

# CHAPTER IX: ADVENTURES



## INTRODUCTION

**T**his chapter provides two adventures for the *Etherscope* game: one is an introductory adventure; the other geared toward higher-level characters. Between the two, they provide opportunities for GMs wanting to explore some of the game's main themes: espionage, horror, industrial oppression, and punk rebellion. Players should not read any of the material in this chapter as it will spoil their enjoyment of the adventures contained within.

The first adventure, "Analogue," is based in the Great Metropolis and involves a race to find some revolutionary ethertech. The characters can either search the city or the Scope, depending upon how you, the GM, wish the adventure to develop.

The second adventure, "Cinnamon Rose," exposes more experienced heroes to culture clashes, demonic possession, secret societies, and the mysterious motives of the System agents. The characters are asked to resolve a kidnapping, but they're soon involved in a race against an evil demon and the System to find a powerful artefact. In the course of their quest, the characters will come into contact with a secret society and the Scope rider city of Haven.

The first adventure, "Analogue," is designed to be used by fairly new GMs, or those who feel they need something well laid out to help them get a handle on the *Etherscope* setting, and Scope use rules in particular.

The second adventure, "Cinnamon Rose," is designed for experienced GMs who want to give 6th-level characters an exciting challenge. Following the trail of the kidnapping could lead the characters down one of several paths, so the GM should be ready for each contingency. This adventure could be run as either a stand-alone story or the start of a thrilling campaign, likely involving occult entities and organisations.



## ANALOGUE

*An Etherscope Adventure for 1st-Level Characters*

**"Analogue" is designed as an introduction to the world of Etherscope for four characters of 1st level. Playing with more or fewer characters, or with characters of higher levels, requires some adjustment. Though "Analogue" starts off in a city setting, it can either continue in that way or lead characters into the Scope depending on the PCs' capabilities.**

In this adventure, an ethertech scientist entreats the PCs to protect him from a pair of kidnappers whose custody he has recently escaped. When his abductors inadvertently kill him, the characters are catapulted into a race against operatives of the New Reich to find and disable a mysterious device. This race

splits directions and can lead the PCs to either destroy the device in Prime Reality or disable its counterpart in Etherspace.

## Background

**D**r. Sullivan Bennett is an ethertech scientist who has been working on a new form of advanced ether-technology known as the Ether-Prime Analogue, which is capable of manifesting Scope programs in Prime Reality. Under contract with a mysterious benefactor, he and his partner Simon Garner have developed the technology through its infancy to the point of transferring simple objects from the Etherscope into the physical world.

Scientists in the New Reich have been working to develop similar technology, but with their sights set on military applications. Of course, no imperial force would funnel money into development when the end product can just as easily be stolen. Having learned of Dr. Bennett's success, the New Reich set covert operatives after him and his equipment.

Being Etherscope specialists, however, the operatives needed some muscle. They hired a pair of nefarious characters from the dregs of the Great Metropolis, John Skelter and Luxembourg Sweeney, to abduct Dr. Bennett and coerce the location of his hidden laboratory in Prime Reality whilst they seek out its counterpart in Etherspace.

## Involving the Characters

**P**art One of this adventure involves the PCs in the plot by happenstance; however, as GM, you may wish to tailor their involvement to suit your players' preference or your own style of play. In particular, if you feel that the immediacy of the first encounter railroads the PCs into action, you may establish deeper motivations. Characters with Academic or Industrial influences might already be acquainted with Dr. Bennett, or know him by reputation. Likewise, PCs with Street or Crime influences might know of the reputations and exploits of the villains, Skelter and Sweeney. Such characters fully comprehend the depth of the scientist's troubles simply by their involvement.

If you do not wish to hook the PCs in by luck, ignore the parts of the "Dr. Bennett Escapes" section below that involve the zep-car crash and determine a reason that he would come to them for help. Perhaps, as stated above, he is already familiar with one

or more of them. Maybe a mutual acquaintance — a broker, for instance — has pointed him in their direction, certain that they are the right group of people to help him with his dilemma.

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PART ONE:  
SULLIVAN BENNETT

The adventure begins shortly after Skelter and Sweeney have kidnapped the good doctor on behalf of the New Reich. Unfortunately for them, he managed to escape and has now landed on the PCs' doorstep, seeking assistance.

Dr. Bennett Escapes

Speeding through the backstreets of the Great Metropolis, Skelter and Sweeney believed they had properly intimidated and subdued Dr. Bennett. The doctor understood, though, that his captors were after his research in some way, and probably for unscrupulous purposes. Somehow he found a way to fight them from the back of the zepcar. John Skelter lost control and the vehicle ploughed to a halt on the pavement. Dr. Bennett was surprisingly unharmed, but his captors were momentarily knocked out.

If you decide to introduce Dr. Bennett to the PCs in this way, they are startled by the unexpected crash. Emerging from the wreckage and noticing them, Dr. Bennett immediately rushes to them for aid.

Whether you use this mechanism to involve the PCs or some other method, when they are first introduced to the doctor, read the following description.

*A middle-aged man with striking red hair addresses you. His clothing is dishevelled and his grooming unkempt, but he otherwise has a stately and authoritative air. His suit has several rips in it and he himself has a nervous look about him. He speaks with a squeaky voice, "Please, I've been abducted by a pair of ruffians. I'm certain that they are after my research. If I can be returned safely to my laboratory, I can make sure that it, and I, are protected."*

Dr. Bennett appeals to the PCs' sense of decency above all, imploring them for their help, perhaps even suggesting that it's a matter of national security. He's willing to pay them, if necessary, but he is a humble research scientist with little to offer. Most money that he sees goes directly into his work.

Once the characters have decided to help, there are several ways to get him back to his lab, but his kidnappers' pursuit makes each of these a complicated affair. Luxembourg Sweeney is an excellent pursuer, and John Skelter is incredibly resourceful. These men are beyond the capability of 1st-level PCs to defeat in a direct confrontation, and this fact becomes obvious during their first meeting.

Should you choose to introduce Dr. Bennett by way of the zepcar crash, heroic PCs may decide to take care of Skelter and Sweeney immediately by approaching the wrecked vehicle. If this occurs, the two villains awaken and try to reclaim



THE ETHER-PRIME ANALOGUE

This device is a work of great care for Dr. Bennett. Although he constructed it in hopes that the technology will one day aid manufacturing processes or even be used to fabricate pharmaceuticals and food, he has understood all along that there could be ignoble uses for it. He has therefore taken care to safeguard its secrets. Imagine assassins striking from Etherspace, or governments deploying powerful weapons without the need for physical delivery!

Physical security has been his greatest need for the Analogue, fearing that it could be reverse-engineered. The hidden location of its components is not the only measure, though. The very nature of the device is beneficial. True analysis of the device would require deep examination of both components — the Ether-Analogue Receptor and the Ether-Prime Manifestor — one being useless without the other. The components are symbiotic, elements of one existing in the other so that the Manifestor contains a port to Etherspace and the Receptor has material parts. Whilst it may be easy to think of them as being in two separate places (and Dr. Bennett certainly took advantage of this notion), they are, in truth, parallel. Therefore, destroying one makes the other useless as its key components are destroyed as well. This fact, indeed, is why the New Reich has sent two teams to recover the device — it is an all-or-nothing venture.