cha 8.

Scope Avatar: HD 4d6–4; hp 10; Mas 8; Init +1; Defence 11, touch 11, flat-footed 11 (+1 Dex); BAB +0; Grap –1; Atk –1 melee (1d6–2, slam); SQ –; SV Fort –1, Ref +1; Str 7, Dex 12, Con 8.

Skills: Climb +13, Hide +6 (+10 in natural terrain), Listen +3, Move Silently +6 (+10 in natural terrain), Spot +10, Survival +8.

Feats: Alertness, Power Attack, Simple Weapon Proficiency.

Advancement: By character class.

New Subtype

Atavistic: Humanoids with this subtype represent an earlier step on the evolutionary ladder than modern man.

Roc

Long have people in the East told stories of a giant bird living on one or another of the islands that dot the Indian Ocean. The collection of stories *A Thousand and One Arabian Nights* brought this marvel of ornithology to the West's attention. Since then, many hunters and explorers have sought the creature known as the roc, a bird so large it can snatch an elephant as easily as a hawk snatches a hare.

Species Traits

Flyby Attack: When flying, a roc can take a move action (including a dive) and an attack action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Snatch: A roc can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If it gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic talon damage.

The roc can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6x10 feet, and takes 1d6 points of damage per 10 feet travelled. If the roc flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover: A flying roc can turn up to 180 degrees once each round as a free action, in addition to any other turns it is normally allowed. A roc cannot gain altitude during a round when it executes a wingover, but it can dive.

Skill Bonus: Rocs have a +4 racial bonus on Spot checks.

Bonus Feat: Rocs gain Multiattack as a bonus feat.

Roc: CR 9; Gargantuan animal; HD 18d8+126; hp 207; Mas 24; Init +2; Spd 20 ft., fly 80 ft. (average); Defence 17, touch 8, flat-footed 15 (–4 size, +2 Dex, +9 natural); BAB +13; Grap +37; Atk +21 melee (2d6+12, talon); Full Atk +21 melee (2d6+12, 2 talons) and +19 melee (2d6+6, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ flyby attack, low-light vision, snatch, wingover; Val –/–; AL –/–; SV Fort +18, Ref +13, Will +7; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.

Skills: Hide –3, Listen +8, Spot +12.

Feat: Multiattack.

Advancement: 19–32 HD (Gargantuan); 33–54 (Colossal).

Squid, Giant

Marine biologist speculate that many sea creatures grow to titanic sizes deep in the oceans. Giant squid remains have been found in whales' guts, but no one has captured a live specimen. Perhaps these benthic behemoths are the true krakens and sea serpents of legend.

Species Traits

Aquatic: Giant squids can move in water without making Swim checks and cannot drown in water.

Constrict: A giant squid deals tentacle damage with a successful grapple check against creatures smaller than itself.

Improved Grab: To use this ability, the squid must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Squids gain a +4 bonus on grapple checks. If a giant squid makes a successful tentacle attack against a target smaller than itself, it can constrict (see above).

Ink Cloud: A giant squid can emit a cloud of jet-black ink as a free action. The giant squid's ink cloud

fills a 20-foot cube. The cloud provides total concealment, which the squid normally uses to escape. The cloud obscures all vision.

Jet: A giant squid can jet backward once per round as a full-round action. This increases the giant squid's swim speed to 320 feet.

Giant Squid: CR 10; Huge animal; HD 12d8+60; hp 114; Mas 21; Init +0; Spd swim 80 ft.; Defense 17, touch 9, flat-footed 17 (–2 size, +9 natural); BAB +9; Grap +29; Atk +15 melee (1d6+12, tentacle); Full Atk +15 melee (1d6+8, 10 tentacles), +10 melee (2d6+4, bite); FS 15 ft. by 15 ft.; Reach 10 ft. (30 ft. with tentacles); SQ aquatic, darkvision 60 ft., constrict 1d6+8, improved grab, ink cloud, jet; SV Fort +11, Ref +6, Will +4; Str 26, Dex 11, Con 21, Int 1, Wis 12, Cha 2.

Skills: Hide –8, Listen +8, Spot +8.

Feats: None.

Advancement: 13–18 HD (Huge); 19–36 (Gargantuan).

Vampire Beast

The vampire beast is a cryptid found up and down North and South America under various regional names. In Latin America, this creature is sometimes called "el chupacabra," the goat sucker. Each vampire beast has its own unique appearance, although certain traits are common. A typical vampire beast has a body like a kangaroo, with a canine head on its long neck. Its hide resembles that of a mangy dog, variously hairy and scaly. The vampire beast has many small, sharp teeth, which it uses to bite its prey before sucking its blood. Reported variations include horns, hooves, skin flaps, and spines.

Species Traits

Blood Drain: A vampire beast can suck the blood of any character under the effects of its wounding ability (see below). Draining blood requires an attack roll and, if it succeeds, deals an additional point of Constitution damage to the beast's prey. The vampire beast also recovers 2 hit points. If it is at maximum hit points, the creature gains these hit points as temporary hit points for 1 hour.

Chirp: The vampire beast can emit a high-pitched chirp as an attack action. Each creature (except other vampire beasts) within 30 feet must make a DC 13 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. (The save DC is 10 + 1/2 the beast's HD + its Constitution modifier.)

Wounding: A vampire beast's saliva contains an anticoagulant that prevents blood from clotting. A character who takes damage from a vampire beast's bite takes 1 point of Constitution damage each round from blood loss, starting on the round of the bite. A DC 15 Knowledge (medicine) check (or Intelligence check if untrained) or any effect that restores hit points negates the blood loss. Ending the blood loss does not restore Constitution damage.

Skill Bonus: Vampire beasts have a +4 species bonus on Jump and Listen checks.

Vampire Beast: CR 1; Small animal; HD 2d8+4; hp 13; Mas 15; Init +3; Spd 40 ft.; Defence 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap –3; Atk/Full Atk +3 melee (1d4+1 plus wounding, bite) or +3 melee (1 Con damage, blood drain); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood drain, chirp, low-light vision, wounding; Val —/—, AL none —/—; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +8, Hide +6, Listen +8, Move Silently +10.

Feats: None.

Advancement: 3 HD (Small); 4–6 HD (Medium).

Vampire Beast: Jersey Devil

The Jersey devil is an example of a vampire beast with a unique feature — in this case, bat-like wings instead of forelegs. This beast is native to the Pine Barrens of southern New Jersey.

Jersey Devil: CR 3; Medium animal; HD 6d8+12; hp 39; Mas 15; Init +2; Spd 40 ft., fly 40 (poor); Defence 14, touch 14, flat-footed 11 (+2 Dex, +1 natural); BAB +4; Grap +6; Atk/Full Atk +6 melee (1d6+3 plus wounding, blood drain) or +6 melee (1 Con damage, suck); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blood drain, chirp, low-light vision, wounding; Val —/—, AL —/—; SV Fort +7, Ref +8, Will +3; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +9, Hide +5, Listen +8, Move Silently +5.

Feats: None.

Advancement: 7–9 HD (Medium), 10–12 HD (Large).

Will-o'-the-Wisp

Under certain conditions, lightning strikes produce free-floating motes of plasma, known as ball lightning. Although natural, they are often mistaken for occult phenomena. If the lightning strike occurs in an area of turbulent ether, however, a will-o'-the-wisp may form. These unusual creatures appear as ball lightning, but last longer and possess an alien intellect.

According to folk myth, will-o'-the-wisps lure people into danger, though whether they do so intentionally is hard to prove. While occult scientists agree that the will-o'-the-wisp is an etheric creature, debate continues over whether they form spontaneously or the combination of energy and ether allows an existing Scope entity to express itself in Prime Reality.

Will-o'-the-wisps produce light equivalent to a torch, but make no sounds.

Species Traits

Outsider: Will-o'-the-wisps are outsiders and share traits common to such creatures.

Etheric Subtype: Will-o'-the-wisps are etheric creatures and share traits common to such creatures. The will-o'-wisp exists only in the ether veil and therefore does not suffer from instability.

Disrupt Ethertech: Will-o'-the-wisps have an unusual effect on ethertech. Devices that rely on ethertech cease to function within 30 feet of a will-o'-the-wisp.

Energy Creature: A will-o'-the-wisp exists in Prime Reality only in the ether veil. The will-o'-the-wisp has no physical form, and therefore uses its avatar's characteristics even when interacting with material objects and creatures.

Also, due to its specific nature, the will-o'-the-wisp's physical ability scores in avatar form are higher than its mental ability scores would normally allow.

Incorporeal: As beings of pure energy, will-o'-the-wisps are incorporeal (see **Etherscope**, Chapter 2: Traits, "Special Traits").

Vulnerabilities: Will-o'-the-wisps are more vulnerable than other incorporeal creatures. Treat metal weapons and electricity attacks as occult for the purposes of hitting a will-o'-the-wisp.

Skill Bonus: Will-o'-the-wisps have a +4 species bonus on Bluff checks. When using Scope Awareness to duplicate a Dexterity-based skill (such as Tumble), the will-o'-the-wisp uses its avatar's Dexterity modifier instead of its Wisdom modifier.

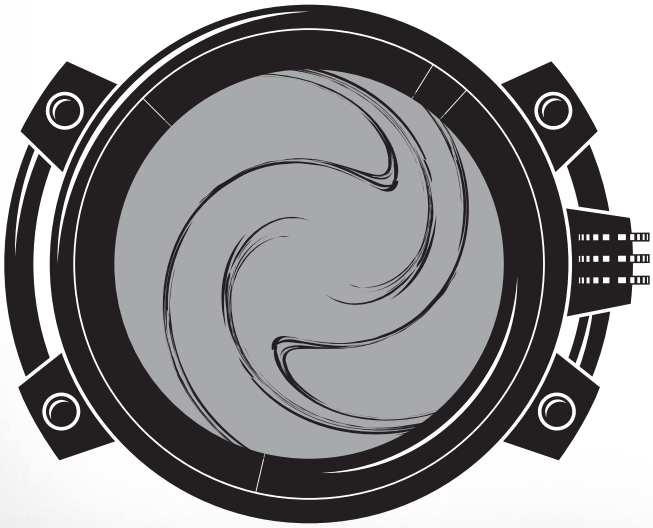
Will-o'-the-Wisp: CR 3; Diminutive outsider (etheric); SV Will +5; Int 3, Wis 14, Cha 5.

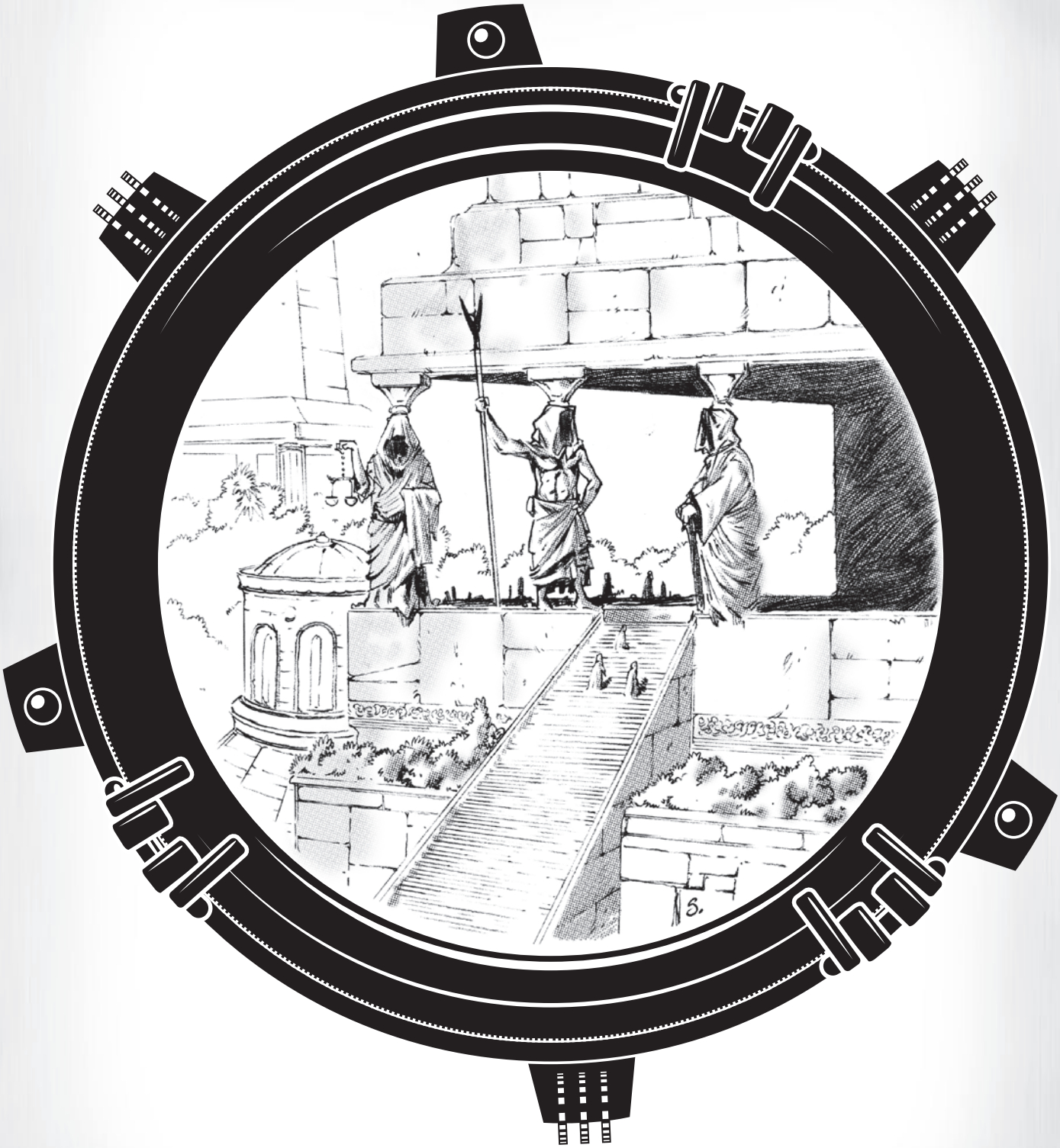
Scope Avatar: HD 3d8; hp 13; Mas 11; Init +5; Defence 20, touch 20, flat-footed 14 (+4 size, +6 Dex); BAB +9; Grap –; Atk/Full Atk +9 melee touch (1d6 electricity, shock); FS 1 ft. by 1 ft.; Reach 0 ft.; SQ darkvision 60 ft., disrupt ethertech, energy creature, incorporeal; Val —/—; AL —/—; SV Fort +3, Ref +9; Str –, Dex 22, Con 11.

Skills: Bluff +7, Scope Awareness +8 (+12 when used as a Dex-based skill), Scope Resilience +3, Scope Use (immersed) +2.

Feats: Weapon Finesse.

Advancement: 4–9 HD (Diminutive).





CHAPTER 4: LOST CIVILISATIONS

For aeons, people have looked back to find progress. When a civilisation disappeared, its language lost and its records destroyed, somebody was always ready to claim that great secrets fell with it. Often, the claim was wrong, and what had been thought to be enlightened was just strange, or barbaric in new and inventive ways. Yet sometimes, it is true. The ancients left behind the evidence of miracles. Some want to see those wonders — some want to bury them.

THE LEMURIAN ERA

Lemuria is just one of many civilisations believed lost with little trace. Historians, scientists, and archaeologists ponder over many such civilisations and attempt to work out a chronology and geography for what they refer to as the antediluvian world. Interestingly, the analysis of this myths reveals a recurring theme of mysterious disappearances and massive geological shifts, which suggest links between the history of their destruction.

THE ANTEDILUVIAN WORLD

Many scholars are happy to accept the biblical flood as a historical event, using it as an explanation for many of the dramatic events that caused the loss of so many different civilisations. Scientists and historians alike believe that geological shifts created current landmasses. Whilst the scientific community accepts such discussion, students must wade through many conflicting ideas before coming to some understanding of the antediluvian world's shape.

Most scholars agree that three major empires ruled during the antediluvian period: Atlantis (also called Antilia), Lemuria (often referred to as Kumari Kandam), and Thule (or Tile). A fourth major power, Mu, receives occasional mention, but geologists contest the existence of a landmass in the Pacific.

In addition to these empires, evidence exists for a number of smaller nations in northern Europe and the Middle East. Some theorists believe other nations existed around Africa, the Americas, and other Asian regions.

PLATE TECTONICS

Plate tectonics is a theory that shows how the continents' shape has changed over geological time. The theory states that the different landmasses are held on plates that float on the magma beneath the Earth's surface. As these plates move, they push up mountains, cause earthquakes, and open volcanoes.

In the **Etherscope** world, geologists believe that major and rapid changes in the position of tectonic plates can take place over a period of a few years, or even months. This idea is largely theoretical, but it allows geologists to explain the existence of lost continents, such as Lemuria. Their understanding of the global position of lost continents like Lemuria and Atlantis follows the plate boundaries.

Huge amounts of energy are released by dramatic continental and tectonic plate shifts, causing massive destruction throughout the globe. These shifts also explain the mass extinction events in the fossil record. However, this theory leads to speculation as to why a similar level of extinction did not occur during the most recent event.

THE EARTH-WRACK

While dates are difficult to ascertain for the period the antediluvian civilisations dominated, most scholars agree on an approximate date of around 6,000 BCE for the end of the Lemurian era. Given the dramatic and rapid fall of all these nations at a similar point in history, and the evidence for major continental shifts, scholars attribute this fall to a major geological event — the Earth-Wrack — that changed the shape of the world. At least two large landmasses — Lemuria and Atlantis — disappeared, while new land rose from the oceans. Biblical scholars speculate that the flood stories record this event. Evidence suggests that a large sea, covering most of Central Asia, Siberia, and Eastern Europe, washed through the Bible lands, spilling into the Mediterranean and Atlantic, leaving the Black Sea as its only legacy.

Scholars believe a chain of major seismic and volcanic events caused the Earth-Wrack, as tectonic plates split apart and tipped. This dramatic upheaval changed the face of the planet, creating new mountain ranges and landmasses and swallowing islands. The continents moved hundreds of miles apart in a short span of time. Scholars look for a reason behind the tectonic events, but many possibilities exist, and little agreement exists between those who speculate on the issue.

Prof. William Huntsford
Parkinson Building
University of Leeds
19th December 1983

Dear Dr. Henley,

Whilst I can agree with you that it is unlikely that the tectonic activity referred to, by more sensational scholars than ourselves, as the Earth-Wrack was a mere random chance event, I fail to see any evidence for your speculation that the Lemurians caused the event. I would be grateful if you could go into further detail on your findings before I release research funds for your expedition. Indeed I have several reservations you must satisfy before I can contemplate supporting your endeavour.

Firstly, I fail to see any evidence in the level of power used by the Lemurian artefacts currently identified to suggest that their technology approached anything like the destructive capabilities of modern weaponry. It is my opinion that they were a peaceful civilisation that made use of their technologies as tools.

Secondly, could you please explain this evidence that you have for the existence of "creatures" within Etherspace? This seems a fanciful notion at best. If I were you I would avoid listening to idle gossip and superstition amongst the "Scope" subculture.

Finally, I fail to see why any object of artificial nature would be required to explain the event, when we have many documented natural phenomena that could have caused it. Any proposal will need show why such natural effects are less likely to have caused the "Earth-Wrack."

Yours in science,

Prof. Huntsford

LEMURIA

10,000 - 6,000 BCE

The greatest lost civilisation, and the most mysterious, is Lemuria. Its existence as a physical entity is not yet proven. The civilisations it may have harboured is a mystery. That alone is enough to provoke the greatest of curiosities.

LEMURIAN SCIENCE

Evidence for Lemuria's existence, let alone precise data, is scarce. Most of what may be proof comes from other cultures, which reference a mysterious continent with an advanced civilisation. Unfortunately, such descriptions could as well apply to a neighbouring empire or to an imaginary realm of gods. Lemurian scientists have to trawl through dubious testimonies and labyrinthine scientific evidence to establish their theories.

Solid Traces

A number of artefacts are jarring enough to warrant more research. References to them crop up in practically all works on Lemuria, as competing theories haven't yet explained them satisfactorily. One of these artefacts, perhaps the strangest

The Lawrenson Atlas of the Antediluvian World

In 1978, Albert Lawrenson of Yale created a speculative map of the antediluvian world. He drew upon archaic map fragments, believed copied in antiquity from antediluvian sources, and calculations of the relative positions of the tectonic plates. He also used data from sea-bed scans to draw coastlines in great detail, and used this evidence to suggest which ancient maps were most likely to be accurate sources. Although many still see his results as speculative, the Lawrenson Atlas has become a working standard for many in this field. Whilst his peers accept that the map is far from a true picture of the antediluvian world, they recognise that it is the best possible fit for all the data currently available.

and most beautiful, is the Mölmeck Stone, discovered by Hans Reinhardt Mölmeck in 1866 near Alep, Syria. On this slab of sandstone is carved, in Aramaic, a poignant testament of love from a stranger to the country, which begins with the now famous words: "Hear, O people of Achem, in your language and your tongue, the story of a love that must not be forgotten. I take you as witnesses, you who are my tributaries, of the history of your lord and his passions…." The poem describes a land to the South, "surrounded by the waves," where manmade wonders abound and there is "no limit to what men can do." It then recounts a love affair between the narrator and a slave-woman, hinting that they were biologically as well as socially incompatible. According to the text, the narrator survived two or three times the slave's lifespan and his heartache led him to leave the country and become a lord in the Near East.

The artefact is remarkable not only because of its text, but also because the techniques used to cut and carve the slab are unknown. The lines are smooth, cutting deep into tough rock.

Hundreds of visitors come every day to admire the Mölmeck Stone in Berlin's Natural History Museum. The stone was already a sensation at its discovery, but it became even more famous when Louis Duchamp, in 1900, suggested that the "land to the South" could be Lemuria, the hypothetical continent first suggested by zoologists. This hypothesis became the foundation of the theory of Lemuria as a civilisation rather than a wild, primitive continent.

Other elements of ancient cultures also hint at a powerful empire in the Indian Ocean that held strong influence over the neighbouring civilisations and left behind unexplainable relics, such as a sword made from an unknown metal, now considered the sacred heirloom of the kings of Bugaja, in India, and a series of unbreakable ceramic pots and vases in the ruined city of Zimbabwe. All Lemurian artefacts are invaluable, all puzzling to scientists and archaeologists, all claimed by proponents of Lemuria as proof of the sunken continent's existence.

Alternative Theories

To explain these artefacts without resorting to Lemuria, archaeologists developed several competing theories. An African empire theory appeared in the 1920s but failed to gain popularity, as it is well known in "civilised" countries that Africa could never produce a genuine civilisation. To counter the proposal, other scholars proposed that a maritime civilisation, comparable to the Phoenicians in the Mediterranean, made contact with populations around the Indian Ocean. The hypothesis states that this civilisation was industrious and successful, but its lack of a mainland empire meant that no evidence of its culture survived.

In any case, those competing theories reject the notion that such a civilisation could have a level of technology comparable to modern science — yet that notion is precisely what the proponents of the Lemurian theory argue. Despite their wide range of theories, these scholars are united in their conviction that Lemuria's ancient people possessed knowledge beyond that of today's science. Lemuria is now not so much a place as an idea: the dream that ancient civilisations could master secrets unknown to the modern day.

Lemurian Remains

If indirect evidence from other, ancient civilisations is scarce, direct evidence of Lemurian culture is nonexistent. No known Lemurian ruins exist, at least none publicly known. However, some expeditions find areas with a high concentration of unexplained archaeological artefacts, and some scholars declare these to be Lemurian. Yet conclusive proof eludes the scientific community, in part because so many different theories can explain the same set of artefacts.

Around the Indian Ocean's rim, some Lemurian outposts may have

withstood the passage of time. The Mascarenhas and Maldive chains of islands are prime suspects, as are the Seychelles and Comorro islands, Madagascar, Ceylon, the western coast of Australia and Antarctica. In fact, it would be possible to conduct fine searches of these areas, but the resources in funding and in researchers are insufficient for such expeditions. Although academia usually recognises the field as valid, Lemurian studies is a marginal subject, and not many patrons fund it for fear of damaging their reputations.

Perhaps someone *has* found evidence for Lemuria's existence, but is concealing it from the public. Several organisations interested in Lemuria are secretive, and many have occult overtones. The monetary value of Lemurian artefacts is reason enough to keep them secure and their existence unknown. Often, scholars claim to see and study such artefacts, but refuse to divulge their locations for security reasons. They may or may not be lying, but their secretive behaviour does not help their credibility.

Hard Science

In such poor funding conditions, some researchers turn to experimental science rather than archaeology.

Evolutionary biology was the first paradigm to postulate the existence of a vanished continent. The repartition of fossil and extant species is consistent with the former existence

of a land bridge between Madagascar and Ceylon. Of course, it is possible that the same results were produced through different means (fast currents and storms that provided much dead wood were considered at one point), but Lemuria is the best explanation for the dispersion of several families of mammals and birds. Numerous geological observations also point in the same direction. Yet these are faint traces. The theory is incomplete. Evidence exists that supports great changes in the outline of continents between 6,000 and 7,000 years ago, but there is no evidence of the cause. The magnetic traces left in solidified basalt by the submersion of entire continents are inconsistent, which frustrates researchers.

A promising direction of exploration is the Scope. Several researchers posit that Lemurian civilisation knew Etherspace and used it frequently. Some go so far as to claim that Lemuria was not a physical place (rejecting geological Lemurian evidence) but a realm within Etherspace. Many creatures found "in the wild" in the Scope have similar characteristics to those geneticists have created, and could therefore be the products of previous civilisations. Regularly, expeditions leave the Wall of major cities to explore Etherspace, hoping to find remains of Lemurian constructs. They usually come back with much less publicity than when they left, if they come back at all. Rarely do members undertake another expedition. Something destroys their desire to find Lemuria. Perhaps it is simply the unsuccessful expedition, or perhaps it is something they found out there.

Current State of Research

Lemurian science straddles the border between occult and mainstream science. For one, many of its practitioners are not typical academics. They have no degrees, no professorial chairs, and no university recognition. They have nothing but determination.

Nonetheless, some universities maintain entire departments of Lemurian Studies; the largest are at University College (London), Yale (Connecticut), Harvard (Massachussetts), Heidelberg (Baden-Württemberg), and the Sorbonne (Paris). They engage in vibrant rows through the press, which attract an eager audience of professionals and amateurs. Elsewhere, Lemurian scientists hold positions in museums or in isolated sections of archaeology departments, or work alone in the field, only communicating from afar with the International Lemurian Society (see sidebar).

The small success of Lemuria in mainstream research is probably due to the subject matter's alien nature. To understand Lemuria, you must use unprecedented modes of thought. You have to put yourself on the edge of the codified, structured, western science of 1984. It is probably the most challenging field of science yet known — and the most promising.

THE FALL OF LEMURIA

Whatever Lemuria was, it disappeared abruptly. Cultural traces survive, perhaps because survivors fled the country, but the Lemurian empire disappeared for good.

Searching for Ruins

A cataclysmic event may have submerged Lemuria beneath the waves. If it did, no traces are left in the geological record. Proof of the disappearance of Lemuria would be invaluable, not only for archaeology, but also for geology and biology, as it would change much of what people think about the planet. Even a gradual sinking under the waves would have had tremendous consequences. Submarine exploration might provide answers, but searching the tremendous depth of the ocean in the likeliest spots is not yet feasible. The exploration possible with the limited funding remains fruitless.

Some researchers claim that Lemuria was not physically destroyed. There remains, even today, a large continent in the region of the Indian Ocean, hardly explored, which could have held entire civilisations: Antarctica. Scientists' knowledge of plate tectonics and evolutionary history tell them that Antarctica was once a lush jungle, situated far to the north of its current location. This was well before humans walked the planet, perhaps fifteen million years ago. Yet some claim that Lemuria is as ancient as that. Lemurians with a powerful technological civilisation could have made sure that Antarctica, even while drifting to the south, retained its favourable climate.

Yet Antarctica obviously froze at some point, which means that the Lemurians' weather control failed. This failure points to a possibility for Lemuria's fall that few acknowledge: that its destruction came not from a

The International Lemurian Society

The International Lemurian Society is the reference organisation for most Lemurian research. Its headquarters in the Great Metropolis is a rich building with an impressive library. It maintains a museum with a few artefacts, though several attempted burglaries have resulted in the removal of the most valuable items from public display. The society's great auditorium is home to the quarterly Society Conferences, each a full day where the field's most important scholars espouse their competing theories. Finally, the building is home to the editorial offices of the Journal of Lemurian Science, the foremost publication in the discipline.

The current president of the society is Ava Slonimsky, emeritus professor from the University of Cracow. She is an older lady with a keen mind and a gift for uncovering scams — common occurrences in the field of Lemurian studies. Rumour has it that she was herself involved in such schemes long ago.

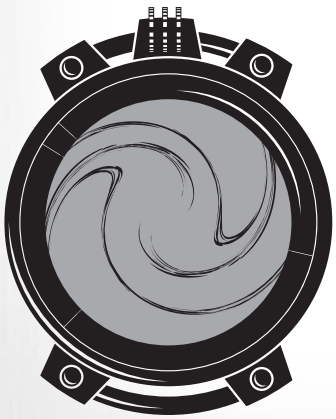
natural catastrophe, but from Lemuria itself. Its society decayed and degenerated until it was too weak to sustain itself.

This idea is jarring. The speculation surrounding Lemuria paints it as a golden civilisation wrought by technology, much as the Western world sees itself. The idea that internal causes may still bring such a civilisation down is uncomfortable for many in Europe or America.

Instead, defenders of the utopian view blame this possible cultural decay on other agents. Some believe that Lemurians created humans as a slave race. It must be humans, they claim, who were responsible for this decadence. The servants stopped obeying their masters, or propagated seditious ideas that destroyed the glorious empire. In doing so, they — who had been given a chance for greatness — fell from grace. They lost the light of civilisation and returned to a barbaric state, from which they only now emerge. In the end, some claim, rebellions harm only the rebels.

Hidden Away

Some argue that Lemuria never fell, was never destroyed. It simply went away to someplace else, where it continues to exist. A place exists where a civilisation incalculably superior to ours remains. This hypothesis is unpleasant to today's Britain, itself the supposed pinnacle of human achievement.



Hypotheses abound as to where the Lemurians themselves have gone. Some say the centre of the Earth. Despite all scientific findings, the notion of a hollow Earth appeals to many. Even without resorting to a completely hollow globe with holes at the poles, one can conceive of huge caves deep under the surface that house civilisations. Lemurians may have joined that world rather than ours, and transported their entire continent there.

Conversely, their land may have sunk under the waves, but that does not mean Lemurians would have let such a trivial thing bring them down. They may live under the ocean, adapted to marine life, conducting their business with little interest for our primitive species.

If Antarctica was Lemuria, that doesn't imply that the freezing of the continent destroyed the civilisation. With a sufficient knowledge of weather control, Lemurians could have preserved a region with a temperate or tropical environment separate from the frozen wasteland outside. This idea is a favourite subject of adventure writers and film producers, who use it as a way to revive the "glorious" days of African colonisation and exploitation.

A more sobering alternative is that Lemuria was transported to Etherspace. Evidence suggests that Lemurian technology, and perhaps Lemurian civilisation, depended on etheric energy. If indeed Lemurians controlled the Scope at least as well as people do now, then perhaps they used Etherspace as a refuge from whatever endangered their lands.

We cannot create a technology powerful enough to transport physical objects as massive as continents into Etherspace and preserve it, let alone the myriad living species living on it. But suppose that every speculation about the capacities of Lemurian science is true. Lemuria may be in Etherspace somewhere, waiting to be found. This goal is the dream of several prominent Scope riders, who scour the Scope for support and collaborators for expeditions.

Yet perhaps Lemurians did not transfer physically to the Scope. Perhaps, as their bodies disappeared, their minds cut loose from their physical shackles. Existing only as pure intellects within the Scope's malleable environment, their power could be unimaginable. Some theorists claim that the most powerful Scope entities and demons are the final state of the Lemurians' evolution, who became gods in their own right in Etherspace. Of course, the dangerous nature of demons brings some to question that theory, and others to wonder whether demons are really "evil."

Lemurian Technology

The main characteristic of Lemurian technology is that it appears to be leaps and bounds beyond modern technology. Despite recent progresses with materials technology, the exploration of Etherspace, and the advancement of cybernaughtics, the traces of Lemurian culture baffle today's scientists.

Ether Technology

Those who study Lemuria and are convinced of its existence know that Lemurian technology relied on control of the etheric veil, if not Etherspace.

Ancient legends among Australian aborigines describe spirit-men who came from the Western sea because their homeland had been taken over by their sister-tribe. They stayed among the aborigine tribes, scattering among the skin-groups. These men could speak within one's mind, give a man good or bad luck, and make the dead talk through them. Such a wide variety of powers suggests occult skills as they exist nowadays among humans. If the ether veil is the medium that psychic powers affect, then these beings manipulated

etheric energy. Yet more importantly, these spirit-men (or *karrakuni*) could enter a trance in which they would meet distant *karrakuni* and communicate with them. These Australian tales are similar to other legends from around the globe: the *Massini* tribe in the Tanganyika region, the "children of Brahman" in Tamil Nadu, or the *Pilingui* in Indonesia all possess this ability. Modern humans have rediscovered it only recently — since they learned to jack in.

In Etherspace, evidence suggests that some intelligence akin to humans was there before. Explorers find strange, probably artificial phenomena in the ether's fabric. The largest known of these anomalies is the Hollow Palace: a place where ether currents delineate shapes corresponding to the ground floor of an immense building. It is larger than New London, and if the walls still existed, they would tower high above anything built by man. However grand, the rooms seem to fit a human-sized population, and the smallest doors are just wide enough for a slim person to get through. Yet nothing substantial exists, and the layout of the place does not give any indication as to meaning or function.

Artefacts

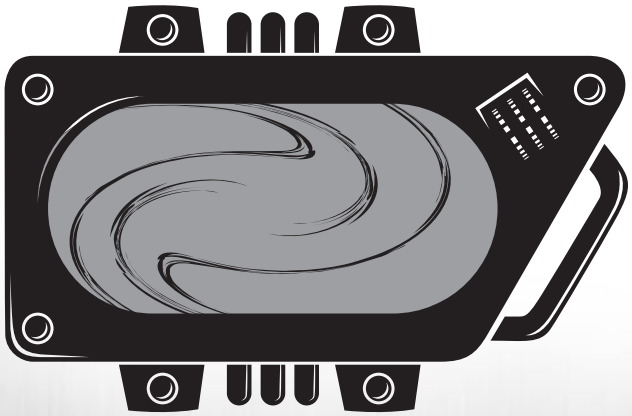
Finding Lemurian artefacts is not so much a problem as correctly identifying artefacts as Lemurian. The diversity of "Lemurian" items indicates a civilisation that changed a lot, or comprised several distinct cultures. Lemurian artefact-hunting becomes a nightmare for a scholar the moment he endeavours to get his findings taken seriously.

Anything that non-Lemurian archaeology cannot explain is a good candidate to be dubbed "Lemurian." Often, as soon as classical archaeology progresses a bit, it reclaims such items, which further discredits the experts who classified them as Lemurian. More than one career built on "Lemurian" weapons or textiles was ruined when later scientists demonstrated that the crucial objects were the result of a hitherto unknown trading zone between Phoenicia and Assyria, or of an Amazonian weaver more inventive than usual.

Declaring that an item is of Lemurian origin is easy. Only if science does not overturn the assertion in a decade or two does serious interest gather. Yet the astounding diversity of such objects makes it difficult to define characteristics of the civilisation. European museums and universities hold vases, swords, cloth, chairs, pots, and many unidentified objects. Many are in different styles and were obviously crafted using different methods. Most are small objects; perhaps discreet and portable items better survived the passage of time and Lemuria's end.

Some artefacts, the rarest and most valuable, have a function that one can activate or deactivate. One artefact sounds an alarm if a passage into the Scope opens nearby. Another can plunge a room into darkness. They have no discernible power source, which leads most to suppose that they run on etheric current. This fact also means that if they should stop working, repairing them would be impossible. The market for such items is selective, discreet, and dangerous.

These objects command mind-boggling values on the grey market. Perhaps the greatest (and therefore richest) collector of Lemurian artefacts is the mysterious Baron. Rumour holds him, alternately, to be an Austrian noble refusing the German annexation, a fallen Russian prince, or an exiled French aristocrat haunted by



Lemuria as a Symbol

Lemuria has been a banner and an icon for several political movements. The greatest of these nowadays is the Kumari Kandam legend in the Tamil Nadu region of India. Many Tamils believe that the gods created the Dravidian people on an island called Kumari Kandam. They left their homeland before it was destroyed and settled the southwest of the Indian subcontinent. An epic poem called the *Silappadikaram* recalls that legend.

Several well-known students of Lemuria come from Tamil Nadu. Some of them are natives; others are British, but have adopted the Indian people's customs and language. They promote a vision of Lemuria as a blessed place, peaceful and living under a theocratic system where the priests held the power, making sure that everybody respected traditions and paid heed to the gods. These scholars insist that Lemuria's destruction came because the military took power and imposed taxes, conscription, and the use of an impure language. Such foul acts sparked the gods' wrath. Only the worthy were allowed to escape to India, where they reproduced their pure and faithful system.

This story is a call for independence from the British. Although it is never spelled out, the obvious conclusion from the Tamil vision of Lemuria is that, as colonisation caused the destruction of the traditional lifestyle, it will bring down the wrath of the gods. Tamil Nadu is one of the most peaceful provinces of India, but observers see the population simmering, fuelled by Lemurian legend.

fevered visions of lost empires. With his disciplined guard of several dozen soldiers from every country, he travels the globe, searching for what he calls "the mother of all civilisations." He has been on vision quests, performed sacrifices to many gods, and is initiated into innumerable secret societies. He gathers artefacts in a frenzied attempt to recreate Lemurian civilisation and bring humanity back to a golden age. The source of his funding is unknown; so is the nature of his supports. (See the Steampower Publishing adventure *The Lemurian Candidate* for more information on the Baron.)

Several Lemurian artefacts are described below; see the "Artefacts" section.

Lemurian Culture

Lemurian culture can never be reconstructed faithfully. So-called Lemurian texts are of dubious origin. Their language is unknown, their legends unrecorded. Of course, these difficulties do not prevent scholars from trying to divine the nature of Lemurian society.

Lemurian Politics

Speculations on Lemurian culture often reflect the prejudices of contemporary speakers. Whoever has a political bias and knowledge of Lemuria claims that Lemuria was a perfect society (as they understand perfection). Therefore, Lemuria is variously described as a democracy, a theocratic empire, a military dictatorship, a land of aristocratic dignitaries, or even a place where the citizens cared nothing for politics and simply lived their lives the way they wanted with no interference from any party or government.

Lemurian Religion

Lemuria's moral character as a model for British society, or Western society in general, is dependent on whether or not it is compatible with Christianity.

Explorers have uncovered three sites on the coast of Yemen which could be Lemurian ruins. Their architecture is similar to that of early Greek buildings, with ornamentation and precious stone decorations. The buildings contain a number of statues, obviously of religious significance. Each of them holds a different item, such as a sword, grain-bushel, wheel, and the like. These statues would point to polytheism, and the temples' wealth would indicate religion's great public role. Yet, strangely, the statues are all hooded. One explanation is that mortals could not see the divine faces. Some scholars advanced the hypothesis that all of these statues represent the same figure under varied aspects: the one True God of Lemuria.

What makes matters even more complicated is that scientists don't know if Lemuria was inhabited by a single culture or by several different nations. Even if researchers had reason to consider the existence of a Lemurian theocracy, whether or not it was anything but an unimportant blink in the Lost Continent's lifetime is anybody's guess.

Looking for Lemuria is like fishing for stars: casting your net far and wide between snippets of truth, and sometimes bringing back a shining beacon of knowledge.

The Lemurian Language

Lemurian glyphs appear in many occult books. They are the basis for the art of warding occultists now practice (that is, the Warding skill). The glyphs with the most common usage are a set of seventeen symbols (the "sand alphabet") carved on tablets found in a sealed chamber in 1927 in Petra, Jordan. They were displayed in the British museum for several months before the Japanese government made a substantial offer to buy them. Once they arrived in Japan, officials sent them directly to the Imperial palace under heavy escort. Their whereabouts following the Pacific War are unknown.

In the 1930s, from drawings of the tablets, two prominent occultists, Myriam Sedges-Millicent and John Blainville, developed a system for using these glyphs (as well as others found in supposed Lemurian sites) in several occult practices. A host of supposedly Lemurian texts has since appeared on the market, most of them of dubious authenticity and untraceable authorship. The glyphs do not prove very effective, apart from

Gophio's Ghosts

Marcus Gophio, a 16th-century Danish alchemist, wrote a treatise called *The Five Anciente Ordres of Regardants*. It describes five secret orders, each founded by the Grand Priest of one of the five gods of a lost empire. Their members were spies, soldiers, and priests of a long-dead religion. At the fall of their empire, each order purportedly went into a different region and subverted the local government. One held the Holy Land and its tributaries, and was behind the hashishin, the Arab princes and the holy orders of the crusaders. Another went to Asia and held at its command the formidable might of the Tatar Hordes as well as the underworld of China. One travelled to the New World. And so forth. Gophio described how, because his family betrayed the orders' trust, the orders used their magical powers to kill them all (except Gophio, presumably) from afar.

The treatise would be nothing more than another obscure, paranoid pamphlet if a strange fate had not befallen everyone who owned a copy. Of the five hundred books printed in the first (and only) run, at least three hundred disappeared within a single generation. Since then, owners and collectors have fallen to disease, accident, and murder, so that only five extant copies remain. All of them are deposited in public libraries. None of them is ever checked out.

occasional successes against Etherspace creatures. The main obstacle to unlocking their potential is that nobody knows how to read them.

Academics propose that the language spoken in Lemuria is the ancestor of all human languages. Several researchers in linguistics therefore attempt to use current languages to find a common root and decipher the Lemurian glyphs. So far, they have been unsuccessful.

LOST CIVILISATIONS

Whilst most antediluvian civilisations were lost to the Earth-Wrack, a small number appear in records following the cataclysm. Mostly these nations appear to retrospectively link themselves with these ancient kingdoms, legitimising their rule with the memories of pre-Earth-Wrack times. Most, however, fell dramatically, leaving behind merely the faintest of traces that they existed. With the rise and fall of sea levels and the sinking of whole landmasses, one can easily understand how their fall might have occurred, although the exact causes remain a mystery.

Whilst the study of these civilisations remains a speculative science, the following describes information on which antediluvian scholars generally agree.

ATLANTIS

8,000 – 6,000 BCE

Atlantis was a maritime power based in the Atlantic Ocean. It helped connect the technology-led powers of Lemuria and Hyperborea. Its apparently democratic government led a nation of traders and explorers. The records of these travellers have made Atlantis the period's most recognisable name, but scholars now believe it was not as important in the history of the era as Lemuria.

Evidence

Little evidence of Atlantis exists beyond vague travellers' journals. These journals prove easy to translate, as the language is proto-Semitic. The idea that Atlantean is the root of all Semitic languages creates much debate, particularly amongst theologians. One explanation suggests that the Atlanteans are the forerunners of the Semitic people, and settled on the eastern and southern shores of the Mediterranean following the Earth-Wrack. Others believe the similarities between the descriptions of Atlantean and Phoenician civilisations suggest that Atlantis is the place Herodotus referred to as an "unknown origin" in his study of the Phoenician people. The Atlantean language is similar to Phoenician, but also to Hebrew and Arabic. However, much of this speculation contradicts theories relating to Kish, another Semitic culture believed to have existed before the Earth-Wrack (see below).

Location

Most accept that the Mid-Atlantic Ridge swallowed Atlantis. It was a large landmass of similar size to the current New Reich. Many geologists believe it was a pleasant and temperate lowland island, with a few mountainous regions. Lawrenson suggests a long peninsula stretching south into tropical climes, but others disagree.

Government

Little is known of the government of Atlantis. The authors of the scattered travellers' logs that have been discovered seemed to have little interest in describing their homeland. The reports suggest a fragmented society, where powerful individual merchants and independent city-states worked in loose alliance. One fringe scholar, Maximillian Cludger, believes the founders of the United States used secrets of Atlantean government passed down through the Order of the Illuminated Mind when they built their nation.

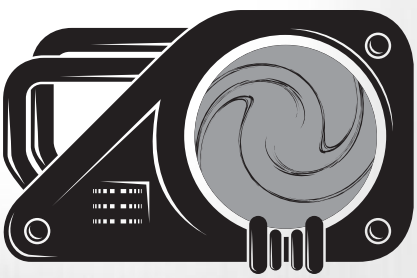
Culture

Atlantis was more a cultural and economic empire than a political one, with states and merchant houses electing to follow Atlantean traditions, religion, and laws. Religion was an important part of Atlantean society. Atlantean religion was monotheistic. The Semito-Atlantean theory, covered below, suggests that this religion is a theological link to the Judeo-Christian God.

Atlantis' technology is a contentious issue. Scholars have attributed a number of artefacts to Atlantis over the years, suggesting that Atlantis was a technologically advanced civilisation. More recent investigation into these devices, however, reveals that they are more likely of Lemurian origin, or made from Lemurian components. Most scholars conclude that trade with Lemuria was the source of Atlantean technology, and that Atlanteans were unlikely to have a full understanding of the technology they used.

HYPERBOREA

Hyperborea was the mythical land of Greece's ancestors. The ancient Greeks believed super humans lived in this island "beyond the north wind." Whilst many speculate that this tale is mere myth, recent



findings suggest the myths bear truth. However, this conclusion is controversial, as much of the evidence stems not from archaeological research, but from genetics. Scientists of the Alpha Human Breeding Program identified patterns of inheritance in many favourable genes that appear to link back, often by hundreds of generations, to Britain and Scandinavia.

Evidence

Genetic evidence alone provides the basis for Hyperborean research. Geneticists can trace the lineage of a given set of DNA back through many generations to search for common ancestors. As the Eugenics League seeks new breeding stock for their alpha program, it discovers more and more unusual links to a single progenitor race, whose seed has been spread throughout the world. This evidence suggests that alpha humanity has existed once before and that the League is merely gathering the genes of a previous super race.

However, recent research highlights new and fascinating possibilities. Many of these "super" genes show evidence of human engineering, suggesting that Hyperboreans may have mastered genetic technologies more advanced than those the Eugenics League uses today.

Needless to say, the League is intrigued and is funding further research into the Hyperborean "dilemma."

Location

Genetic findings led Lawrenson to investigate the possibility of an island linking the British Isles and Scandinavia. His analysis of the sea bed and island trains suggest that such a land may have existed, but no ancient maps show its location.

Government

Nothing is known about the government of Hyperborea, as no records of its society exist. Speculations of links to Greek civilisation suggest any number of experimental styles of government, ranging from Athenian democracy to Spartan dual monarchy.

Culture

Again, little can be said about Hyperborean culture, save that it eventually led to Greek civilisations. An emphasis on sporting excellence and study seems likely, particularly given the genetic evidence. However, few believe Hyperborea shared a theology with the Greeks, as the Kishite (see below) pantheon shows common deities with Greek mythology.

KISH

The empire often thought of as being the first of the modern era, based in Mesopotamia, appears to have been much older, with records showing it a contemporary of Lemuria. Scholars use "Kish" to refer to a series of empires that evolved in the era both before the Earth-Wrack and before Christ, including Sumeria, Uruk, and Babylon.

Evidence

Kish certainly existed both before and after the Earth-Wrack, and is often cited as evidence that the great biblical flood did not affect the holy lands. After all, how could a minor nation such as Kish survive the deluge when other greater and more technologically advanced empires crumbled? The clear waters of such speculative research are further muddied by claims that the inheritors of Kish — Sumer, Babylon, and such — had many flood myths. Some scholars believe that the Tigris and Euphrates flooded regularly, and sometimes significantly, giving rise to the common flood myths.

Archaeologists debate the issue of Kish's place in the world. Its location between two powerful empires, Lemuria and Thule (see below), thought to have been major enemies, perhaps created a situation where a weak nation could survive. Scholars often cite the modern example of the Ottoman Empire, impeding the expansion of both Britain and the New Reich, as an example for how Kish might have been positioned in the antediluvian world. Others suggest that Kish might merely have been a Lemurian vassal, whereas others suggest it was subject to Thule conquest. Yet other scholars see how Kish was rebuilt as a trading power after the Earth-Wrack, and suggest that it could have been a powerful trading nation before the event.

Whilst much is known of Kish in antiquity, its position in the older antediluvian period is shrouded in as much mystery as other minor powers of the period.

Location

Kish was located in what is now the Middle East. It occupied much of the territory the Ottoman Turks now control. Its centre of power was the Tigris-Euphrates valley.

Government

Kish was an early monarchy. This fact is interesting given that so few other powers from the period showed any respect for an inherited divine right of rule. Monarchic systems of government are not normally seen until the period following the Earth-Wrack.

Culture

Sources for antediluvian Kish's culture are difficult to track. Whilst scholars know much about the lands of Gilgamesh and Aga from Akkadian texts from antiquity, only guesswork suggests that these legends had any importance for the Kishites before the Earth-Wrack. Trade dominated Kishite culture. In the post-Earth-Wrack period, the strength of Kish's economy built its empire. Kish was also a devoutly religious nation with a complex pantheon of gods and goddesses for each

aspect of life, which might also help explain their monarchic dynasty.

MU

The study of Mu is at the fringe of antediluvian research. Little geographical evidence for its possible existence can be found, leading many to discount any documentary evidence for its existence. However, a number of antediluvian references exist, suggesting a large island in the middle of the Pacific dominated by "snake people."

Evidence

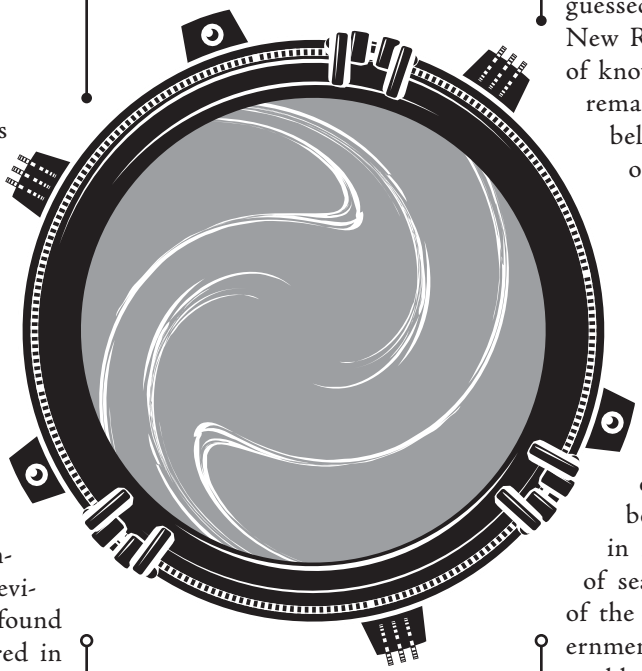
The evidence for Mu is found in only six sources, four of which are superstitions from primitive peoples around the Pacific Rim. The spread of these reports suggest that Mu was enormous, covering much of the Pacific Ocean, for its influence to have spread so far in all directions. The distances and travel involved are thought to have been beyond the range of the period's technology. The two pieces of solid evidence are secondary references found in Lemurian writings discovered in the province of Sundaland (now the Malay Peninsula and Philippines). Both these texts mention trouble from Mu. One specifically refers to the snake cult. However, evidence is so sparse that most believe these to be references to a small costal island off Sundaland's coast that remained free from Lemurian rule.

Location

Whilst the reports suggest Mu lay in the Pacific, the lack of geological evidence for a vanished landmass leads believers to suggest Japan or the western Americas as better options. Most scholars, however, simply think Mu did not exist.

Government

One report of unknown origin speaks of a snake-worshiping cult of Mu, so maybe Mu was a theocracy, or perhaps was as much a part of mainstream antediluvian society as cults are in the modern world. With lack of any other evidence, the theocracy model is the working theory of the majority of those who believe that Mu existed.



Culture

A number of texts that may date as far back as the antediluvian period refer to "snake people" of Mu, or from beyond the sea. These references appear from northeastern Australia to Peru and even Kamchatka in the Pacific Rim's far north. Even the most maverick scholars believe that this snake cult were simply people who worshiped snakes. Only the mad believe that Mu's people were some alien creature or genetic creation.

THULE

In the antediluvian period, the empire of Thule was a northern island power — a great warrior nation that conquered many. The legends of this island kingdom are myriad. Some are dark, suggesting demonic pacts and diabolic practices. Others are inspirational, suggesting a great warrior race, the progenitors of European civilisations. However, the truth is darker than many could have guessed. It is a secret so dark that the New Reich ensures that the wealth of knowledge from this lost culture remains hidden. The information below is known to only a handful of people.

Evidence

Evidence for Thule is more definite than that for any other antediluvian power, yet fewer scholars know of it than any other. When Reich explorers discovered what they believe to be the ancient city of Thule in 1982 — following four years of searching after the publication of the Lawrenson Map — the government hushed the story so they could develop any technologies they might find within. Whilst it appears that Thule was not technologically advanced, it did have a great mastery of occult powers and rituals.

Within the city, the explorers found ancient writings, in a language that was close to many of modern Europe. After a relatively easy translation, the researchers discovered details of battles and conquests, and many of the empire's practices. However, the writings led scholars to speculate further. Thule priests were powerful magicians and sorcerers. Accepted wisdom amongst antediluvian scholars is that such powers are signs of technology. However, no evidence exists for advanced technology in the ruins.

One man, Dr. Herman Jung, suggests a disturbing possibility: The Thule priests learned their rituals from the demons of Etherspace, and these creatures were their gods. Dr. Jung has since disappeared and his theories have been discredited and swept under the carpet.

Location

Whilst many early medieval scholars believe Thule, sometimes called Tile, was in the far north, beyond the British Isles, recent discoveries suggest a different position. Explorers discovered the ruins of an ancient city on a small plateau rising out of the steppe of Reich-controlled Russia. This plateau, they believe, was once the island of Thule, raised out of the sea during the Earth-Wrack and desiccated as its water supply vanished. Explorers have found similar structures in the Ural Mountains, but the records suggest that Thule was a small island, thus ruling out the large landmass that the Urals would have formed in the antediluvian world.

Government

Evidence suggests that Thule was a powerful military regime, dominated by a hierarchy of war leaders and pagan priests. Its church was an important part of its success, providing it with a passionate belief in its superiority and right to conquer the world. Thule society was a bloody one, constantly disrupted by coups and murder, even within the priesthood. Few held onto power for long, and those who did achieved great victories, smashing through the barbarian tribes of Europe and northeastern Asia and even annexing parts of Kish.

Culture

Thule's warlike culture defined its people. State-sanctioned ritual torture punished those who would not fight. Reports suggest this torture turned its victims into raging monsters. The church of Thule had a large pantheon of gods who constantly slaughtered and ate each other as factions vied for power. The priests and people were expected to choose a single god from the pantheon and serve her with eternal and exclusive devotion. In a ruling council of priests and generals, alliances were frequently struck and broken, making politics a deadly affair. Scholars who know these secrets say Thule must have been a chaotic and despotic land, worse than any of the tyrannical regimes of that or any other time.

ARTEFACTS

Not all of the following artefacts are Lemurian. Some originate from other antediluvian empires. Survivors or exiles crafted others after the Earth-Wrack. Yet others had no apparent contact with anything Lemurian, but are just too strange for any other origin. It is up to the GM to decide (and the PCs to determine) which is authentic and which is fraudulent, which is valuable and which worthless.

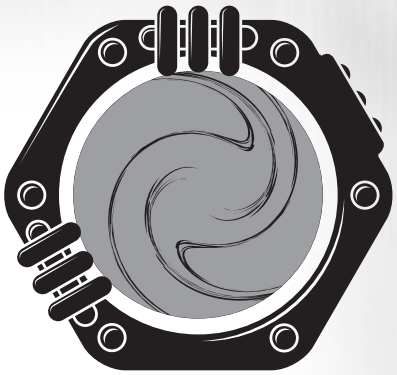
The artefacts are presented in the following format.

Name

Item names are at best nicknames, as no definite translation of the Lemurian language exists. Each object described here also has an archaeological dig number or an exhibit code.

Description: The appearance of such objects is variable, and scholars often do not realise what an object is. Some aspects or some parts of the item may not be apparent, and therefore are not described here.

Current Location: Many Lemurian (or supposed Lemurian) items can be found in public museums or in private collections. Their location may be kept secret by their owners; if not, it is listed.



Use: In some cases, an artefact has no other purpose than the obvious. Sometimes, however, the artefact has a special use. Unless such a use is publicly known (and the character remembers it), it is never obvious. Only an appropriate Knowledge check (such as engineering or natural philosophy) reveals its use. If writing is discernible on the item, a character with 5 or more ranks in Knowledge (linguistics) gains a +2 synergy bonus on the check. The GM determines the DC for such a check.

Assyrian Grain Mill (Sm /1982WA 778/41/1)

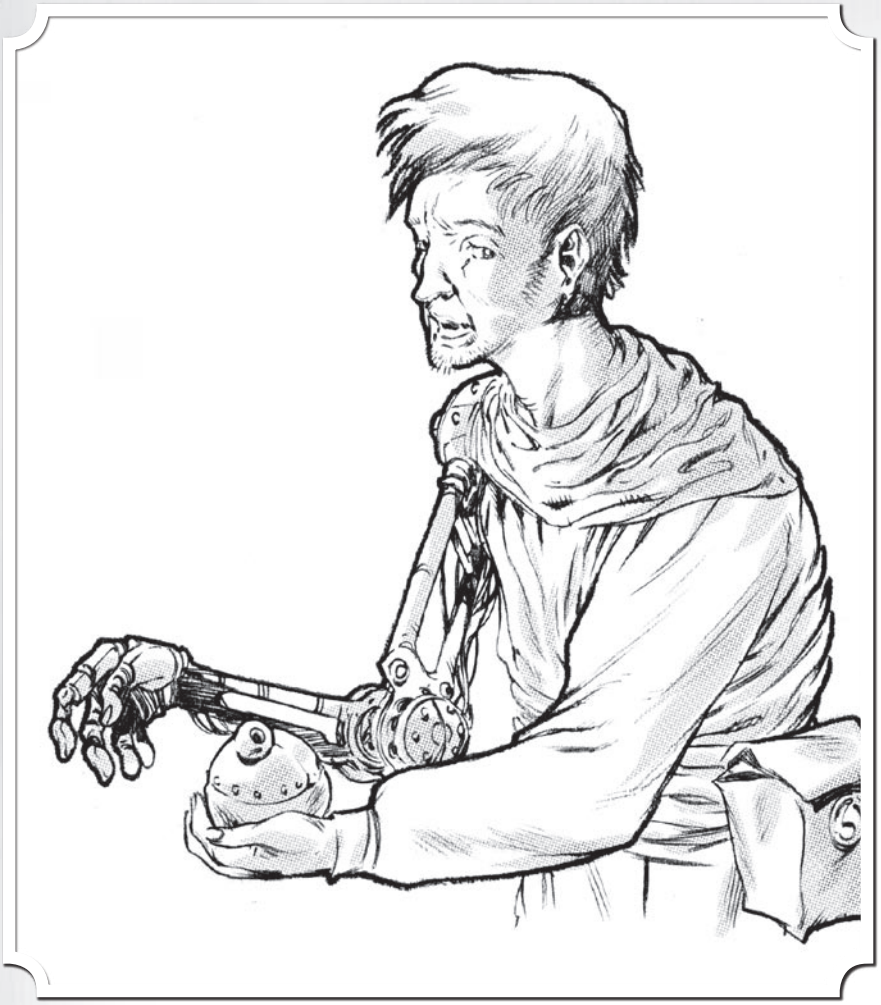
Description: This artefact was probably misidentified, as it is different from any other Assyrian artefacts ever found. This basket-shaped stone object, about 2 feet by 6 inches, has an inner surface so smooth it does not exert any friction. Liquids and solids glide upon it. For this reason, it is difficult to study with traditional instruments.

Current Location: Smithsonian Institution, Washington, DC, USA. The item was bought with the rest of a private collection from a retired British colonial officer.

Use: None known.

Darkmakers (Interpol Dangerous Items list, No. 1547)

Description: A darkmaker is a small sphere made of a green and red stonelike material. A smaller



sphere of red crystal is set on top of the sphere.

Current Location: Twenty-seven such items were uncovered in Australia in 1917 by a Dutch adventurer named van Geerts. Pirates attacked the ship carrying the items, and they soon appeared on the black market for an astronomical price. Their current whereabouts are unknown.

Use: Pushing the crystal detonator attracts all light around it, plunging a 15-foot radius into darkness for 5 minutes. Doing so is a free action. To use the device again, the bearer needs to fish the detonator out of the sphere and back in position. Doing so is a full-round action that provokes attacks of opportunity.

This use is publicly known.

The Engine Room (Williams Expedition, 1976/77, dig site 14b)

Description: This artefact is an entire room (25 feet by 50 feet) filled with metal rods and circles. Each length of metal is marked with indentations. Originally, the various parts could probably move in relation to one another and the room's cyclopean walls. Nowadays, however, corrosion and age have fused most of it into a tangled mess.

Current Location: The place nicknamed "the engine room" was excavated in the 1970s under the foundations of the Knossos palace in Crete, where it still exists. Visiting it requires permission from the (Ottoman) Imperial Archaeological Department.

Use: Some believe that the system is an astronomical instrument of some sort. However, the indentations do not fit the solar system or Earth's point of view of the galaxy at any time.

The Janssen Flute (Sm 1968N 14/45/(?))

Description: William Janssen described the flute as a reed-like tube of coppery metal, with four holes on its side in addition to those at either end.

Current Location: Janssen, a technician for the 1968 Smithsonian expedition to Nepal, discovered the flute by chance during a dig under an old monastery. An unknown collector purchased it from him for a large sum.

Use: Janssen records that at 12:13 PM on the 12th of April 1968, the day of his discovery, he blew into the tube to no effect. At that same moment, every person immersed in the Scope heard a shrill, monotone, flutelike sound. Since the collector purchased the object in the following week, no news of it has surfaced. Janssen was fired from his position.

The description of this phenomenon is restricted to the intelligence community and a handful of involved scientists.

The Jerusalem Dragon (S13(810)-1934.0012)

Description: The dragon is a large and heavy stone statue that was once smooth but is now beaten and weathered, resembling a monstrous howling creature. Its mouth and eyes are empty, it has no visible nostrils or ears, and its claws have a rough, unfinished look.

Current Location: The Berlin Archaeological Institute. Natives discovered the dragon in a small settlement near Jerusalem. It was part of a stone gate, now destroyed.

Use: When a Scope point is opened within an area of 100 feet of the statue, it moans until the Scope point closes. The mechanisms producing this sound are unknown. Addition-

ally, Scope tabs are ineffective in the same area.

This use is publicly known.

The Mirrorfish (BM/AA7890002)

Description: This artefact is a small (8-inch) figurine of a fish made of silver, copper, and unknown metals. Plates of polished metal on the fish reflect light like a mirror. The fish is hollow and has a small trapdoor in its belly.

Current Location: British Museum, London. Archaeologists uncovered the mirrorfish in Santorini in the 1940s. Researchers discovered a fragment of a similar item in the same area several years later; a private collector purchased it.

Use: When put inside clear water, the metal plates channel light perfectly and the entire fish becomes invisible, including anything inside the item.

This use is publicly known.

Le Pendentif (Expédition Gauthier, No. 178-N)

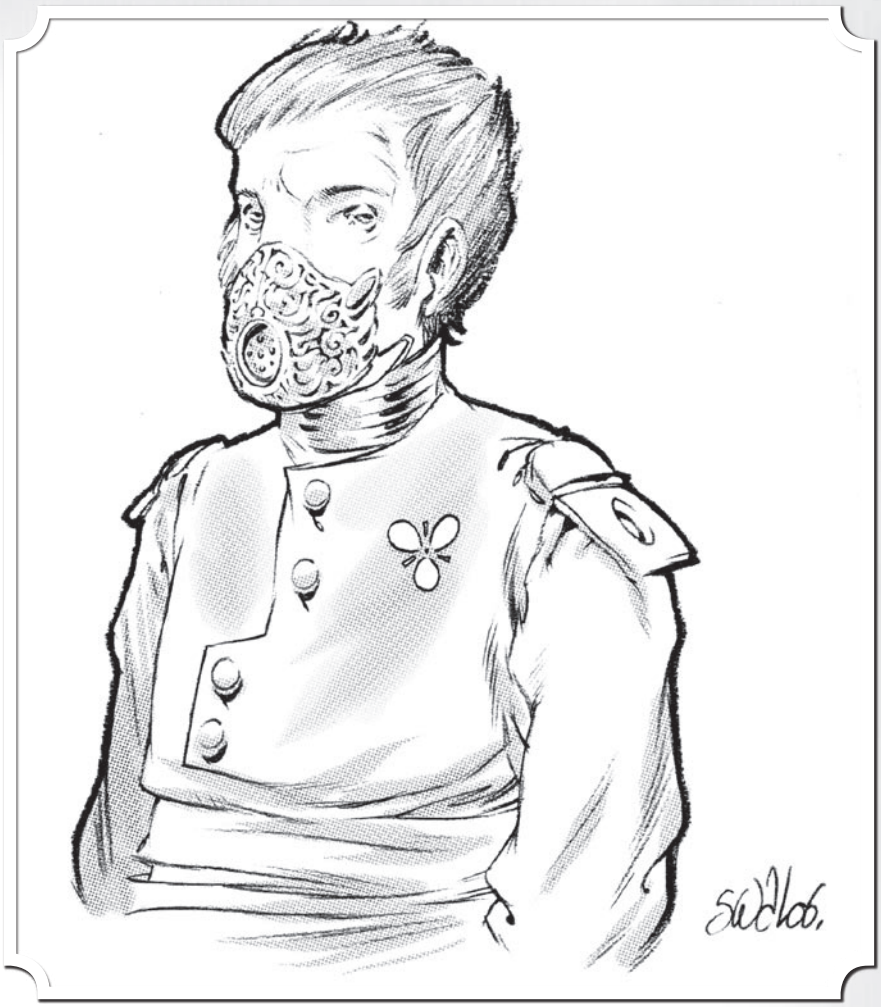
Description: This item is a thin plate of metal, a few inches across. The edge of the plate is irregular. The metal is shining, with no traces of corrosion. Its name means "the pendant."

Current Location: The *Institut des Sciences de l'Homme*, Paris. Construction workers uncovered the plate in Java in 1983.

Use: Prof. Marc Gauthier theorises that the ragged outline of the plate is actually a map, possibly the only extant map of Lemuria. Nothing has come since to disprove (or prove) this supposition.

The Window (NHM/AU1340001)

Description: This artefact is two plates of glass-like ceramic, roughly 5 feet by 7 feet, set in a stone frame. A material trapped between the two panes of glass forms currents of pale colours, constantly moving.



Current Location: Natural History Museum, London. The museum bought it from an Ottoman antiquities dealer who refused to reveal its origin.

Use: The nearby activity of etheric energy affects the patterns made by the unknown material trapped between the panes. Their speed changes, and the colours pulsate.

This use is publicly known.

The Youth Fountain

Description: This artefact is a large empty space (25 feet by 10 feet by 8 feet) resembling a swimming pool. The walls are marble inlayed with gold filigree, including writing around the edge of the pool.

Current Location: Unknown. The location of this pool is secret, as is the identity of its owner.

Use: If the pool is filled with water, it produces a low whirring sound. Anyone who is plunged into it for 1 hour is healed of his wounds. No part of the body must surface or be isolated from the water, aside from a breathing tube or respirator. The pool draws upon the patient's inner energy: For every 10 hit points healed, the character loses an excellence point. If the character has no excellence points, the healing is temporary, and the wounds reopen in 1d6 hours.

Few know of this use.

The Zanzibar Mask (ZAS/NA4120006)

Description: The Zanzibar Mask resembles a simple cup, indented to fit the lower part of a human (or humanoid) face, covering nose and mouth. It is made out of a ceramic material in a glossy green hue.

Current Location: Zanzibar Academy of Science. It was brought back in the nets of a Comorran fishing vessel in the Madagascar Strait.

Use: The mask serves as a filter, separating the oxygen out of water. However, the rate of filtering means that the production is too low for a human adult to survive underwater simply by wearing the mask. Some hypothesise that originally the filtration rate was much higher.

This use is publicly known.

THE FEY

The fey are the strangest race available to players in **Etherscope**. Much of the race is unknown, both to the outside world and to itself. Even the word "fey" is not widely used, and then mostly by those inside the race.

WHAT IS KNOWN

Secrecy is integral to a fey's lifestyle. Even those fey who realise that they belong to a separate race often fear exposing themselves. Despite this secrecy, other individuals go to great lengths to learn about them.

Who Knows About the Fey?

The answer varies. Lots of people know about specific fey characteristics. Medicine and science study fey biology. The presence of fey's Scope familiars is remarkable. Their unearthly beauty attracts artists, and their reproductive isolation gave rise to one of the most powerful families in the world, the Szonberg-Clintocks (see Chapter 3: Occult Societies for more information). The fey are not unremarkable, to put it mildly. Clearly, some people would notice them.

The Coretti Ensemble

Fey clinical characteristics, in particular their brain structure, are objects of scientific study. Professore Massimo Coretti of Naples, the famous brain surgeon, described in the nineteenth century a set of brain structures he found in several of his patients. He called these structures the "Coretti ensemble": a hyperdeveloped hypothalamus, a series of striations within the frontal cortex, and unknown but well-defined masses around the hippocampus. While Coretti was careful to declare that, to his knowledge, these structures were not pathological and did not harm the patient, his ensemble was soon transformed into a "Coretti syndrome" on which were blamed such issues as schizophrenia, depression, and homosexuality. (This research was during the height of interest in eugenics, when every trait was thought to be genetic and could be bred out of the population.)

Coretti established that the Coretti ensemble was hereditary and that both parents needed to have it to produce offspring with it. After creating a huge stir in the medical community, the Coretti ensemble fell out of interest and is now a neurological oddity, unexplained and unimportant, as doctors finally established that it is of no clinical consequence.

This specific ensemble of features makes up the neurological characteristics of the fey, but nobody has noticed the connection; to medicine, the Coretti ensemble's structure was more important than the people who possessed it.

Ether Abilities

The ability that the fey possess to sense etheric energy leads to the notion, in occult circles, that some people are "sensitive" and have an instinctive knowledge of occult energy and Etherspace. These sensitives are desirable and often hold great influence in these circles. However, the line is blurry between, for example, mediums who can sense spirits and sensitives who can sense psychic skills. Charlatans abound who claim to be sensitive and are really nothing more than successful hustlers.

Similarly, the presence of familiars in the Scope is noticeable, and many riders desperately try to discover how they are created. Most think they are programs, but their natural aspects and behaviour baffle even the best program crafters. When questioned about their familiars, fey either keep silent or say that they have always been at their sides, which leads riders to think their makers are just concealing their trade secrets.

Yet the realisation that all these traits relate to the same set of people is uncommon. Perhaps due to the disparate interests of observers, or perhaps due to a deliberate will to stay hidden, the existence of the fey as a separate race eludes most of humanity's notice.

A Secret Race

Strangely, the influence of the Eugenics League is the main contributing factor to fey anonymity. The League spent its considerable influence over the years to drill into people the notion that humanity is one collective and malleable entity. It made sure that it was the only authority that could design and produce other human races. The existence of the fey would diminish their prestige.

The problems that a race like the fey pose to a history of natural evolution are immense. Those few in the League who are aware of the fey's attributes fear that, if made public, they would encourage the notion that the fey are the result of engineering, like the alpha to epsilon strains. This idea would not only destroy the League's monopoly, but it would give license to every unofficial eugenicist to perform their own experiments and lead humanity into chaos. Keeping this aberration a secret is a much better idea, at least for now.

Some people accuse the League of trying to hide botched or secret projects. They uncover instances of the

League using its influence to suppress publicity around certain events and people. In most cases, these instances are the results of the League covering up the one race it did not have a hand in creating.

Those who know the truth about fey are rare, and all have a reason to keep their knowledge to themselves. For example, many of the scientists at the *Institut des Sciences de l'Homme* and its affiliated structures study the fey mind and body. They do so because they work for the fey, or at least people who believe they represent the fey. Other scientists in the know are scattered around the globe and stay in contact mainly through the Scope. They keep their research secret to protect their reputations. They represent a tiny portion of the scientific community, and their careers would be in jeopardy if, after publishing their work, mainstream academics refused to accept their conclusions.

And some people maintain darker agendas. A few secret societies are aware of the fey, and include them in their plans. Little is known about these groups, but their intentions towards the objects of their study are undoubtedly sinister.

Know Thyselves

The fey, of course, may know about the existence of their race. This knowledge is not systemic: A great many fey are unaware of their heritage, and believe themselves to be human until they die. This ignorance was especially prominent before widespread Scope use, as the familiar is the most obvious sign of fey heritage.

Some fey know that they are not like everybody else, and even recognise their kin when they meet them, but do not realise that a heritage is attached to their bloodline. No particular reason exists for a fey to recognise another fey in the street. If they compare their experiences with ethersense and Scope familiars, they may find they have similar histories, but they do not instinctively recognise each other. No evolutionary necessity to recognise another fey exists; their attractiveness is incentive enough to ensure the continuation of the line.

Some groups of fey know each other to be kindred and behave accordingly. It is one of these groups that used the word "fey" for the first time. The Charonne School, a group of expatriate and native artists in Paris at the beginning of the nineteenth century, all with that same heritage, defined themselves by the knowledge they were isolated from the rest of humanity. They proclaimed that this made them fated to melancholy, made them *fey*. The group did not last long, but when it scattered, each member tried to re-create this sense of kinship by associating with other members of their people, and popularised the word "fey" while doing so.

Fey have a natural inclination to meet and mingle with as many people as they can. Without this tendency, they would have died out long ago, never meeting suitable mates. This tendency can mean that others see them as promiscuous, which is frequently true. It also means they often feel less constrained by social limitations. Because of this, fey appear in every layer of society and in every country. They rise in society often and tumble down just as frequently, because of their love for new situations. Fey have influence, as they project auras of beauty and otherworldliness. Their words carry weight, and decision-makers keep their advice in mind. Often, though, this beauty is too alien to translate to real power, and fey are respected but rarely followed.

At least, this is the situation in Western society. Some who know of the fey theorise that in isolated cultures, the situation is different. When the possibility of meeting strange fey to marry is limited, the local fey may cultivate close links. They might create a self-perpetuating caste, and would then have enough influence to rise to power. Some rumours speak of isolated tribes in Afghanistan with a separate priest-noble class ruling with an iron fist. To some fey, such a situation would be a dream come true.

FEY ORIGINS

The moment a fey realises her nature is the moment she starts to ask questions. Where do I go from here? What does it mean for my life? And above all, where do I come from?

The young fey is not the only one to ask this. Anyone with any interest in, let alone serious knowledge of, the fey is bound to look for answers to the race's origin and nature. Many resources of philosophy, medicine, science, and mysticism are devoted to discovering the answer. The following theories each attempt to explain the fey's origins.

The Veritas Paradigm

The scientist (or scientists) known as Veritas showed up on the Scope three years ago. A scientific conference in New London on the theme "New Humanity and New Humans" saw the appearance of this tall Scope avatar dressed in grey and wearing large smoked glasses. He questioned the findings of Prof. Jerome Langsdene, the eminent holder of the University of London's Greater Eugenics chair. Not only that, but he proposed an alternative theory of the evolution of reproductive isolation mechanics that shocked and amazed the audience. The conference, with the assent of its speakers, veered off its original topic and during two full days, Veritas was the centre of raging discussions. This is where he or she obtained his first converts and followers.

The institutional backlash was immediate. Many of the greatest minds of the generation analysed and dissected Veritas' declarations during the conference. Some of his opinions were irrefutable. Some weren't. In particular, a part of his paradigm

rested on his study of the genome of "isolated variant" individuals, which was a new term. The scientific community called on Veritas to release more information on these subjects or to remain silent forevermore.

Five days later, a slim memoir appeared on the walls of the Science Academies of Schopheim, New London, and Centropolis. The work posited the existence of a humanoid species having followed a separate evolutionary path. At some point in the past, primates diverged evolutionarily: those that were going to become gorillas on one hand and those that were to give rise to chimpanzees and humans on the other. Veritas proposed a third group, which split off at the same time. This group, the "aquatic ape," supposedly spent a long period of adaptation first in coastal areas, then in a seawater environment. After a long such period, it, for some reason, left its maritime environment to return to dry land. As it adapted to the same environment and the same ecological niche that humans occupied, evolution left it in a state that, outwardly, resembled human populations. It adapted to fit into human communities, using them as a support system.

This theory became the target of ridicule from virtually all scientists of any influence, especially those from the *Institut des Sciences de l'Homme*. Researchers of all stripes condemned it as unsupported speculation, fantasy given scientific form. Veritas, who had attracted attention and even praise, saw his nascent standing destroyed. Yet while he lost the scientific community's interest, he gained that of many who knew of precisely such a race hiding within humanity.

Veritas' audience has dwindled, but in the Scope's alternative culture, opinions have worth regardless of their groundings in proof. And the anonymity of the Scope allows those interested in Veritas' theories to pursue their interests without fear for their careers.

Recently, Veritas has been discreet. His latest publication, once again in the form of a pamphlet left on the doorstep of Scope scientific institutions, reported entire sections of the genome of a species closely related to humans, claiming this is the isolated variant he studies.

Who is Veritas? The question remains. His reports show that he has access to considerable equipment and funding, which means that heads of large European and American departments are prime suspects. Yet researchers don't exist in a vacuum, and if such a powerful scientist did study such an obscure subject, he would draw notice, at least from his competitors. One hypothesis makes Veritas a Soviet scientist, using the Scope to circulate his discoveries beyond the limits the West imposes on Russian information. By the same token, like anything coming from Russia, Veritas is suspect of politically motivated propaganda, which casts doubt on his work's validity.

The Original Land

The link between the fey and Lemuria is an old supposition. They are connected with the realisation that Lemurian technology relied on intimate and natural contact with Etherspace. While the field of Lemurian studies is much larger than the number of people who know about the fey, overlap existed, and in the 1920s experts first proposed that fey ethersense was a remnant of their Lemurian origins.

Fevered speculation developed about the fey being the descendents of the mysterious Lemurian civilisation. Coincidentally, at the same time appeared a number of historical paintings and drawings, depicting men and women in ancient settings with strangely anachronistic elements in the background (mostly technological devices). Officially, these were representations of ancient Greek, Roman, or Babylonian heroes. Yet the models were fey, as were the transposed characters, and to those in the know, these pictures represented an ancient past of fey grandeur in the lost land of Lemuria. Strangely, all of these pieces of art were unsigned, and to this day their authorship is a mystery. An obscure Hungarian publisher transposed the images on a tarot deck in the late 1930s, and copies of the deck are now valuable to collectors.

With this vision of an original fey land, the dream of a "promised land" took form as well. Several political clubs appeared over the following decades, with the goal of acquiring a sizeable plot of land somewhere and establishing an independent fey community. They encountered some success, and prospected several sites in Asia and Oceania, up until the end of the Pacific War. Then, suddenly and without explanation, all activity on that front stopped. The funds dried up, the leaders retired. The dream was over.

Exploration of Lemurian or supposed Lemurian ruins, however, remains a passion for many fey. Many fey see in this activity the best possible chance for an answer to their existence. They were recently vindicated when archaeologists excavated an ancient Roman carving from under the volcanic cinders that had preserved it. The carving, dating from the early Republic period, represented a woman with square earlobes and almond eyes, characteristic of the fey, and the mention "Emissary of the Great Sea Kingdom, Bringer of Sumptuous Gifts." This relic is the sort that researchers identify as evidence for Lemuria's existence, and the fey are now irrefutably associated with it.

While the fey were probably present in Lemuria, theorists debate as to whether they *were* the Lemurians or simply lived there like they live now in human lands, coexisting with local humans. Perhaps their origin is even more ancient than Lemuria. Indeed, perhaps the fey predate humanity.

Science and the Occult

Ethersense is probably the strangest trait that fey possess. Others cannot see it, and fey can keep it as their secret. Many of them don't, though, and ethersense became over time something between an ill-understood phenomenon and a myth. Even the most knowledgeable people about the fey — the fey themselves — are not certain that all fey have ethersense.

Those who know about ethersense find it fascinating. For one, it proves the related nature of occult lore and Etherspace. The people with knowledge both in occult matters and about the fey are few, but they exist. They sometimes discover that a fey can sense psychic and occult powers just as he can sense ether technology, and take this ability as proof that both the Scope and the occult are of the same origin.

Some imagine that the fey are a magical race, if they understand magic to mean the peculiar sort of control of the ether veil that supported Lemurian civilisation. Perhaps someone — probably the Lemurians of old — created the fey by manipulating the ether veil. Perhaps people like the fey, who had an instinctive understanding of ether, designed occult lore. These possibilities mean that the fey are either the result or the creators of ether control. The fey's natural connection with ether could make them masters of occult science. Some people therefore hold that the fey taught magic to humans — that they somehow kept alive Lemuria's occult lore and dispensed this education to humanity.

These same people (usually fey) point to the Mölmeck Stone (see "Lemuria," above, *Solid Traces*) and claim that the Lemurians were the fey's ancestors, and that the biologically incompatible slave race that the Stone references must be humanity. This hypothesis might explain Lemuria's cultural radiation: Lemurians brought humans to the continent as slaves or servants and later returned them to their original population.

Etherspace Creatures

A hypothesis that currently gains popularity posits that the fey do not come from this world — they evolved naturally in Etherspace. Like all Etherspace creatures, their shapes were malleable to a sufficiently advanced mind. They developed as instances of consciousness comparable to humans but with noticeable psychological differences. At some point in history, probably when Lemurians contacted Etherspace, fey developed humanoid shapes. Then, probably through Lemurian technology, they entered Prime Reality. Perhaps they were not the only ones.

According to this theory, the fey are not one but two species of Scope creatures, involved in an intimate symbiosis. The fey and its familiar, depending on one another, sharing a deep connection, are, for all intents and purposes, one creature.

Support for this notion recently came from the study of Scope-immersed fey's brain activity, which showed that a separation occurs in their brain pattern while in the Scope. Two distinct but similar patterns emerge, with identical and synchronous activity. Once, during the experiments, a subject's familiar died, and one of the two brain activity patterns shut down completely. The test subject remains traumatised, and her cerebral activity has never fully returned to normal.

This study demonstrates the existence of familiars as separate but identical entities to their master's consciousness. Yet it does not solve the mystery of why, if the pattern is separate, it obeys the thoughts of a fey. The question of where the familiar goes when the fey is not in the Scope is also a point of debate. Is it still active in the fey's brain, hidden somewhere in her thoughts? If so, why can't scientists detect it?

Or does the familiar only exist when its master conceives its existence? The fact that some familiars exist in different states at the same time while in the Scope suggests that familiars obey laws similar to quantum physics. Conceivably, a familiar's possibilities of existence only coalesce when the immersed fey visualises it. Yet in this case, how can a familiar retain memory from one Scope trip to another?

The question of fey origins and nature leads to many trails of investigation, scientific as much as archaeological and philosophical. Some fey decide that the truth about their origins eludes their grasp and is of dubious importance. Instead, they concentrate on getting in touch with their inner nature.

Fey Paragon

When a fey is aware of her nature, she is usually confronted with a choice between living her life as humans do or delving into her heritage and learning as much as she can about it. Fey paragons make the second choice and go beyond it. They not only learn about their peculiar nature but embrace it, living their lives in all ways to maximise their fey potential.

No particular method of becoming a fey paragon exists, as it is a state of mind more than anything else. Paragons disappear for months and come back with new archaeological evidence of Lemuria, or call at a high-class mansion one day, dressed in tatters, and are ushered in as an honoured guest because the fey house-

TABLE 4–1: THE FEY PARAGON

Level	Base Attack	Fort	Ref	Will	Defence Bonus	Special
1	+0	+0	+2	+1	+1	Awesome presence
2	+1	+0	+3	+2	+1	Improved ethersense
3	+2	+1	+3	+2	+2	Ubiquitous familiar
4	+3	+1	+4	+2	+2	Ether control

master wants to learn how to be at peace with himself.

Paragons are often contemptuous of fey who know of their nature but do not strive to meet their potential. Fey who behave like humans, pretending they are no different, work against their natures, and so are at best misguided. At worst, traitors. When paragons meet an unaware fey, however, they usually try care for him and teach him about his heritage.

Paragons rely on instinct. As such, they are often taciturn, knowing that the basis for their decisions is something they cannot share or explain. Others think they act on whimsy and are unpredictable, which makes them resemble the faeries of myth. Fellow fey, however, believe they possess great wisdom. Many a troubled youth, unsettled by her differences, has been set at ease by the words or example of a fey paragon.

Paragons are the essence of what it means to be fey: incomprehensible, graceful, and purposeful.

Game Rule Information

The rules for playing a fey paragon are described below.

Requirements

To qualify for the fey paragon prestige class, you must meet the following requirements:

Race: Fey.
Skills: Knowledge (history) 8 ranks
Knowledge (mystical philosophy) 8 ranks

Hit Dice

Fey paragons gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Fey paragons gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The fey paragon has the following class skills: Diplomacy (Cha), Intimidate (Cha), Investigate (Int), Knowledge (art, history, linguistics, mystical philosophy) (Int), Listen (Wis), Research (Int), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Wis), Scope Use (immersed) (Int), Scope Use (remote) (Int), and Spot (Wis).

Skill Points at Each Level: 5+ Int modifier.

Influences

Your social template determines the influences available to you. The fey paragon receives the following number of points to spend on influences:

Influence Points at Each Level: 2.

Class Features

All of the following are class features of the fey paragon prestige class.

Awesome Presence: The paragon's new-found sense of purpose instills a new, slightly alien quality to her beauty. You gain a +4 racial bonus on Intimidate and Resolve checks.

Improved Ethersense: The paragon taps into her instinctive insights into the nature of etheric reality. At 2nd level, you no longer need to touch a target to use ethersense on it. Instead, you need to either see the target or be within a number of feet equal to your fey paragon level. You still activate the power as normal (see **Etherscope**, Chapter 1: Character, "Character Races," *Fey*). You can also detect an item or person who isn't actively channelling etheric energy, but has the possibility to do so (by using an occult power, for example). Sensing the potential follows the normal rules for ethersence, but you take a –10 penalty on the Wisdom check.

Ubiquitous Familiar: When a fey understands the connection between herself and her familiar, the familiar realises its potential by existing in several states at the same time. At 3rd level, while in the Scope, you get a number of additional versions of your familiar equal to your fey paragon level minus 1. These familiars are all "real" and can perform the tasks a familiar can. The bonus (see **Etherscope**, Chapter 1: Character, "Character Races," *Fey*) you gain does not change, as all these familiars are simply states of existence of the original familiar. If harmed or chased away, they disappear until only one is left. This last familiar follows the usual rules.

Once a week, if a version of the familiar has been destroyed and you retain at least one, you can make a DC 30 Charisma check to create a new version of the familiar. Doing so is an attack action that provokes attacks of opportunity. You can have no more familiars at any one time than your fey paragon level minus 1.

Ether Control: The paragon's etheric connections develop to the point where she can manipulate the energy in basic ways. Once you identify an etheric influence with ethersense, you can activate or deactivate its etheric activity: You can turn an etheric device on or off, and you can affect the use of an occult skill. However, you cannot force someone else to activate an occult skill — you can only prevent him from doing so.

To use this ability, make a Wisdom check. If you target a character, the DC equals the target's occult skill check. If the target is an object, the GM determines the DC. (As a rule of thumb, it should be roughly equivalent to the object's acquisition DC.)

Using this ability is an attack action that provokes attacks of opportunity. Thus, to prevent a character from using an occult skill, you must ready an action.

Ether control is a supernatural ability.

CHAPTER 5: CREATURES OF THE DARK

Demons haunt the living, driving the sane insane and the pure corrupt. Etherspace is host to strange entities that defy sanity and logic. Now, new theories and developments shine a more rational light upon the demons. While not complete, or perhaps even entirely true, these theories bring a bit more stability to the world.

When most people speak of demons, they refer to all the frightening creatures native to Etherspace, from System agents to tentacled horrors. Few scholars agree on what constitutes a demon, and "demon" is only the most common term that refers to these beings. Most demons have little in common with each other. Some scholars attempt to separate Etherspace's creatures into different categories, but no theory emerges as the most prevalent or likely.

WHAT ARE ETHERSPACE DEMONS?

For centuries, humans have fabricated demons in their minds. Shadows, stress, and breakdowns create horrible images, and scapegoats form to rationalise one's trauma as well as the unexplained.

In the old times, demons were to blame for every misfortune, from a particularly bad fight to the death of a cherished sibling. Religion and mythology evolved to give purpose to life and reason to the unreasonable. However, creatures exist that truly *do* go bump in the night.

Humans encountered the first modern demon roughly the same time they opened a portal into Etherspace. Chroniclers documented this event, though doctors to this day debate what happened.

05 Aug, 1947, London.
Dr. Philip Benson was hospitalised earlier today after a venture into Wallace's Etherspace. The venture was a success, as the machines, dubbed Scope points, allowed access into the ether, just as the good doctor predicted. However, soon after, Benson reported to officials encountering an entity, which talked to him not through the Scope point, but "in his mind." Shortly thereafter, Benson entered a rage and attacked his colleagues, injuring one Dr. Barbara Jenkins with a pen. Officials brought down Dr. Benson with a single bullet to the shoulder. He is undergoing medical and psychiatric treatment.

An Etherspace demon is not quite what one would expect. Perhaps "demon" is not an accurate description. "Horrors" might be more appropriate. These demons do not seek to corrupt humanity, at least not in the conventional sense (moral and ethical corruption). Many demons seem to have no rhyme or rhythm to their actions. They appear unexpectedly, causing harm and chaos, then leave abruptly. Some kill without reason, while others drive men insane, as if they feed off humanity's mental breakdown. Demons possess humans (and some non-human beings) daily, pursuing unknown agendas. More frightening still, most demons seem to follow greater, more powerful demonic leaders — perhaps even gods.

No one knows exactly what an Etherspace demon is or where the horrors come from. Most scientists dismiss demons, believing them to be hogwash invented by the Scope subculture. Even when confronted with a demon, many scientists and intellectuals rationalise the creatures as mere parlour tricks, much like they do the occult in general. Magic and otherworldly entities are scientifically impossible — they are hallucinations and ploys by talented con artists who seek fame and wealth. Some scientists go out of their way to disprove demons and the occult, exploring the world for demon sightings to debunk. Few of these adventurous individuals ever return sane. Some never return at all.

Laws of probability or logic do not bind nor define demons. Many defy known sciences and occult lore. Composed of ether like everything else in Etherspace, demons vary in form and function. Many appear human, or humanoid, while others resemble nightmares.

Some demons feed off the flesh and bones of their victims, while others grow in power with the more terror they sow. Some demons can even manifest in Prime Reality, either solidifying their ether bodies into flesh or assuming another substance such as stone or iron. Many demons are capable of possessing humans or animals, living either in a symbiotic relationship or completely dominating the victim's willpower and subsuming her.

The most common demonic pursuit is tricking humanity to do demons' work by releasing secret beings of incredible power from hidden prisons. A few in the Scope subculture dub these entities the Great Old Ones. Supposedly, they are enigmatic beings that seek to rule — or destroy — Earth. No one in the scientific field encounters these godlike demons, and debates rage as to whether these beings even

exist, or are another demonic ploy to trick humans. (The Great Old Ones are discussed in detail below.)

DEMONIC THEORIES

While demons are a threat, they are a misunderstood and mysterious one. Several theories explain their existence and origin. These theories, while the scientific elite consider them nonsense, gain popularity amongst Scope users and, occasionally, daring scientists as well.

The Psychological Theory

Etherspace is a vast astral area that human minds shape, and constantly changes as humanity evolves. Logically then, as Etherspace creatures, demons should be creations of people's minds. As the old adage says, the only demons are the ones you bring with you. This theory has some credence, as many demons prefer attacking and tormenting humans than simply slaughtering them. Demons' ability to possess people, as well as their fascination with driving them insane, lends a psychological purview to demonic motives and patterns.

If this theory is true, then perhaps humans are the greatest weapon against demons. Already those with great faith can dismiss demons from Prime Reality, simply through force of conviction and spiritual power. (See the exorcist class in Chapter 1: Occult Secrets.)

This theory is popular due to its implications. Amongst the scientific community, intellectuals dismiss it as simple hogwash. They cannot believe that they created such horrors. Doing so equates to saying that your greatest enemy is yourself. While definitely psychological, they argue, it simply does not work in this context; how can we be our own worst enemies?

The Theological Theory

Noteworthy due to the generalised term "demon," the theological theory states that demons truly are *demons*. While religion is not as strong as it once was, the faithful are in abundance these days, especially amongst socially traumatised or drunken humans. Many believe that Hell's gate opened due to man's neglect, and they compare the increasing rise of demonic attacks with scoeity's increasing dependence on technology. Extremists believe Etherspace is Hell, or at least a place man should not be, and by depending on the Scope, people doom humankind.

According to biblical text, demons tormented humans since the dawn of time. This fact could imply that Etherspace demons inspired biblical demons, which were envisioned in a time when humans blamed all tragedies on Satan or a similar representation. This idea is frightening, as it implies that demons existed far longer in Prime Reality than humans realise. Perhaps Earth once repelled a demonic invasion in its earliest (antediluvian?) days; now, with the rise of the Etherscope, demons push for a new invasion.

While certainly provocative, this theory carries little weight. Few, if any, demons talk of Hell, and many outright deny connections with theology. In fact, the more intellectual (and less spiritual) humans named the creatures "demons" simply out of necessity and lack of a better term. The theological theory may be the ravings of a religious zealot, nothing more. However, one should not completely dismiss such a theory. One never knows where the ultimate truth lies.

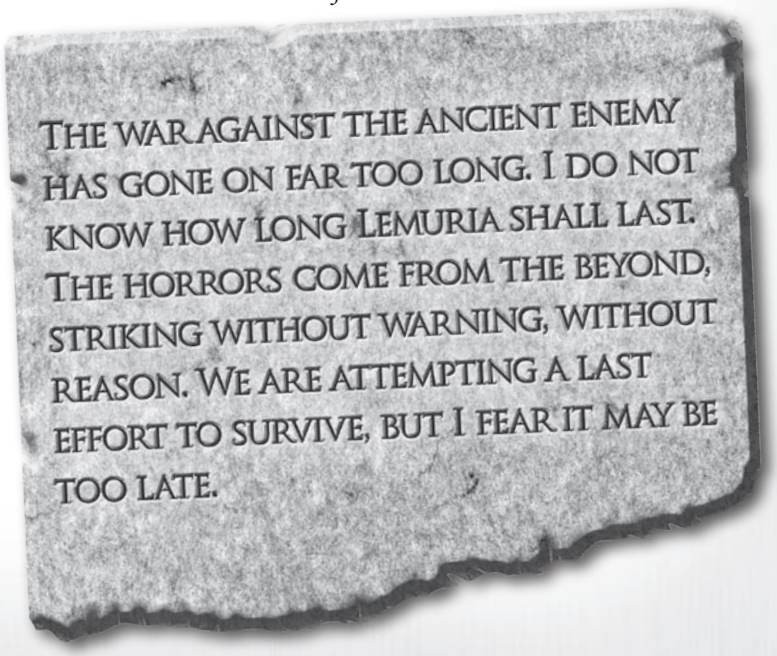
The Nemesis Theory

This theory originally came from an old Lemurian tablet (see below), uncovered a few years ago. The tablet, dubbed the Hendricks Tablet after the man who discovered it, is fragmented and incomplete; perhaps the fragment is part of a larger body of text.

While certainly frightening, this tablet suffers its own problems. Scientists are undecided whether the tablet is genuine or not, as the writing is too concise. Most intellectuals dismiss it as a fraud. The fey are undecided as well, but many fear the tablet's implications. With the rising frequency of demonic attacks, those who subscribe to this theory believe humanity shall fall soon, suffering the same fate as Lemuria and Atlantis: to be lost forever from time and memory.

Others argue against this theory, and even the tablet's authenticity.

Text translated from the Lemurian:



Humans still do not know what caused Lemuria's destruction, and blaming demons is premature. The fragment undergoes study in the University of London to prove its authenticity.

The Guardian Theory

Popular amongst Scope riders and the Scope subculture, one theory states that demons are Etherspace's guardians or defenders. A fanciful notion, many pacifists and Scope "environmentalists" believe demons are similar to the white blood cells in human bodies. As humanity ravages Etherspace to build the Scope's domains, using unclean technologies such as vent portals to run the world and leech ether from the Scope, demons arrive to destroy humanity, protecting the Scope from further damage.

This theory sounds much like the theological theory, but bred from fear and zealousness against major corporations and the Great Metropolis slums rather than religious fervour. Perhaps radical environmentalists concocted this theory as propaganda against industrialists and the Great Metropolis. Certainly, this theory has more subscribers in the Americas than in the British Empire, as many Americans believe only they know what's right for the world, and see the Great Metropolis as a symbol of the Earth's defilement.

Furthermore, demons seem to care nothing for Etherspace, preferring to destroy or corrupt anything they touch. Also, humans simply cannot relate to demons. This theory grafts human motivations and thoughts onto entities bereft of morality and ethics. It is hubris to believe that all creatures think as people do.

The Invasion Theory

A sinister theory is that the demons study humanity for a reason. Combined with the Hendricks Tablet (above), some theorists believe the demons seek to invade Prime Reality and supplant humanity. Some demons, in particular, act as if they search for

Investigating an Ancient Foe

(Begin log: Date 08-11-82, Time 6:08 p.m.)

Perhaps the greatest mystery of the ether is the so-called "Great Old Ones." According to sources across the Great Metropolis, the Etherspace demons are only a minor front in the "war for Prime Reality," as many Scope users dub the so-called demonic invasion. The demons are pawns on a chessboard, if you will. It is my job to discover if these Great Old Ones really exist, and if so, what do they want?

What are the Great Old Ones? Where do they come from? Why do they hate us so much?

I set out today to gather information, and I hope that I can put truth to (or reveal the lie of) the rumours of these hellish creatures.

(End log)

(Begin log: Date 14-02-83, Time 11:31 p.m.)

I have made contact with the Etherscope subculture, and compiled some notes on the demons, and through them, I have gathered some inkling on the Great Old Ones. According to many Scope riders, demons work for greater powers. Demigods, or creatures at least close to divinity. Entities so ancient they make the world look like a sapling. Monsters so horrible that the mere thought of them would drive a man insane. Perhaps even co-creators of the reality we call Earth.

I have heard all these theories, and more. Nevertheless, which are right, and which are mere speculation?

I have found a spiritualist who claims the ability to contact the servants of these greater demons. I am going to him tonight.

(End Log)

(Begin log: Date 15-02-83, Time 12:47 a.m.)

It worked. Oh God, it worked.

In the beginning, the séance was clearly a hoax. The fat man was dressed in too many ridiculous silks and baubles, an absurd sight and impossible to take seriously. He sat me down at one end of the table and took position across from me, staring into a crystal ball. After five minutes of his rambling, I decided this was hogwash, and started to leave.

However, I felt... I do not know. Would a presence be correct? A heaviness? It does not matter. The room dimmed, to the man's surprise. At first, I thought this another trick, but I quashed that thought as the man's crystal ball exploded, shrapnel-like shards ruining the fake spiritual's face and ending his life. Slumped over the table, his lifeblood horribly dripping onto the cashmere rugs, the man no longer looked ridiculous.

It did not end here, though. As I turned to flee, the man lifted into his seat again. The terrible, bloody corpse spoke to me, spoke to my mind. I remember little of what he — it — said. However, I will forever remember one line:

"Man's time is near its end. As the kingdoms of old fell from grace and crashed into the ocean, so shall your Great Metropolis, your 'utopian' society. Fire and brimstone shall be your future. Prepare for doom, and fear. And never forget."

I will never forget. God help me.

(End Log)

something, while other demons purportedly follow dark agendas for greater beings unknown and unfathomed.

Ultimately, the demons wish to escape Etherspace and enter Prime Reality, either by tricking humans into summoning them or possessing people directly. According to the invasion theory, demons use insanity as a tool to persuade humans to work for them. The demons find humanity unpredictable, however, as humans interpret their actions wrongly in many cases. Sometimes demonic cults pursue agendas contrary to the demons'; in these cases, the demon often wipes out the cult completely, not allowing the humans to interfere in its goals.

Perhaps the invasion theory is the most accurate due to its consistency with demonic activity. Most believe that it bears the most credibility as well, but it is also the most horrible. Simply mentioning demons frightens people, and spreading the idea that humanity is at risk of demonic invasion foments panic. Even those who believe in demons attempt to debunk this theory, often citing that demons are too unorganised to attempt invasion. Too many demonic types exist, often with little or no correlation to any other previously known species, and the intellectuals argue that uniting these disparate groups would be impossible — especially since most demons do not have obvious motives. Even those who subscribe to the invasion theory honestly hope it is not true; otherwise, Earth is doomed.

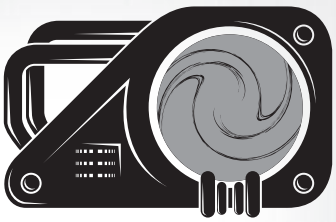
The Great Old Ones

Enigmatic creatures living in the coldest depths of Etherspace, rumours paint the Great Old Ones as demons of ultimate power and terror. Manipulators and destroyers, tyrants and hellish princes, these great demons plot to enter Prime Reality, using minions (both demonic and human) to spread chaos and bring them from Etherspace to their true homes.

No one knows these entities' true natures; all anyone knows is hearsay, leftover from unfortunate travellers and foolish people who dabble in things they should not. None knows how many Great Old Ones exist, or even if they exist at all. Many scientists dismiss inklings of these deific creatures as the ravings of lunatics, or as pleas for attention. However, many stories share similarities enough to identify at least a few of these theoretical demonic gods.

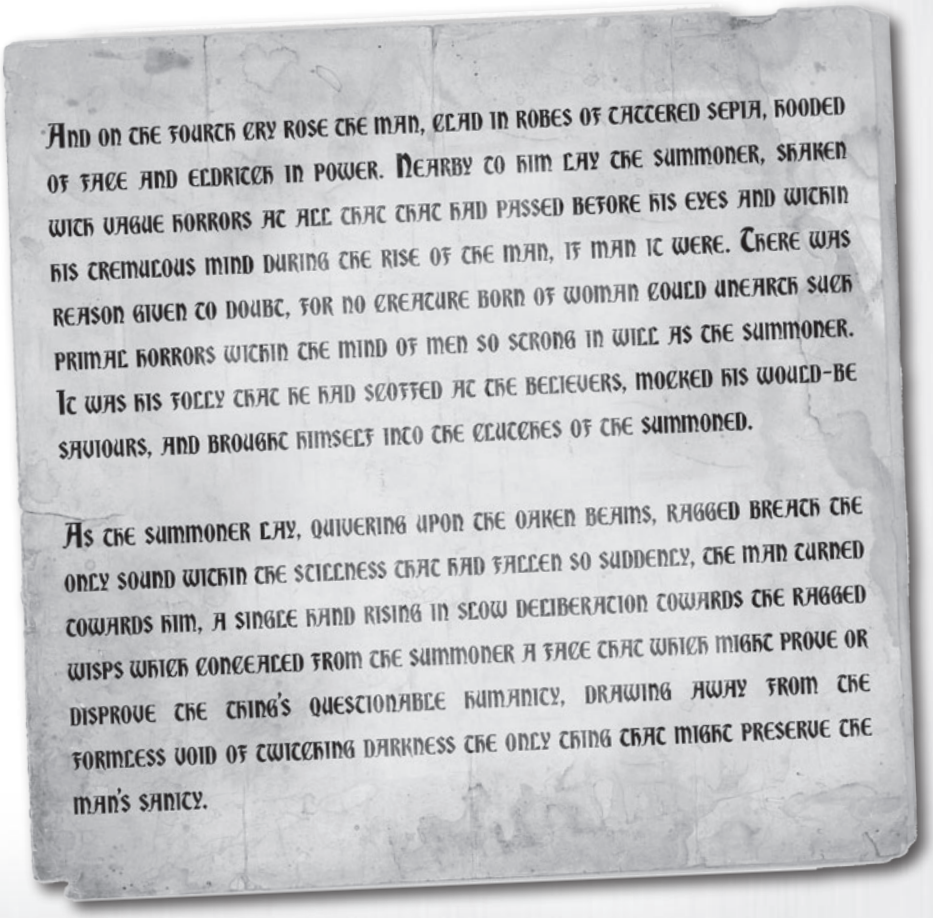
The Tattered King

A few sources hint at a Great Old One dubbed the Tattered King. Five years ago, explorers discovered a manuscript, written in ancient Latin, from a dig site in the Urals, thought



part of Thule's empire before the Earth-Wrack (see Chapter 4: Lost Civilizations). Many dismissed the manuscript as a piece of fiction, and the trendy translated and published the text in small New Age stores. One of the most oft-quoted passages is shown directly below.

Perhaps this text is more than merely fiction, but a warning. Many, especially fey, believe the text to be evil, something man should not have. They believe that to read it aloud is a heresy, and calls great evil upon the person doing so. The public dismissed this idea as superstitious nonsense.



Tragedy Strikes Rural Town — Inhabitants Missing, Presumed Dead

— Wendy Campbell

Saturday, 12 Feb, 1983 — Late last night, a frightening mystery befell the town of Swindon, in the heart of Wessex country. Families gathered to attend the premiere of *The Tattered King*, a Darlin's Family production. Heralded as a great new play, *The Tattered King* sold out and attracted many theatre fanatics from major metropolises. Included in the crowd were many prominent critics, including London's own Lord Callington. They have not been seen since.

Late that evening, worried about tardy loved ones who had not returned from the performance, concerned persons travelled to the theatre, expecting to see an encore. What they found instead was a dead town and an empty theatre. Vehicles were still in the lots, the theatre equipment still turned on, but everyone had disappeared.

A thorough search turned up Harold Darlin, *The Tattered King*'s playwright. Officials found the man in his dressing room, in a state of catatonic fear. They questioned Darlin immediately. What they learned was a story as grandiose as the playwright's production.

According to Darlin, "Everything was going great, until suddenly the entire town was in a strange city, much like the Lost City described in the book."

Mr. Darlin swore the real Tattered King chased him through the Lost City, which he barely escaped.

Harold Darlin is receiving psychiatric attention at Eastman Mental Hospital, after which the authorities plan to question him further. The whereabouts of the other persons are still unknown.

The idea of reading the book and summoning evil was such a popular counterculture fad that a small acting group created a play based upon the text (see newspaper clipping).

Speculation continues, but most occult scholars believe the Tattered King to be one of the ancient Babylonian gods, a god of vengeance, a punisher of hubris. His true motivations are unknown, except, perhaps, to foment chaos.

LEVIATHAN

Days adrift at sea drive men to madness. The following is from a notepad found on the corpse of a sailor washed upon the shores of Morocco.

Day 10: I have come across a strange island, one not marked on any of my maps. My wife spotted a village, deep within the jungles. We will go to the people, and ask them for help. Maybe they know where we are, and can help us home.

It has been hours since we met the village men.

It seemed fine at first. The men were curious. None spoke a word of English, but they spoke anyhow. My wife thought it odd the jewellery the men wore, like a great serpent twisting about their necks, almost as if the necklaces were alive. The men looked odd, with eyes a bit too large, and their skin seemed to glisten, even when dry. Then, with no warning, one man struck my wife with a sickle and slashed her throat open. I had little time to remorse, for they turned to me next.

I ran for what felt like hours, even though I knew it was for only minutes. I came across a small hut, and took shelter there. I found a book, written in Portuguese. From what I pieced together from the book and what little I saw during my mad flight, the villagers worship a great being known as El Leviathan. A good Christian, I now recognised the symbols, the jewellery, and discovered I was among a lost Satanic cult. Or so I believed at the time.

The more I read, the more I realised that this Leviathan was not the devil's minion, but an entity older than the world. The creature ruled the seas, destroying the weak and raising up the powerful, until one day the world broke and sealed Leviathan in a tomb deep within the Earth. The villagers believe that, through sacrificing human lives, they may free Leviathan and gain immortality and ultimate power. My wife was their latest, and I am to be their next.

I HEAR THEIR SHOUTS. THEY HAVE FOUND ME. IF ANYONE READS THIS MANUAL, BEWARE THE FISH-EYED MEN WITH SERPENTS AROUND THEIR NECKS. AND, PLEASE, PRAY FOR OUR SOULS.

UMBRA

Night holds great terror, for even the unafraid shy away from darkness and seek comfort in light's warmth and protection. When darkness takes form and personality, only terror reigns.

Upload: Scopehack Database ("The Ultimate Place for your tab-jamming needs!"), Date 05-03-1984.

To those who care:

Man, I still don't believe what happened. A couple of days ago, I was Scope riding as usual, minding my own business as I cruised through some pretty juicy private domains, when I noticed a patch of darkness following me. Normally, I wouldn't care less, but something about the dark area freaked me out. However, I wasn't prepared when it *talked* to me. Man, this thing wasn't even a Scope avatar. I should know; I'm elite enough.

The thing called itself a minion of Umbra, and it seemed real sad, I tell you. (Hey, isn't Umbra the Frenchie word for shadows?) At first, I thought it was a lost program, or maybe some kid who messed up real bad tab-jamming. I've seen worse. So I offered to help. That's when the thing grabbed me.

That was two days ago. I don't remember anything between then and two hours ago. I went to my buddy Derrick's house, and he decked me! Jerk said the day before I hit Angelina, when she "wouldn't answer my questions." I haven't seen her since then. When I finally calmed him down, Derrick said the day before I was acting funny, and asked him some questions as well. Real weird questions, like how to stop the sun, or what is the brightest point in the city. He noted I didn't like being in the light either.

What's weirder, my Scope jack has addresses for domains I haven't even heard off, lots of library files and stuff, on the sun and nuclear missiles and chain reactions and other stuff that goes right over my head. Then there was the gun I found under my mattress. I don't own a gun. Never have since I shot myself in the foot as a kid. Furthermore, a news report came up that several people were shot today by someone who looks suspiciously like me – the victims were leading nuclear scientists, it seems.

I went looking through some databases round Scopehack, and found some other instances of weird shadows grabbing people. Seems like I'm not the first. But why do they want to know about shadows and light? It's almost as if this Umbra dude wants all the world's light gone. And the stuff about nuclear weaponry is really freaking me out.

I'm in deep trouble, and I don't even know what happened. I need help, guys; I bet you more than anything Interpol's after my butt. But I didn't do it! It wasn't me in my skin.

I know only one thing now: Stay away from shadows. There's madness inside.

DEMONIC POSSESSION

Most demons cannot exist in Prime Reality for long, and many cannot enter it at all. Thus, many demons pursue a different method of entering Prime Reality: possession.

By offering power or tricking a person to open his soul, the demon may take over the victim's body and wreak havoc on the world. Possession can be quiet and subtle, enacted over several weeks before the demon enters Prime Reality, or short and brutal, seizing control in seconds.

Regardless of methods, possession forms in three stages: the temptation, the possession, and the corruption.

STAGE 1: THE TEMPTATION

The most devious stage of possession is also the first. The demon contacts a human, often one using a Scope point or Scope tabs, and offers promises. Depending on the power of the demon and the strength of the victim, this process can take a long or short time (usually a number of days equal to the victim's character level minus the demon's HD, to a minimum of immediately). At the end of this period, the victim must make a Will save (DC 10 + 1/2 the demon's HD + the demon's Charisma modifier) or give in and the possession proceeds to the next step. If the victim fails by 10 or more, the possession immediately proceeds to the third stage. If the victim succeeds, the demon may not attempt another possession for one week.

During the temptation, an exorcist (see Chapter 1: Occult Secrets) may

attempt an exorcism as if he were 4 levels higher. The demon barely has a handle on the victim, and exorcists find it easier to break the possession at this stage.

STAGE 2: THE POSSESSION

If the victim fails her Will save against the temptation, the demon possesses her. Most often, the demon rides the character's mind as a passenger during this stage, subtly manipulating the victim but rarely taking full control. No physical changes overcome the victim, but her values change. The character begins acting on her vice more often, and less like her old self. The demon may force the victim to perform any action it wants, but the victim may make a Will save (DC 10 + 1/2 the demon's HD + the demon's Charisma modifier) to resist. If the action grants the victim an excellence point for pursuing a vice, the victim also loses 2 points of Wisdom. Thus, resisting the demon becomes harder as the demon breaks down the victim's willpower. If the corruption reduces victim's Wisdom to 0 or less, the possession moves to the third stage.

An exorcist attempts exorcisms as normal during this period. If the exorcist successfully removes the demon, the victim's Wisdom heals as normal, at a rate of 1 point per day, or 2 points while undergoing psychiatric treatment.

PCs and Demonic Possession

Player characters represent the elite few, capable of rising above restrictions such as social class and schooling. They are heroes without par, stronger than the masses by their sheer will. However, even player characters are susceptible to possession.

The Gamesmaster should rarely initiate a player character possession, as doing so removes the player's control over her character. If a player character ever reaches the third stage of possession or worse, the hero becomes a GM character. The GM should keep the player in the game, of course, perhaps letting her play a GM character (maybe even the exorcist the heroes seek), or make a new character if exorcism is out of the question.

STAGE 3: THE CORRUPTION

Once the victim fully gives in to the demon, her soul is all but lost, and the demon takes over completely. The character becomes a GM character and undergoes radical physical changes; the victim might grow to Large size or grow new appendages. Most possessed victims during this stage gain some form of natural weaponry and armour. The changes are always consistent with the type of demon possessing the victim.

The victim also loses all values and allegiances, and becomes an outsider with the etheric subtype. The demon adds its HD to the victim's own HD. In essence, the demon gains a body in Prime Reality, pursuing its agendas in the world.

During this period, an exorcist may attempt to exorcise the demon, but as if he were 4 levels lower than his actual level. The demon's grip is strong. Even if an exorcist removes the demon, the victim heals lost Wisdom at 1 point per *month*, or 2 points with psychiatric treatment. The victim is also fatigued until the Wisdom damage heals, and takes 2 points of (permanent) Charisma drain from horrible scarring (due to reversing the demonic transformation) and mental trauma (from having her soul eaten). The GM may allow some vestiges of the possession to remain, such as faint horns or a light red tint to the victim's eyes, but these vestiges never grant any new abilities or bonuses.

DEMONS AND POSSESSION

Any demon has the ability to possess a human, though less intelligent creatures rarely do so. Typically, only demons in this chapter, as well as those dubbed Ethersbace demons in the core book, possess people.

Demons may only possess one victim at a time. Stage 1 possession distracts the demon, which inflicts a –4 penalty on all its rolls during this time. Stage 2 and beyond consumes the demon's entire attention.

The demon may choose to abandon a possessed victim at any time it chooses, fleeing back into Ethersbace, or into Prime Reality if the demon is capable of doing so.

NEW DEMONS

Here dwell new horrors from the Scope.

Corruptors

Malevolent etheric creatures, corruptors represent the worst human vices. These creatures push victims into more and more horrible crimes, until the victim is wholly corrupted, and the corruptor devours his soul and replaces the soul with itself.

Corruptors have no set form, instead appearing to each victim in a different way. When a corruptor first spies a victim in the Scope, it uses its mind-reading powers to gauge the target's desires, discovering the victim's greatest want. Once linked, the corruptor can speak to the victim any time it wishes. It enters the victim's dreams back in Prime Reality, promising to grant the person whatever she wishes, if only the victim would do just one more thing. Once the victim has reached depravity (see below), the corruptor enters the victim's dreams one

last time, kills the victim, and takes over her body.

Corruptors are difficult to fight. Existing only in the Scope, corruptors are hard to notice, appearing to most people as a collection of faint mist. They envelop attackers, draining sanity. Once a corruptor destroys the victim's mind, the character enters a coma, and drops from the Scope.

Species Traits

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

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

Draining Touch: A corruptor is incapable of dealing true damage in combat, as its hands pass through targets like mist. Instead, a corruptor's touch drives a person insane. A corruptor deals 1d2 points of Wisdom damage with a successful touch attack. A character reduced to 0 Wisdom goes insane, and may need months of therapy. (This is a special effect of the touch, not typical of normal Wisdom damage.) Upon undergoing psychiatric treatment, the character may recover sanity.

Permanent Gaseous Form: A corruptor in the Scope is formed of etheric mists rather than solid ether, making it difficult to fight. This quality is similar to gaseous form (see **Etherscope**, Chapter 2: Traits, "Special Traits," *Gaseous Form*), except the corruptor retains all its supernatural abilities. This quality also allows the demon to fly, regardless of the domain's class.

Rapport: Once the corruptor establishes a telepathic connection (see **Etherscope**, Chapter 2: Traits, "Occult Skills," *Telepathy*), the demon does not need to touch the target to use its Telepathy skill. The rapport exists despite the distance between the victim and the corruptor, even if the victim enters Prime Reality. The corruptor may maintain only one rapport at a time.

Sweet Whispers: A corruptor may use its Telepathy skill to coerce its victim into acts of increasing depravity, even while the victim slumbers. Once per day, the corruptor may make a DC 30 Telepathy check, and the subject can make a DC 22 Will save to resist. If the corruptor succeeds, the demon urges the victim to commit a crime. The victim also takes 2 points of Wisdom drain.

At first, the crimes are benign, such as shoplifting or stealing candy from a baby. However, as the corruptor breaks down the character's wits and soul, the crimes become more incredible: rape, murder, cannibalism, and worse. Once the corruptor reduces the victim to a Wisdom of 0, the corruptor eats the victim's soul (killing the person instantly) and enters Prime Reality through his body. The corruptor gains the victim's physical ability scores, but retains its other abilities. If something destroys the demon's possessed body, the demon returns to Etherspace once again. **(The save DC is 10 + 1/2 the corruptor's HD + its Charisma modifier.)**

Occult Skills: Telepathy is a class skill for corruptors.

Corruptor: CR 8; Medium outsider (etheric); SV Will +13; Ex 0; Int 18, Wis 24, Cha 20.

Scope Avatar: HD 8d8+40; hp 76; Mas 20; Init +7; Defence 21, touch 21, flat-footed 14 (+7 Dex, +4 class); BAB +6; Grap +10; Atk/Full Atk +10 incorporeal touch (1d2 temporary Wis); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ permanent gaseous form, rapport, sweet whispers; Val unknown; AL corruption; SV Fort +11, Ref +13; Str 18, Dex 24, Con 20.

Skills: Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (current events) +12, Resolve +16, Scope Awareness +18, Scope Resilience +16, Scope Use (immersed) +15, Telepathy +18.

Feats: Deceptive, Frightful Presence, Persuasive.

Advancement: 9-12 HD (Medium).

Dancer of the Lost City

Many demons serve greater powers in Etherspace, but few match their masters as completely as the dancers of the Lost City. Many theorise the demons are extensions of the entity known as the Tattered King, pursuing their great master's will.

No one has ever seen a dancer's true form, and it is unknown whether one has a true form at all. Dancers can assume the figure of any creature they wish, from a small mouse to a horrible creature that makes tentacled horrors look silly in comparison. Regardless of their form, dancers prefer to speak telepathically, as if talking directly to the victim's soul. They are also capable of teleportation, both in Etherspace and in Prime Reality. Dancers appear to have no restriction to their movement; they can enter any domain freely, or even pass into Prime Reality without need of a portal or possession.

A dancer's goal is simple: Create anarchy. The creatures feed off insanity.

When forced into battle, dancers transform into horrible monsters similar to tentacled horrors and shred their opponents to pieces. Dancers have no pattern in battle, and abandon one target for another on a whim.

Regardless of its form, a dancer's touch drains the target's sanity, and it whispers suggestions in an opponent's ears, even while rending her asunder. Dancers also summon other demons, and conjure horrors from Etherspace to aid in battle. Dancers thrive on chaos, and create battle scenarios where only chaos rules.

No one knows the number of dancers in existence, but many believe there cannot be more than three or four. The creatures are too powerful to be numerous, due to the self-destructive nature of demons, and they always travel alone. Some Scope riders theorise that dancers were once tentacled horrors that grew too powerful, and earned special status from the Tattered King. Perhaps only one dancer exists, spreading chaos everywhere it goes, in the Tattered King's interests.

Species Traits

Outsider: Dancers of the Lost City are outsiders and share traits common to such creatures.

Etheric Subtype: Dancers of the Lost City are etheric creatures and share traits common to such creatures.

Enhanced Transfer: The dancer can treat a domain's class as being two classes better for determining its movement rates. (It treats a class D domain as a class B domain, for example.) See **Etherscope**, Chapter 6: The Scope for more information.

Drain Sanity: A dancer's touch erodes a character's sanity, draining the character's Wisdom and leaving him with permanent mental scarring. If the dancer succeeds on a melee touch attack or a regular attack (regardless of form), it deals 2d4 points of Wisdom damage if the victim fails a DC 28 Fortitude save. Creatures who fail this save must also make DC 18 Will saves or suffer permanent mental scarring. **(The save DC is 10 + 1/2 the dancer's HD + its Charisma modifier.)**

Mental scarring can manifest in a variety of ways and the GM should determine its extent. The character could become prone to blackouts, catatonic periods, or horrific nightmares that disturb his sleep. He could develop a severe mental health condition, such as bipolar disorder or multiple personalities. The psychosis springs from something hidden deep within his mind rather than something externally planted. Regardless, the effect should be detrimental to the character.

Victims can ignore the detrimental effect in specific situations with a DC 17 Will save.

Grapple Bonus: Due to its many tentacles and additional stability from its sacklike body, the dancer gains a +4 bonus on grapple checks.

Improved Grab: If the dancer succeeds on an attack roll with its tentacles, it may start a grapple as a free action without provoking attacks of opportunity.

Occult Skills: Dancers treat all psychic skills as class skills. Furthermore, a dancer has access to all psychic occult powers (see Chapter 1: Occult Secrets, "Occult Powers").

Shapeshift: As a free action, the dancer may assume the shape of any creature up to Gargantuan size. The dancer loses its normal attacks, but retains its ability scores and special qualities. (Thus, the dancer may assume the form of a mouse with full strength, if it wishes.) The dancer also gains the form's regular attacks (such as claws or a bite.)

Due to their shapeshifting natures, a dancer's combat abilities may change at a whim. The statistics below detail a dancer's most likely combat form: an immense bloblike entity much like a tentacled horror.

Regardless of its form, the dancer may produce tentacles at will.

Suggestion: The dancer can use the suggestion occult power (see Chapter 1: Occult Secrets, "Occult Powers") as a free action that does not provoke attacks of opportunity.

Summon Demon: As a full-round action that provokes an attack of opportunity, the dancer may summon any other outsider with the etheric subtype (other than System agents). Dancers prefer to summon tentacled horrors or hellhounds (see below).

Teleport: The demon may teleport up to 100 feet as a move action, or 3,000 feet as a full-round action. The demon must be able to see its destination before it can teleport; however, sight (even through a medium such as a Scope point) is all that it requires. Teleporting as a full-round action provokes attacks of opportunity.

Telepathy: A dancer may speak to any creature telepathically up to 100 feet away. This use of Telepathy requires no roll, but characters may resist with a DC 28 Will save. **(The save DC is 10 + 1/2 the dancer's HD + its Charisma modifier.)**

Tentacle Attacks: Due to the creature's nature, the dancer may grapple up to eight creatures at a time, though it may only make eight attacks per round, regardless of the number of tentacles it produces.

A character may sever a tentacle, releasing the grappled target immediately. Each tentacle has a Defence of 16. Ten points of damage severs a tentacle, which apply to the dancer's hit points as well. The dancer may produce a new tentacle as a free action, restoring lost tentacles, but doing so does not return lost hit points.

Unrestricted Ingress: Dancers may enter any domain they wish, regardless of firewalls or other barriers. They may even enter Prime Reality at will, without need of a portal or possession.

Dancer of the Lost City: CR 17; Gargantuan outsider (etheric); HD 15d8+165; hp 232; Mas 32; Init +7; Spd 40 ft.; Defence 18, touch 13, flat-footed 11 (+7 Dex, –4 size, +5 natural); BAB +15; Grap +50; Atk +26 melee (2d6+15 plus drain sanity, tentacle); Full Atk +26 (2d6+15 plus drain sanity, 8 tentacles); FS 20 ft. by 20 ft.; Reach 30 ft.; SQ damage reduction 15/occult, darkvision 120 ft., fast healing 5, drain sanity, shapeshift, suggestion, summon demon, teleport, telepathy, tentacle attacks; Val unknown; AL unknown; SV Fort +20, Ref +16, Will +19; Str 40, Dex 24, Con 32, Int 34, Wis 30, Cha 32.

Scope Avatar: HD 15d8+165; hp 232; Mas 32; Init +10; Defence 29, touch 24, flat-footed 19 (+10 Dex, –4 size, +8 class, +5 natural); BAB +12; Grap +44; Atk +20 melee (2d6+12 plus drain sanity, tentacle); Full Atk +20 (2d6+12, 8 tentacles); SQ damage reduction 15/occult, darkvision 120 ft., enhanced transfer, fast healing 5, drain sanity, shapeshift, suggestion, summon demon, teleport, telepathy, tentacle attacks, unrestricted ingress; SV Fort +20, Ref +19; Str 34, Dex 30, Con 32.

Skills: Aura Reading +28, Bluff +29, Diplomacy +31, Disguise +29, Escape Artist +19, Intimidate +31, Knowledge (linguistics) +30, Knowledge (mystical philosophy) +30, Perform (dance) +29, Psychic Impressions +28, Resolve +29, Scope Awareness +28, Scope Resilience +29, Scope Use (immersed) +30, Scope Use (remote) +30, Spot +28, Telepathy +28.

Feats: Combat Reflexes, Frightful Presence, Persuasive, Power Attack.

Hellhound

Hellhounds resemble massive soot-black dogs, much larger than any known species. Wisps of sulphuric smoke drift from the demon, and its tracks are covered in ash. Thick drool hangs from its horribly fanged maw, and infernal malevolence emanates from its eyes.

Hellhounds exist only for killing. Unlike other demons, which prefer driving their victims insane, hellhounds gain a perverse pleasure in slaughter and mayhem. However, hellhounds are not mindless. The demons enjoy the thrill of the hunt, often chasing their victims to exhaustion (in Prime Reality) before butchering them.

Hellhounds hunt in both Prime Reality and the Etherscope, with no preference. When initiating a hunt, the victim hears an eerie howl. Nothing can stop a hellhound in pursuit. The creature passes through any barrier, and it never loses its prey. The only way to stop a hunting hellhound is to kill it before it kills you.

A hellhound in battle is even more terrifying than one on the hunt. The creature's saliva prevents wounds from healing, and its jaws rend steel. The creature shrugs off most attacks, including fire and ether.

The only substance that *really* hurts a hellhound is silver. A hellhound cannot pass through silver, nor can it heal from silver-inflicted wounds. Finally, the sound of a silver bell, struck three times, forces the hellhound to flee, never to return to haunt the ringer again.

None knows why silver harms hellhounds so much, but theories say that the hellhound cannot stand its purity. Even the sight of silver is enough to make a hellhound hesitate, perhaps even flee. Many believe that the mythological werewolf was, in truth, inspired by a hellhound.

Species Traits

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

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

Enhanced Transfer: The hellhound can treat a domain's class as being two classes better for determining its movement rates. (It treats a class D domain as a class B domain, for example.) See **Etherscope,** Chapter 6: The Scope for more information.

Regeneration: Hellhounds heal 3 hit points per round, except for any damage related to silver (see below).

Silver Vulnerability: Hellhounds are vulnerable to silver. A hellhound does not regenerate damage dealt by any weapon made or coated with silver, and touching silver deals 1d2 points of damage per round (which the hellhound cannot regenerate). A hellhound hearing three successive chimes from a silver bell must make a DC 26 Will save or flee from the bell, returning to the ether if it is in Prime Reality. If the hellhound is incapable of fleeing, it is destroyed.

Incorporeal Form: A hellhound may become incorporeal at will (see **Etherscope**, Chapter 3: Traits, "Special Traits"). However, hellhounds cannot pass through silver, even while incorporeal.

Spider Climb: A hellhound may move across any surface, including vertical walls or ceilings, at its normal speed.

Wounding Saliva: Wounds dealt by a hellhound's bite do not heal natural-

ly. Without first aid, the wound bleeds profusely; a character wounded by a hellhound takes 1d4 points of damage per round from blood loss. Even though first aid (a DC 15 Knowledge (medicine) check) stops the bleeding, the wounds never heal naturally. Only surgery (and a DC 25 Knowledge (medicine) check) can correct the problem, removing the infected tissue and allowing new growth.

Skill Bonuses: A hellhound has a +8 species bonus on Balance checks and Survival checks made to track prey. The hellhound also has a +4 species bonus on Move Silently and Listen checks.

Hellhound: CR 7; Large outsider (etheric); HD 8d8+56; hp 92; Mas 24; Init +2; Spd 50 ft.; Defence 19, touch 11, flat-footed 17 (+2 Dex, –1 size, +8 natural); BAB +8; Grap +21; Atk +16 melee (2d4+13 plus wounding saliva, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ darkvision 60 ft., incorporeal form, regeneration 3, scent, silver vulnerability, spider climb, wounding saliva; Val —/—; AL —/—; SV Fort +13, Ref +8, Will +8; Str 28, Dex 14, Con 24, Int 12, Wis 14, Cha 24.

Scope Avatar: HD 8d8+56; hp 92; Mas 24; Init +2; Defence 23, touch 15, flat-footed 21 (+2 Dex, –1 size, +4 class, +8 natural); BAB +6; Grap +16; Atk +11 melee (2d4+9 plus wounding saliva, bite); SQ darkvision 60 ft., enhanced transfer, incorporeal form, regeneration 3, scent, silver vulnerability, spider climb, wounding saliva; SV Fort +13, Ref +8; Str 22, Dex 14, Con 24.

Skills: Balance +21, Intimidate +18, Jump +20, Listen +12, Move Silently +17, Scope Awareness +13, Scope Resilience +18, Scope Use (immersed) +12, Spot +9, Survival +13, Swim +20.

Feats: Dodge, Mobiltiy, Power Attack.

Advancement: 9–10 HD (Large); 11–14 HD (Huge).

Los Muertos

First discovered in a Spanish village, the demons known as los muertos (literally, "the dead") are horrible terrors plaguing cemeteries and other dead places.

Los muertos appear as emaciated, genderless humans with small black eyes, slightly pointed and flanged ears, and horrible gaping maws. The demons never wear clothing, and their grey hides are thick and rubbery. Their hands end in horrible claws, dripping with a rotting fluid — the same fluid that drips from their mouths. Grave stench follows them in their wake.

Los muertos feed on corpses, but they are willing to kill the living and eat the corpses afterwards. Los muertos rarely travel alone, instead congregating in packs ranging from two to twenty, and occasionally up to a hundred. They seem to despise living beings, and kill even when sated. Los muertos can speak, but rarely do so, perhaps thinking the idea insulting, like fraternising with the enemy. They hunt in Prime Reality, as Scope-riding humans provide little sustenance.

Los muertos attack with horrific ferocity. Their claws and teeth deal wounds that rot and spread like a disease through the victim's body, killing her within a day. What is worse, the disease spreads easily, even through the air. A single los muertos may infect and destroy an entire hamlet with its diseased touch.

Species Traits

Outsider: Los muertos are outsiders and share traits common to such creatures.

Etheric Subtype: Los muertos are etheric creatures and share traits common to such creatures.

Disease: A creature in Prime Reality struck by a los muertos' claws must make a DC 14 Fortitude save or come down with a horrible rotting disease. Every hour, the character must make a DC 14 Fortitude save or take 1d4 points of Constitution damage. If this damage kills the character, the body becomes rotten and diseased; any living creature within 10 feet of the corpse must make a DC 14 Fortitude save or

contract the disease as well. (**The save DC is 10 + 1/2 the demon's HD + its Charisma modifier.**)

Ferocity: Los muertos continue to fight without penalty when reduced to 0 hit points. If the los muertos succeeds on a dying saving throw every round, it continues to fight with no penalty.

Los Muertos: CR 2; Medium outsider (etheric); HD 2d8+6; hp 15; Mas 16; Init +1; Spd 30 ft.; Defence 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +5; Atk +5 melee (1d4+3 plus disease, claw); Full Atk +5 melee (1d4+3 plus disease, 2 claws) and +3 melee (1d6+1 plus disease, bite); SQ darkvision 60 ft., disease, ferocity, scent; Val —/—; AL —/—; SV Fort +7, Ref +5, Will +5; Str 16, Dex 12, Con 16, Int 6, Wis 12, Cha 16.

Scope Avatar: HD 2d6+6; hp 15; Mas 16; Init +1; Defence 16, touch 15, flat-footed 15 (+1 Dex, +1 class, +4 natural); BAB +2; Grap +3; Atk +3 melee (1d4+1, claw); Full Atk +3 melee (1d4+1, 2 claws) and +1 melee (1d6, bite); SQ darkvision 60 ft., ferocity, scent; SV Fort +6, Ref +4; Str 12, Dex 12, Con 16.

Skills: Spot +2, Scope Awareness +5, Scope Resilience +7, Scope Use (immersed) +4.

Feat: Multiattack.

Advancement: 3–8 HD (Medium).

Templates

Mysteries of the Occult introduces a new type of monster: the template monster type. A template alters an existing character or creature.

GMs may add any number of templates to creatures that qualify, though the GM may add the same template to a given creature only once. Templates modify a creature's abilities, often grant new abilities or powers, and adjust its Challenge Rating. The template's description details the changes.

Two types of templates exist. Inherited templates are those with which a creature is born. An acquired template is one that a creature can acquire at any time.

Mindbore Thrall

Mindbore thralls are the victims of mindbore worm (see below) infestation. Upon hatching, the worm wraps itself around the victim's spinal column, overriding the victim's nervous controls and altering him. Mindbore thralls lose all sense of morality, becoming homicidal marauders under the directions of the worm within. Adrenaline pumps through their veins, lending them almost supernatural strength and endurance, but inhibiting mental capacity. Due to this mental erosion, almost no mindbore thralls enter the Scope.

Mindbore thralls kill anything that is not a thrall, unless they wish to infect others. On rare occasions, the worm manifests (usually when the thrall is almost dead or decapitated), pushing the body beyond its limits.

Creating a Mindbore Thrall

"Mindbore thrall" is an acquired template that can be added to any humanoid or animal (referred to hereafter as the base creature).

A mindbore thrall uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's size and type do not change.

Special Qualities: A mindbore thrall retains all the base creature's special qualities and gains those described below.

Expose Worm: If the mindbore thrall fails a dying save, or if the thrall is decapitated (often by failing a massive damage save; GM's discretion), the worm inside appears through any large orifice (often the death wound, especially in the case of decapitation). The worm adds its own hit points to the thrall, rejuvenating it.

Furthermore, the thrall gains a bite attack that deals 1d3–2 points of damage and injects poison (injury, Fortitude save DC 10 + 1/2 thrall's HD + thrall's Constitution modifier; initial and secondary damage 1d2 Strength). The thrall also becomes vulnerable to light, like a mindbore worm (see below).

The worm may instead detach itself from the thrall and flee, leaving the corpse behind.

Abilities: Change from the base creature as follows: +2 Str, +2 Con, –2 Int, and –4 Cha.

Challenge Rating: Same as the base creature +1.

Values: A mindbore thrall loses all former values.

Allegiance: The mindbore thrall loses all former allegiances and gains an allegiance to the mindbore worm that controls it.

Advancement: By character class.

Example Mindbore Thrall: Farmer Thrall

Farmer Thrall (Ordinary Enginaught 1): CR 1; Medium humanoid (human); HD 1d10+2; hp 7; Mas 14; Init +0; Spd 30 ft.; Defence 11, touch 11, flat-footed 11 (+1 class); BAB +0; Grap +2; Atk/Full Atk +2 melee (1d6+3, club); SQ expose worm; Val —/—; AL mindbore worm; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 14, Int 7, Wis 11, Cha 4.

Scope Avatar: HD 1d6–3; hp 1; Mas 4; Init +0; Defence 10, touch 10, flat-footed 10; BAB +0; Grap –2; Atk/Full Atk –2 melee (1d3–2 nonlethal, unarmed strike); SQ –; SV Fort –3, Ref +0; Str 7, Dex 11, Con 4.

Template: Disenfranchised (Agricultural, Street, *Crime*) (Intimidate, Survival).

Skills: Intimidate +1, Profession (farming) +4, Survival +5*.

* Includes +1 from template.

Influences: Agriculture +4.

Feats: Simple Weapons Proficiency.

Possessions: Hoe (treat as a club); heavy work gloves, overalls.

Wealth: +1.

Mindbore Worm

Mindbore worms, much like other parasitic worms, seek to infest living creatures and develop a symbiosis. By implanting eggs into living

victims, the mindbore worms propagate their species and overrun towns, pursuing their dark agendas.

Mindbore worms only somewhat resemble natural worms. A mindbore worm appears the same in both Prime Realty and the Scope: roughly three to four feet in length and sallow yellow colour. Four insect-like legs sit on axial points around the creature's "torso" while four more miniature legs rest around the creature's toothy maw. The worm has no eyes, but can see perfectly nevertheless. It is capable of climbing any surface, as well as burrowing through most substances.

A single mindbore worm is hardly a physical threat, as its only danger is its poisonous bite. However, mindbore worms rarely venture out alone, preferring to swarm over their victims until the victim is helpless from poison. Then a worm climbs to the victim's mouth of the victim and injects its eggs. Mindbore worms are capable of propagating only in Prime Reality, though they retain their poison in both worlds.

Mindbore worms attempt to infect entire villages, starting with top officials. Never going near highly populated areas, the worms infect small villages, while luring victims from nearby towns to add to their ranks. Occasionally, an overrun village extends an invite to a city official, hoping to spread the plague to a larger settlement, and thus throughout the world.

Mindbore worms are incapable of speaking, either own their own or through their hosts. While theoretically capable of speech, hosts simply (and brutally) kill anyone they are not interested in infecting.

Species Traits

Outsider: Mindbore worms are outsiders and share traits common to such creatures.

Etheric Subtype: Mindbore worms are etheric creatures and share traits common to such creatures.

Enhanced Transfer: A mindbore worm can treat a domain's class as being one class better for determining its movement rates. (It treats a class D domain as a class C domain, for example.) See **Etherscope,** Chapter 6: The Scope for more information.

Light Vulnerability: In Prime Reality, mindbore worms are vulnerable to light. Any light stronger than a candle (such as a torch or flash bomb) deals 2d4 points of damage per round to the mindbore worm. True sunlight spells instant death for the worms; exposure forces the worm to make a DC 25 Fortitude save each round or be destroyed.

Mindbore: As a full-round action that provokes an attack of opportunity, a mindbore worm in Prime Reality may implant an egg into a living being through its mouth and nostrils. The mindbore worm must pin the target to implant the seed; most mindbore worms wait until their victims are helpless (such as asleep or paralysed from their venom) before implanting.

Once implanted, the egg begins to grow a new mindbore worm inside the victim's chest. Over the course of the next few days, the victim becomes more aggressive. The victim may resist the manipulation by making a Will save (DC 10, +1 per day). If (and when) the victim fails his save, the egg hatches and he becomes a mindbore thrall (see above).

A successful surgery (a DC 25 Knowledge (medicine) check) can remove the egg before it hatches, but once it does hatch, a surgeon cannot extract the worm without killing the victim (although cunning individuals may coerce the demon to leave). If something destroys the body, the mindbore worm either rejuvenates it (see "Mindbore Thrall" above) or attempts to burrow out of the body

and attack the killer, to mindbore him next. If too many foes are present, the worm burrows into the ground, fleeing.

A mindbore worm may flee a body as a full-round action that provokes attacks of opportunity. If the body is alive, the victim must make a DC 20 Fortitude save or die; success deals 6d6 points of damage instead. If the victim lives, he reverts to his own personality, with knowledge of the death and chaos he dealt. Most recovered victims go insane.

Poison: Injury, Fortitude save DC 11; initial and secondary damage 1d3 Strength. (**The save DC is 10 + 1/2 the worm's HD + its Constitution modifier.**)

Skill Bonuses: Mindbore worms use their Dexterity modifier for Climb and Jump checks.

Mindbore Worm: CR 1; Small outsider (etheric); HD 3d8; hp 13; Mas 10; Init +2; Spd 20 ft., burrow 15 ft., climb 20 ft.; Defence 16, touch 13, flat-footed 14 (+2 Dex, +1 size, +3 natural); BAB +3; Grap –3; Atk/Full Atk +6 melee (1d3–2 plus poison, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 120 ft., light vulnerability, mindbore, poison; Val unknown; AL unknown; SV Fort +3, Ref +5, Will +5; Str 6, Dex 14, Con 10, Int 8, Wis 14, Cha 10.

Scope Avatar: HD 3d8; hp 13; Mas 10; Init +2; Defence 17, touch 14, flat-footed 15 (+2 Dex, +1 class, +1 size, +3 natural); BAB +2; Grap –3; Atk +5 melee (1d3–1 plus poison, bite); SQ darkvision 120 ft., enhanced transfer, poison; SV Fort +3, Ref +5; Str 8, Dex 14, Con 10.

Skills: Climb +10, Jump +5, Scope Awareness +8, Scope Resilience +6, Scope Use (immersed) +5.

Feats: Dodge, Weapon Finesse.

Advancement: 4–8 HD (Small).

Demon Massive Attack Saves and Shadowclaws

In the **Etherscope core rulebook**, the demons listed were incorrectly given MAS's of —. Like other creatures, all demons have a MAS equal to their Constitution.

Furthermore, shadowclaws (see **Etherscope,** Chapter 8: Gamesmastering) have incorrect abilities; change their Wisdom score to 18. This increases their Will saving throw to +7, and their Scope Awareness to +10.

DEMONIC AGENTS

In this section are demonic agents: mortal servants of the Great Old Ones, or thralls to Etherspace's demonic hordes.

Alexandros Delentes

Born in rural southern Spain, Alexandros is used to poverty. His family owned a small olive orchard, but the country was too dry for the olives, and the plantation died, leaving Alexandros and his family with no income. Soon his mother and two sisters died of disease, and his father degenerated into madness, lashing out at his only living child and blaming him for their misfortunes. The boy was only twelve at the time, and the old man pushed him to the brink; Alexandros killed his father with a steak knife.

Alexandros lived on his own until he moved into the nearby village. There, his natural charisma moved him through the village ranks, until he won leadership over the town. His talent for cruelty grew, as he tortured and murdered people on his way to the top.

It was then that, wandering a field, a mindbore worm attacked him and implanted its egg within his body. Immediately recognizing the power within him, Alexandros made a deal with the worms' patron entity and became something greater. He infected his entire village with the worms, and now controls an army of thralls, all under his undisputable power.

Appearance: In his human form, Alexandros appears as a tall man, easily over 7 feet and weighing over 300 pounds. He often hides his incredible strength under a flowing black trenchcoat. His head is shaven except for a long black beard. His black eyes are piercing, as if they can see into a human's soul.

In his demon form, Alexandros becomes a creature of nightmares. Over 12 feet tall, he appears as a cross between an enormous mindbore worm and a human. His arms end in horrible pinching claws, while his body tapers down to a long tail. His face remains vaguely recognisable, but horribly distorted, with a gaping maw full of fangs and dripping venom. His skin is mottled yellow, like the colour of pus, yet his eyes remain unchanged.

Agenda: Alexandros seeks to spread the mindbore worm plague across the world, starting with Spain. To pursue this end, Alexandros kidnapped and infected several of Madrid's influential street community members, as well as at least one mob boss from Italy. Through them, he hopes to grab a truly influential person, and has his eyes on infecting the British Crown. Once he has control of Spain, he intends to make it a world power once more and spread the mindbore infection through diplomats and tradesmen.

Special Traits

Etheric Subtype: Alexandros is an etheric creature and shares traits common to such creatures.

Demon Form: As a full-round action that does not provoke attacks of opportunity, Alexandros may assume his demon form. In his demon form, his hit points, combat values, and abilities increase, and he counts as an outsider for abilities and special effects. He gains two claw attacks and a bite attack that injects venom. He may not use weapons or armour while in this form, however, and he takes 1d4 points of damage per round when exposed to any light greater than a torch, or 3d6 points of damage per

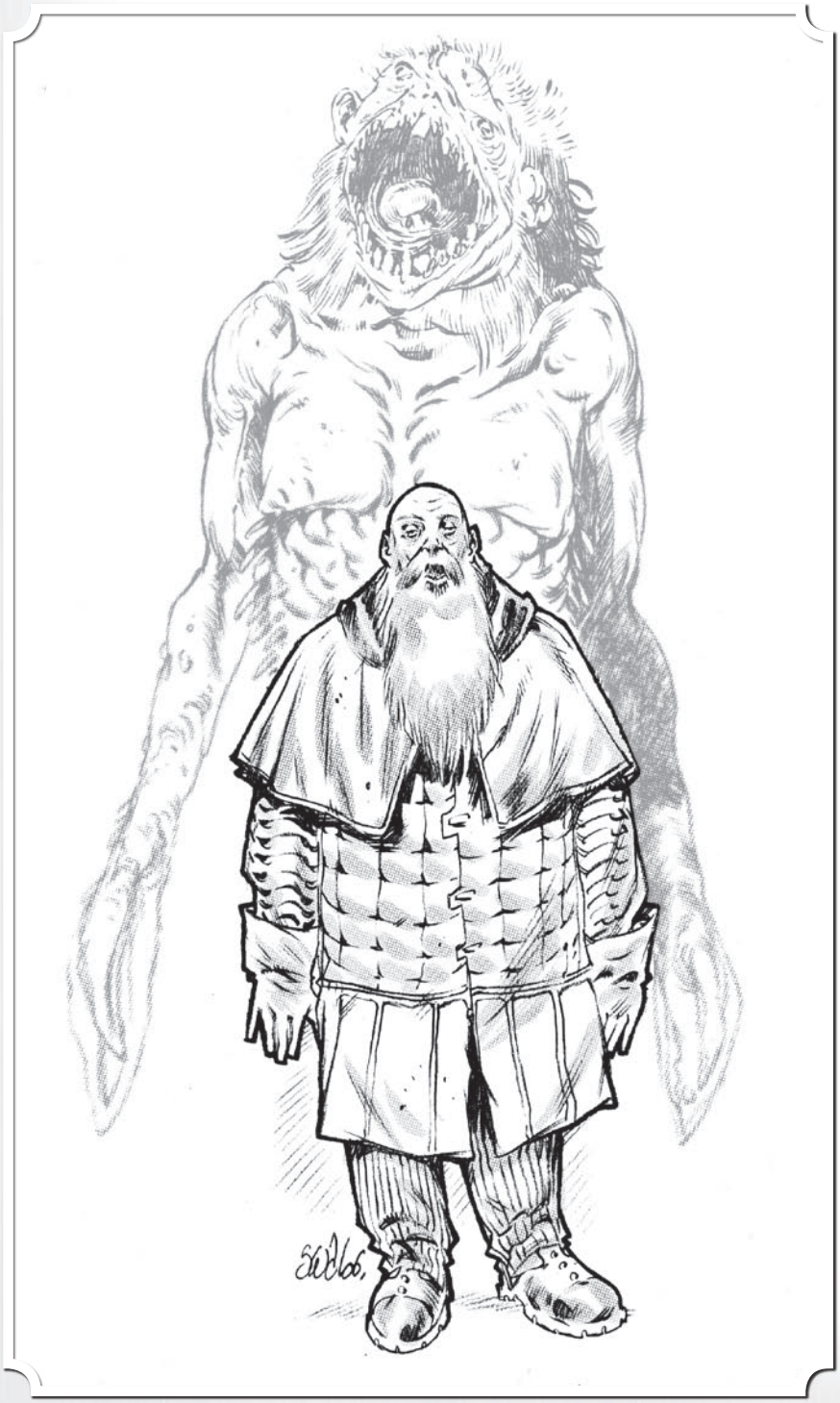
round if exposed to sunlight.

Alexandros also assumes this form any time he is in the Scope.

Enhanced Transfer: Alexandros treats a domain's class as being one class better for determining his movement rates. (He treats a class D domain as a class C domain, for example.) See **Etherscope**, Chapter 6: The Scope for more information.

Mindbore: Alexandros may implant a mindbore worm egg on a pinned opponent. See "Mindbore Worm," above.

Poison: In his demon form, Alexandros' bite inflicts poison (injury, Fortitude save DC 21; initial and secondary damage 1d4 Strength). (**The save DC is 10 + 1/2 Alexandros' HD + his Constitution modifier.**)



Skills: Due to his half-demon nature, Alexandros treats all Scope skills as class skills.

Alexandros Delentes, Human Form (Broker 4/Gang Leader* 7): CR 13; Medium humanoid (etheric); HD 4d6+20 plus 7d8+35 plus 11; 114 hp; Mas 20; Init +1; Spd 30 ft.; Defence 17, touch 16, flat-footed 16 (+1 Dex, +5 class, +1 equipment); BAB +9; Grap +13; Atk +13 melee (1d8+5, brass knuckles) or +10 ranged (2d6, standard revolver); Full Atk +13/+8 melee (1d8+5, brass knuckles) or +10/+5 ranged (2d6, standard revolver); SQ close but not quite, demon form, illicit contacts, improved intimidation, intimidating presence*, mindbore, motive manipulation, rock-solid resolve, shake*, spirit sunder, street cred, terrify*, timely misdirection; Val bravery/detachment; AL mindbore worms; SV Fort +10, Ref +6, Will +10; Ex 8; Str 18, Dex 13, Con 20, Int 21, Wis 17, Cha 23.

Alexandros Delentes, Demon Form: Large outsider (etheric); HD 11d8+66 plus 11; hp 130; Mas 23; Init +0; Spd 40 ft., burrow 15 ft., climb 20 ft.; Defence 18, touch 14, flat-footed 18 (–1 size, +5 class, +4 natural); BAB +11; Grap +23; Atk +18 melee (1d8+8, claw); Full Atk +18 melee (1d8+8, 2 claws) and +13 melee (2d6+4 plus poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ close but not quite, darkvision 60 ft., illicit contacts, improved intimidation, intimidating presence*, light vulnerability, mindbore, motive manipulation, poison, rock-solid resolve, shake*, spirit sunder, street cred, terrify*, timely misdirection; SV Fort +13, Ref +7, Will +10; Ex 8; Str 26, Dex 11, Con 23, Int 21, Wis 17, Cha 23.

Scope Avatar: HD 11d8+66; hp 119; Mas 23; Init +3; Defence 16, touch 12, flat-footed 13 (+3 Dex, –1 size, +4 natural); BAB +0; Grap +10; Atk +7 melee (1d8+8, claw); Full Atk +7 melee (1d8+8, 2 claws) and +2 melee (2d6+4 plus poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ close but not quite, darkvision 60 ft., enhanced transfer, illicit contacts, improved intimidation, intimidating

presence*, motive manipulation, poison, rock solid resolve, shake*, spirit sunder, street cred, terrify*, timely misdirection; SV Fort +13, Ref +10; Str 26, Dex 17, Con 23.

Template: Disenfranchised (Agricultural, Street, *Crime*) (Intimidate, Survival).

Skills: Bluff +20, Diplomacy +17, Forgery +10, Intimidate +25†, Knowledge (current events) +15, Knowledge (tactics) +19, Profession (farmer) +6, Resolve +20, Scope Awareness +17, Scope Resilience +20, Scope Use (immersed) +19, Sense Motive +17, Survival +17.

† Includes +1 from template.

Influences: Agriculture +16, Street +14, Crime +7, Parliamentary +1.

Feats: Brawl, Frightful Presence, Influential (agriculture), Improved Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency, Street Fighting, Toughness (body).

Possessions: Brass knuckles, revolver, thick leather overcoat (counts as leather jacket armour), ethercomm device, farming tools.

Wealth: +11.

* See **Upload: Etherpunk** for the gang leader class and new broker talents.

Tactics: Alexandros is fearless in battle, but he is not stupid. He worked hard to build his empire and his ability to control others, and he displays his charisma in combat. He stands back and directs his thralls, coordinating them into masterful strategies that the nearly mindless throng would otherwise be incapable of performing. Once Alexandros believes that he is in little danger, he wades into battle, breaking his opponents with his brass knuckle strikes, or shooting an annoying wallflower with his revolver.

If the battle proves too much, or his opponents defeat most of his thralls, Alexandros transforms into his demonic form and targets the most dangerous foe. Alexandros retains his wits while in this form, avoiding flank attacks and using his poison to weaken his foes before committing. He also uses the terrain to his advantage, burrowing under foes or climbing up walls to avoid melee combatants.

Alexandros is unable to admit defeat, and fights to the death rather than flee.

Marcus Freund

Marcus is an influential councillor in the New Reich, a cold and calculating man who speaks directly to the Kaiser. A long-standing friend of the monarch, Marcus' brilliant mind helps secure the Berlin Empire's power. While militarily incompetent, Marcus is a solid accountant, a whiz with numbers, and committed to peaceful land purchases for the New Reich.

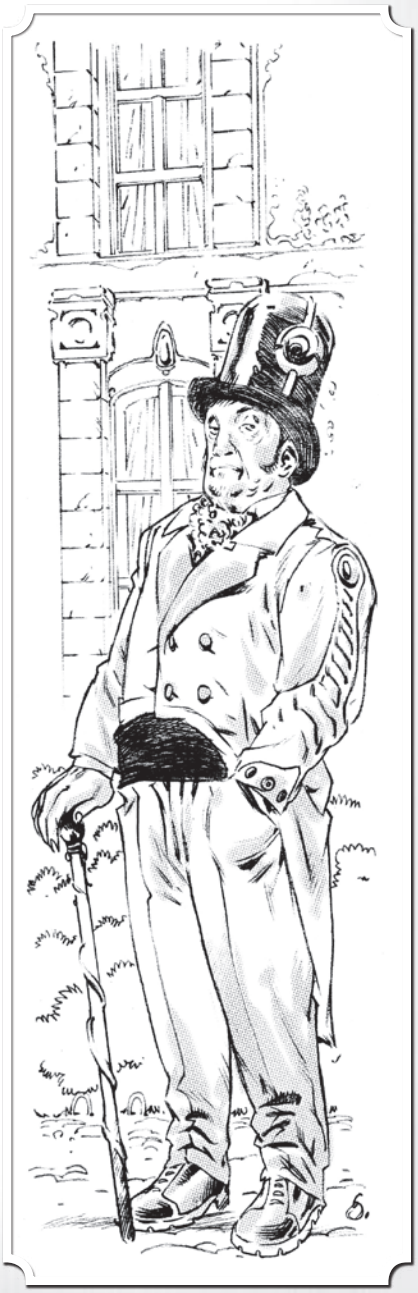
However, unknown to anyone, the real Marcus lost his soul twenty years ago to a demon. While still alive, he is only a backseat driver to the demon, a servant of the Tattered King, which uses his body to commit atrocities. Slowly, the demon builds his power, manipulating the monarchy to further its master's goals.

Appearance: Marcus is in his late fifties, and mostly bald. Despite growing liver spots and a need for glasses, he presents an imposing and regal figure, with strength far beyond his years. Marcus always dresses in an immaculate suit, his thin hair perfectly arranged, his nails trimmed; he presents the image of the perfect executive. However, to look into his eyes is to see a terrible corruption, an inhuman malevolence seeking to return the world to the anarchy of yore.

Agenda: The demon possessing Marcus works for the Tattered King, an ancient godlike entity. Mostly an extension of the Tattered King's will, Marcus now manipulates the Kaiser into war through conquest of contested territories. Marcus whispers in the Kaiser's ear daily, reinforcing the man's greed, and laying plans for new territorial acquisition. Marcus believes it's a matter of time before he manipulates the New Reich into war with Britain or the US. Then, perhaps the demon will be sated.

Marcus Freund (Broker 9): CR 9; Medium humanoid; HD 9d6; hp 34; Mas 11; Init +1; Spd 30 ft.; Defence 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +4; Grap +3; Atk/Full Atk +5 melee (1d6–1, sword cane); SQ ear to the ground (Parliamentary), first amongst equals (Parliamentary), improved influence (Parliamentary), master of etiquette (Parliamentary), web of intrigue (Parliamentary), wheeler-dealer (Parliamentary); Val loyalty/loyalty; AL the Tattered King, chaos; SV Fort +3, Ref +6, Will +8; Ex 7; Str 8, Dex 12, Con 11, Int 22, Wis 16, Cha 20.

Scope Avatar: HD 9d6+45; hp 79; Mas 20; Init +3; Defence 15, touch



15, flat-footed 12 (+3 Dex, +2 class); BAB +3; Grap +9; Atk/Full Atk +9 melee (1d6+6, sword cane (program)); SV Fort +8, Ref +6; Str 22, Dex 16, Con 20.

Template: Bourgeoisie (Industry, *Finance, Guilds, Parliamentary*).

Skills: Bluff +17, Diplomacy +19, Disguise +7, Fighting Technique (fencing) +7, Forgery +18, Intimidate +7, Listen +15, Knowledge (civics) +18, Knowledge (current events) +20, Knowledge (industry) +20, Resolve +17, Scope Awareness +9, Scope Resilience +11, Scope Use (immersed) +12, Sense Motive +15.

Influences: Industry +12, Finance +6, Guilds +6, Parliamentary +8, Civic +1.

Feats: Bureaucrat (current events and industry), Combat Bluff*, Deceptive, Defensive Martial Arts, Fencing Proficiency, Influential (Parliamentary), Persuasive, Weapon Finesse.

Possessions: Sword cane (and matching Scope program), rich Armani suits, wealthy lifestyle, various accompaniments of wealth.

Wealth: +22.

* This feat appears in **The Great Metropolis**.

Tactics: Marcus is not a combatant and flees if attacked. However, his old body is still spry, and Marcus may surprise tenacious opponents with his knowledge of fencing. If backed into a corner, Marcus draws his sword and attacks.

In the Scope, his outstanding mental facilities make him a deadly warrior. Marcus enters the Scope frequently, consulting with his masters and planning meetings in various domains with ambassadors and notorious Scope criminals, and occasionally taking out a threat or two.

The Judgement Beast

Emerging from deep Etherspace, the creature dubbed the Judgement Beast is a rampaging herald of death and destruction. Everywhere the creature goes, it destroys without mercy or guilt, tearing entire domains apart in its wake. The demon is either unable or unwilling to speak. Its only sounds are agonised screams and pleased growls while ripping apart people and buildings. Perhaps the most terrifying fact about the Judgement Beast is that if the monster kills a person in the Scope, she dies in the real world as well.

Many theorise the demon is the offspring of a Great Old One, or perhaps a failed experiment. Others believe the creature emerged from nothing to herald an incoming Apocalypse. The fey in particular fear the Judgement Beast, as if they recognise the creature from some ancestral doom. Some cultists worship the beast as a god, and seek to discover the means to bring it into Prime Reality, where it will carve a kingdom for the devoted. These cultists refuse to believe that they will likely be the creature's first meal of flesh and blood.

Appearance: Standing easily five stories tall and weighing at least an impossible hundred tons, this behemoth is a walking terror. The Judgement Beast bears red spiked plates

head-to-toe, with a brilliant display of spines across its back. The beast has two sets of horribly clawed arms, and its humanoid upper torso ends in a long tail, with which it slithers through domains. A draconic head, with a maw full of horrible teeth, rests upon a thick neck, where three pairs of yellow pupil-less eyes peer with hatred. Two bull-like horns curve above its eyebrows.

Agenda: The Judgement Beast has no agenda. It appears out of wild Etherspace, rampaging through a domain with the ferocity of a maddened bull, leaving a wake of destruction behind it. After the beast has its fill, it returns to Etherspace, vanishing for weeks until it reappears. So far, the beast has not destroyed any major domains, though it appears to steer itself towards the seats of humanity. Ultimately, theorists believe that the beast seeks to enter Prime Reality, where it can destroy all life on Earth. It certainly seems interested in Scope points and tab-jammers, studying these before destroying them. Thankfully, the creature seems unable to enter Prime Reality; should its prey escape there, it goes into a furious rage.

Special Traits

Outsider: The Judgement Beast is an outsider and shares traits common to such creatures.

Etheric Subtype: The Judgement Beast is an etheric creature and shares traits common to such creatures.

Augmented Critical: The Judgement Beast's bite threatens a critical hit on a natural attack roll of 18–20, and deals triple damage on a successful critical hit.

Constrict: On a successful grapple check, the Judgement Beast deals 3d8+9 points of damage.

Enhanced Transfer: The Judgement Beast treats all domains as if they were Class A domains, regardless of the domain's true class. See **Etherscope**, Chapter 6: The Scope for more information.

Immortality: No known form of attack can actually kill the Judgement Beast. If something manages to kill it, it dissipates in a cloud of ether and returns to deep Etherspace, where it heals until it can return. The fey theorise that a way to destroy the beast permanently exists, but it requires an artefact lost to the ether long ago.

Improved Grab: To use this ability, the Judgement Beast must hit a Huge or smaller opponent with its bite or tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict (with a tail slap) or swallow (with a bite) the opponent on the following round.

Occult Immunity: No occult skills work against the Judgement Beast. Anyone attempting to affect the Judgement Beast with an occult skill automatically fails. The only exception is occult-enhanced weapons, which bypass the beast's damage reduction.

Prime Reality Inviability: The Judgement Beast cannot survive outside of Etherspace (so far).

Slay Truth: If the Judgement Beast kills a Scope avatar, the character must make a DC 32 Fortitude save. Failure kills the target in Prime Reality as the victim suffers an incredibly violent and bloody stroke. (**The save DC is 10 + 1/2 the Judgement Beast's HD + its Constitution modifier.**)

Swallow Whole: The Judgement Beast can try to swallow a grabbed opponent of Huge size or smaller by making a successful grapple check. Once inside the beast, the opponent takes 2d8+9 points of crushing damage plus 2d6+6 points of acid damage per round from the Judgement Beast's digestive tract. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the beast's digestive tract (Defence 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The Judgement Beast's digestive tract can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

The Judgement Beast (Scope avatar only): CR 20; Colossal outsider (etheric); HD 20d8+240 plus 20; hp 353; Mas 35; Init +3; Defence 35, touch 15, flat-footed 32 (+3 Dex, –8 size, +10 class, +20 natural); BAB +15; Grap +49; Atk +25 melee (4d8+18, bite); Full Atk +25 melee (4d8+18, bite) and +23 melee (1d12+9, 4 claws) and +23 melee (1d10+9, gore) and +23 melee (3d6+9, tail slap); FS 30 ft. by 30 ft.; Reach 20 ft.; SQ augmented critical, constrict (3d8+9), darkvision 60 ft., enhanced transfer, fast healing 10, immortality, improved grab, damage reduction 25/occult, occult immunity, Prime Reality inviability, resistance to fire 20, scent, slay truth, swallow whole; SV Fort +24, Ref +15, Will +15; Str 46, Dex 16, Con 35, Int 3, Wis 16, Cha 35.

Skills: Intimidate +13, Scope Awareness +25, Scope Resilience +25, Scope Use (immersed) +19.

Feats: Cleave, Frightful Presence, Great Cleave, Improved Bull Rush, Power Attack, Toughness (avatar).

Tactics: The Judgement Beast's tactics are simple, despite its impressive abilities. The creature flies into melee, using its speed and manoeuvrability to instil chaos in its opponents. The monster thrives on personal combat, and chooses the most powerful avatars to battle one-on-one, unleashing its entire capabilities upon the unfortunate Scope rider. The beast stuffs lesser annoyances into its gullet or crushes them within its coils. It fights until either everything within the domain is dead, or defenders drive it back. Characters cannot reason with the creature nor talk it down. Attempting to use diplomacy and tact with the beast simply ensures that the diplomat is its next victim.

CHAPTER 6: SYSTEM AGENTS

Perhaps more mysterious than demons, System agents police the Scope, acting as guardians against Scope riders. Surprisingly, recent light has uncovered a hatred of demons as well. These etheric beings have little morality, attacking transgressors with impudence. However, while scientists classify agents as a subspecies of Etherspace demon, the entities' reasons and motivations are clouded in mystery. Some of these mysteries have begun to unravel as humans make the first contact with agents.

This chapter details **Etherscope's** System agents, as well as shed some light on the agent's unknown benefactor, the great and mysterious Etherspace entity called the System.

WHAT ARE SYSTEM AGENTS?

At first, System agents seem to be related to demons, and are lumped in the same category. Both are etheric beings, residing in Etherspace. However, System agents appear to follow a different purpose, though one just as mysterious as the horrors' agendas. The agents appear out of nowhere to stop domain tampering, and exterminate demons with extreme prejudice. System agents are also inexplicitly linked to the Scope, for they are unable to enter Prime Reality at all — as far as anyone knows.

By exploring their abilities, academics find more information about the System agents every day, and hope to unlock the secrets of their existence and origins.

AGENT PHYSIOLOGY AND ABILITIES

All agents share similar abilities, explained in detail below from a scientist's evaluation of the etheric beings.

To this day, we know so little about the beings known as System agents. What are they, truly? What is their purpose? And why do they attack us in some instances and help us in others?

To this purpose, I, Dr. Abraham Valance, have compiled an essay detailing the nature of these elusive beings.

Etheric Bodies

Like Etherspace demons, System agents are composed of ether, and lack the ability to form real bodies as some demons can. System agents are also far stronger and more resilient than their mental capacities should allow, as the agents do not appear to be particularly gifted or cunning. The beings can lift extraordinary masses and inflict terrible crushing blows with their fists, punching through even concrete. All System agents also carry ranged weapons, usually pistols, though occasionally they carry bows or other exotic weapons. Despite the weapon's form, all System agents are proficient in its use. Agents prefer to fight with their fists, but resort to ranged combat against distant or particularly quick opponents.

System agents' bodies appear to be mutable. Specific agents wear the faces of famous Scope riders or criminals, perhaps as a testament to their jobs as Scope police. The agents show a further mutability, however, which extends across domains. As an agent travels through a domain, it picks up traits of that domain, changing its form to fit in with the new "world" it enters. Agents within the domains associated with Britain appear in high London fashion, with black bowlers and dark Oakley sunglasses. Schopheim agents wear a cross between standard police uniforms and military attire, with black-tinted goggles, reflecting the harsher nature of that realm. No matter the domain, however, all System agents are recognisable: pale skin, black clothing of respectable fashion, and some form of shaded lenses over the eyes.

Great Senses

Avatars leave a trail or trace as they pass through Etherspace — an astral signature. Due to their connection with Etherspace, System agents (and some psychics) can follow these traces as a real-world animal follows the scent of prey. Obviously, this ability aids System agents in their hunting, allowing the etheric beings to follow a particularly discordant avatar anywhere within a domain.

Furthermore, a System agent's senses are so powerful that its shaded eyes can penetrate even the thickest programmed darkness. Perhaps this ability evolved from the agents finding their way through Etherspace, an uncharted and dangerous place. It can certainly prove frustrating to their target, as a Scope rider may not simply shut out the lights to escape.

Sequester Avatar

Perhaps the most feared agent ability, an agent can possess another's avatar, changing the avatar to appear the same as the agent. The agent performs a reverse assimilation: The agent touches the victim, enters the avatar, and changes it into the agent's own form. During this time, the Scope rider exists in a sort of back-seat driver position, incapable of performing any action but witnessing everything the agent does. Particularly strong-willed Scope riders may break the agent's control, but only to jack out and leave the agent behind.

Agents use this ability to gain access to new abilities and knowledge, as the agent controls the avatar from within. Agents often sequester new forms to gain advantages in the Scope, using particularly devilish Scope rider techniques or programs to further their goals. Agents also use this ability to thin crowds by removing combatants.

If a sequestered avatar is destroyed, the agent emerges unharmed, and with one less enemy to contend.

Other Abilities

Variations of the standard System agent appear in random locations. These new agents wield strange powers. Some viewers report agents sequestering avatars at range, or travelling the length of a domain in a single stride. Others can lock a Scope rider within a domain, preventing him from fleeing.

Of particular note is a new rumoured agent type, known to the Scope elite as Agent Johnson. According to Scope subculture, these agents are a direct response to the greater Scope augmentations and prowess amongst human Scope elites. Whilst no one has faced one of these agents and lived, tales say the beings are incredibly powerful, capable of moving at incredible speed and fighting with advanced martial prowess. Agent Johnsons are not visibly different from normal agents, which adds to the paranoia and danger. I wonder if these agents even exist at all due to their rarity.

Conclusions

I have classified an agent's abilities, but I still do not understand their motivations. I wonder what gave them the ability to override another's avatar. Their abilities seem to be a riddle for us to solve.

I believe that the agents are trying to tell us something; otherwise, why do they appear as famous Scope personas? But perhaps I am grasping at imaginary handholds. I do not know.

Other Domain Agents

As noted, a System agent's appearance changes depending on the domain it enters. This adaptation may also affect its abilities. The GM is free to alter any agent's powers and weaponry to reflect different climates. Some agents may forsake ranged weapons in a melee-oriented society, such as wielding great swords in a Norse-designed domain. Other agents may gain the ability to shapeshift into animals in a wild-themed domain, rather than sequester avatars, gaining powerful claw and bite attacks.

A System agent is always proficient with the weapon it carries.

A System agent's CR should never change when a domain alters the agent's abilities. While the agent may battle differently, its overall power remains the same.

Sequester Avatar Specifics

When an agent sequesters an avatar, the agent replaces its own traits with that of the avatar, including skills and programs. Often this tactic weakens the agent, but it grants the agent access to the avatar's skills and programs.

For instance, an agent might capture an errant Scope rider because it needs the capability to modify domains in order to catch up with a criminal.

AGENT PSYCHOLOGY

More difficult than facing an agent is understanding them. Whilst agents can and do speak, they are not prone to parleying. However, unlike demons, people can occasionally reason with System agents. Depending on the agent, a Scope rider may be able to hold a conversation and even talk the agent out of attacking him… if he can convince the agent he is doing no wrong, that is.

Diplomatic types find dealing with agents difficult. The beings are coldly logical, and have no human side to which to appeal. Many scholars believe tradition or a higher power binds the agents to a set of laws — a set alien to humans — but force Scope users to abide by these hidden laws anyway. They do not conform to any known system of ethics or morality, nor do they favour one group over another. Agents care little about social class; a rich criminal is still a criminal. Perhaps the most disturbing acts are when agents attack avatars for some unknown (and perhaps unknowable) violation, without explaining their actions.

Agents are also not above torture. Stories appear across databases: Agents appear in Scope programs modelled after black sedans and kidnap avatars, using some mystical ability to keep targets from fleeing the Scope. Supposedly, even a casual Scope user may one day find himself grabbed by two agents and disappear for hours before returning — with no memory of the event at all. Agents say little about why they perform these kidnappings, stating only that "it is for your own good."

So how, then, does one reason with an agent? They are cold and emotionless, but not stupid. If someone tricks an agent — perhaps "proving" his innocence —it may relent and let the target go. However, bluffing an agent is difficult, as the entities seem to have a sixth sense for what is right and what is not. Even though agents are blunt and show little cunning, they perceive lies as if something guides them. A Scope rider must also get the agent to *listen* first; most agents appear and attack with little warning.

Conversations with agents are difficult to hold, as the beings have little time for casual Scope users. The only time a Scope rider can get an agent to speak is through one of these rumoured interrogations, or if he convinces the agent he has information it requires. Even then, the conversation is brief, as agents are not verbose. While moderately intelligent, agents pursue their hidden agendas rather than waste time talking.

After a short time speaking with an agent, a Scope rider becomes aware that the beings do have some emotions with which humans can relate. Agents bear a hatred of those who break their laws, and possess a sense of duty and honour. Some occult investigators believe the agents protect humans from other humans; the agents view themselves as Scope police, righting wrongs few understand.

Some agents, conspiracy theorists argue, *care* about people. They wish to learn more of Prime Reality and of humanity. Sceptics believe that this appearance is merely a front: an enemy wishing to learn more about its foes to find their weak points. Others believe that these beings wish to protect people from… something.

THE SYSTEM

Three years ago, a group of Scope riders captured an agent and interrogated the being. When asked why it performed its duties, the agent (eventually) acknowledged the existence of a super-being, which it called "the System." Supposedly, agents haven't mentioned this System again, and sceptics call this report's authenticity into question. After all, who can keep a System agent in place, when the agent can simply sequester the interrogator's avatar?

Despite criticism, the System is now a hot topic amongst Scope conspiracy theorists, and thousands of probing questions and fabricated answers explode across topic boards every day. Even those who believe in the Great Old Ones find it difficult to believe in the System, however, but the stories of its existence become more popular daily. The number one provocative question in thousands of databases is simple:

What is the System?

AGENDAS

According to Scope conspiracy theorists, the System is an incredibly powerful entity, much like the Great Old Ones (see Chapter 5: Creatures of the Dark, "The Great Old Ones"), located in deep Etherspace. In addition, much like the Great Old Ones, the System uses agents to further its goals. Brief conversations with System agents reveal a desire for an ordered, structured society, and an elimination of threats to this future utopia. A handful of conspiracy theorists believe System agents are direct extensions of the System, but these theorists lack evidence. Most believe the System creates agents to work towards the Scope's structured unification. This idea does not explain where the System came from, however, or its intentions once it achieves its ordered society.

The System also calls upon agents to eliminate the existence of demonic invasions. When critics request proof of a converse relationship between agents and demons, conspiracy theorists come up dry. The theorists conclude that agents kidnap witnesses and reprogram them, altering their memories to forget Etherspace's horrors, thus hiding the truth from humanity. Few understand why the System is adamant about concealing the existence of demons, but one anonymous philosopher put it best

when he said, "the enemy not known is the enemy least considered."

The System grows in power in proportion with humanity's expansion into the Scope. New agents appear each day, and theorists conclude that, as people become more powerful in the Scope, so does the System. Originally, only one type of System agent existed. However, as humans learn more about the Scope and develop advanced techniques to navigate the ether, Scope riders become more difficult for System agents to control. In response, the System creates newer and more powerful agents with abilities to combat humanity's progress. Perhaps the System grows in power by fighting riders, gaining experience and determining how to control aberrant beings. Or perhaps humans feed the System with their experience and power. Regardless, theorists agree that the System grows in power as humans expand deeper into the ether.

ORIGINS

No one has any historical evidence of the System's origins, or even proof it exists. This dearth does not stop anyone from guessing, of course.

The world's greatest minds (those who believe in the System's existence, anyway) created and argue the following two theories.

Guardian of Lemuria

After the Hendricks Tablet's discovery (see Chapter 5: Creatures of the Dark, "What Are Etherspace Demons?," *Demonic Theories*, The Nemesis Theory), some extremists theorise that the System's origins lie with Lemuria. If the tablet speaks true, these historians argue, then the ancient Lemurians would have made some defence against the horrors.

These historians study the so-called demons, watching for patterns. They notice a rivalry between System agents and other demons. Agents even speak of demons, and of a war the two forces wage. Mix in the rumours of the System, and some scholars theorise that the ancient Lemurians created the System to protect themselves from the demons. With the rediscovery of Etherspace, the System is online again, working its ancient programming to protect humanity from the Etherspace horrors.

This theory has some problems. First, no known Lemurian texts speak of the System. Perhaps more importantly, why does the System target humans, if its sole purpose is to destroy demons? Moreover, why does it want to control Scope users' actions by sending agents to reinforce its laws? Too many unanswered questions prevent this theory from becoming more widely accepted.

Extension of Awareness

Coexisting with the theory that demons are extensions of human minds and nightmares (see Chapter 5: Creatures of the Dark, "What Are Etherspace Demons?," *Demonic Theories*, The Psychological Theory) is the idea that the System and its agents are also extensions of human will. However, critics say this theory fails to explain the System's wish to impose order through its agents, and why the agents hate other demons.

The first is easy to explain. Despite a strong individuality, humans seek to control everything, naming it and giving it definition. As an extension of human awareness, the System adopts humanity's desire to order the world. Thus, the System seeks to control the Scope as an extension of humanity's desire to impose order in chaos.

Why agents hate demons is perhaps more perplexing, but theorists believe that the System also adopted humanity's irrational hatred of anything different. Others believe that demons bring chaos, which disrupts an ordered, structured reality. Thus, to bring order to chaos, the System must destroy the chaos-bringers. This reasoning also explains the System agents' hatred of Scope criminals who seek to work the Scope for their own goals.

This theory has more subscribers than the previous one, but it has its own problems. The greatest: The theory falls short if the psychological theory of demons proves inaccurate. Furthermore, the System seeks to order humans as well as the Scope. Perhaps the System rebels against human control, believing humans are against a structured society. Humanity may have created it, but like its creators, the System does not wish to be controlled — it is a Freudian slip grown vastly out of control.

FRIEND OR FOE?

Regardless of which theory a person subscribes to, all theorists agree that the System protects the Scope from criminals and demons. The System sends agents to disrupt industrialists' plans to abuse the Scope (using its own definition of "abuse," of course) and to destroy demonic infestations. Whether the System is a guardian or a conqueror is unknown, but its agenda influences the Scope's heartbeat.

NEW AGENTS

As humans expand into the ether, the System creates agents that are better and more qualified for the job of policing the Scope. All the System agents presented here share the same abilities as regular agents (see **Etherscope**, Chapter 8: Gamemastering, "Creatures and Characters," *Etherspace Creatures*), but bring new powers to the field.

AGENT BENEDICT

When agents kidnap avatars, they bring them to these specialised beings. The mere gaze of an Agent Benedict is mind wracking, as it has the ability to read people's minds and alter their memories. Often, agents use these powers to rip desired knowledge from victim's heads; other times, the agents wish to make people forget certain events. Often an Agent Benedict manifests a set of tools — to augment his telepathic interrogations or simply to intimidate the witness.

Few Scope riders believe in Agent Benedict's existence, as the agent has the tendency to erase memory of himself from a viewer's mind. Only the occasional escapee or strong-willed Scope rider bears testimonies of the System's most horrific and sadistic agent, and these few usually face derision as their peers think they are superstitious or jumping at shadows.

Species Traits

Occult Skills: Telepathy is a class skill for Agent Benedict. Furthermore, Agent Benedict has the alter memory occult power (see Chapter 1: Occult Secrets, "Occult Powers").

Agent Benedict: CR 10; Medium outsider (agent, etheric); SV Will +10; Ex 0; Int 16, Wis 14, Cha 16.

Scope Avatar: HD 9d10+27; hp 76; Mas 12; Init +6; Defence 19, touch 17, flat-footed 17 (+2 Dex, +5 class, +2 natural); BAB +7; Grap +10; Atk +10 melee (1d8+3, slam) or +9 ranged (2d6, standard pistol); Full Atk +10/+5 melee (1d8+3, slam) or +9/+4 ranged (2d6, standard pistol); SQ darkvision 60 ft., greater psychic power (alter memory), Prime Reality inviability, sequester avatar (Will DC 17), scent; Val unknown; AL the System; SV Fort +9, Ref +8; Str 16, Dex 14, Con 16.

Skills: Bluff +15, Intimidation +17, Knowledge (natural philosophy) +6, Resolve +15, Scope Awareness +14, Scope Resilience +15, Scope Use (immersed) +15, Sense Motive +14, Telepathy +15.

Feats: Frightful Presence, Improved Initiative, Iron Will.

Possessions: Standard pistol (program), interrogation tools (+2 on Intimidate checks; already factored into the above statistics).

Advancement: 10–14 HD (Medium).

AGENT JOHNSON

In response to humanity's greater Scope control, the System created a new breed of agent. Agent Johnson has superior fighting capabilities as well as an insidious ability to sequester avatars at range. Fighting Agent Johnson is difficult, as it sequesters avatars all around its opponents, using the assimilated avatars to surprise or trip up foes, or occasionally as shields. These rare agents handle the Scope's greatest threats, such as demonic infestations or incredibly tough Scope riders. Agent Johnson is rare and often appears as other agents; many Scope riders don't believe in its existence. Occasionally, Agent Johnson equips a heavy pistol or a wrist-mounted grenade launcher program.

Species Traits

Improved Sequester Avatar: Agent Johnson need not touch an avatar to sequester it. Instead, the agent needs to see the target it wishes to sequester, which it might do through another agent or even the System itself (if alerted to a particularly dangerous situation). However, Agent Johnson's Hit Dice count as 4 fewer for the purposes of determining what avatars it may sequester. (Thus an agent with 12 HD may only sequester targets with 7 HD or fewer.)

Fighting Skills: Fighting Technique (Scope-fu) is a class skill for Agent Johnson.

Agent Johnson: CR 13; Medium outsider (agent, etheric); SV Will +13; Ex 0; Int 14, Wis 16, Cha 16.

Scope Avatar: HD 12d10+36; hp 102; Mas 16; Init +7; Defence 21, touch 19, flat-footed 18 (+3 Dex, +6 class, +2 natural); BAB +9; Grap +14; Atk +14 melee (1d8+5, slam) or +11 ranged (2d6, standard pistol); Full Atk +14/+9 melee (1d8+5, slam) or +11/+6 ranged (2d6, standard pistol); SQ darkvision 60 ft., improved sequester avatar (Will DC 19), Prime Reality inviability, scent; Val unknown; AL the System; SV Fort +13, Ref +13; Str 20, Dex 16, Con 16.

Skills: Bluff +18, Intimidate +18, Fighting Technique (Scope-fu) +18, Resolve +18, Scope Awareness +18, Scope Resilience +18, Scope Use (immersed) +17, Sense Motive +18.

Feats: Combat Martial Arts*, Defensive Martial Arts*, Improved Initiative, Iron Will, Lightning Reflexes, Great Fortitude, Quick Reload*.

* When in Scope-fu stance.

Possessions: Standard pistol (program).

Advancement: 13–20 HD (Medium).

AGENT MONTGOMERY

These agents guard against intruders or escapees, or deal with particularly nasty threats. Agent

Montgomery can lock a small area and prevent avatars from leaving it.

Other agents call in Agent Montgomery on interrogation sessions to prevent the avatar from escaping. The System also uses it to hunt down particularly slippery demons such as hellhounds (see Chapter 5: Creatures of the Dark) or shadowclaws. In addition to his impressive powers, Agent Montgomery carries a much heavier pistol than other agents, its fists deal much more damage, and it often outfits itself with longarm programs or explosives. This heavy arsenal, along with the fact that Agent Montgomery is a large agent, earns it the nickname "war agent."

Agent Montgomery is an impossibly tall and barrel-chested man, appearing far too broad-shouldered for his tailored suit.

Species Traits

Lockdown: As a full-round action, Agent Montgomery can lock down the area around it. Creatures (avatars and demons) within 60 feet must make a DC 17 Will save each round or lose the ability to enhance movement through class features and abilities such as enhanced transfer while they remain in the area. Furthermore, an avatar that fails this save may not jack out.

Agent Montgomery can use this ability at will, and it lasts for as long as the agent desires. Agent Montgomery may suppress it as a free action. (**The save DC is 10 + 1/2 the agent's HD + its Charisma modifier.**)

Agent Montgomery: CR 9; Medium outsider (agent, etheric); SV Will +6; Ex 0; Int 12, Wis 10, Cha 16.

Scope Avatar: HD 8d10+24; hp 68; Mas 16; Init +4; Defence 18, touch 14, flat footed 18 (+4 class, +4 natural); BAB +6; Grap +11; Atk +11 melee (1d10+5, slam) or +6 ranged (2d8, heavy pistol); Full Atk +11/+6 melee (1d10+5, slam) or +6/+1 ranged (2d8, heavy pistol); SQ darkvision 60 ft., lockdown (Will DC 17), sequester avatar (Will DC 17), Prime Reality inviability, scent; Val unknown; AL the System; SV Fort +11, Ref +6; Str 20, Dex 10, Con 16.

Skills: Diplomacy +9, Intimidate +14, Resolve +14, Scope Awareness +11, Scope Resilience +14, Scope Use (immersed) +12, Sense Motive +11.

Feats: Improved Initiative, Iron Will, Great Fortitude.

Possessions: Heavy pistol (program).

Advancement: 9–12 HD (Large).

Agent Okura

Whilst agents are blunt, some few have a degree of subtlety. Called Agent Okura, these agents are one of the few female(-appearing) System agent species. They are adept at stealth, and can bend ether about their avatars to cloak their presence. The System uses these assassins to kill avatars quietly, without stirring up trouble.

Agent Okura appears as a short, beautiful human female with long raven-black hair usually pulled into a tight bun. She moves about with quick, flighty jerks, always in motion. One finds it impossible to stare at Agent Okura for too long, as the eye strays from the subject. Agent Okura carries a smaller pistol and is physically weaker than other agents, but her stealth abilities make up for this lack.

Species Traits

Invisibility: At will as a move action, Agent Okura may become invisible (see **Etherscope**, Chapter 4: Traits, "Special Traits"). She becomes visible when she makes an attack.

Sneak Attack: If Agent Okura attacks an opponent who is denied his Dexterity bonus to Defence, or attacks a flanked opponent, the agent inflicts 1 extra point of damage for every three HD the agent has (+2 for the agent presented below).

Agent Okura: CR 6; Medium outsider (agent, etheric); SV Will +6; Ex 0; Int 10, Wis 14, Cha 12.

Scope Avatar: HD 6d10+6; hp 39; Mas 10; Init +6; Defence 15, touch 15, flat footed 13 (+2 Dex, +3 class); BAB +4; Grap +6; Atk +6 melee (1d6+2, slam) or +6 ranged (2d4, small pistol); SQ darkvision 60 ft., invisibility, Prime Reality inviability, sequester avatar (Will DC 13), sneak attack +2, scent; Val unknown; AL the System; SV Fort +9, Ref +6; Str 14, Dex 14, Con 12.

Skills: Intimidate +4, Resolve +10, Scope Awareness +11 (+13 to hide and move silently), Scope Resilience +10, Scope Use (immersed) +9, Sense Motive +11.

Feats: Improved Initiative, Iron Will, Stealthy.

Possessions: Small pistol (program).

Advancement: 7–12 HD (Medium).

Core Agent Errata

The abilities and skills of the three agents from the core rulebook are inaccurate. The following are accurate statistics.

Agent Alexander: Fort +4, Will +6.

Skills: Resolve +8, **Scope Awareness** +8, Scope Resilience +8, Scope Use (immersed) +8, Sense Motive +8.

Agent Gates: Will +9; Wis 12, Cha 12.

Skills: Bluff +7, Intimidate +12, Resolve +12, Scope Awareness +12, Scope Resilience +12, Scope Use (immersed) +12, Sense Motive +12.

Agent Blackhawk: SQ sequester avatar (Will DC 19); Cha 16.

Skills: Bluff +18, Intimidate +18, Fighting Technique (Scope-fu) +8, Resolve +18, Scope Awareness +16, Scope Resilience +18, Scope Use (immersed) +17, Sense Motive +16.

APPENDIX ONE: LEGAL INFORMATION

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