



# Rippers

Resurrected



Erighfful Expeditions





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## ERIGHTFUL EXPEDITIONS

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*For Mark Margraf and his gorgeous demos. Keep 'em coming, Mark!*

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VALIANT explorer Sir Douglas Montfrey was yesterday admitted to the Bethlehem hospital in London suffering from a severe nervous disorder.

Readers will recall Sir Montfrey's recent expedition to Antarctica, of which he was the sole survivor. His increasingly irrational behavior and outlandish claims since his return home have caused his family to worry that he may become a menace to himself and others. Clearly the claim that there are ancient civilizations in that most inhospitable clime are the ravings of a deranged mind.

It can only be hoped that drastic therapy at the hands of the country's best alienists can restore Sir Montfrey to his former senses, or at least render him docile enough that he may see out his dotage without posing a threat to life and limb of those in his presence.

It is sad to see such bravery rewarded only with mental derangement, but Sir Montfrey is in the best possible hands, and it is to be hoped that, in time, his faculties will be restored, and his reason returned.

It was with a heavy heart I accepted the leadership of the Rippers. To be parted from my dear Jonathan so long seemed an intolerable burden after all we had sacrificed in the fight to destroy the Cabal. But that very sacrifice was ultimately why I had to accept the role. Abraham's loss could not have been for nothing. I had to see us triumph and ensure that victory was permanent.

And now, growing ever more estranged from Jonathan, with disturbing reports coming from every quarter of the globe, and with no close confidants surviving, I find myself alone, doubting, and ever so afraid. I greatly fear that the victory for which we fought so hard was to be a fleeting respite from horror, that the Cabal is regathering its strength, and that the worst is yet to come.

I do so wish Abraham were still here.

—MH

There can be no doubt that we once had the Cabal on the run. Their leaders were overthrown, their strongest agents bested, and our ability to create ever-more stable Rippertech improving every year.


I sense now, however that things are changing; the ground is shifting under our feet. Perhaps we grow complacent, perhaps the Cabal has found new leadership (or more terrifyingly, rediscovered old leadership). Whatever the cause, I am hearing more and more disturbing reports. Reports of new groups of organized enemies, reports of unknown agents seeking out creatures and recruiting them to who-knows-what end. And, most disturbingly of all, reports that there is a beast out there who matches the description of none other than our ancient dead foe, Jack!

I know what you're thinking, Mina. how outlandish it sounds, and how fearful if true. I know how much we all wish it were not the case. I can't account for how it might have happened, I simply relay to you the reports I am receiving. We must redouble our efforts and remain vigilant at all times, in every outpost of the Empire, and beyond.



The signs are unmistakable, my boy, I see them everywhere. Rumors abound of mysterious sightings, confused newspaper stories with one maddening hint, a palpable sense of unease in the remote places of the world. I tell you, I've seen this all before. It bodes ill, and you must learn to see the signs, to listen, to recognize the truth behind the lie, to sniff out the evil at the heart of the superstition.

Every culture has fairy stories, you see. Every culture has its myths. And many bear such uncanny similarities. Why, you ask? Because they are grounded in truth. Granted, that truth has been twisted and distorted over time, and the original cautionary tale has been forgotten by most, but it's there for those who know how to look, who pay attention, who remain vigilant. And I know how to look. Mark my words, it's happening again. The struggle is coming, and you had better be ready.

  
**RIOTS** in the Indian capital of Bombay were suppressed recently when soldiers were called in to deal with unruly crowds. There were a number of fatalities, though fortunately none of the soldiers were badly injured. Authorities have blamed local superstitions for the outbreak of violence, asserting that the natives claim the brutal gang of murderous bandits known as the thuggee have once again begun plying their deadly craft.

This vicious cult once preyed on travelers throughout the subcontinent, but were stamped out by the Viceroy's orders many years ago. It is the contention of this correspondent that the recent uprising is in fact the work of communist agitators, and that the claims of murderous bandits or a cult to the ancient Hindu goddess Kali are simply a smokescreen to mask the insidious meddling of political scoundrels.

Such preposterous claims would never surface in England, of course, as enlightened

My mind is made up. The evidence is growing that the Cabal has found its foothold and is preparing to grow once more. We can no longer delay. We must go on the offensive. We must attack the enemy wherever he may be. Every lead must be followed, no territory can be overlooked. If we fail to act now, the menace will grow unchecked until it cannot be resisted. The respite is over, the rest has come to an end. Evil is on the rise once more and the Rippers must be ready to face it, to fight, to triumph once more.

—MH

It really is most tiresome. We have saved these people time and again, and this is how they thank us? If only the ordinary folk knew how much danger they were in when the Cabal was at its height, but of course they don't. And why don't they? Because we were unafraid. Because we took a stand against the darkness and faced horrors these simple bumpkins will never have to imagine. Because we gave our all, our last full measure, to protect them from the gravest evil. And how do they repay us? By branding us outsiders, foreign devils! Devils! HA! I have seen the devil, and I only pray that they never have to stand against the minions of darkness without us.

Ah, ignore me. I know better than to expect gratitude. I know these simple men and women mean no offense, they are simply ignorant of the terrors out there. And we risk all and give all that they may continue to live in that ignorance and be happy. I know all this, but sometimes living so far from civilization, being so isolated from my fellow Rippers leads to bitterness and frustration. I shall turn that inner turmoil into grim resolution and go out into the night to hunt once more, I have heard a rumor that there is a new cult on the rise. A charismatic leader rallying the disaffected to his evil cause.

Be vigilant. Be safe.



For the Attention of All Lodges  
From Mina Harker

To my fellow Rippers around the globe. A grave crisis is coming. I have been monitoring the rise of this menace for some time and the conclusion is unavoidable. Our mortal foe, the Cabal, is on the rise again. To many of us, this sounds unthinkable. Just a few short years ago we lost some of our finest friends in the struggle to defeat them, we thought for once and all. We cut off the head and were certain the body would die. Since then, we have been rooting out whatever remnants we could find in the sure knowledge we were finishing a defeated foe.

It now seems we were wrong. The evil has returned. Like the hydra of old, the monster has sprouted a new head and is once more growing. If you are not alarmed by this, you should be. We must once more rededicate ourselves to the struggle, and brace for a fight even more demanding, even more ferocious than the last. We must learn all we can about the new leadership of this vile Cabal. We must discover where they choose to recruit, what creatures are rallying to their cause, and how to defeat them.

I call on each and every one of you to seize this hour and make it count. Now is the time, before the Cabal recovers fully. There may still be a chance to stem the evil tide and reverse their early gains. Remain vigilant at all times. Seek out evil wherever you are. Search every far-flung region and long-forgotten ruin for signs of Cabal activity and relay your findings to us here. Together we can once again save humanity from those that would devour it. Together we can fight back.

YOURS, to the end, Mina.

*The call has come at last. Mina confirmed my worst fears. It is the Cabal. All these years, we thought we'd won. But it was just breathing room. Just enough time for us to ease off on recruiting, to let our training slip and our numbers dwindle. And now they're back. Sure, they are disorganized now, but that will change. They won't underestimate us again, either. Whatever their purpose, and whoever is at the head, you can bet that destroying us is going to be a high priority. So there it is. We have a short time to regroup before the assault comes. Let us pray that we can get ready in time. Humanity is counting on it.*

A CORPSE found floating in the Danube has been identified as a member of a visiting English cricket team. The man's next of kin are being informed.

How the poor fellow came to be in the river is yet to be established, but local police suspect the individual was attacked by bandits harvesting organs for the local universities.

The body showed significant signs of medical intervention. One member of the local constabulary remarked that the victim's back was "like a patchwork quilt," and that the individual had been subjected to numerous surgical operations, some of which appear to have replaced parts of his anatomy.

Whatever the cause, it is clear that the man put up a determined struggle, given the number of fresh injuries the body had sustained. Police believe his assailants would likely bear similar injuries, and call on the public to be alert to freshly injured friends and relatives. The







# AFRICA



## PLACES OF NOTE

### Serengeti

Africa is a jigsaw of five distinct regions with many different climates. From the sandy Saharan deserts in the north to the diamond-rich mines of the south to the sweltering tropical jungles in-between, Africa is a virtual melting pot of cultures and resources. Control of these resources has brought Imperialism to the fabled “Dark Continent,” along with the resultant wars, racism, violence, and displacement on a massive scale.

Most of the European nations have established colonies there, to exploit riches or simply to prove their prestige among the other colonial powers.

The human threat is not Africa’s only source of trouble. Some of the deadliest animals on earth roam the Serengeti plains, climb the dense canopy of the jungles, stalk the lonely deserts, and swim the waters of the Nile River. Africa possesses the largest concentration of mammals in the world. Trekking across its interior means coming face to face with the predatory hunting prowess of lions, cheetahs, and other large cats, as well as crocodiles, hippos, and packs of ravenous hyenas.

Africa is truly one of the most dangerous and beautiful continents on earth.

The Serengeti Plain is home to the largest terrestrial mammal migration in the world, securing its position as one of the Seven Natural Wonders of Africa.

Each year the great migration of wildebeest, zebra, gnu and other antelope from southern Tanzania into Kenya gives birth to new offspring in hopes of making the great journey in years to come. With such an abundance of food or prey milling about, predators follow or lie in wait with ferocious appetites. Large cats, crocodiles, and hyenas are but a few carnivorous animals that stalk the slow moving herds.

Atop this food chain is man, who hunts for food and sport alike. Many African tribes live throughout the huge savannah. Most take only what is necessary from the land—hunting is typically reserved for food or ceremonial purposes. Only Europeans hunt primarily for sport and trophies.



## Strange Locales

**The Great Graveyard:** This Serengeti plot of land holds the remains of vast herds of African elephants, slaughtered during the great ivory rush. The carnage and waste of elephant carcasses rotting in the hot sun brings a foul stench to the graveyard. Natives whisper that their spirits seek revenge on those who hunted them.

**Hangman's Bluff:** The Serengeti has some of the largest trees on earth. The most iconic of them is the umbrella tree, with its wide outstretched canopy resting on long angular branches. One such umbrella tree resides on a high outcropping of rocks overlooking a steep bluff. It served as a hangman's paradise many years ago. Rumors say hundreds of tribal villagers were mercilessly hung from its branches. Some say the wailing of past victims can still be heard echoing through the night air.

**Victorian Mists:** Lake Victoria is the largest of Africa's tropical lakes. Many fishermen make a living along its shores as they bring in the day's catch. Tales abound of a mysterious cloud of white mist engulfing entire ships and snatching all aboard to their watery graves. Most stories of the mist center around a small area directly in the middle of the lake.

### ➤ Dowry of Peace (page 11):

The heroes are invited to attend a prestigious wedding ceremony between two tribes on the Serengeti Plains where they find themselves trying to avert a war.



## Congo

Prior to 1875, less than 1/10th of Africa was under European control. By 1895, less than 1/10th remained independent from foreign rule. With the explosion of the Industrial Revolution, exploration of the Congo brought constant conflict between European countries. The belief in bringing the cultural benefits of the west to the "savages" brought both great advancement and great harm.

Great Britain practiced "Indirect Rule", but France and Belgium conquered lands and attempted to assimilate those within. This led to a wave of racist cruelty and slavery across the West and Central African Congo. Belgium's ruler, King Leopold II, laid claim to the rich rubber tree plantations deep in the heart of the Congo jungle. Claiming he was going to eliminate slavery and

bring Christianity to the region, Leopold II paid Africans very little to harvest the valuable supply. Agents were assigned to make sure quotas were met. This led to torture, mutilation, rape, and murder of many Africans in order to keep

up with the world's increasing demand for rubber. The Belgians are particularly known for cutting off the hands of workers who didn't meet their quotas. Pictures of baskets full of African hands have startled the public and galvanized anti-imperial furor throughout Europe.

This is why outsiders are looked upon with hate and skepticism by the locals. Any help navigating the dense tropical jungle is likely to come at a steep price—and might well be a setup or ambush by vengeful tribes.

## Strange Locales

### Angonkin Ruins:

Eerie and bone-chilling howls have been heard fifty miles west of Kinshasa near the Angonkin ruins of Congo. A long lost jungle



tribe of warriors, the Angonkin were known for their bloodthirsty zeal and ceremonial sacrifice of their enemies. It's said this unconquerable tribe fell to the dark rituals of a vengeful and powerful shaman. The mysterious figure allegedly cast a curse upon the Angonkins that eventually drove their entire population to extinction.

**Blood Berries:** Many different types of fruits, roots, and berries grow throughout Congo. The warm humid climate and extensive foliage makes for a perfect blend of agricultural surprises. Once every seven years blooms a very rare fruit known to villagers as blood berries. They are said to grow in the highest of trees in the middle of the jungle. Their legendary healing powers have been reported to cure any ailment, no matter how severe, even on the verge of death.

**Gnulu Village:** From time to time a villager from the Gnulu tribe happens to make their way into one of the more inhabited towns. Their red painted face and long wood carved lance pierced through the nose is a dead giveaway to their tribe. A very mysterious and reclusive people, few have ever dared venture through the dense vegetation to seek them out. Their village is said to reside atop a crystal clear waterfall that falls into a mystical pool of power.

## Sahara

When it comes to comparing sizes of deserts in the world, the Saharan surpasses all others by far. Covering almost a dozen countries in the northern region of Africa, life among the sandy dunes can be one of the harshest environments known to animals and man. Flora consists of many varieties of plants and trees like the thorny acacia or palm trees, grasses, and spiny shrubs that have adapted to the arid conditions. Scorpions, lizards, foxes, and hyenas also roam the desert. Many indigenous tribes trek over the never-ending hills of sand via the so-called "ship of the desert," the camel.

Many legends and tales come from the Sahara and its vast array of cultures and histories. Most notable are the tales of ancient Egypt with its ever impressive pyramids of Giza and mysterious sphinx. The unearthing of the tombs of the pharaohs in the Valley of the Kings has brought a certain mystique and enigmatic fervor to the land, not to mention all manner of grave robbing, thievery, and the development of a massive black market dealing in priceless antiquities.

## Strange Locales

**Akmnut's Local:** In the winding city streets of Cairo rests a secluded tavern known as Akmnut's Local. Its fabled back room is the location for any hero looking for a little adventure with high risk and high reward. From ancient maps leading to long lost cities with rivers of flowing gold to priceless relics thought not to exist, Akmnut's Local always seems to have something out of the ordinary behind its doors.

**Pillars of Sand:** Deep in the Saharan desert resides a fabled city lost to the sands of time. Sightings of three large pillars thrusting up through the dunes have been recorded from time to time. No current evidence has confirmed the city's existence; the only reference is from an ancient Egyptian papyrus depicting a settlement of great power and its three pillars of worship.

**Tunisian Blue Mounds:** In the country of southern Tunisia is a place like no other. Nomads traverse the vast dunes with a never-ending caravan of camels. But to the south is a set of dunes that radiates a vibrant blue color. Many attempts at locating the source of the blue hue have been conducted, but it still remains a mystery.

➤ **Scavenger of Souls (page 19):** The medical accomplishment of a renowned doctor in Cairo has perked the interest of the Cabal. Some say he harbors a dark secret. The adventurers are tasked with thwarting the Cabal's advances and enlisting the doctor into their service.

## South Africa

Among the major European powers, British rule over South Africa created the biggest foothold within Africa's trading sector. Their exploration and colonies gave rise to massive and lucrative Imperial East Africa Trade Company.

Overthrowing the French, and once Dutch, controlled regions of South Africa, Great Britain relished in the mineral resources buried deep within the land. With priceless ancient Egyptian wealth and treasures being unearthed under the sands of Egypt and the diamond mines in the south, Great Britain has become one of the most powerful and influential governing bodies in the 19th century.

Many wars were waged in opposition to the ever-growing influx of Europeans into South Africa, including the bloody Anglo-Boer War of 1880 to 1881.



Many indigenous South African tribes fought back against the invaders but to no avail. They were easily repelled by the more advanced communication, technology, and weaponry of the developed world. Only the Zulu tribes of South Africa were any real threat to Europeans due to their fierce and overwhelming tactics, but after initial successes in 1879, they were defeated soundly by a better organized force.

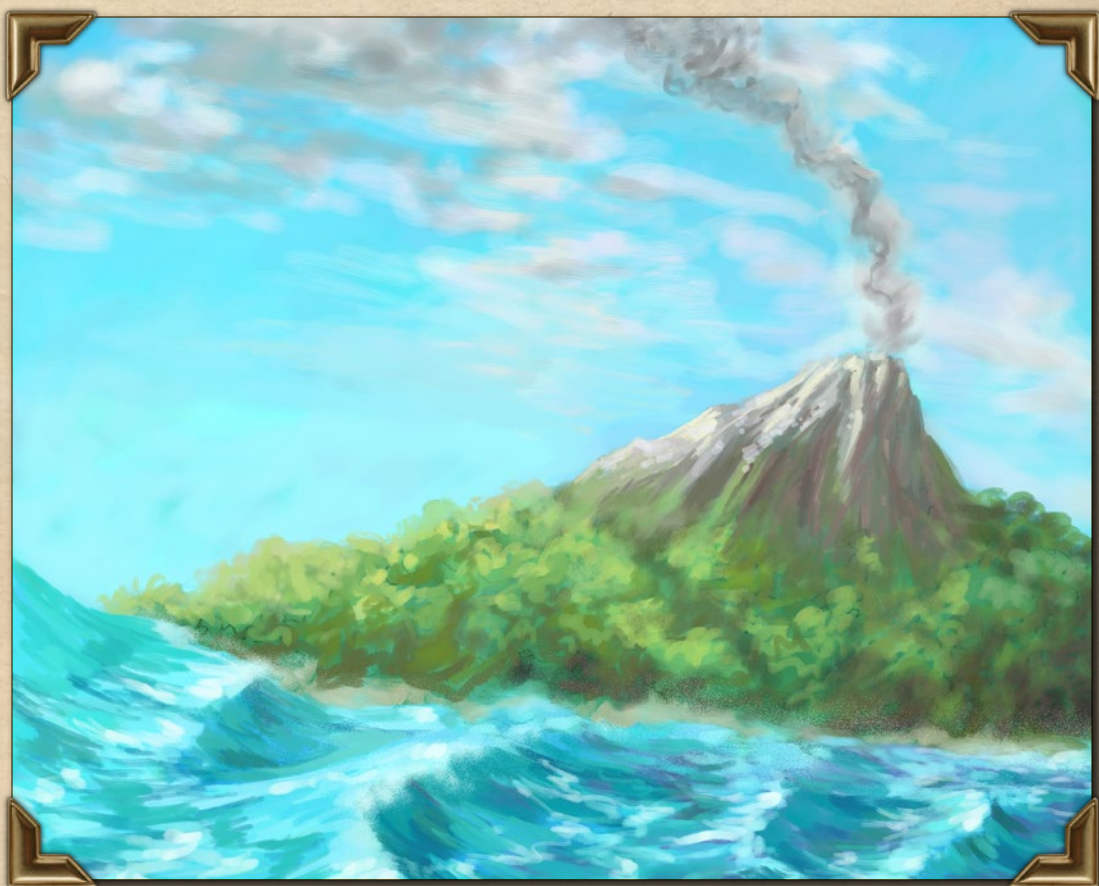
## Strange Locales

**Mapungubwe Hill:** This large hill is the former site of the kingdom of Mapungubwe, a pre-colonial 13th century state in Southern Africa which only lasted for around 80 years. Its inhabitants were known for trading vast quantities of gold, said to reside somewhere within their kingdom's borders.

**Sclavenhaus Hotel:** A semi-lavish hotel located in the city of Cape Town, South Africa. It wasn't until a famous Dutch family mysteriously died while vacationing there that the hotel's increasing notoriety spread. Since their deaths, other patrons staying in the boardinghouse swear their spirits still roam the halls and haunt the rooms of the establishment, especially the third floor where the family once lived.

**Shark Alley:** Approximately two hours southeast of Cape Town, South Africa, resides the small village of Gansbaai. A twenty minute boat ride off shore lies two small islands, Dyer and Geyser islands. In between the islands is a stretch of open water known to many sailors as Shark Alley. During the day, one can easily see many different sized sharks swimming under the waters. It's during the night under a full moon that huge swarms of great white sharks gather in the strait for reasons unknown.

✦ **The Devil's Throat (page 15):** A privately owned mine in South Africa has grown in notoriety, but not in a good way. Its unusually deep, warm, and dangerous interior has given it the nickname of the Duiwels Keel, or the Devil's Throat. The Rippers are sent to investigate the mine's rumors, eliminate any threats, and quell the Cabal's growing interest in its riches.





# SAVAGE TALES OF AFRICA

## DOWRY OF PEACE

Some of the greatest hunters are those of the Maasai tribes of Kenya. They are not the largest of tribes, but their fierce reputation and frequent raids against their neighbors give them power beyond their numbers.

The people of the Kikuyu tribe are an agricultural people who live off what the African soil can produce. The Kikuyu are not warlike by any means, and have lost numbers in the thousands to the Maasai who constantly exact their dominance over them.

It wasn't until the late 18th century that these two tribes joined in union over the love between the Maasai chieftain's son and the daughter of the Kikuyu leader. Their marriage halted all warring between the clans. As long as a marriage union between each chieftain's heirs is performed, along with a dowry of peace given to the groom's tribe, the peace between the Maasai and Kikuyu holds.

### A Social Affair

The Rippers have been invited to the marriage union of the Kikuyu and Maasai tribes on the Serengeti Plain in Kenya. The son of the Maasai chieftain is set to marry the daughter of his Kikuyu counterpart in two days. The Kikuyu chieftain is one of the Rippers' African prospects of becoming a benefactor who could help against evil within the Dark Continent, so not attending is out of the question. A little rest and relaxation while keeping up one's social agenda and status can go a long way toward being a Ripper, and sometimes even further than one thinks.

Traveling through the Serengeti Plain, the heroes see all manner of animals from elephants to wildebeest, to hundreds of birds circling above. The trip can be as long or as short as the Game Master desires, with plenty of side encounters to show the real horrors of African colonialism and

racism to hunting and of course, the occasional battle with some supernatural horror.

When the group finally arrives at the Kikuyu village, they are amazed at the color and festive atmosphere. Read the following upon their arrival.

*Hundreds of Kikuyu tribesmen, women, and children greet your arrival with cheers and shouts as they begin to surround your group. The crowd pushes you through a village of thatch huts surrounded by thorny acacia branches. Children laugh, women make strange ululations, and men grin at you with broad white teeth. After a dozen paces, the natives begin singing a beautiful rhythmic chant unlike anything you've heard before.*

*You reach the center of village and singing suddenly stops. A large man decked out in all manner of feathery plumage walks out from one of the huts. Beside him appears to be his wife. The chieftain introduces himself as Bongani, which means "Be Thankful" in Zulu. He offers you accommodations during your stay and invites you to be his privileged guests at a banquet this night in honor of the bride and groom. With that, he takes his leave and the singing begins once more.*

### Feast or Famine

A large banquet area is soon set up under a canopy of leaves. The area seats around forty guests in all. Attendees from both tribes filter in around the area, greeting each other and hugging in the Zulu fashion. Eventually, a young Kikuyu girl waves for the heroes to take their place to the left of where Bogani is to reside. All participants stand when the chieftains, their wives, and wedding party arrive and take their place of honor. Meshindi, meaning "The Conqueror" in Zulu and chieftain of the Maasai tribe, introduces himself and his family as does Bogani and his.



A plethora of local tubers, fruits, and roasted meat are served along with many different drinks. A special dish consisting of live grubs found in rotting passion fruit is a delicacy and expected to be eaten by everyone when served. If any hero doesn't partake in the dish, his Status is lowered by 1 when interacting with either tribe. The feast goes rather uneventful as everyone takes their fill of food and drink. Joyous laughter fills the night by all except one. Pick one of the more sensitive player characters. He or she notes that everyone is in good spirits except for Meshindi's wife, who appears bored with the celebration.

Just before the banquet comes to an end, the groom excuses himself from the festivities to lie down. It's whispered that the young warrior has a weak constitution when it comes to alcoholic spirits. Minutes later a high-pitched scream erupts through the village. A young Maasai servant girl runs towards the banquet with tears in her eyes. She quickly tells everyone present the groom is dead! Chaos ensues as Maasai warriors surround everyone and block anyone who attempts to leave.

Tempers flare and accusations are cast upon one another, even towards the heroes, charging them with bringing some unknown illness or disease into the village. Panic ensues and the tribes inch closer to warfare.

The player characters should eventually attempt to talk to either of the chiefs, hopefully asking to examine the groom. This might be a simple Persuasion roll with a good explanation of how they might help, or the GM might want to run a Social Conflict to convince the hot-headed chiefs that these interlopers can help.

Eventually, the group should get to the groom. There an investigator detects the slightest of breath—the young man is not dead! A Healing roll at -4 or a Knowledge (Medicine) roll reveals he has fallen into a coma, likely the result of poison.

Not everyone is in favor of this wedding. Meshindi's wife sees the union as a violation of heritage that her son should be forced to wed someone outside their own people. She poisoned her own son in a desperate act of deception. Without a wedding and a dowry of peace bestowed upon the groom's tribe, peace between the tribes will cease, and the Maasai will enact their revenge by declaring war on the Kikuyu.



**Chieftain(2):** See page 23.

• **Warrior (3 per Ripper):** See page 22.

• **Villager (5 per Ripper):** As Warriors, page 22, but Fighting is d4.

## An Offer Not To Be Refused

When the crowd has settled, Bogani gathers the party to his hut and asks for their help in this darkest of hours.

*"My doctors say my future son-in-law shall recover before the ceremony in two days. This is the good news.*

*The bad news is the dowry expected to be given to the Maasai tribe is the hide of a mngwa, a fearsome predator with piercing yellow eyes and deadly teeth and claws. Its pelt is dark with black stripes and spots, a true predator of the Serengeti. The Kikuyu are not a warring tribe like the Maasai. For us to hunt one of these legendary beasts is unfortunately not in our stars, but may be in yours."*

Bogani asks the Rippers to track down and bring back the pelt of a mngwa, thought to be preying on the many wildebeests nearby during the great migration. Bogani orders four of his strongest villagers to act as navigators for the party through the Serengeti. They have one full day and night to track down, slay, skin, and bring back a mngwa's pelt in hopes of preventing all-out war between the tribes. Bogani doesn't take no for an answer and thanks them. The hunt is set to start tomorrow morning.

## The Hunt Begins

The next morning comes bright and early. The heroes are fed some of the leftover food and urged on their way. As promised, four Kikuyu villagers await the party's orders. The Serengeti is an enormous expanse, so tracking down the mngwa isn't an easy task. The guides suggest trekking to one or two of the larger watering holes where wildebeests congregate during the day to cool down and take their fill of water. That's the most likely (and comfortable) place to find the beasts.

It takes the hunting party around nine hours to get to the watering holes. The GM can throw in a random encounter with a lion or two along the way to spice things up if she wants. Otherwise, the journey is beautiful but uneventful.

At the watering hole, all manner of beast surround the oasis. Crocodiles lurk just below the surface, showing only their snouts as they inch toward the banks for surprise attacks against unsuspecting prey. Hyenas fight for scraps outside the herd's perimeter, laughing as they rip and tear away at the day's latest catch.



Scouring the nearby vicinity and a successful Notice roll reveals pieces of meat, blood, and chewed bones from various animals in the area.

About an hour till sunset, one of the guides waves to get the party's attention and points to the tall grass. Lying in the brush is the severed hand and arm of some unfortunate soul. A closer look uncovers a large tuft of dark grey fur still clenched in the lifeless hand. With a successful Tracking roll, the Rippers pick up the trail of an enormous lion's trail. Each paw print measures a good 10 inches across. They are definitely the tracks of the legendary mngwa, and to everyone's surprise, there is more than one set of prints!

With a successful Tracking roll, the hunters find the mngwa lair about three miles distant and arrive before the sun sets. Failure on the Tracking roll still brings them to the lair but it is now night.

## Mngwa Pride

The Rippers arrive at an outcropping of rocks in the late evening, either before or after dark as discussed above. The sunset on the Serengeti is astounding— rays of red and yellow fire cascade over the golden plains, casting the landscape in a Hellish but strangely beautiful glow.

Just before or after the sun sets, depending on the Tracking roll, the explorers spot the dark slit of a cave near the top of a rocky hill jutting up from the tall grass.

As the group approaches, the wind shifts, blowing their scent directly into the cave. A loud, guttural roar emanates from within, terrifying the Kikuyu guides and sending them running back to the safety of a nearby acacia stand.

Read the following as the heroes approach the lair:

*Peering through the darkness, you can just make out a pile of bones at the cave's entrance. Then you see them. A set of glowing yellow eyes light up from within. A low, gut-wrenching growl soon follows, as if challenging you to enter.*

Unless the heroes scouted around the rocks beforehand, they have no idea that an entire pride of four mngwa has claimed the area. Once engaged with one of the pride, the remaining three approach from the nearby brush to ambush from the rear!

The creatures are not only larger and more powerful than lions, but have preternatural intelligence as well.

## Mngwa

The Mngwa is a gigantic cat, about one and a half times the size of a full grown male lion. It has creepy glowing yellow eyes, sharp deadly teeth and huge razor-

like claws.

Its fur is a dark shade of grey with black

stripes and spots, similar to a domesticated cat. Its body sometimes bares hairless spots from victims grasping and tearing patches of fur out as they attempt to free themselves.

Legend says this feline is so strong and aggressive that it could kill a person with a single bite or swipe of its claw. It is mightier than any lion, faster than any cheetah, and deadlier than any leopard. Many bloodied and mangled bodies have been left strewn about, clutching tufts of grey fur in their hands without explanation.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Notice d8, Tracking d6

**Pace:** 8; **Parry:** 6; **Toughness:** 11 (1)





### Special Abilities:

- **Armor +1:** Thick hide.
- **Bite or Claw:** Str+d6.
- **Improved Frenzy:** Mngwa may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Mngwa ignore penalties for Dim and Dark lighting.
- **Pounce:** Mngwa often pounce on their prey to best bring their mass and claws to bear. It can leap 1d8" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Size +3:** Mngwa weigh over 750 pounds.

### The Return Trip

Assuming the hunters are victorious, they should hole up in the cave for the night, securing the entrance with thorny acacia to prevent any other large predators from entering. If they decide to trek back that night, hit them with several ambushes—crocodiles and lions are plentiful given the local wildebeest herds.

The return trip is 20 miles (the watering hole was further than the mngwa lair). Given the heavy pelts and other gear, the group can make the journey in about six to eight hours. It's hot and the going is rough in spots, so the Game Master should hit the hunters with at least one Vigor roll somewhere along the way, meaning they may arrive at the final scene Fatigued.

Unfortunately, the party returns to a scene of absolute horror.

The village lies in ruins. Bodies are everywhere, particularly those of the Maasai. A half dozen lions, most stabbed with spears of the Maasai, also lie about the scene.

*Standing in the middle of the ruin is Bogoni and a few of his most fearsome warriors. He frowns heavily at the Rippers before telling them what happened.*

*It was the mother. Nkasiogi. She poisoned her own son to spoil the wedding. She wants our lands and has been attempting to push her husband toward war.*

Bogoni kneels beside the gory remains of the dead chief of the Maasai. The man's face is frozen in horror, eyes wide and mouth open. His throat has been ripped open and his innards lie about him in coils.

*We discovered her treachery and told their chief. To his great credit, he believed us. But the*

*witch screamed some unholy incantation and moments later a pride of lions descended upon us. Most headed directly toward the Maasai. We did what we could, even killed a few.*

*Nkasiogi laughed at those of us who remained and walked away with her remaining pride. Not a single one of her people survived. I believe she will return to the rest of her tribe and tell them we killed their chief and her son. They will war upon us, and it will doom us all.*

### The Witch

It's up to the Rippers whether or not they want to pursue Nkasiogi. Bogoni says she has a four hour head start, but he hurled his spear and hit her in the leg so she may be limping.

It's a day's walk to the nearest Maasai village, so if they elect to overtake Nkasiogi, they need merely make a Vigor roll at -2. Failure means they catch her but are Fatigued (on top of any Fatigue they may already suffer). Success means they easily follow her trail and catch her around twilight with no further Fatigue.

A Tracking roll along the way detects at least four lions trailing her.

If the group elects not to follow Nkasiogi, she makes it to the Maasai and a war begins within days. Dozens die needlessly, the long truce is broken, and a new wave of horrors are unleashed upon the Serengeti.

### Finale

Once the group spots her, Nkasiogi's lions smell the pursuers' approach. She limps to a spreading baobab and hides behind its massive trunk from the Rippers' firearms. Then she prays to her dark gods and sends the lions into the brush to flank the party as they approach. Two lions head one way and two the other.

How the Rippers handle the situation is up to them. Nkasiogi is completely hidden by the baobab, and flanking her brings the hunters into contact with the lions.

Of course, the witch has a few other abilities at her disposal as well.



**Nkasiogi:** See below.

- **Lions:** See page 22.



## **Nkasiogi the Witch**

**Attributes:** Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d4

**Skills:** Fighting d4, Notice d8, Spellcasting d10, Tracking d4

**Cha:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

**Hindrances:** Stubborn, Vow (Major—Destroy the Kikuyu)

**Edges:** Arcane Background (Magic), Strong-Willed

**Powers:** *Barrier* (acacia thorns), *beast friend*, *burrow*, *entangle*, *stun*. **Power Points:** 20.

**Gear:** Clawed Talisman (The *beast friend* power may be maintained indefinitely as long as the creatures are within sight and the spellcaster is conscious).

## **Monstrous Pelts**

If Nkasiogi is defeated, the war is averted and the tribes become stalwart allies of the Rippers.

The pelts are also worth a substantial sum if presented to any accredited explorer's society. A memorandum of £750 and a temporary Status increase of +1 for a month are rewarded to the intrepid explorers.

If examined by someone with the proper skill, the creatures also provide the raw ingredients for Rippertech implants.

## **THE DEVIL'S THROAT**

South Africa holds one of the richest and most productive diamond mining industries in the world. Now a Republic free of British control, its inhabitants lace the topography with pick and shovel, moving massive amounts of earth for the De Beers Consolidated Mines company.

South Africa's diverse range of diamond deposits has been amassed using open pit, underground kimberlite pipe, and fissure mining techniques. With the lack of abundant electricity or steam power in the region, human ingenuity and strong backs are the driving fuel sources of excavation. Sprawling labor mining camps spring up almost overnight throughout the province, some even developing into small villages as time goes on. With such an abundance of human flesh employed in extremely hazardous, confined, and demanding expanses, accidents and deaths rise, as does the Cabal's presence in the area. Their necromantic

black magic waits eagerly for the next mining casualty to fill their ranks.

One such location is the Duiwels Keel mine which loosely translates in English to "the Devil's Throat." This privately owned hard-rock mine is located just north of the Gauteng Province. The operation's one natural shaft goes straight down almost a quarter mile below the surface. Unlike most mines, the farther down one goes, the warmer it becomes. Some scientists believe this warmth to be due to the cavern's close proximity to a still active volcanic lava flow, but workers of the mine tell a completely different tale.

Stories flourish about the Devil's Throat, from it being the lair of some fire-breathing beast accidentally awakened after a lengthy slumber, to its long natural passageway being the actual gateway to hell itself. No matter the reason, one thing's for sure: death seems to come to anyone who works the diamond-rich shaft.

## **Sakarabru**

The truth is the diamond mine is actually the prison of an ancient demon known to South African lore as a sakarabru, or Demon of Darkness. Cult members of the Cabal have discovered the thing's existence and are trying to release and control it. Their gruesome blood and bone sacrifices are the reason for a recent rash of missing miners.

## **Deep Dig**

The party is sent to investigate the Duiwels Keel Mine and find out what's happening to the local miners. The journey likely starts at Johannesburg, located about twenty miles south of the mine. There the heroes are met by a haggard Dutchman named Zillumon, an agent for the De Beers corporation. He's authorized to pay the team £1000 if they can stop the losses and get the miners back to work.

Some Rippers might see the De Beers corporation as exploitive and hesitate to work with them. If so, Zillumon reminds the group that it's the miners who are suffering far more than the company. If the Rippers are aligned with one of the more humanitarian factions, their leader might ask them to complete the task so they can influence the company to make positive changes for their workers. It is not a perfect answer, but change in the age of imperialism will not come quickly.

Once those issues are settled, Zillumon sets the adventurers up with food and lodging for the night and tells them fresh horses, travel papers,



and rations for the next morning's journey will be ready when they wake.

When the gray-bearded Dutchman is asked about the Devil's Throat, he says the following:

*"I tell you one thing for sure, that place is evil like no other. Any who goes down comes back a changed soul, or never comes back at all. Twelve in all be lost to the void. Some say it nothing more than natural volcanic tremors swallowing folks up, sending them to a fiery death. Others believe something not of this world makes its home below, a vengeful spirit sent to tame man's lust and greed for diamonds. Most see the mine as a doorway to the Devil and hell itself, which is how it received its name. Only the bravest or those with nothing to lose work inside that terrible place."*

## A Long Way Down

The party leaves in the morning on a typically hot South African day. Passing through several security checkpoints along the way, their travels go unimpeded due to their travel papers given to them by Zillumon. Five hours later they reach their destination, a small farmhouse with overgrown, unkempt crops, long abandoned years ago for the lure of diamonds. Off in the distance, overlooking one of the fields, rests a rectangular-shaped wooden building, the mine's entrance and elevator rigging.

## WHISPERS IN DARKNESS

From the moment the Rippers enter Site A, have each of them make Spirit rolls. Whoever rolls lowest begins hearing whispers from Sakarabru. Take the player aside and tell him some force is compelling him to subconsciously sabotage the party's efforts. The pawn won't attack anyone, but he might make it more difficult to ascend the lift, accidentally break a lantern or two, or—if the situation arises—quietly push a nonplayer character miner down the shaft to his death!

The character doesn't know what's going on so there's no way to stop it—yet—but let the player figure out things his character can do to cause mischief, which is the demon's reason for existence, after all.

The Rippers are met by the owner Motummbbo, a weathered man dressed in a once white but now dingy shirt, patch-worked pants, holding a miner's axe in his callus-laden hands. Only a handful of workers move about the area; all are cautious and tightlipped if approached.

Motummbbo is very excited to meet the party as he unfortunately mistakes them for new workers seeking employment. With a good story and a successful Persuasion roll, the strangers convince him to let them venture down into the mine, escorted by him and a couple workers of course. If bribed for a peek inside the mine, the going rate is £0.15 pounds per person. If any sort of Intimidation or threatening acts are made toward Motummbbo or his crew, they defend themselves with miner's axes. They won't die for it though. If things get too serious, they run off to regroup and summon their friends or authorities for help.

With no abundance of steam power or electricity to work the elevator rigging, Motummbbo has manufactured a multi-gear pulley and rope system to traverse the quarter mile down into the shaft. Two men can push a large geared wheel round and round, like that of a waterwheel, lowering up to eight men in a rickety metal basket tied to ropes. Motummbbo tells the party that there are three mining chambers, christened site A nearest the top, site B in the middle, and site C furthest down.

Read the following as the Rippers clamber into the metal basket with Motummbbo and two of his workers and begin their descent.

*The rickety metal basket and a mile of semi-tattered hemp rope is all that keeps you from plummeting down the Devil's Throat. Lower and lower you descend into the black abyss, the open sky above becoming fainter with every minute.*

*After what seems a lifetime, you finally reach the first mining site. The sound of metal smashing on stone echoes from below in site B as you slow your descent. Your eyes adjust to the low light output of your oil-filled mining lanterns as Motummbbo signals the riggers to stop. You've reached site A.*

☹ **Motummbbo:** As **Innocent** from *Rippers Resurrected Game Master's Handbook*, but add Climbing d6, Knowledge (Mining) d6, and a pick (Str+d4, improvised weapon).

- **Diamond Miner (2 per Ripper):** As **Innocent** but add Climbing d6, **Knowledge** (Mining) d4, and a pick (Str+d4, improvised weapon).



# Devil's Throat



Traveling down this mining shaft, there is nothing but a rickety metal basket and a mile of tattered rope between you and death.





## Site A: Ceremonial Remains

The air is considerably warmer as the Rippers enter site A. The smallest of the chambers, Motummo tells the party that this area hasn't been mined for almost a year since its diamond yield shrank to almost nothing. Pick marks can be seen on the rocky walls. Fractures and crevasses in the cavern floor spew hot air at an almost constant flow. At first glance everything seems to be in order.

After an hour searching (half that with a successful Notice roll), the Rippers find dusty remnants of personal effects left over from past miners. Nothing seems out of the ordinary until someone finds a leather pouch full of fresh tobacco leaves. Nearby, wedged in one of the floor's heated cracks is a bundle of more leaves wrapped around a recently pulled, blood-stained human tooth.

Searching the chamber's other crevices with suitable light unveils the horrific truth to site A. Gallons of dried crimson red blood coat the sides of the cracks. The warm air bakes the sticky fluid to a thick, coagulated layer.

After the heroes have a moment to process this grisly find, one of Motummo's companions finds a small trinket made of small bones, feathers, and human teeth all wound together with string. Motummo stands frozen in fear.

*"This is a ward. I know it. It's used in dark magic to call forth a sakarabru, a demon of darkness! That explains it. Legend says the only way to bring forth or release a sakarabru from its realm is with a sacrifice, a human sacrifice of blood and bone. Who would do such a vile thing? And why? Oh my God, these are my men! My missing friends. They've been sacrificed!"*

Motummo wants to retrieve the men working in site B before anything else happens to them. He orders the riggers to lower the basket to site B and shouts down for his men to leave immediately. It seems like an eternity before the basket returns after taking all the miners to the surface. With a successful Persuasion roll he agrees to take the party further down. Otherwise he returns to the surface and leaves the task to the Rippers.

## Site B: Dripping Falls

Darkness grows as the explorers descend the mine shaft to site B. The temperature is much warmer than before. The corridor to the left is in full production excavating raw diamonds from the rock. Carts, mining picks, shovels, food, and water

barrels litter the surrounding area. No cracks or fissures in the floor are evident.

The right corridor wraps around clockwise, falling in elevation before coming to a dead end. This area hasn't been mined for some time. Like site A, it has cracks in the floor and ceiling but there are no sacrificial bundles here. Blood has dripped through some of the cracks in the roof, spattering the floor with patterns of crimson gore.

There's nothing else of relevance in site B except for food, water, and gear such as picks and lanterns.

## Site C: Doorway to Darkness

Light from above is nonexistent here—the party must have their own lights, such as carbide lanterns or torches. A wave of hot fumes smelling faintly of sulfur rushes from somewhere further below.

This cavern has been heavily mined. A number of broken picks and shovels lie about and deep cuts line the walls. No fissures or cracks in the floor exist here. When the Rippers round the corner to the right they are confronted with the following:

*Rounding your way through site C, you stop in astonishment. At the very end of the mine, an enormous reinforced wooden door resides directly in the wall. Large chunks of stone rock lay at the door's base as if chipped or blasted away. It's then you notice blood slowly cascading down the ancient threshold.*

*Your mind reels. Should you open it? Suddenly, the huge portal shudders. Rocks fall from the ceiling overhead. You feel as if the earth itself has gasped for air.*

*Then the door opens by itself. It creaks loudly, piercing your ears with an unholy grinding noise somehow combined with the screams of the damned. Clearly, something is inviting you to enter.*

Proceeding inside, the Rippers are hit with a blast of hot air and the foul smell of rotting flesh along with a now-stronger odor of sulfur. Beyond is a desolate cell roughly 60' in diameter.

At the center of the cavern is a ten foot round black orb. Light does not penetrate the blackness—this is the sakarabru in dark form. Only when the intruders get within six feet of the orb does the demon drop its protective shield and change to its physical form. It then laughs heartily and attacks anyone it sees. A sakarabru takes no prisoners and only uses its dark form in fear of being recaptured or Incapacitated.



## **Sakarabru**

A sakarabru is a demon of darkness from African legend. It is a vile creature that lurks in Hell's darkest pits, waiting to be summoned by any willing to perform the ritual of blood and bone.

The horror has pure-black hide, giant horns, razor-sharp claws, and glowing yellow eyes, making it a fearsome sight to behold. Stories abound of sakarabru causing mischief and strife among those it has been summoned to torment.

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d10, Persuasion d12, Taunt d10

**Pace:** 8; **Parry:** 6; **Toughness:** 11 (2)

**Edges:** Improved Frenzy

**Special Abilities:**

- **Armor +2:** A sakarabru's pelt grants 2 points of Armor over its entire body.
- **Bite / Claws:** Str+d10.
- **Dark Form:** A sakarabru can assume a black orb form as a free action. While in this form, the demon cannot be harmed by physical means. It cannot take any physical actions either, but it can telepathically urge mischief and strife to one mind up to a mile distant. Once out of its dark form, the demon can rage with its claws and horns, but can no longer suggest mischief to its chosen pawn.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; -2 Fighting versus those carrying holy symbol and Faith d4+; suffers half-damage (round down) from non-magical attacks except for cold iron.
- **Fear (-2):** The demon is terrible to behold.
- **Immunity (Fire):** Suffers no damage from fire.
- **Size +2:** Sakarabru stand over nine feet tall and weigh over 600 pounds.

## **SCAVENGER OF SOULS**

Ancient Egypt has captured the imagination through the ages. From the pyramids to the sphinx to the monuments and temples erected in the desert, Egypt has lured conquerors, thieves, and archaeologists with its promise of hidden treasures.

Many Egyptians resent the exodus of their ancient wealth to western countries, but there are plenty who profit from this illicit trade and the Director of Antiquities has insufficient resources to combat the problem. While visiting Cairo,

the Rippers discover an altogether more vicious attempt to exact retribution against those who would plunder Egypt's history.

## **The Mummy's Curse**

During the Rippers' stay in Cairo, the newspapers are full of the mysterious illness of Colonel Archie Willard, a noted explorer and amateur archaeologist. Willard recently discovered an Egyptian tomb with a remarkable trove of intact grave goods, but has now been struck by a sudden and unknown malady. At once rumors began that the tomb was cursed and the explorer is reaping the rewards for violating its occupant's eternal rest.

Soon after, the papers report that Willard has been miraculously cured by a local Cairo doctor, Dr. Yousseff Nazari. If the Rippers visit Willard, they learn the colonel does indeed appear to be fighting fit. *"The doc used some ancient poultice and a couple of charms from the Book of the Dead. Whatever he did, before I knew it I was right as rain!"* he exclaims enthusiastically.

## **The Good Doctor**

Visiting Dr. Nazari involves locating his practice in the sprawling slums of old Cairo, which requires a successful Investigation roll at -2. The Rippers must venture into one of the oldest parts of the city, where the stone buildings cluster together to form a maze of streets. Westerners are not common here and locals eye them suspiciously. Ragged children crowd around clamoring for money, food, or anything they can sell. Any attempt at stealth is thwarted by the throng of beggars, and news of outsiders spreads fast to the thieves who make this warren of narrow alleys their home.

Nazari's practice comprises a stone reception room adjoining an office, an examination room, and a storage room. The premises are decorated with ancient relics. Papyrus fragments adorn the walls with small statuettes on shelves in each room. In the doctor's office, two life-size jackal-headed stone statues flank his heavy mahogany desk.

The doctor is a handsome young Egyptian, educated at Cairo University. He has devoted his life, he says, to bringing modern medical practices to the poorest of Cairo, where easily curable diseases claim many lives every month.

*The greatest challenge is superstition. Many of the traditional treatments used here date back to the times of the Pharaohs. Overcoming*



*the locals' suspicion of all things modern is an on-going battle.*

Mentioning Col. Willard causes the doctor to shake his head.

*Very disappointing. An educated man allowing himself to believe he was cursed.*

*There was nothing seriously wrong with him. Stomach complaint, that's all, but he had convinced himself he was marked to die. So I just gave him some medicine and dressed it up with some pagan mumbo jumbo. His superstition did the rest.*

Anyone admiring his decor draws the doctor into conversation about his passion for antiquities.

*So much ancient knowledge lost, so much to be relearned, and so much lost forever to despicable grave robbers.*

The Rippers should depart feeling Nazari is a new and rational friend. Nothing could be further from the truth, however. Nazari is powerful and evil, and he is worried about the Rippers' visit.

Nazari feels he is the custodian of the old ways—the practices of ancient Egypt—and is creating around himself a cult to the ancient demoness Ammut, the personification of divine retribution. He was telling the truth about seeking out superstition and ancient beliefs among the poor of Cairo, but he left out the part where he punishes those who do not share his beliefs in the time-honored fashion of weighing their hearts and devouring those found wanting. Any who pass the test are magically transformed into werehyenas—a growing pack of savage minions to serve his will.

Nazari sees the export of artifacts as sacrilege, and plans to punish grave-robbers and their western counterparts, the explorers and Egyptologists. Healing Willard allowed Nazari access to the higher echelons of western society in Cairo. In this way, he can remain abreast of new attempts to defile the temples of his gods.

If the doctor seems too good to be true, the Rippers can discover more about him from his local patients. Investigation or Streetwise rolls at -1 (to overcome their suspicion) indicate mixed feelings. The details vary, but the locals invariably fall into one of two camps:

- The doctor is fantastic. He really understands how people around here think.
- There's something strange about him. He helped my relative, though some tragic event claimed their life soon afterward anyway.

## A Mysterious Disappearance

Two nights after the Rippers visit Nazari he decides Willard must be judged. He hopes this will prevent any further work on Willard's expedition. Nazari dispatches his right hand man, Haji, to Willard's suite at Shepherd's Hotel.

Haji, a hulking brute of a man, is accompanied by the statues the Rippers saw in the doctor's office. The statues, Sem and Nekht, animate only at a word from Nazari and follow his orders without question. While Haji keeps watch, the statues enter Willard's rooms and subdue him, removing him and all ancient artifacts before escaping with Haji.

The disappearance is front page news. Coming so soon after his miraculous cure, Willard's disappearance fuels speculation that the curse of the ancients cannot be so easily avoided.

If the Rippers convince the police to allow them access to the colonel's rooms, each success or raise on a Notice roll uncovers one of the following clues:

- There are no antiquities in the room.
- There apparently wasn't much of a struggle.
- A couple of small bloodstains and absence of a body indicate the colonel wasn't murdered.
- Deep scratches and stone dust on the floor show some stone object dragged across it.
- (Requires a raise) Willard's journal catalogs the artifacts in his possession. While all are missing, none of them were made of stone.

The doctor's servants kidnapped the colonel, loaded his antiquities into a covered wagon and escaped. Haji drove the wagon back to a derelict store in the slums near the doctor's office. The following night Nazari invokes his demon mistress and uses her magic to remove and weigh Willard's heart. Finding the explorer guilty of desecration, Nazari devours his heart in the name of Ammut, the soul eater. Haji then dumps Willard's body at the edge of the slums, where it is soon discovered. News of Willard's murder spreads quickly, sending fear and revulsion through the colonial communities in Cairo.

## House Calls

As the heroes investigate, Nazari becomes convinced they pose a threat to his nascent cult, and dispatches Haji once more with Sem and Nekht to kidnap one or more Rippers.

As before, Haji waits with the wagon while the statues go about their work, attempting to subdue and kidnap the heroes. The attack takes place at night, and the statues remain in the shadows to



avoid being seen. If possible, the Rippers should be unaware they are animated statues, just shadowy figures, their jackal heads shrouded in darkness.

If either statue takes a wound, let the players know their attack landed true, and describe where their foe was struck. The statues then flee in a way that makes it hard for the Rippers to follow—leaping from a high window, for instance.

As the heroes get outside, they see Haji glaring back at them as he speeds away. If they are quick in pursuit, they can attempt to give chase, though following him once he reaches the labyrinthine streets of the old city proves almost impossible.

## The Grim Discovery

Over the next few days the doctor claims two more victims. The first, Harold Mettingham, a museum curator associated with Colonel Willard's dig, is trampled by a fast-moving horse-drawn wagon outside his hotel late at night. With some investigation the Rippers can find witnesses who claim he was running, terrified, when he dashed into the path of an oncoming vehicle. They describe the driver as a huge mountain of a man.

The second victim is Ali Jabari, a foreman on an unrelated expedition. Ali was found on the outskirts of Cairo, apparently torn apart by wild dogs, though the truth about his demise is withheld from the public. If the Rippers gain access to the autopsy report, they learn that his heart had already been removed... apparently prior to death! In fact, after his grisly rite had concluded, Nazari fed the poor victim to his growing pack of werehyena converts to destroy the evidence.

A further three individuals associated with the discovery or sale of antiquities also go missing. Speculation in the newspapers reaches fever pitch. While the first of these deaths fans the flame of superstition regarding the curse, the second sparks an explosion of concern that all digs may be similarly cursed. Many explorers and would-be Egyptologists take it as a cue to leave Cairo.

## The Doctor Will See You

If the heroes decide to return to the doctor's office, they find most of the ancient relics are gone. Nazari greets them warmly, apparently distressed at the wave of superstition that has gripped the city. If the Rippers were able to drive off the statues by wounding one earlier, a successful Notice roll in the doctor's office alerts the Rippers to an alarming fact. One of the statues flanking Nazari's desk bears

signs of damage strikingly similar to that inflicted in the kidnap attempt on the Rippers recently.

If the heroes confront Nazari about the statue, he brushes it off, saying, "*Oh yes, there was a break-in. Some items were stolen, and others were simply damaged, as you can see. Philistines!*"

If attacked, Nazari animates the statues and cries out for Haji, who bursts through the door and attacks while the doctor makes good his escape.

If the heroes are more subtle, they can hide and watch as the hulking frame of Haji loads Nazari's belongings (including Sem and Nekht) onto a covered wagon ready for transportation. Following the wagon without being seen leads the Rippers directly to Nazari's derelict store. A close examination of the wagon (a Notice roll at -2) reveals bloodstains on the wheels: evidence of Haji's role in Mettingham's murder.

## The Devourer

Believing the Rippers are getting too close to the truth, Nazari has packed up his practice and moved deeper into the old Cairo slums to hideout in his disused store. There he intends to sacrifice his three remaining victims and devour their hearts!

After feasting tonight, he plans to instruct his werehyenas to roam Cairo's streets in search of westerners, who must be judged. The heroes arrive just as Nazari, in ceremonial dress, is preparing to sacrifice the first victim.

- **Nazari:** As Cultist from *Rippers Ressurrected Game Master's Handbook*.
- **Haji:** As Hyde from *Rippers Ressurrected Game Master's Handbook*.
- **Sem and Nekht:** As Animated Statues from *Rippers Ressurrected Game Master's Handbook*.
- **Werehyenas (2 per hero):** see page 23.

If Haji or the two statues are destroyed, Nazari transforms into an avatar of Ammut with the head of a crocodile, the forelimbs of a hyena, and the rear limbs of a hippo.




**Nazari, Avatar of Ammut:** As demon from the *Rippers Ressurrected Game Master's Handbook*.

When all the werehyenas are destroyed Nazari attempts to escape through the back room of the derelict store (transforming back to human form first, if he had previously transformed). If Nazari lives to fight another day, his bitterness toward westerners in general, and the Rippers in particular, escalates to a murderous fury. He is a driven and dangerous adversary for future adventures.



# ALLIES & ENEMIES

Below are a selection of Extras and creatures from the Dark Continent. Wild Cards are preceded by the mask symbol: 

## Lions

The lions of the Serengeti are ferocious beasts.  
**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Notice d8, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Edges:** Improved Frenzy

**Special Abilities:**

- **Bite or Claw:** Str+d6
- **Low Light Vision:** Lions ignore penalties for Dim and Dark lighting.
- **Pounce:** Lions pounce on their prey to bring their mass and claws to bear. They can leap 1d6" to gain +4 to attack and damage. Their Parry is reduced by -2 until their next action.

This may be combined with a Wild Attack and the Drop if they strike from ambush.

- **Size +2:** Lions weigh over 500 pounds.

## Tribestfolk

Below are profiles for common tribesmen and women of Africa. These should be modified by tribe and region as best fit the particular people.

### Warrior

Most male and females in this time period have some skill at arms, and can defend themselves against large predators or encroaching tribes.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d8, Stealth d8, Throwing d6

**Status:** 1; **Reason:** 5

**Cha:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5





**Hindrances:** Loyal

**Edges:** Fleet-Footed

**Gear:** Furs and jewelry from local animals, spear (Str+d6, Parry +1, Reach 1).

### **Warrior, Veteran**

Tribal veterans serve as the chief's protectors and have likely fought in several skirmishes with rival tribes. Some may have even fought more supernatural horrors dwelling in the heart of this wild and often violent land.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d8, Stealth d8, Throwing d6

**Status:** 1; **Reason:** 5

**Cha:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Loyal, Vow (Major—serve the tribe)

**Edges:** Block, Brave, First Strike, Fleet-Footed

**Gear:** Furs and jewelry from large predators such as lions, spear (Str+d6, Parry +1, Reach 1).

### **Tribal Chief**

This represents the chief of a smaller tribe, who likely rose to prominence through his martial abilities. Note that the chief's Status is 2 in the Victorian world, but of course he is a noble of the highest order among his own people.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d8, Stealth d8, Throwing d8

**Status:** 2; **Reason:** 5

**Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Loyal

**Edges:** Alertness, Brave, Command, Command Presence, Noble

**Gear:** Furs and jewelry from local animals, spear (Str+d6, Reach 1).

## **Werehyena**

Werehyenas are incredibly powerful, fast, and vicious. These bestial shapeshifters are rarer than their werewolf cousins. They are frequently minions of more intelligent creatures who are also powerful enough to control them. The leader of a pack is called the Alpha, and is always a Wild Card. Use whatever

profile is most appropriate for the werewolf when in human form.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Climbing d10, Fighting d10, Survival d10, Notice d10, Stealth d8, Tracking d8

**Pace:** 8; **Parry:** 7; **Toughness:** 8

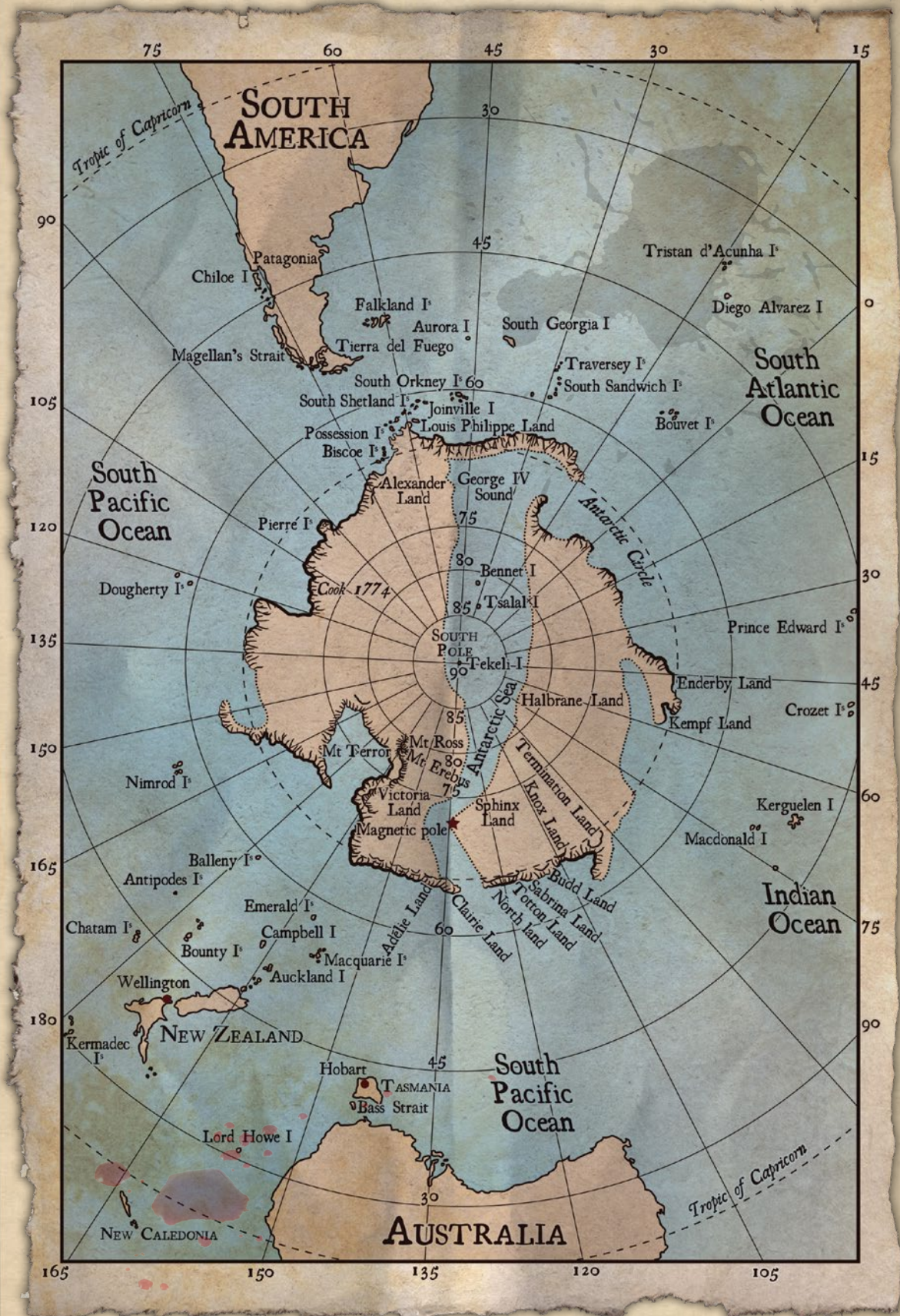
**Edges:** Combat Reflexes, Improved Dodge, Fleet-Footed, Improved Frenzy, Quick

**Special Abilities:**

- **Bite or Claw:** Str+d6.
- **Go for the Throat:** If a werehyena gets a raise on its Fighting roll, it strikes its opponent's least armored location
- **Laughter:** A werehyena can laugh at its prey as an action. Every enemy in earshot must make a Spirit roll or be Shaken.
- **Low Light Vision:** Werehyenas only suffer lighting penalties in Pitch Black conditions.
- **Size +1:** A werehyena is larger than a human.
- **Weakness (Silver):** Lycanthropes suffer damage normally from silver weapons. Even the touch of silver burns their flesh for a level of Fatigue (it can Incapacitate).









# ANTARCTICA



Ever since ancient Greeks pondered the world's secrets, scholars have posited the existence of *terra australis incognita*—the "unknown southern land." Laws of symmetry seemed to demand an austral continent of ice to mirror that found in the utter north. In 1773 Captain Cook finally crossed the Antarctic Circle in the *HMS Resolution* at roughly 66° S. Latitude—but he didn't even see the mainland.

Throughout the 1800s an ever-increasing number of expeditions began to outline the Antarctic continent's contours, and a few actually set foot on its shores. But the seemingly barren wasteland of ice still holds secrets at its core... secrets that have thus far been revealed to the world only in the guise of fiction. To pull back the curtain on the diabolical evil that yet rules the southern pole, Legendary Rippers must undertake a journey fraught with danger yet crucial to the very earth's survival.

## Antarctica's Secrets

Contrary to accepted scientific thought in 1895, Antarctica is not a lifeless place. In ages past it was the cradle of all human civilizations. Humanity's progenitors—the Tsalalians—still live there in

blissful ignorance of how time has moved on without them.

In 10,000 B.C. when Antarctica was warm and verdant, the first Tsalalians migrated from the honeycombs of the Underworld to settle on a surface island chain. These pioneers fled the violent depredations of a subterranean species of savage, primitive humanoids. Over many generations of exposure to ultraviolet light and the islands' strange waters, the Tsalalians' skin took on a hue as black as ebony. Even their teeth and bones were black. Their eyes—accustomed to seeing in the Underworld's stygian depths—were all pupil.

Under their King Tsalemon, the Tsalalians built a mighty civilization. Towering cities of black granite adorned all the archipelago's islands. The Tsalalians lived in peace and prosperity on the surface world. The Antarctic Ocean waters, warmed by the emanations of a massive volcano at the south pole, gave rise to a never-ending bounty of sustenance. Generations were born, grew old, and died.

Little did the Tsalalians know their peace was fated to be short-lived. None can say how the first Tekelian was cursed with vampirism, but it's



certain he or she belonged to the primitive race that had hunted the Tsalalians so long ago and driven them to the surface. Now they returned with a thirst for blood, their bodies and eyes as pallidly white as the driven snow.

Decades of warfare ensued, during which the Tsalalians slowly learned their enemies' weaknesses. Armed with this knowledge they fought massive wars of attrition, which they began to win due to the sheer fecundity of the human race. Tsalians could have babies; the Tekelian vampires found it far more difficult to expand their numbers.

In a final act of desperation the Tekelians built a sphinx-like, magical structure designed to focus the Earth's magnetic field into a charged stream of arcane energy. With this power they caused the volcano towering over their city to erupt violently. The ensuing earthquakes demolished Tekeli City and the Tsalal Islands. The Earth tilted on its axis and lethal cold descended on the austral pole.

Countless Tsalalians perished, but some survived. Most fled north across the ocean, reaching the Gold Coast of Africa and finally the Nile's banks, there to wipe out the Neanderthals and found the earliest Egyptian cultures. Others reached modern Arabia and Persia, forming new civilizations of their own and eventually spawning the modern human race in all its diversity.

Still other Tsalalians returned to their island home, never again to achieve the cultural heights of their forefathers. And at the South Pole the Tekelians still dwell in the volcano's shadow...awaiting hapless explorers' blood to revitalize their dying veins!

## Voyage of the *Jane Guy* (1828-29)

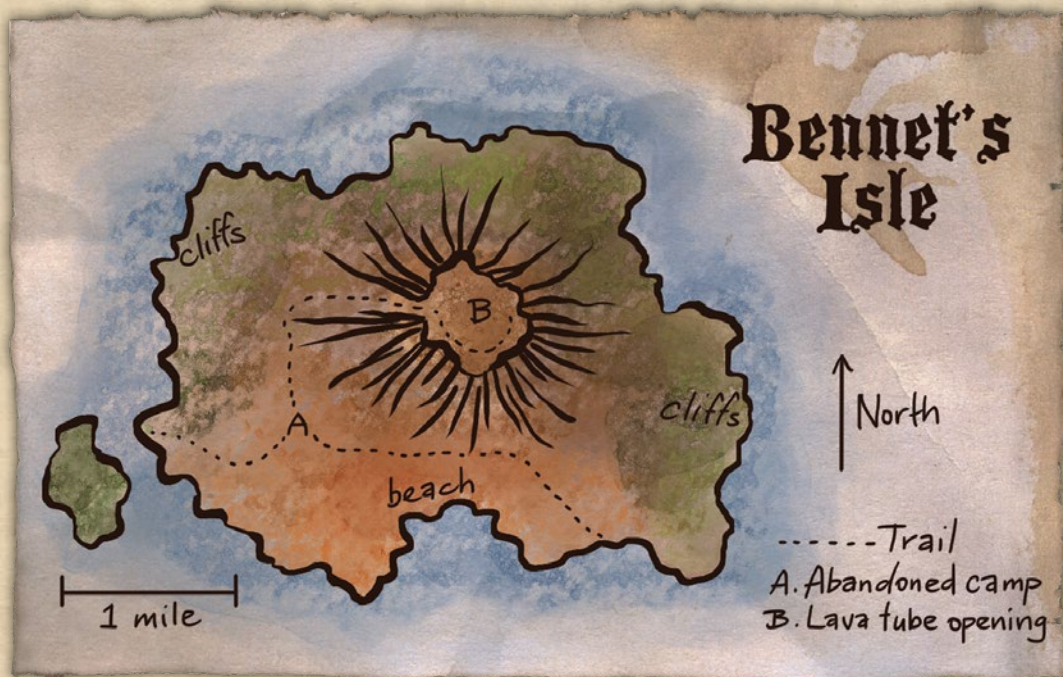
The *Jane Guy* undertook a most singular journey to the South Pole and discovered the Tsalalian and Tekelian cultures' remains. The handout on page 33 contains the public facts of the *Jane Guy*'s 1829 voyage. The truth is far more terrifying.

After the book's abrupt end, Tekelian vampires captured Pym and Peters and took them to a ruined city beside an active volcano. Before the pair could be turned into undead they escaped, making their way into the Underworld to emerge on an island in the Tsalalian Archipelago. They constructed a vessel and sailed north.

Dirk Peters returned to his native Illinois, U.S.A. and attempted to live a normal life. But Pym was haunted by his experiences in the south. Editor E.A. Poe published Pym's story as fiction, and in 1837 Pym republished it as a factual account. Despite Pym's public exhortations few believed his claims. The following year A.G. Pym vanished while sailing off the Rhode Island coast and was never seen again.

## Sea Travel

In 1895 much of the Antarctic coast has been mapped, but the interior still beckons to explorers racing to arrive first at the South Pole. See **Water Travel** in the *Rippers Resurrected Player's Guide* and **Traveling** in the *Rippers Resurrected Game Master's Handbook* for general guidelines. The Savage Tale **Austral Voyage** (page 29) has information specific to a ship bound for the globe's southernmost extremity.





## PLACES OF NOTE

### Bennet's Isle

This small, rocky island was discovered by the *Jane Guy's* crew in 1829 and named in honor of Capt. Guy's financial partner. It supports little life beyond strange lichens and scurvy grass.

#### Strange Locales

**Abandoned Camp:** After surviving the Tsalalians' ambush Capt. Guy and a few of his crewmen inhabited this place from 1829–32. The castaways are long dead. A faded and tattered log book details the sailors' struggle to survive.

**Lava Tube:** The island's apex hides a passage to the Underworld, which leads eventually to Tekeli at the South Pole. Feral Tekelian wildcats have taken up residence among the crags and caves.

➤ **On Bennet's Isle (page 30):** When the Rippers' crew goes ashore to collect scurvy grass they find more than expected.

### Tekeli

When the vampires of the Underworld found their quarry, they settled beside an active volcano at the South Pole. There they built the sprawling, 20-mile-diameter city of Tekeli and deployed massive fleets to destroy and enslave their ancient enemies: humans. The surrounding waters flow into aqueducts under the city, which conduct waters toward the volcano then jet the vapor miles into the sky.

#### Strange Locales

**Ruins of Tekeli:** The city's ruined avenues stretch for miles, extending outward from the city's hub. Bushes similar to hawthorns and full



of poisonous red berries (Lethal Poison –2) grow throughout the ruins.

**Marble Staircase:** These white stairs lead up the volcano's slope to a sphinx-like construct.

**Sphinx:** Although any fine carvings have been erased by thousands of years, the sphinx still focuses electromagnetic energy into a field that keeps the volcano active and the ruins safe from magma flows. Exposure to this field for 24 hours or more grants humans the Ageless Special Ability (see Dirk Peters on page 34).

➤ **Terrors of Tekeli (page 32):** When explorers reach the South Pole they discover an unknown species of vampire.

## DISEASE: SCURVY

One of the greatest dangers facing Antarctic explorers is scurvy, resulting from a deficiency of vitamin C. It's considered a Long-Term Chronic, Majorly Debilitating ailment (see Disease in *Savage Worlds*), but anyone who fails to consume a source of vitamin C for 1d6+4 days automatically contracts it and becomes Fatigued. If the sailor ever suffers an additional Fatigue level he is constantly Exhausted. Symptoms include lethargy, bleeding gums, and loss of teeth. Consuming vitamin C from fresh fruit or scurvy grass (a peppery herb common to cooler climes; its leaves are rich in vitamin C) removes a level of Fatigue immediately, and a steady diet of it removes all remaining Fatigue in 2d6 days minus half the hero's Vigor die type (minimum one day).





## Tsalal Archipelago

Seven islands make up this island chain, the largest of which its inhabitants call Tsalal. It has precipitous cliffs on its shores and a wooded interior. All the islands abound with Galapagos tortoises, reptiles, and many bird species, all of which are ebon black in hue. Celery, scurvy grass, and filberts grow wild.

### Strange Locales

**Chasms:** A series of five deep, steep-sided chasms—which appear suspiciously like letters when mapped or viewed from above—are carved into the island's hills.

**Curing Huts:** A number of dilapidated structures stand on the island's western beach, built by Capt. Guy and his crew in 1829 in the hope of harvesting a fortune in sea cucumbers. They have been abandoned ever since.

**Granite Ruins:** Tumbled blocks of black granite dot the landscape in a five-mile diameter, the only remnant of the Tsalalians' once-mighty and unimaginably ancient city. This area is infested with massive scorpions (page 34) and strange lizards.

**Reefs:** The island is surrounded by a protective reef with a single gap, which allows access to a inlet on the island's southern side. The reefs are bursting with valuable *biche de mer*—sea cucumbers. Beneath the coral lie hundreds of Tekelian shipwrecks from long ago, when the vampires waged naval wars.

**Spring:** The island's most peculiar feature is the water that bubbles up from springs in the interior. It flows and slakes thirst like any other water but has a viscous, gummy quality. Thin ribbons of all colors run through it, which can be disrupted by objects passing through them but eerily return to their previous vein-like shape. Rippers with Reason scores of 2 or lower who study the water's properties make a Fear check.

**Village:** A tribe of nearly 200 Tsalalians dwells in a village about nine miles inland called Klock-Klock. It is only accessible via one of two narrow canyons. Too-wik is the current Wampoo, or Chief. They keep domesticated animals and birds. Most natives go naked unless wearing black-furred skins for battle.

➤ **Betrayal at Tsalal (page 31):** The native Tsalalians seem friendly, but behind their welcoming smiles lies a sinister intent.



# SAVAGE TALES OF ANTARCTICA

## AUSTRAL VOYAGE

**When:** The heroes receive a letter from a colleague in London.

Rippers of Legendary Rank who've achieved all they hoped may wish to go where no human has gone—the South Pole. They may even endeavor to organize an expedition of their own!

### The Letter

Ideally the missive is from a friend or ally, but the GM may wish to introduce a new nonplayer character for the voyage or use Captain Bartholomew Ainsworth (page 33) as the sender. The following letter arrives at the heroes' lodge on a gray, stormy afternoon:

Dear —

*We hope this greeting finds you well and enjoying the fruits of your many victories. I have recently read the tale of one Arthur Gordon Pym. His account of an 1828 voyage to Antarctica—brought to my attention by a sailor named Daniel Hunter—is so bizarre as to defy belief. Yet it remains compelling and Pym maintained it was unvarnished truth. Would you join me in an attempt to confirm or disprove his tale? Your presence among our expedition would lend great confidence. We shall await your reply.*

*With great hopes, —*

The team may make whatever preparations they deem necessary to travel to London or ready themselves for departure to the southernmost latitudes.

### Scholarly Research

Wise explorers conduct copious research on Antarctica before leaving hearth and home. Each success and raise on an Investigation roll at any

Ripper lodge's library (Rank 3+) turns up one of the following pieces of information:

- Accounts of previous expeditions. In January 1895 the first confirmed landing on the southern continent was achieved when a boat from the steamship *Antarctic* put ashore at Cape Adare, Victoria Land. This followed a host of expeditions undertaken in the Nineteenth Century. Show your group the Player's Map on page 24.
- *The Narrative of Arthur Gordon Pym*—originally published by editor E.A. Poe under the guise of fiction and in 1837 by Pym as a factual account—details the extraordinary journey of the *Jane Guy* and what Pym claimed to have found at the South Pole (see handout on page 33).
- A newspaper article dated February 8, 1838, detailing A.G. Pym's disappearance in the ocean off Nantucket after his sailboat capsized.
- Should the Rippers attempt to track down sailor Dirk Peters, a successful Investigation or Streetwise roll leads to Peoria, Illinois, U.S.A. Peters vanished without a trace in 1845 and hasn't been seen since.

## FROZEN LATITUDES

Although geothermal activity at the pole maintains the existence of a warm sea, the rest of Antarctica is locked in ice. It is the most frigid and dry place on Earth, with bitter winds and brutal winters during which the temperature can drop as low as  $-80^{\circ}$  Fahrenheit. See **Cold** in *Savage Worlds*, and all Vigor rolls to resist it suffer a  $-3$  penalty. If explorers are not well-supplied the GM may need to consult **Hunger and Thirst** as well; the South Pole is a merciless place.



## Months at Sea

At the docks the heroes are greeted by Capt. Ainsworth and any Ripper allies, then shown to their quarters aboard the newly restored *HMS Challenger*, a steam-equipped corvette of the Royal Navy.

Roughly 9,000 miles of ocean lie between Portsmouth England and the South Pole. The *Challenger* covers an average 200 miles per day, so with no delays the trip would take roughly 45 days.

Draw a card for each week of travel. On a face card the GM can run an Interlude (see *Savage Worlds*), roll for a Diversion (see **Traveling** in the *Rippers Resurrected GM's Handbook*), or present an original Savage Tale.



**Captain Ainsworth:** See page 33.

- **Crew (150):** Use the Hired Gun profile in the *Rippers Resurrected GM's Handbook*, but they have Boating d6 and the Steady Hands Edge.

## Hidden Ally

If a player thinks to ask whether Daniel Hunter is on board and the character has read **The Narrative of Arthur Gordon Pym** (page 33), call for a Smarts roll. With success the hero recognizes "Hunter" as Dirk Peters; with a raise he notes that Peters looks about 40 although he must be at least 90 years old.

With a successful Persuasion roll or Test of Will, Peters reveals his belief that Pym is still alive at the South Pole and expresses his desire to mount a rescue. He claims everything Pym wrote was true.



**Dirk Peters:** See page 34.

## Into the Ice

After four weeks of sailing the *Challenger* puts into port at the Falkland Islands (territory currently under British aegis) to take on provisions and coal before steaming into the ice fields. Soon after crewmembers spot the first ice floes, and one week out from the Falklands the ship enters a vast field of closely packed ice—the frigid barrier ringing the Antarctic Circle.

Navigating the *Challenger* safely through the ice is a Dramatic Task (see *Savage Worlds*) using Capt. Ainsworth's Boating skill (–2)—have a player make the dice rolls. Each roll covers three days in-game. The crew aids each attempt with a cooperative Boating roll; Rippers with the Boating skill may also make cooperative rolls.

When a Club is drawn, complications include altering course to avoid large floes or icebergs, a

crewmember plunging overboard (nearly always fatally), or damage to the hull or steam engines that must be repaired immediately. When the group nets five successes they emerge from the ice into warm seas. If the group doesn't net five successes in five rolls, the *Challenger* is locked within the ice. The crew may make one more attempt, but the vitamin C runs out so they must also battle scurvy (see page 27).

If a second attempt to push through fails, the ship is hopelessly trapped in ice until the following spring. Scurvy sets in. Clearly only desperate measures preserve the Rippers' lives if they suffer such misfortune. Any seal- or penguin-hunting expedition is sure to meet a polar bear on the way.

- **Polar Bear (1):** See Bear, Large in *Savage Worlds*.

## Antarctic Seas

South of 70° Latitude the ice vanishes, and by the time the ship reaches 80° S. Latitude the water's temperature rises to 50 degrees Fahrenheit. Great quantities of birds soar above: nannies, petrels, albatrosses, and large birds with brilliant blue plumage unknown even to ornithologists. For nearly any explorer or naturalist, simply discovering warm seas so far south would be a triumph. Rippers must learn more!

## ON BENNETT'S ISLE

**When:** Rippers sail past 82° S. Latitude.

Several days after piercing the ice field, the lookout cries "Land ho!" All crewmen on deck strain their eyes southward. A small island lies at 82° 50' S. Latitude, 42° 20' W. Longitude. Although it appears rocky and barren, inspection via telescope reveals extensive growths of lichen and scurvy grass.

The fruit supplies having run out amongst the ice, Capt. Ainsworth orders Commander Hensley to take the ship's boat ashore and replenish supplies. Rippers may accompany the crewmen if they wish. Sheer cliffs and jagged rocks encircle much of the island, but a beach lies on the south shore.



**Commander Sherwood Hensley:** Use the Hired Gun profile in the *Rippers Resurrected GM's Handbook*, but add Boating d8, Spirit d8, and the Command, Fervor, and Steady Hands Edges. Hensley's Status is 3.



- **Crew (12):** Use the Hired Gun profile in the *Rippers Resurrected GM's Handbook*, but they have Boating d6 and the Steady Hands Edge.

## Signs of Death

It takes crewmen 2+1d6 days to collect sufficient scurvy grass. Very old trails—worn into the landscape over a period of three years—traverse the island, running between a prime fishing spot, an old camp, and the island's peak.

At the spot marked A on the map the team finds a very old, abandoned shelter built of driftwood. This is where Capt. Guy and a few of his crewmen dwelled for nearly three years. A successful Notice check finds a tattered logbook. It recounts surviving the ambush, stealing an outrigger, and rowing as far as this island. The rest unfolds with predictable melancholy, save 1832's last entry (which is spattered with dark brown stains):

*May 18th—We are not alone on this island. I hear them in the dark; see their red eyes gleaming among the rocks. Doctor Schwarz cannot identify the species, but*

At the island's peak—marked B on the map—a narrow crack widens to access a dry lava lube arrowing into the earth. It leads eventually to Tekeli's ruins at the South Pole. Unfortunately for explorers, a large pack of bloodthirsty creatures has taken up residence...and they're ravenous!

- **Tekelian Wildcats (5 per hero):** See page 35.

## BETRAYAL AT TSALAL

**When:** Rippers land at Tsalal.

South of Bennet's Isle the sea grows noticeably darker and warmer. Explorers familiar with Pym's account are unlikely to go ashore at Tsalal but a GM should never underestimate heroes' foolhardiness. A gap in the reef provides access from the south to a pristine beach of black sand. Skeletal remains of a ship's hull, burned many years ago, litter the beach.

The ebon natives greet visitors warmly and offer every hospitality. Although a hero might be tempted to think them simple, Tsalalians are quite shrewd and coordinated in their actions. Although they are not malevolent, vampires have preyed upon the Tsalalians for millennia. This is why they are deathly afraid of anything white ("Tekeli-li"), from snow to a ship's sails to clouds, and believe the Rippers to be Tekelian assassins.

- **Tsalalian Warriors (8 per hero):** Use the Militia profile in the *Rippers Resurrected GM's Handbook*, but they have spears (Str+d6, Reach 1) and animal skins (Armor +1). They have Throwing d6 and the Phobia (Major—white) Hindrance.





## Communication Breakdown

Rippers may effect basic communication with the natives by means of a successful Smarts roll combined with sand drawings, hand gestures, and so forth. The natives' king, Too-wik, invites the Rippers and their allies to his village for a feast:

"Anamoo-moo! Lama-lama!"

As the group moves inland to the narrow canyon accessing their village, many natives strengthen the group at regular intervals along the way. Upon reaching the canyon entrance (F on the map) Rippers may balk at proceeding. No matter; the Tsalalians have no intention of fêting the visitors. They attack en masse at the canyon opening!

- **Tsalalian Warriors (12 per hero):** As above. Chief Too-wik, a Wild Card, leads them into battle.

## TERRORS OF TEKELI

When: Rippers approach the South Pole.

The *HMS Challenger* plies the wide and desolate Antarctic Ocean beyond 84° S. Latitude. Huge wreaths of grayish vapor are visible on the southern horizon, and the water turns a milky hue. Around the ship sudden agitations of water coincide with flickering orange lights in the distant vapor.

## Under the Volcano

Fluffy white precipitation falls from the sky, resembling ash but hard and abrasive. Success on a Knowledge (Geology) roll or Smarts at -2 reveals it to be volcanic ash. Another day sailing brings the *Challenger* into a vast fogbank, which seems to part to admit the vessel. This is the point of no return: If the ship reverses course immediately it can escape the current.

If not, it is drawn irresistibly into a rushing cataract off Tekeli's coastline and smashed to flinders. Anyone on board the vessel when this occurs must roll Vigor (-4): Failure means death. With success a hero survives the wreck but sustains two levels of Fatigue from Bumps and Bruises; on a raise the lucky devil sustains only one level of Fatigue.

Tekelian vampires prowl the shores seeking survivors. They capture any they find and take them to the city's hub, where their king A.G. Pym holds court in a massive, tomblike structure.

- **Vampires, Tekelian (2):** See page 34.
- **Wildcats, Tekelian (2 per hero):** See page 35.

## What Can Be Done?

Pym tells his story and offers captured Rippers the "gift" of vampirism. Those who refuse become food for the Tekelians if they cannot manufacture an escape. Although the situation appears dire, the Rippers are not without recourse and the Tekelians' position is more tenuous than they admit.

Halfway up the volcano's slope is a sphinx magically charged by the Earth's electromagnetic field. It projects a field of its own over the volcano's southern slope and the ruins, which protects the area from destruction and regulates the volcano. This field is plainly visible via the *detect arcana* power.

Should the sphinx (Toughness 12) be destroyed or even severely damaged by concentrated application of explosives, destructive magic, or similar effects, the protective field disperses and the volcano erupts in spectacular fashion. Tekeli's ruins burn amid rivers of lava.

Within two days the island sinks beneath the waves and goes dormant. Within 15 years the entire region freezes over, entombing Tekelians and Tsalalians alike in miles of ice and snow, and erasing the Antarctic Ocean from the face of the globe forever.





## THE NARRATIVE OF ARTHUR GORDON PYM


In 1828 a young man from Nantucket named Arthur Gordon Pym was desperate to ply the seas. He stowed away on the *Grampus*, a whaling ship owned by his friend Augustus' father, taking only his faithful dog, Tiger. His voyage was ill-fated, as the crew mutinied and a storm wrecked the ship. Drifting on a large piece of the hull, Pym and the remaining crewmen—among them a loyal ally named Dirk Peters—were forced to resort to cannibalism to survive.

Only when the end was near were the castaways rescued by the *Jane Guy*, a ship out of Liverpool. It was bound for the southern oceans on a seal-hunting expedition. Passing through a densely packed ice barrier, with Captain Guy urged on by Pym's thirst for discovery, the *Jane Guy* finally emerged in a warm sea beyond 80° S. Latitude.

There the crew sighted a small island and later dropped anchor near a larger, wooded, inhabited island. Welcomed by seemingly friendly natives, Pym and his fellows found supplies, novel wildlife, and what they hoped would become a bountiful source of trade and commerce.

But the natives attacked from ambush, killing most of the *Jane Guy*'s crew by collapsing a narrow canyon's walls of earth and soapstone onto them. Pym and Dirk Peters escaped and stole a dugout canoe. They were drawn southward by strange currents toward a great veil of grayish white vapor. Ashes rained from the sky to render the sea a milky white. Just as their canoe was drawn into a rushing cataract, a white figure "far larger in its proportions than any dweller among men" rose up before them. There the official account ends abruptly, with a postscript mentioning the loss of the book's final few chapters, A.G. Pym's death, and Peters' return to his native Illinois.

## ALLIES & ENEMIES

Following is a selection of nonplayer characters and some of Antarctica's strange fauna and supernatural threats. Wild Cards are preceded by the mask symbol: 

### Bartholomew Ainsworth

Captain of the *HMS Challenger*, Capt. Ainsworth seems a loyal and steadfast ally to the Rippers. In truth he is a Cabal spy collecting information for his masters. If the GM wants to make the expedition really tough, Ainsworth might smuggle a Cabal

terror—perhaps one of the heroes' enemies!—in the *Challenger's* cargo hold.

**Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

**Skills:** Boating d10, Climbing d6, Fighting d8, Notice d8, Shooting d6, Stealth d6

**Status:** 4; **Reason:** 5

**Cha:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Vow (Serve the Cabal)

**Edges:** Command, Connections (Cabal), Rich

**Gear:** Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), knife (Str+d4), cutlass (Str+d6).



## **Dirk Peters**

A wiry sailor with an intense gaze and a ferocious appearance: protruding teeth, bowed legs, and head shaved bald. He's driven to discover why he cannot age, and what happened to his friend Pym.

Dirk also goes by the name "Daniel Hunter."

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d10

**Skills:** Boating d8, Climbing d8, Fighting d10, Notice d6, Shooting d6, Stealth d8

**Status:** 2; **Reason:** 4

**Cha:** -2; **Pace:** 8; **Parry:** 8; **Toughness:** 7

**Hindrances:** Loyal, Ugly

**Edges:** Block, Combat Reflexes, First Strike, Fleet-Footed, Harder to Kill, Marksman

**Gear:** Pistol (Range 12/24/48, Damage 2d6, AP 1), rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), knife (Str+d4), 20x bullets.

**Special Abilities:**

- **Ageless:** Due to exposure to the sphinx's emanations at Tekeli, Peters ages so slowly as to seem immortal. This ability confers no special resistance to damage; Peters can still be killed.

## **Arthur Gordon Pym**

After he was kidnapped by Tekelian vampires in 1839, Pym consented to become their king. Now he uses his knowledge of the modern world to coordinate efforts to swell the ranks. See the *Rippers Resurrected GM's Handbook* or the summarized sidebar on page 35 for the abilities all Vampires share.



Pym is always accompanied by three Tekelian vampires (see below).

**Attributes:** Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d10

**Skills:** Boating d12, Climbing d10, Fighting d10, Intimidation d10, Notice d10, Persuasion d8, Shooting d8, Stealth d8, Swimming d10, Taunt d10

**Status:** 4; **Reason:** 4

**Cha:** +2; **Pace:** 6; **Parry:** 9; **Toughness:** 11 (2)

**Hindrances:** Curious

**Edges:** Charismatic, Improved Block, Strong-Willed

**Gear:** Armor (+2), cursed sword (Str+d6).

**Special Abilities:**

- **Bite:** Str+d8.
- **Fear (-2):** Seeing Pym in vampiric form provokes a Fear check at -2.
- **Weakness (Premature Burial):** If Pym is completely buried in earth or stone he is destroyed, turning to dust in a single round.

## **Scorpion, Tsalalian**

These huge specimens infest the tumbled granite ruins on Tsalal. They are highly aggressive and persistent in pursuing prey.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d4, Stealth d8, Taunt d4

**Pace:** 6; **Parry:** 5; **Toughness:** 4

**Special Abilities:**

- **Poison (-2):** Anyone wounded or even Shaken by a sting must make a Vigor roll or immediately become Incapacitated (death follows in 1d4 hours). A successful roll means the affected location is paralyzed for 1d6 days.
- **Size -1:** These scorpions are as big as dogs.
- **Sting:** Str+d4.

## **Vampire, Tekelian**

Tekelian vampires are among the oldest of their kind on Earth. They may predate even the inscrutable vampire lords. Tekelians originated among a primitive species of humanoid much larger than humans; this lends them prodigious strength and myriad advantages in combat. Their extreme antiquity, however, has dulled their physical attributes whilst sharpening their cunning minds. See the *Rippers Resurrected GM's Handbook* or the summarized sidebar on page 35 for the abilities all Vampires share.



**Attributes:** Agility d10, Smarts d12+2, Spirit d12, Strength d12+3, Vigor d10

**Skills:** Boating d10, Fighting d12, Intimidation d12, Knowledge (Arcana) d12, Notice d12, Persuasion d10, Spellcasting d12+2, Stealth d10

**Cha:** 0; **Pace:** 7; **Parry:** 10; **Toughness:** 14 (2)

**Hindrances:** Elderly, Habit (Major—blood)

**Edges:** Arcane Background (Magic), Brawny, Improved First Strike, Fleet-Footed, Hard to Kill, Improved Block, Improved Counterattack, Improved Dodge, Improved Frenzy, Improved Level Headed, Quick

**Powers:** *Bolt* (lightning), *boost/lower Trait* (concentration), *puppet* (penetrating gaze), *obscure* (mist), *telekinesis* (wave of the hand).

**Power Points:** 50.

**Gear:** Antique armor (+2), large cursed weapon (Str+d10).

**Special Abilities:**

- **Bite:** Str+d8.
- **Fear (-2):** Seeing a Tekelian vampire provokes a Fear check at -2.
- **Size +2:** Tekelian vampires stand close to 10 feet tall and weigh nearly 700 pounds.
- **Weakness (Premature Burial):** A Tekelian vampire who is completely buried in earth or stone is destroyed, turning to dust in a single round.

## Wildcat, Tekelian

A Tekelian wildcat is roughly three feet long and two feet tall with four stubby legs. It's covered in straight, white hair with scarlet eyes, teeth, and claws. It has a catlike head—lending it its name—with floppy ears. Tekelian vampires breed them like hunting dogs but many have escaped to become feral. They are dogged foes and far more formidable than they appear.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d10, Notice d12, Stealth d10

**Pace:** 8; **Parry:** 8; **Toughness:** 7 (2)

**Special Abilities:**

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 Parry.
- **Armor +2:** Bred as companions to the undead, Tekelian wildcats are resilient and tough.
- **Bite/Claw:** Str+d6. If the wildcat's bite attack hits with a raise, the creature automatically clamps down with its razor-sharp teeth in a Grapple (see *Savage Worlds*). Each round it

## VAMPIRE SPECIAL ABILITIES

Vampires cast no reflection in mirrors, suffer a -2 penalty to Fighting attacks versus those carrying garlic, cannot enter a home uninvited, and suffer 2d6 damage per round if directly exposed to sunlight. Heavy clothing prevents this damage, but the vampire runs the risk of it being forcibly removed or torn.

Anyone Incapacitated but not killed by a vampire must make a Spirit roll or die and return from the dead as a vampire after 1d4 days.

Vampires must feed at least once per week or become Fatigued. This can lead to Incapacitation. Each level is restored by drinking at least a few ounces of human blood, or twice that in animal blood.

Vampires are Invulnerable to normal damage. They may be Shaken but never wounded. Their Weakness is to magic, blessed items, and a wooden stake to the heart (a called shot at -4 for no extra damage).

A strike to the head or neck that causes four or more wounds in a single blow, regardless of weapon, also destroys (and decapitates) the monster. Any lesser injury only Shakes him, however.

All vampires are undead. This gives them +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

maintains the Grapple, the wildcat causes a level of Fatigue as it drinks the victim's blood.

- **Fear:** Seeing a Tekelian wildcat causes a Fear check.
- **Low Light Vision:** These creatures ignore penalties for Dim and Dark lighting.
- **Pounce:** A Tekelian wildcat can leap 1d6" to gain +4 to its attack and damage. After performing this maneuver the wildcat's Parry is reduced by -2 until its next action.
- **Size -1:** A Tekelian wildcat is the size of a bobcat.







# ASIA



## PLACES OF NOTE

### China

Asia is the largest continent on the planet, home to vast jungles, wide steppes, and the highest peaks on Earth. It's also home to some of the most ancient cultures, with China tracing dynasties back to 2100 B.C. and beyond. India has also housed advanced civilizations for nearly as long, and both countries are filled with ancient ruins from bygone eras and horrors that have preyed on humanity from before the rise of the Roman Empire.

In spite of the age of many Asian nations, Westerners have only recently taken notice. Technological advances gave the colonial powers a decided edge in negotiations with the East, allowing them to bargain from a position of considerable strength. This has bred contempt among many of the local populations, but others, like the Japanese, look on the Western powers as models for their own ascendancy.

With the expansion of Europeans and Americans into Asia has also come representatives of the various Ripper lodges. To the more conservative, Asia represents an enormous breeding ground for new Cabal threats for which the Rippers must prepare, while the more adventurous see it as a brave, *old* world waiting to be explored.

The Qing dynasty has endured numerous wars and campaigns over the latter half of the 18th century—and no small number of painful defeats. First, Western powers marched on Peking, then Japan seized Taiwan and the Korean peninsula during the Sino-Japanese War. The loss to Japan damaged China's self-image as the center of Asian culture.

The dissatisfaction among the populace with the state of the empire finds itself at odds with an entrenched ruling class crippled by corruption and in-fighting.

Peking is the capital of China, and unlike many capitals, is not a port. Although several major rivers flow nearby, the city lies nearly 80 miles from the coast. It is surrounded to the north and west by rugged hills and mountains, and a portion of the famed Great Wall still runs along the northern range.



## India

At Peking's center lies the Forbidden City, the Chinese imperial palace. A settlement of some form has stood on the same spot for likely thousands of years, giving Peking a history longer than most Western nations can claim. The Forbidden City alone has stood on the same site for nearly 500 years.

As part of the concessions following the 1860 treaties, foreign powers are allowed to maintain diplomatic missions in Peking. These are located in the Legation Quarter in the southern part of city center, near the imperial government offices. However, many Chinese disapprove of the Western powers' very presence in their ancient city, not to mention those countries' influence over their own government.

### Strange Locales

**Great Wall of China:** Contrary to popular belief, the Great Wall is actually a series of walls and fortifications, rather than a single monolithic structure. Sections of the wall may date as far back as 200 B.C., but the majority of the construction was completed during the Ming Dynasty in the 14th century and encompasses nearly 4,500 miles of fortifications. Thousands, possibly even hundreds of thousands, died during its construction, and there is no shortage of haunting associated with the Great Wall.

**Hanging Coffins:** A limestone canyon encloses a stretch of the Yangtze River in southern China more than three miles long. On the sides of the cliffs hang wooden coffins—and their contents: the people who disappeared from the area more than 200 years ago, believed to have been massacred by soldiers of the Ming dynasty.

➤ **Big Trouble in Kowloon (page 40):** The ghost of an ancient sorcerer has aspirations of regaining his former power—and flesh.

**Xia Tombs:** Located in the mountains of northwestern China, these massive burial mounds rival many Egyptian pyramids in size. Hundreds of roughly conical structures cover an area of nearly 20 square miles, including nine larger imperial tombs. If opened, the mounds yield not only ancient artifacts and treasures, but mummies unhappy to have their rest disturbed by interlopers. Use the stats for Servitor Mummy from the *Rippers Resurrected Game Master's Handbook* for lesser tombs and Royal Mummy for one of the imperial tombs.

India contains a remarkable range of geographical diversity. It includes a portion of the Himalayan Mountains as well as deserts, jungles, highland forests, lowland plains, and nearly 5,000 miles of coastline. It currently contains nearly 250 million inhabitants, with only a little more than a hundred thousand of those Europeans. The birthplace of Hinduism, Buddhism, and Sikhism, Indian culture in the late 19th century is also heavily influenced by Islam, due to centuries of rule by Muslim conquerors.

Investment by British companies has spurred technological growth in India during the latter part of this century. One area of particular concern to the British government has been improving infrastructure. The country now has an extensive network of railroads and telegraph stations linking most major cities and much of the hinterland as well.

➤ **The Deceivers (page 43):** The infamous Thuggee cult has re-emerged from the shadows, and this time, they have powerful allies.

### Strange Locales

**Bhangarh Fort:** Built in the late 16th century, Bhangarh Fort was completely abandoned. Legend says a holy man placed a curse on the fort after its buildings grew so large as to cast a shadow over his grave. Locals believe the fort—which holds an entire town—so haunted they completely avoid it.

**Jal Mahal:** The Water Palace appears to be a single-story structure sitting above the water in the center of Sagar Lake in northern India. However, below the water's surface lie another four levels of the palace. It was originally built as a hunting lodge, but when a severe drought forced the populace to build a dam in the area at the end of the 16th century, the lodge was flooded.

## Japan

Japan consists of four major or "Home" islands—Hokkaido, Honshu, Kyushu, and Shikoku—and countless smaller ones. The islands are home to numerous volcanoes, many of which remain active, with Mount Fuji being both the largest and most well-known.

Having recently won the Sino-Japanese War (and possession of Taiwan), the nation is beginning to flex its muscles—and imperial appetites of its own.



## Tokyo

In 1869, Emperor Meiji moved his capital to Edo, former seat of the Tokugawa Shoguns, on the eastern coast of Honshu. He renamed the city Tokyo, which means “eastern capital.” The city is now home to over a million inhabitants.

As the primary port for most Western visitors, their influence is more profound here than in many other parts of Japan. Westerners are employed as advisors on nearly every aspect of life, from education to law to mining techniques. Their influence is visible in architecture, clothing, and even hairstyles.

Edo Castle was built in the late 17th century, and the Emperor claimed it as the site of the Imperial Palace upon his arrival. The castle walls once stretched nearly 10 miles, but a massive fire destroyed much of it in 1873. The Emperor had the new palace built on the site of the old central keep.

### 🍷 Mermaid (page 41):

A strange sea creature plagues the fishermen of a small coastal village.

## Strange Locales

### Sogenji Temple:

Locals often leave cucumbers as an offering at this small Buddhist temple in Tokyo. Cucumbers are supposedly a favorite food of kappas, mythical Japanese goblins, and the surrounding neighborhood is known as Kappabashi-dori, or “kappa bridge” due to the numbers of the creatures believed to plague the area. Use the stats for Henchman from the *Rippers Resurrected Game Master's Handbook* for kappa.

**Mt. Tsurugi:** Mt. Tsurugi is the tallest peak on the island of Shikoku and an important location to Shinto and Buddhist religions. The entrance to a largely unexplored cave lies northwest of a small shrine atop its nearly 6500'-tall peak. Near the cave lie petroglyphs of unknown origin, while inside it are stone work artifacts, flagstones, and other relics of an unknown culture.

**Matsue Castle:** This 17th-century castle sits in southwestern Honshu. Only the central tower remains, the rest having been destroyed in 1875. Legend says the castle was constructed using the hitobashira ritual wherein a human sacrifice is buried alive under a structure's foundations to appease various gods and spirits. At Matsue Castle, the victim was a young girl who was renowned for her skill at dancing. Now, locals forbid women from dancing for fear of angering the ghost of the castle.





# SAVAGE TALES OF ASIA

## BIG TROUBLE IN KOWLOON

A potential benefactor, wealthy Hong Kong merchant Chow Shunli, asks the Rippers for help. His youngest son, Meng, has been kidnapped by Duan Lanfeng. Lanfeng is another merchant whose wealth dwarfs Shunli's.

Shunli fears the worst, because local legend claims Duan Lanfeng is a powerful sorcerer several hundreds of years old, and Shunli believes Lanfeng may have a particularly nefarious purpose behind the kidnapping.

### Undead Magician

Duan Lanfeng is indeed a sorcerer, but he's also a ghost. Thanks to his magic, he's trapped between worlds as a living spirit. He is conscious, but cannot interact with the physical world directly. He can't eat, love, or experience any of the pleasures that make an eternal life surrounded by wealth and extravagance.

However, Lanfeng has unearthed a ritual, which if conducted on a specific night—which occurs only once every hundred years—can restore his body while preserving his immortality. The ritual requires the sacrifice of a seventh son of a seventh son. Guess how many brothers both Shunli and Meng had?

The night required by the ritual is tomorrow night, and it must take place exactly at midnight.

### Killing the Unkillable

The heroes can learn as much of the above as you like through Streetwise, Investigation, or Knowledge (Arcana) rolls. Alternately, an appropriate Contact can also provide the same insight. A raise on any of the rolls reveals that while the ritual is underway, Lanfeng will waver between worlds, alternately existing as a ghost or mortal. During that time, he can be slain by any

means capable of killing the form he is currently inhabiting.

Shunli tells the Rippers he cannot go to the authorities for help, at least not in the short term. Lanfeng's holdings are in Kowloon, part of the British colony, so the Chinese government has no authority there. And, thanks to his enormous wealth, Lanfeng has bribed enough colonial government officials to effectively block any direct action before it is likely too late.

### Infiltration

A Streetwise roll or Contact tells the adventurers a lot of activity has been occurring around one of Lanfeng's warehouses. The warehouse is built like a fortress—in fact, it's built on the foundations of an old stronghold dating back to the 13th century. A direct assault on it is not only doomed to probable failure, but is also sure to draw the attention of the authorities. Given Shunli's warnings about the number on Lanfeng's payroll, this is unlikely to end well for the heroes.

Luckily, Shunli or one of the group's other contacts knows the fortress was originally built atop a natural cave, which the defenders used as a secret exit. The old entrance is long covered by urban construction, but a branch of the newly constructed sewer system in the area goes near enough to the old cave to allow a dedicated crew to dig through in the time remaining.

Shunli can provide some manpower to assist the heroes in the endeavor, if they so desire.

- **Enforcers (6):** Use Paid Lackey from the *Rippers Resurrected Game Master's Handbook*. Armed with hand axes (Str+d6).

### Breakthrough

The trip through the sewers is uneventful, if disgusting. If the Rippers brought along Shunli's hirelings, they can assist with the labor of breaking



through the sewer wall. The work takes several hours. Exactly how long depends on when the group gets started on the mission, and they break through into a cave leading to the basement of Lanfeng's warehouse about 30 minutes before midnight.

Lanfeng knows about the caves but doesn't see them as a danger to his operation. Instead, he uses them to house some of his more unsightly minions. The sounds of digging have drawn some of them to the spot where the heroes break through. They attack as the group begins to enter the cave.

- **Hopping Vampires (1 per hero):** Use Young Vampire from the *Rippers Resurrected Game Master's Handbook*.

## Basement Battle

After defeating the hopping vampires, it's relatively easy to make their way through the cave tunnels to the basement of the warehouse. Ancient torch scones mark the way, so the heroes don't have to worry about getting lost. The basement is a single large room, 60' square. Broken crates and pieces of old furniture are piled along the walls.

However, there's still one obstacle to overcome before they can confront Lanfeng himself. In the basement, the sorcerer keeps a pair of Chinese ogres for dealing with particularly troublesome foes. The creatures are too big to get into the tunnels, and a locked gate keeps them from escaping into the upper portion of the building.

Once the ogres are defeated, the would-be rescuers can either pick the lock (Lockpicking) or force it, but the gate was constructed to thwart the ogres, so it has Toughness 16. It takes Strength -6 to break the lock.

- **Ogres (2):** Use Omega Beast from the *Rippers Resurrected Game Master's Handbook*.

## Facing Lanfeng

On the main floor, the adventurers find Lanfeng has converted it into a single large chamber over 100' on a side. He stands atop a 20'-tall, stepped pyramid in the center, where two of his minions hold Meng down on an altar in preparation for the sacrifice. A pair of large statues flank the pyramid and a large number of other minions have gathered around to watch the ceremony.

When the heroes emerge from the basement, his lackeys move to stop them. On the second round,



the statues animate. Two of the lackeys remain on the pyramid with the sorcerer.

Unless interrupted, Lanfeng continues the ritual. He is initially in spectral form. After three rounds of incantations, he begins to fluctuate between mortal and ghost. This continues until he either completes the ritual after another five rounds, or the heroes interrupt him by doing enough damage to at least cause him to be Shaken. Once the ritual is interrupted, he joins the fights, but his two minions remain with Meng.

During the rounds he is in mortal form, he can be injured (and killed) by any normal attack. While a ghost, he is susceptible only to those attacks which can harm ethereal creatures. Wounds suffered in one form do not transfer to the other, although they reappear when he changes back to that form.

When the heroes defeat Lanfeng, the animated statues fall lifeless and his surviving minions surrender. They can also thwart him by rescuing Meng and escaping. This does not kill the sorcerer, but instead earns his undying enmity—literally!

Either way, if they save Meng, Shunli becomes a willing benefactor for the group. He serves as a Contact and increases any income from their lodge by £20 per month.

- **Minions (2, plus 2 per hero):** Use Paid Lackey from the *Rippers Resurrected Game Master's Handbook*. Armed with hand axes (Str+d6).
- **Animated Statue (2):** Use Animated Statue from the *Rippers Resurrected Game Master's Handbook*. Armed with stone swords (Str+d8).
-  **Lanfeng, Mortal:** Use Evil Priest from the *Rippers Resurrected Game Master's Handbook*, except Lanfeng has unlimited Power Points.
-  **Lanfeng, Ghost:** Use Ghost from the *Rippers Resurrected Game Master's Handbook*.

## MERMAID

While visiting Japan, the Rippers learn of a small fishing village currently plagued by unexplained disappearances.

### The Sea's Bounty

Isobe Maro, a fisherman in the small coastal town of Miyama, recently pulled in a strange haul. Along with the usual load of fish, he found a small, gilled humanoid creature was caught in his nets. The fisherman was understandably unsettled by



the odd animal and took it to the village's small Buddhist shrine.

The priest tending the shrine recognized it as a ningyo, or type of mercreature. According to legend, the ningyo's flesh grants anyone who consumes it unprecedented longevity. However, the death of a ningyo also brings terrible calamities upon all associated. The monk immediately advised Maro to return the creature to the sea.

Another visitor to the shrine overheard the priest's advice and followed Maro when he left the shrine. Narato Ryu, a wealthy merchant with more money than sense, offered to buy the creature from Maro. The fisherman refused, fearing the consequences of not returning the ningyo to its home. Narato had his retainers beat Maro mercilessly and take the mercreature by force.

The merchant then lodged a complaint with the local constabulary accusing Maro of trying to rob him. Narato's retainers all confirmed their employer's accusations, and with no witnesses to his innocence, Maro was arrested and jailed.

## Testing the Waters

The creature Maro caught was indeed a ningyo, but a very young one. Ningyo normally dwell in deeper waters and are seldom encountered by humans, but a heavy storm washed the young creature close enough to shore to get tangled in Maro's nets. Its extended family has followed it to the coast near Miyama and is determined to retrieve it—or at least wreak vengeance on anyone responsible for its death.

As time passes, they are becoming more aggressive in their incursions. If the issue isn't resolved soon, it won't be long before they mount a full-scale assault on Miyama—one that's unlikely to leave many survivors.

## Fish Story

Upon their arrival, the Rippers first have to discern the nature of the monsters plaguing the village. A Streetwise roll determines the only victims thus far have been lone fishermen at sea or solitary beachcombers during the night time low tides, so there are no witnesses (or at least none that survived). Setting a watch on the beach overnight lets the heroes catch a ningyo raiding party as it comes ashore.

Once they've put a face to the threat, another Streetwise roll tells them Isobe Maro was seen carrying a strange creature to the shrine. If questioned, the Buddhist priest can tell the story about the ningyo. Locating Maro after that is not difficult: He's being held in the local jail awaiting his trial.

- **Ningyo (2 per hero):** Use the stats for Piranha Hybrids from the *Rippers Resurrected Game Master's Handbook*.

## Legal Eagles

Maro is more than happy to tell them his tale and the final disposition of the ningyo he captured.

If the heroes are moved by his plight, they can argue his case when it comes up in a week. This is a Social Conflict (see the *Savage Worlds* core rules) against the regional prosecutor. It uses Knowledge (Law), and unless the Ripper happens to be familiar with Japanese law, she rolls at -2. The prosecutor has Knowledge (Law) d8 and is quite familiar with local laws, but is not a Wild Card.

Should he be found innocent, Maro is grateful for their assistance. While he does not have much to offer, he can serve as a loyal ally and contact in the region should they spend any further time there.





## Blood Tide

As yet, Narato has not killed the ningyo. He is keeping it in a pond on his estate. The merchant is saving it for a special feast for influential trading partners and minor dignitaries visiting from Tokyo, whom he hopes to impress with his exotic fare. When the heroes arrive in Miyama, they have four days until Narato has scheduled his feast.

### Let My Merman Go!

Narato is happy to meet with the adventurers, especially if they're Westerners. He's always looking to gain status, and given the current popularity foreigners have in Tokyo, he sees this as an opportunity to gather insight into European or American ways.

He does not, however, agree to release the ningyo without considerable recompense. Money alone does not interest him. The Rippers must convince him with an opposed Social Contest using Persuasion against his Spirit of d8. The characters roll at -2, and it requires five successes to convince him to relinquish the ningyo.

You can allow the heroes bonuses depending on what incentives they can offer. Items of value which are both unique and Western—not a simple gun or pocket watch—may provide a +1 bonus. On the other hand, offers from Rippers of Status 4 or higher to attend his upcoming dinner posing as close friends garner a +2 bonus.

The group can use a similar tactic to convince him to drop his charges against Maro, if they're so inclined.

### The Indirect Approach

The explorers may opt to take a less straightforward approach, especially if their initial overtures to Narato are rebuffed.

His estate is guarded, but is by no means a fortress. Narato has approximately a dozen armed retainers on staff, and half of those are on guard at any given time. Treat them as active guards (see Stealth in the *Savage Worlds* core rules). They immediately attack any intruders, with the rest of his bodyguards arriving in 1d6 rounds once combat begins.

Alternately, a less scrupulous band might opt to lead the adult ningyo to Narato's estate, somehow. How successful this is depends on your judgment, based on the heroes' plan and actions.

- **Bodyguards (12):** Use the stats for Cossack from the *Rippers Resurrected Game Master's Handbook*. The gear is Japanese in origin and design, but functionally the same.

## Resolving the Crisis

If the young ningyo is released alive back to the sea, the rest of its clan returns to deeper waters, leaving Miyama in peace. If the heroes are only successful in retrieving the creature's corpse, a small raiding party of 30 ningyo stage a reprisal attack on the village the following night, which the Rippers may or may not manage to defeat.

Should they fail utterly, the ningyo attack the village in force. There are only 500 villagers—most of whom are non-combatants—and they are hopeless outmatched by the sea creatures. You can use the Mass Battle rules from *Savage Worlds* to model the fight.

In that case, give the villagers three tokens and the ningyo six to represent their ferocity and superior prowess. The ningyo war chief has a Knowledge (Battle) d8, and unless the heroes assist, the villagers roll a d6. The characters can participate as detailed in **Characters in Mass Battles** in *Savage Worlds*.



**Ningyo:** Use the stats for Piranha Hybrids from the *Rippers Resurrected Game Master's Handbook*.

## THE DECEIVERS

While visiting Calcutta, a government courier arrives bearing an invitation for the group to a social event hosted by the British consulate. The courier has no details other than the dinner is relatively formal and several dignitaries are to be present.

### Rudely Interrupted

The event is a formal affair, so appropriate attire is required. An honor guard at the door relieves the adventurers of firearms or other obvious weaponry, although ceremonial swords and the like are allowed.

Before dinner is served, the Rippers are approached by Sir Niles Roddingham, a minor government official. Sir Niles informs them he has made a startling discovery, but before he can relate his news to the heroes, several of the servers and other staff suddenly draw weapons and attack the party-goers!

The assassins eliminated the few guards at the door before starting their attack. Worse, only a few of the other attendees are armed, so it falls to the heroes to defend the various officials and dignitaries. The assassins work in pairs—one



Thuggee wielding a garrote and an assistant to ward off any would-be rescuers trying to save the intended victim.

One such pair attacks Sir Niles. The heroes have three rounds to slay Sir Niles' attacker before he dies. The Thugees and their assistants fight to the death. In fact, rather than submit to capture, they fall on their own blades.

- **Thugees (2, plus 1 per hero):** See page 47. Armed with garrote and dagger (Str+d4).
- **Assistant (2, plus 1 per hero):** Use the stats for Mad Monk from the *Rippers Resurrected Game Master's Handbook*. Armed with short swords (Str+d6).

## Back from the Grave

If the characters save Sir Niles, he tells them he's discovered the Thuggee cult, believed expunged by the British over 20 years ago, has resurfaced. Should Sir Niles have fallen victim to the assassins, an Investigation or Streetwise roll gathers the same information from his private journals and associates.

Sir Niles approached the heroes because he is convinced the cult also has gained access to the dark arts. He fears a mere company of rifleman would be overmatched by the cultists. Unfortunately, his superiors aren't likely to believe in magic "and all that rot," but through mutual acquaintances, he's learned the Rippers are subject matter experts.

According to his information, the center of the cult's resurgence is an ancient temple hidden in a dense patch of jungle four days' hike from the nearest railroad station. Assuming Sir Niles survived, he arranges for a small unit of riflemen to assist the heroes in routing the assassins. If not, the heroes need either a relevant Contact in the British government or to succeed on a Persuasion roll at -4 to convince the local authorities to detach any formal assistance for their quest.

- **British Rifleman:** Use the stats for Night Guard from the *Rippers Resurrected Game Master's Handbook*. However, the riflemen are equipped with regular (non-cold iron) knives.

## Cult Busting

It is several hundred miles to the shrine discovered by Sir Niles. The trip by train takes two days, ending at a small station on the edge of dense

jungle. A map, also provided by Sir Niles (or found in his effects), shows the overland route.

## Jungle Trek

There are numerous trails through the jungle, both human and game, so moving through the undergrowth isn't particularly arduous. However, it is still a jungle and there are plenty of hazards. At the beginning of each day, one of the explorers must make a Survival roll at -2.

A failed roll the first day means the expedition discovers its water supply is contaminated. Each hero must make a Vigor roll or suffer a level of Fatigue from nausea and vomiting. If the heroes are accompanied by soldiers, three of them fall victim to this as well. The Fatigue is recovered after a full day. The worse consequence is the group is now short on water and must make Vigor rolls to resist heat exhaustion as detailed under **Hazards** in the *Savage Worlds* core rules.

If the roll is failed on the second day, a random member of the expedition encounters a king cobra. If it is one of the Rippers, allow a Notice roll at -2 to spot the deadly snake before it attacks. Otherwise, the characters are surprised by the snake's attack in the first round.

With a failure on the third day, the group is stalked by a tiger that night. If the group doesn't set a watch, the beast gets The Drop on a random character. Otherwise, it must beat any guard's Notice roll with its Stealth. It does not attack if it doesn't get The Drop, but it prowls the edge of the camp the remainder of the night.

If the roll is failed on the fourth night, the Thugees have detected the heroes' approach and try to ambush them after nightfall. The assassins and their assistants use Stealth to get as close as possible, but attack regardless of their success. As before, they fight to the death.

- **King Cobra:** Use the stats for Snake, Venomous from *Savage Worlds*. The snake is Size -1, Toughness 3, and its venom is Lethal (-2).
- **Tiger:** Use the stats for Lion from *Savage Worlds*. In addition, it has Stealth d8.
- **Thugees (1, plus 1 per hero):** See page 47. Armed with garrote and dagger (Str+d4).
- **Assistant (1, plus 1 per hero):** Use the stats for Mad Monk from the *Rippers Resurrected Game Master's Handbook*. Armed with short swords (Str+d6).



## Slave Labor

On the morning of the fifth day, the expedition arrives at a small, walled shrine. The design is simple, with an exterior wall surrounding a small courtyard. In the center of the courtyard stands a square edifice with a conical, peaked roof.

Scattered around the courtyard are patches of disturbed ground. These are actually burial plots for victims of the cult's ritual murders. There are a dozen in all.

A large number of slaves work shackled in the courtyard, clearing vegetation and debris, overseen by a similar number of armed guards. The slaves are actually Thuggees in disguise and their guards are their helpers. The guards engage the group when it enters the courtyard.

If the heroes fall for the Thuggees' façade or simply ignore them, they take advantage of that to get The Drop on the group. All cult members and allies fight to the bloody death.

If a melee breaks out, the inhabitants of the shrine emerge and join the fight after two rounds. The leader spends his first round reciting strange incantations, at the end of which each of the burial plots burst opens and a reanimated corpse emerges to attack the expedition.

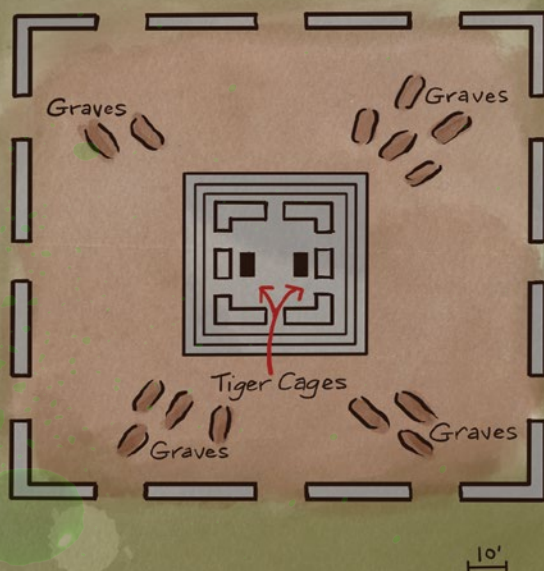
- **Thuggees (5):** See page 47. Armed with garrote and dagger (Str+d4).
- **Assistant (5):** Use the stats for Mad Monk from the *Rippers Resurrected Game Master's Handbook*. Armed with short swords (Str+d6).
- **Reanimated Dead (12):** Use the stats for Zombie from the *Rippers Resurrected Game Master's Handbook*.

## Shrine of Doom

Inside the shrine, a Thuggee leader is meeting with a pair of the rakshasas who are responsible for the re-emergence of the cult. The rakshasas appear to be humans when first encountered. With the Thuggee are some of his most trusted subordinates. A cage holding a large, angry-looking tiger stands to one side.

All immediately attack any interlopers who enter the shrine. One of the Thuggees takes a round to release the tigers. The beast has been trained to not attack members of the cult and focuses on expedition members. The high priest spends an

## Hindu Shrine



action to animate the dead from the burial plots only if the fight moves outside.

If you wish to extend the fight against the Thuggees in your campaign, this is an excellent spot to plant additional clues. Otherwise, the heroes' actions have given Sir Niles (or his replacement) the evidence necessary to reopen action against the Thuggees.

☠ **High Priest:** Use the stats for Evil Priest from the *Rippers Resurrected Game Master's Handbook*.

- **Rakshasas (2):** See page 47.
- **Thuggees (1 per hero):** See page 47. Armed with garrote and dagger (Str+d4).
- **Tigers (2):** Use the stats for Lion from *Savage Worlds*. In addition, it has Stealth d8.



# ALLIES & ENEMIES

Below are a number of creatures and villains roaming the mountains, plains, deserts, and forests of Asia. Wild Cards are preceded by the mask symbol: 🎭

## Ogres

These massive creatures have startling facial features framed by unruly hair in shades of green, blue, or red. Their skin is usually ghostly white but shocking shades of primary colors are also possible. Ogres have an eye in the middle of their foreheads—sometimes alone and sometimes with two other eyes in the usual spots lower down on their faces.

Ogres serve as foot soldiers, enforcers, and muscle in the wars between mighty Chinese demons. On occasion, human sorcerers can entice or force them into service for the same purposes, but only the most powerful or foolhardy do so, for Chinese ogres are notoriously rapacious and violent.



## Chinese Ogre

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Intimidation d8, Notice d4, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 11

**Edges:** Sweep

**Gear:** Massive pole-arm (Str+d8, Reach 1).

**Special Abilities:**

- **Fear:** Chinese ogres are profoundly strange and otherworldly beings, causing Fear checks for those who see them.
- **Size +3:** Chinese ogres stand eight to 12 feet tall, with round pot-bellies and slabs of muscle on their massive limbs.

## Chinese Ogre Sorcerer

A few ogres are not only smart enough to avoid the yoke of demonic servitude but to even learn a bit of the dark arts themselves. These monsters combine the raw physical power of their brethren with guile and sorcery, making them well able to guard their independence fiercely.

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength

d12+2, Vigor d12

**Skills:** Fighting d8, Intimidation d8, Notice d4, Spellcasting d8, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 11

**Edges:** Arcane Background (Magic)

**Gear:** Massive sword (Str+d8).

**Powers:** *Bolt*, *boost/lower trait*, *invisibility*, and *smite*. **Power Points:** 15

**Special Abilities:**

- **Fear:** Chinese ogres are profoundly strange and terrifying, causing Fear checks for those who see them.
- **Size +3:** Chinese ogres stand eight to twelve feet tall, with round pot-bellies and slabs of muscle on their massive limbs.



## Rakshasa

In their natural form, these Hindu demons resemble ferocious, man-shaped tigers. However, they are unrivaled illusionists and use deception and trickery to lure unsuspecting victims to their claws. Rakshasas have an almost insatiable hunger for human flesh.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d10, Notice d8, Persuasion d12, Swimming d4, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Edges:** Arcane Background (Magic), Improved Frenzy

**Powers:** *Confusion* (appears as a loved one in combat), *detect/conceal arcana*, *invisibility*, *light/obscure*, and *stun*. **Power Points:** 20.

### Special Abilities:

- **Claws:** Str+1d6.
- **Demonic:** +2 to recover from Shaken; immune to poison and disease; -2 Fighting vs. those carrying holy symbol and Faith d4+; suffers half damage (round down) from non-magical attacks except cold iron.
- **Fear (-2):** Anyone seeing a rakshasa must make a Fear check at -2.
- **Hardy:** A second Shaken result does not cause these creatures a wound.
- **Illusion:** Rakshasas can use illusions to appear as a person trusted by their victim. Their magic even allows them to look like different people to different victims at the same time. Seeing through the demon's disguise takes an action and requires the character to win a roll of his Notice vs. the demon's Persuasion.
- **Weakness (Blessed Wood):** A blessed, wooden, piercing weapon, such as a spear or crossbow bolt, affects one of these demons normally, but also receives a +4 bonus to any damage dealt.



## Thuggee

The Thuggees, or Thugs, are assassins dedicated to their dark goddess, Kali. Since the British cracked down on their murderous activities about half a century ago, the cult has gone underground, regaining its lost power thanks to demonic allies.

Now trained in dark arts by the rakshasas, Thuggees are masters of stealth and deception. They attack from surprise whenever possible—and preferably when they outnumber their victims. They often assume nonthreatening disguises to get close enough to their victims to use their preferred weapon, the garrote.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Climbing d8, Fighting d8, Intimidation d6, Notice d6, Persuasion d8, Stealth d8

**Cha:** -4; **Parry:** 6; **Toughness:** 5

**Hindrances:** Bloodthirsty

**Edges:** Thief

**Gear:** Varies according to disguise, weighted garrote (Str+d4, see below).

### Special Abilities:

- **Deceiver:** Dark magic grants them a +2 to Stealth rolls. Thuggees also gain a +2 to Persuasion and similar rolls to disguise themselves as non-threatening. This bonus does not apply to attempts to impersonate any specific person.
- **Garrote:** If a Thuggee gets a raise on his Fighting attack to hit a victim, he has wrapped his strangling cord around the target's neck. On successive rounds, the victim gains a level of Fatigue which can Incapacitate. Each round, his opponent can attempt to free herself by winning an opposed Strength or Agility roll at -2 against the Thuggee's Fighting. The cord can also be cut with a slashing weapon as an action. Fatigue levels lost this way are recovered at the rate of 1 per minute once the garrote is removed.







# AUSTRALIA



## Australia

Australia is the smallest continent, but the largest landmass in the South Pacific region, and the center of a very diverse geographical area. On the continent one can find forests, grasslands, snow-capped mountains, and vast deserts. Nearby lie literally thousands of islands, ranging from barren, volcanic rock to lush tropical jungles.

While Australia and some of the larger island chains have seen heavy European colonization, many of the other islands remain virtually untouched by Western powers. A number remain under the control of their original native populations and a large portion remains uninhabited—at least by humans. Some of these isolated land masses may hold secrets no man has seen and survived to tell the tale.

Although the Cabal has only recently begun making inroads into the region, often through the same routes colonists arrive, the South Pacific has long faced its own, home-grown evils. Serpent people, in particular, have plagued the region since prehistoric times, and the legends of many aboriginal tribes, both on the countless islands and Australia itself, tell the story of one of humanity's most ancient foes.

Australia is not one unified country, but rather five individual colonies: New South Wales, Queensland, Tasmania, Victoria, and Western Australia. Each is independently governed, with the last British garrisons having left over 20 years ago. For more than a decade, there has been a growing push to join the six into a federation, forming a new, independent country.

While penal colonies existed on Australia early in its colonization, the practice ended more than a quarter of a century ago. Only a small part of the population of Australia is made up of former convicts, and having a penal colony ancestor remains a source of social stigma. Most residents who do keep their heritage secret.

Many similarities exist between Australia and the American West. There are massive cattle ranches, called "stations" here, spanning 1,000 square miles or more throughout Australia. Gold rushes across the continent have drawn tens of thousands of prospectors and speculators as well.

While not as publicized as the battles with American Indians across the ocean, Australian



colonists have had several bloody conflicts with the aboriginal tribes. Although most occurred in the middle of this century, recent gold rushes have given rise to violent clashes in Western Australia within this decade. On Tasmania, the colonists waged a systematic campaign against the indigenous people, effectively eradicating them from the island approximately two decades ago.

Queensland, on the eastern coast, is home to vast sugar plantations staffed by Pacific Islanders and representatives of native tribes. While some of these workers are willing recruits, others are gathered by press gangs, thrusting them into a situation not unlike slavery.

➤ **Dreamtime (page 53):** Recent aggressive attacks by wildlife may have a supernatural origin. The adventurers must mediate a dispute between aborigines and cattle ranchers while fending off vicious cassowaries.

➤ **Plague Ship (page 55):** A ship carrying a cargo of undead arrives in Sydney. The vampires on board quickly infest the city's quarantine hospital.

## Strange Locales

**Ayers Rock:** A massive sandstone formation in central Australia, Ayers Rock measures nearly 6 miles in circumference. Nearby aboriginal tribes believe the mountain, which they call Uluru, was the site of a war between serpent people long ago. Legend also claims anyone who takes a rock from Uluru will suffer a terrible curse.

**Gosford Glyphs:** Located north of Sydney lies a pair of nearly 50' long parallel sandstone walls on which are inscribed over 300 Egyptian hieroglyphs. Some say they were left by ancient Egyptian explorers, while others believe they mark the site of an actual tomb.

**The Haunted Hills:** East of Melbourne lies a stretch of hills ranchers have learned to avoid when bringing cattle to market, because their herds always stampede. Travelers report hearing hoofbeats and similar unexplained sounds in the area. Some believe a large coal vein burned out beneath the hills, creating a vast echo chamber. Others blame bootleggers for inventing the stories to discourage visitors.

**The Mahogany Ship:** Rumors claim a sunken ship of dark timber lies off the coast near the town of Warrnambool in southwestern Victoria. Explanations range for the vessel's origin from early Portuguese explorers to escaped convicts to an old Chinese junk, each with its own mysterious secrets waiting to be discovered.

## New Zealand

The two islands comprising New Zealand lie approximately 900 miles east of Australia. It's governed as its own independent colony, even though it enjoys favorable relations with those on the continent. Currently, the islands are home to around half a million colonists.

The colonial government has mixed relations with the indigenous Maori tribes on the islands, but guaranteed them status as British citizens—at least on paper. The last major armed conflict with the Maori occurred nearly 30 years ago, and although there remains dissent among the various tribes, it is mostly expressed through passive resistance. The South Island, with a much smaller Maori population, has been generally peaceful throughout its existence.

Unlike the Australian colonies, New Zealand seems happy to remain a loyal British possession. Its government is fairly progressive in policy, granting women voting rights two years ago.

## Strange Locales

**Spirits Bay:** According to Maori legend, the dead gather at an ancient tree overlooking this bay at the northern tip of the Northern Island. From there, they begin their journey into the afterlife.

**Whau Lunatic Asylum:** A fire gutted this asylum in 1877. It was rebuilt shortly afterward, but there are stories about the ghost of a female inmate who died in the fire haunting the building.

## Dutch East Indies

The Dutch East Indies Company was responsible for much of the European exploration of the South Pacific. The company dissolved back at the turn of the century, leaving the Kingdom of the Netherlands holding a lion's share of the islands in the region as colonial possessions. Currently, the Dutch East Indies encompasses Java, most of Sumatra, the Molucca Islands, parts of Borneo, and independent ports on several other islands.

A near-monopoly on certain spices, along with sugar, tea, and growing oil exports, has made the colony an important source of income for the Dutch in recent decades.

Tens of millions of people live within the boundaries of the Dutch East Indies, with less than two percent being of European ancestry. Java alone boasts a population of well over 20 million. And although the Dutch control the major ports in the region, most of the islands remain culturally independent.



Virtually every major religion is practiced somewhere in the country. Islam has the strongest following, especially on Java. Sumatra and Bali are home to countless elaborate temples and shrines, mostly of Hindu or Buddhist origin and hundreds, if not thousands, of years old.

The Dutch defeated several Islamic kingdoms in the earlier part of the century, eventually making them vassal states. The Sultanate of Aceh on Sumatra is the last major independent Islamic kingdom in the region, with disease and lack of popular support currently hampering Dutch efforts to conquer it.

The capital of the colony, Batavia, sits on a sheltered bay on the northern coast of Java. Batavia's population is more than 100,000, but less than ten percent of that number being Europeans. The city has numerous hotels, a theater, museum, telegraph office, and railway lines, and much of the newer architecture is influenced by European design.

Due to the number of active volcanoes in the region, ash mummies are possible in areas devastated by volcanic ash or pyroclastics. Treat them as Servitor Mummies (see the *Rippers Resurrected Game Master's Handbook*), but with no Weakness to fire.

➤ **Doomsday (page 52):** Serpent men seek to trigger a chain of catastrophic eruptions to clear the islands of humanity.

## Strange Locales

**Goa Lawah:** A temple to an Indonesian Hindu saint stands at the entrance to this largely unexplored cave. The name means "bat cave," and thousands upon thousands of the creatures nest in the cave and nearby niches. Legend says the cave winds for miles and that a serpent man king lairs within.

**Krakatoa:** The volcano on this island erupted violently a little over a decade ago. Although it was uninhabited, the ash, pyroclastic cloud, and resulting tidal waves were responsible for more than 30,000 deaths in nearby islands.

**Old Town:** Batavia has been wracked by epidemics over the years, often due to poor sanitation combined with the tropical climate. Large portions of the original city were abandoned as the population moved to less disease-ridden areas. Chinese workers inhabit some of the vacated structures, but large portions of the old city are deserted—and potential lairs.

**New Guinea:** Although the Dutch, German, and British governments all claim a portion of this island, there are no Western settlements of any size. Beyond a few trading posts and plantations, the island is largely untouched by colonists. Explorers whisper tribes of cannibals and headhunters hide within its dense jungles.





# SAVAGE TALES OF AUSTRALIA

## DOOMSDAY

The Rippers are asked to recruit Dr. Joseph Vos, a Dutch scientist, in Batavia. When the heroes approach him, they find the aging Dr. Vos intrigued by their sales pitch, whatever it may be. However, they quickly discover he is more interested in what they can do for him than vice versa, at least in the short run.

### Burning Questions

His research has identified new volcanic activity in the area—activity that could presage a massive eruption. His predictions indicate several major volcanoes may erupt in succession, wreaking untold havoc on the South Pacific region. He believes the activity is centered near Mt. Tambora, a massive volcano on an island between Bali and New Guinea.

He needs soil samples collected from the volcano's caldera to determine how active it is. Unfortunately, his health does not allow him to make the arduous journey and asks the heroes to obtain it for him. If they do, he agrees to join the Society.

### Mount Doom

Mount Tambora sits on a peninsula on the northern side of the island of Sumbawa. The volcano is nearly 9,000' tall, but was almost a mile taller at the time of its eruption in 1815. The eruption was the largest in recorded history, accounting for over 70,000 deaths. Over 10,000 were killed by the initial explosion alone.

Dr. Vos arranges for a ship to take the party from Batavia to Sumbawa, as well as a guide if they request it.

- **Guide:** Use the stats for Tribesman (Warrior), page 58.

### Snakes in the Jungle

Unknown to Dr. Vos, a band of serpent men have a plan to reawaken the volcanoes in the South Pacific. Their goal is purging humanity from the islands, allowing them to rule the region. Doing so requires the aid of their demonic allies—and numerous human sacrifices to acquire that assistance.

They've raided numerous villages on Sumbawa and nearby islands to capture tribesmen to use in their unholy rites. If the group encounters any locals—or even just spends enough time around ship crews frequenting the area—they hear rumors of these attacks.

### Up the Mountain

The island's ecosystem has largely recovered in the intervening three quarters of a century. If the group is traveling without a guide, a Survival roll is necessary to find the easiest route through the jungle, which takes three days. On a failure, it takes an additional day, while a critical failure doubles the time required.

Vigor rolls to resist Fatigue from the heat are appropriate if the heroes don't take the proper precautions. There is shade and ample water along the route, so as long as the group brought canteens, they can avoid making these rolls.

The area around Tambora is still uninhabited, but Rippers may come across Dutch coffee plantations and villages destroyed by the eruption or resulting ash clouds. If they're with a guide, he strongly advises against entering them, as he says they are haunted. If the group insists, ash mummies rise from their unquiet graves and attack.

- **Ash Mummies (1, plus 1 per hero):** Treat these as Servitor Mummies from the *Ripper's Resurrected Game Master's Handbook*, except they have no Weakness to fire.



## The Summit

The climb to the top of Tambora is not difficult. It requires neither equipment nor Climbing rolls. The caldera is enormous, measuring about 6 miles across. The floor of the caldera sits over three thousand feet below the rim.

From the edge, a Notice roll spots several regular shapes around the rim of the caldera and one near the exact center of the floor. A raise identifies five altar-like constructions evenly spaced around the cliffs and a sixth on the floor.

### Snake Hole

The serpent men have arranged five different sacrificial altars on the rim, creating a huge pentacle. At each, there are crude wooden cages holding several captives awaiting their turn on the sacrificial rock. The serpent men are mere days away from completing the ritual when the Rippers arrive.

The serpent men fight to the death at the altars. After they're defeated, a cooperative Strength roll at -4 can topple the altar at that location into the caldera destroying it. If the adventurers brought dynamite or similar explosive devices, they can use those instead.

The rescued villagers have been starved for days and barely given enough water to survive, so they're of no assistance in any of the group's endeavors even once rescued.

- **Serpent Men (2, plus 1 per hero):** Use the stats for Serpent Men from the *Ripper's Resurrected Game Master's Handbook*. Each altar has the same number of serpent men.

### Mouth of Hell

Unfortunately, they're far enough along that simply eliminating a few of the altars won't stop their plans. The heroes must destroy all of them, including the one in the caldera, or the serpent men suffer only a brief setback. The rim of the volcano is close to 19 miles in circumference, so it's unlikely the Rippers reach all the altar locations in a single day. If they don't, a group of serpent men equal to twice their number attack them if they camp within 2 miles of the summit.

To completely foil the serpent men's schemes, the heroes must also destroy the altar on the caldera floor. Descending to the caldera floor is extremely difficult, requiring Climbing rolls at -2, due to steep cliffs, loose rocks, and avalanches. Any hero who fails the roll suffers 2d6+2 damage from

either falling himself or being struck by debris from above. A critical failure doubles the total damage.

The serpent men in the caldera have had time to prepare for the group's arrival. Even if the heroes start in the mouth of the volcano, the creatures see them descending the wall. They've used this warning to summon a powerful demon to help defend them.

Once the horned god is defeated and the surrounding altars destroyed, the central altar breaks asunder. Volcanic activity quickly begins to scale down, returning to normal in a little more than a week.

- **Serpent Men (2 per hero):** Use the stats for Serpent Men from the *Ripper's Resurrected Game Master's Handbook*.



- **Horned God:** Use the stats for Horned God from the *Ripper's Resurrected Game Master's Handbook*.

## DREAMTIME

This Savage Tale can be located virtually anywhere in Australia, but fits best in Queensland, Southern, or Western Australia, as those locations hold the largest ranches.

The heroes learn of vicious animal attacks on both cattle and workers on one of the large cattle ranches in the remote bush.

### Revolt

The owners of the Mulkey Downs cattle station have long had trouble dealing with the local aborigines. The station encompasses an outcrop of sandstone the natives hold sacred, and the ranchers have blocked their access to the site. When a small group of aborigines recently tried to visit the outcrop, some of the ranch's employees opened fire on them, killing several.

The murders outraged the already incensed tribe and their elders decided to take action. Entering the Dreamtime, a timeless, spiritual realm, the elders interacted with the Dreaming of cassowaries—their totemic spirit. They have gathered incredible numbers of the large, flightless birds and are driving them to attack the station's holdings and workers in the hopes of forcing the colonists to flee.



## Into the Outback

Due to the remote location, little information is immediately available, but the fact that there are large ground predators on the continent draws their attention. Traveling to the ranch should be an endeavor, as most sizable holdings of this sort are located hundreds of miles from the nearest railroad station.

### Mulkey Downs

Mulkey Downs Station is a vast property, covering an area the size of some smaller US states. Even so, there are only two established properties on it. The primary homestead, where the adventurers first arrive, includes the main house, barns and corrals for horses, a bunkhouse for the workers, and several storage buildings. A distant outstation, more than a day's ride away, contains another bunkhouse and horse corral.

The heroes are met by Davis Mulkey, the station's owner. He's surprised anyone's traveled out to his remote property, but welcomes any help in dealing with the animal attacks. He explains the station normally employs about 20 hands—many of whom are aborigines—but currently less than a dozen are available. On top of the casualties caused

by the attacks, troubles with the local tribe have resulted in him losing several of his aboriginal workers.

### The Attacks

Mulkey doesn't have a lot of information. The attacks occurred at the outstation, and all four hands there were killed. As the largest land predators on the continent are dingoes, he'd normally assume humans were responsible for the deaths, but the men were almost shredded to ribbons. The bodies have been buried, but a Persuasion roll convinces him to let the Rippers exhume them if they ask.

A Knowledge (Medicine) at +2 or Healing roll quickly identifies the cause of death as deep, slashing incisions. A raise on the roll tells the examiner the weapon was indeed a claw, but an unusually long one—almost dagger-like. A successful Knowledge (Zoology) rolls tells the group the claw wounds somewhat resemble those of a large bird, only much deeper.

### The Outstation

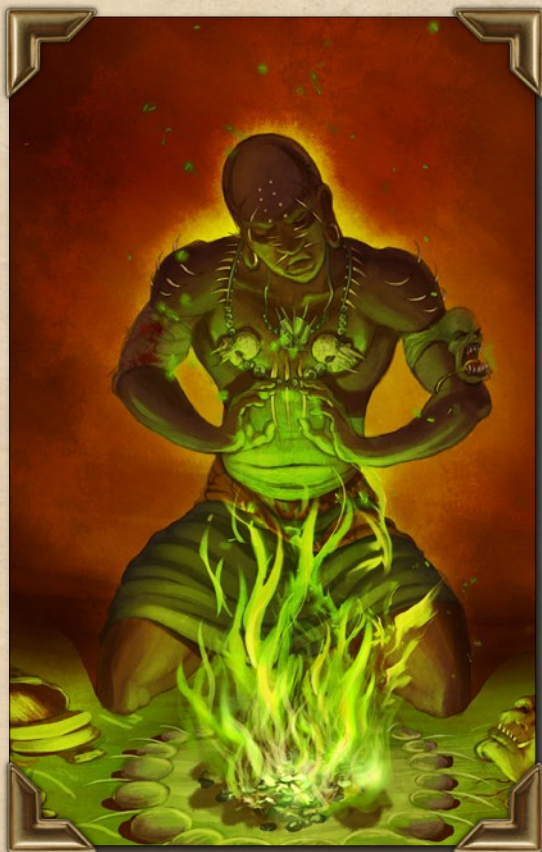
Mulkey offers to travel with the Rippers to the scene of the attacks. Along the way, the rancher gives them some background on the problems with the local tribesmen. It's obvious from his demeanor he has little sympathy for their position.

The inside of the bunkhouse at the outstation has been largely untouched, with the only damage being a few shredded and bloody mattresses. It has not rained since the attacks, so a Tracking roll in the area finds a number of three-toed claw prints. Over a dozen different ones crisscross the area. The same roll also discovers several bare footprints circling the outskirts of the camp, but never entering it.

If the team decides to stay the night, they get to experience first-hand what killed the hands when a large group of cassowaries attack. Driven by the elders, the birds are capable of using their claws to manipulate door latches, so they can access the interior of the bunkhouse. (The doors have only simple latches and cannot be locked or barred.)

The birds fight to the death, as if driven. During the battle, any hero who is outside can make a Notice roll at -2 to spot a couple of human figures retreat into the shadows beyond the camp's boundary.

- **Cassowaries (2 per hero):** See page 59.
- **Davis Mulkey:** Use the stats for Soldier from the *Ripper's Resurrected Game Master's Handbook*, and make him a Wild Card.







## Root of the Problem

Following the figures (or their tracks if the group waits until the next day), leads the adventurers to an aboriginal encampment. They're met by a group of warrior-hunters who are initially brusque and defensive, if not outright aggressive toward them. Some of the natives speak enough English to allow a Persuasion roll to convince the tribesmen to lead the Rippers to the tribal elder—but under no circumstances do they let Mulkey enter the encampment.

The elder explains the gist of the problem, including the murders of the pilgrims. The heroes must convince the elder to attempt to reach a peaceful settlement with the rancher—and then must convince the rancher to accept it. These are two separate Social Conflicts, once with the elder and the second with Mulkey. Each is at -2 and opposed by the target's Spirit. Intimidation rolls are at an additional -2, as neither of the men responds favorably to bullying.

With at least three successes in each contest, the Rippers work out a compromise acceptable to both parties. However, if either Social Conflict is unsuccessful, the talks fail disastrously and the aborigines attack.

 **Davis Mulkey:** Use the stats for Soldier from the *Ripper's Resurrected Game Master's Handbook*. He carries a lever-action rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2.)

 **Elder:** Use the stats for Shaman on page 58.

- **Tribesmen (4 plus 2 per hero):** Use the stats for Tribesman (Warrior), page 58.

## PLAGUE SHIP

While in Sydney, the adventurers hear of strange deaths bearing strong resemblances to vampire attacks occurring in the city. Alternately, they've pursued a ship, the *HMS Ceres*, a vessel they believe is carrying one or more vampires, to Australia.

### Quarantine

On the north side of Sydney Bay lies the North Head Quarantine Station. It's been used for more than half a century to quarantine potentially diseased individuals and even entire ships arriving at the colony. Ship captains claim the tombstones are so numerous they turn the nearby hillside white.

The *HMS Ceres* arrived in port a few days ago, transporting a powerful vampire countess, Liliana,

and a few of her progeny in its hold. The vampires had long since killed the members of the crew she could not either enthrall or subjugate. Most of those who remained were showing signs of severe anemia when they arrived from blood lost to the undead monsters.

The port officials ordered the ship seized and its crew into the quarantine station until the nature of their malady could be determined. Unfortunately, the doctors and bureaucrats never factored vampirism into their procedural manuals. Now, the station verges on being overrun with vampires, and the undead have begun spilling out onto the streets to feed.

## Horror on the Point

Within only a few days of the ship's arrival, newly-spawned vampires begin creeping out of the quarantine station at night, hunting victims in the nearby street. Sydney has a population well over a quarter of a million, so there's plenty of food for the creatures. However, since this is exactly the sort of thing the heroes are likely looking for, a simple Streetwise roll quickly puts them onto the creatures' activities.

Looking into the deaths, the group finds they're all on the northern side of the bay, and another Streetwise roll places them close to the northeastern edge of the city. If the Rippers instead choose to prowl the streets at night in search of the undead, they stumble across a small group of the monsters with a Notice roll.

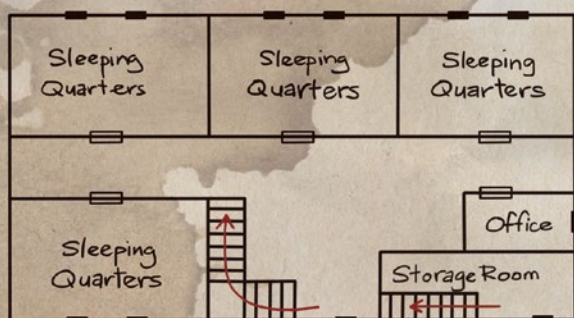
The vampires fight until more than half their number have fallen, at which point the rest flee. Should the heroes pursue them to find their lair, use the Chase rules from *Savage Worlds*. Otherwise, anyone examining the bodies of any they may have slain immediately notices all are in plain cotton garments. A Knowledge (Medicine) or Common Knowledge roll (at -2 for non-Australian characters) recognizes the clothes as the type supplied to internees at the quarantine station.

- **Vampire (1 per hero):** Use the stats for Young Vampire from the *Ripper's Resurrected Game Master's Handbook*.

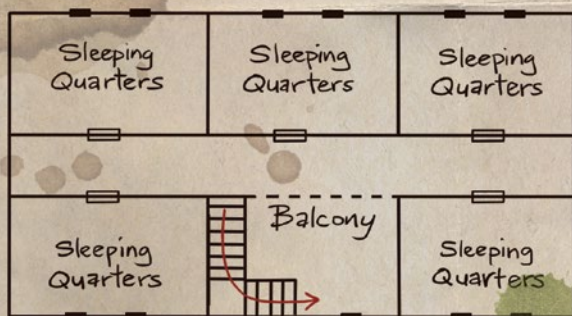
### Access Denied

North Head Quarantine Station lies on a small peninsula on the north side of the bay. A wooded area separates it from the rest of the city, and a wooden fence isolates the peninsula further. The





First Floor



Second Floor

## North Head Quarantine Station

10'



Basement

fence is posted with warning signs, but poses no real obstacle to entry.

If the heroes approach the quarantine station during the day, they are allowed only into a strictly controlled area for visitors. A Persuasion roll gets them access to one of the attending physicians or nurses, but no information other than the station holds potentially infected arrivals until they either receive a clean bill...or they pass away. The staff responds to any queries about supernatural occurrences with scoffing disdain. Under no circumstances do they allow even Rippers with a medical background further access to the premises, citing public health concerns.

Coming back after hours gives them more access to the facility, but the grounds are patrolled by the vampire's thralls. Engaging in a gun battle is not likely to sit well with the colonial authorities, so the Rippers are well advised to be discrete in their incursions. Fortunately, the characters are the first to actually break into the quarantine station, so the guards aren't expecting any intruders. A simple Stealth roll is all that's necessary to evade them.

- **Foot Patrols (4):** Use the stats for Paid Lackey from the *Ripper's Resurrected Game Master's Handbook*.

### Feeding Frenzy

Most of the buildings at the quarantine station are administrative, housing, or storage facilities. Internees are confined to a single building, in large, barracks-like rooms often sleeping 20 or more. So far, it's the only one with actual vampire spawn living in it.

Currently, there are six newly-spawned vampires and a pair of Liliana's servitors in the building. The vampires sequester themselves in the building's small basement during the day. At night, they feed on the patients or occasionally range out into the nearby city. If the heroes investigate the quarantine station after dark, they encounter the creatures preparing for their nightly repast.

The vampires are spread throughout the facility, and the heroes only encounter them in groups of two initially. The sounds of fighting draw the other undead though, and another pair arrives each round until all the creatures are present. Fortunately, the outside guards have become used to the monsters' activities stirring up a bit of commotion in the building and do not investigate.

The vampires fight until they're outnumbered by the Rippers, at which point they attempt to flee, either to their lair in the basement or back to the *HMS Ceres*.



- **Vampires (6):** Use the stats for Young Vampire from the *Ripper's Resurrected Game Master's Handbook*.
- **Liliana's Handmaidens (2):** Use the stats for Concubine from the *Ripper's Resurrected Game Master's Handbook*.

## Ship of Doom

At some point, the adventurers' attention should turn to the *HMS Ceres*. The ship is a large, three-masted clipper. It's docked at a wharf below the quarantine station and guarded day and night by Liliana's most trusted human minions.

They do not allow anyone on board the *Ceres*. During the day, they cite the same nebulous claim as the station administrators: "Public health risk." At night, they do away with any pretense and attempt to kill or capture any interlopers. Any captives are imprisoned below to serve as snacks for Liliana.

- **Dock Guards (4):** Use the stats for Cossack from the *Ripper's Resurrected Game Master's Handbook*.

## Below Decks

Liliana's casket is stored in the hold of the vessel. Very little other cargo occupies the hold, and the countess has had it outfitted with lavish furniture and other comforts. She's attended by two more of her handmaidens.

If confronted, she and her minions fight to the death, but they are not alone. On the first round of combat, two swarms of rats erupt from the ship's bilges to attack the heroes as well. And if the Rippers did not eliminate the guards outside, they rush to her side in two rounds at the sounds of gunfire or other loud noises.

Liliana and her minions fight to the death on the *Ceres*, as there is nowhere for her to retreat.

Once they've defeated the undead on the ship or in the quarantine station itself, the heroes can avoid any entanglements with the colonial authority with a Persuasion or Knowledge (Law) roll, if they can produce any physical evidence for their claims. Otherwise, the roll is at -4.




**Liliana:** Use the stats for Vampire Count from the *Ripper's Resurrected Game Master's Handbook*. She is not wearing armor, but has the Seduction Special Ability as her handmaidens.

- **Handmaidens (2):** Use the stats for Concubine from the *Ripper's Resurrected Game Master's Handbook*.
- **Rat Swarms (2):** Use the stats for Swarm from the *Savage Worlds* core rulebook.





# ALLIES & ENEMIES

What follows are some of the more common inhabitants of the Land Down Under. Wild Cards are preceded by the mask symbol: 

## Aboriginal Tribesman

Native Australians have not fared well since the coming of Europeans. Massacres of 50 to 200 people of the various tribes are unfortunately common, with little hope of reprisal by the less-developed tribes.

Each group has its own customs and personality, and the Game Master is encouraged to do some research should he wish to set his campaign in the land Down Under.

The major tribes are the Anangu, Bama, Koori, Murri, Noongar, Nunga, and Palawah. These larger groups break down by extended families in actual settlements, with each one ruled by a chief of some type. Chiefs are typically older and wiser rather than warriors.

### Chief / Elder

Aboriginal leaders in this era tend to be elders respected for their ability to keep the tribe fed and away from hostile tribes or encroaching Europeans. The stats below reflect an aging individual with much experience and declining physique.

Occasionally a warrior-type will rise, but these are the exception rather than the rule. For Warrior Chiefs, use the Warrior profile with a few Combat Edges as you see fit.

**Attributes:** Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

**Skills:** Climbing d4, Fighting d4, Intimidation d8, Knowledge (Leadership) d8, Notice d8, Stealth d6, Survival d8, Throwing d6

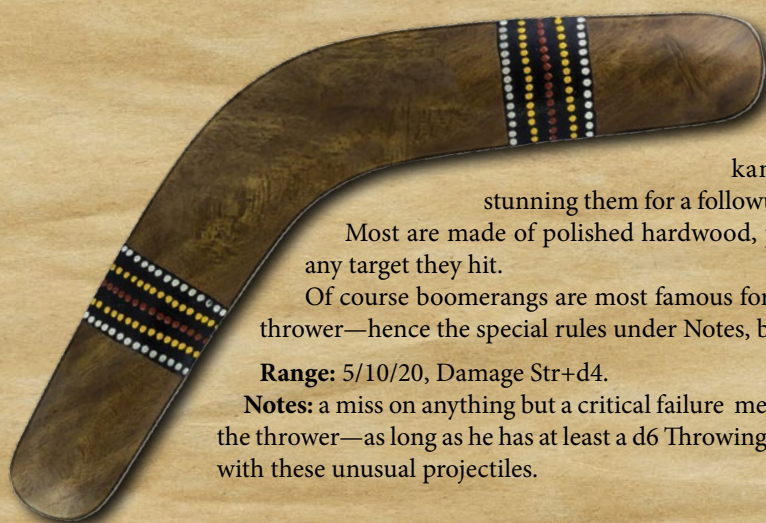
**Cha:** +2; **Pace:** 4; **Parry:** 5; **Toughness:** 5

**Hindrances:** Lame, Loyal

**Edges:** Charismatic, Command

**Gear:** Staff (Str+d4, Parry+1).

## BOOMERANGS



Boomerangs are used by the native tribesmen to hunt game such as kangaroos and wallabys,

stunning them for a followup with the spear or knife.

Most are made of polished hardwood, packing serious punch to any target they hit.

Of course boomerangs are most famous for coming back to a skilled thrower—hence the special rules under Notes, below.

**Range:** 5/10/20, Damage Str+d4.

**Notes:** a miss on anything but a critical failure means the weapon returns to the thrower—as long as he has at least a d6 Throwing skill and some familiarity with these unusual projectiles.



## Shaman

Possessed of magical powers garnered from their nearness to the spirit world, shamans are usually influential advisors to their tribes—if not outright leaders. Aboriginal shamans tend to focus on healing and divination, though some are occasionally more aggressive, particularly in response to some transgression against their people.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Faith d8, Fighting d4, Intimidation d8, Knowledge (Occult) d6, Notice d8, Persuasion d6, Survival d6, Throwing d6

**Cha:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Curious

**Edges:** Arcane Background (Miracles)

**Powers:** *Beast friend, confusion, divination* (dreamtime), *healing, smite*. **Power Points:** 20.

**Gear:** Staff (Str+d4, Parry+1).

## Warrior

Warfare is relatively rare for Australian's native hunters, at least in days past. They are more akin to hunters, both providing food for their families and occasionally tracking down some nightmarish beast that threatens their home.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d6, Intimidation d6, Notice d6, Stealth d6, Survival d6, Throwing d6

**Cha:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

**Hindrances:** Loyal

**Edges:** Combat Reflexes

**Gear:** Hardwood or bone spear (Str+d6, Parry+1) and medium shield (Parry +1).

## Villager

The majority of a tribe is made up of older or younger villagers who raise or gather food or provide other services to their people. Most are skilled in more than a single role, and can take up bone or wooden spears when necessary. About half have any real skill with boomerangs.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d4, Vigor d4

**Skills:** Climbing d4, Fighting d4, Notice d6, Survival d6, Stealth d4, Throwing d4

**Cha:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

**Hindrances:** —

**Edges:** —

**Gear:** Wooden spear (Str+d4, Parry +1).

## Cassowary

The cassowary is a large flightless bird native to New Guinea and northeastern Australia. It's nearly as large as an ostrich or emu and is more aggressive. These birds are normally solitary, with a male often claiming an area of several square miles as its own.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Swimming d4, Stealth d6

**Pace:** 10; **Parry:** 5; **Toughness:** 5

**Edges:** Fleet-Footed

**Special Abilities:**

- **Claw:** Str+1d6.
- **Pounce:** If a cassowary moves at least 4" before attacking, it can spring at its victim with both claws, gaining a +4 to damage.









# EUROPE



Many of the empires in Europe are comprised of many different cultures and ethnicities. As the turn of the century approaches, these smaller component states are beginning to press for more independence, not only for individual citizens, but from the larger powers governing them. This growing dissension favors anarchism and even rebellion.

The rise in unrest has served the Cabal well. Not only does it help conceal the true nature of the group's activities, the instability has enabled the Night Guard to reestablish itself as governments crack down on dissidence.

## Austria-Hungary

The Austria-Hungarian Empire includes a number of smaller states, many of which enjoy varying degrees of autonomy. Many primarily Polish regions such as Galacia, Krakow, and other population centers fall under the Empire's rule.

### Krakow

The Grand Duchy of Krakow, a small region only a few dozen miles across, enjoys more benevolent administration than the Russian-ruled Congress

Kingdom of Poland. Krakow has become a symbol for Polish nationalists, and is sometimes referred to as the Polish Athens, as it is a center for art, culture, and enlightenment.

The one-time capital of the Kingdom of Poland, Krakow is home to many buildings several centuries old. Most of the fortifications surrounding Old Krakow were pulled down when Austria-Hungary took control, allowing the city to begin expansion.

## Strange Locales

**Wawel Cathedral:** Next to historic Wawel Castle, Wawel Cathedral is notable for the large bones hanging from chains near its entrance. Legend claims these were the bones of a dragon slain under the hill on with the castle and cathedral stand, and if they ever fall to the ground, it marks the beginning of the end of the world.

**Wieliczka Salt Mine:** A few miles outside of Krakow proper lies the entrance to the Wieliczka salt mine. First excavated in the 13th century, the mine's tunnels now reach over 150 miles in length at depths up to nearly 1,000 feet. Within its chambers lie chapels, a cathedral, and countless statues carved from rock salt.



- ✧ **Beauty Is In The Eye (page 63):** A coven of witches has conjured up an ancient evil in the depths of Wieliczka.

## United Kingdom

The United Kingdom wasn't always such. In 1603, James VI, King of the Scots, also ascended to the thrones of England and Ireland as King James I, laying the constitutional foundation for the union of the three kingdoms. The resulting nation has risen to be the most powerful on Earth, but the divisions within its political boundaries are often nearly as great as those between it and its far-flung holdings on the other side of the globe.

### Ireland

To say the island of Ireland has been resistant to the rule of Great Britain is a typical English understatement. The Fenian Brotherhood, tracing its roots to an armed rebellion a century ago, continues to fight to establish a free Irish state. In addition to Irish nationalism, much of the bitterness is fueled by memory of the English crown's treatment of Catholics, the majority religion of Ireland, which has only recently been rectified.

While Belfast and, to a lesser extent, Dublin are fairly modern, industrialized metropolises, the majority of Ireland remains an agrarian nation. The Emerald Isle are home to countless hamlets remaining much the same as they have for hundreds of years.

Low mountain ranges—few are more than 3,000' high—ring the coasts, but the interior of the island is mostly comprised of gently-rolling plains. There are several karstic regions on the island, and many megaliths and ancient tombs remain hidden amongst the limestone caves found there.

Although a devoutly Catholic nation, many Irish also pay respects to their ancestors' beliefs in various and sundry creatures of myth. Supernatural occurrences are often attributed to mischievous faeries and their ilk by locals, it isn't uncommon to encounter ghosts and even demonic entities masquerading as less malevolent creatures of legend.

### Strange Locales

**Monto:** Near the Royal Barracks in Dublin lies the Monto district, said to be the largest red light district in the British Empire.

**Seefin Passage Tomb:** Atop one of the taller peaks on the islands not far south of Dublin sits a 5,000-year-old tomb. However, no artifacts, no remains, and no indication of its real purpose have ever been discovered.

- ✧ **The Headless Horseman (page 65):** Agents of the Cabal summon an ancient Celtic horror to wreak vengeance on a retired Ripper in the Irish countryside.

## Scotland

Scotland's relationship with England is less fractious than Ireland's, perhaps due in part to the fact a Scottish king, James VI, was responsible for uniting the islands. Nonetheless, the Scots have a strong sense of national identity and sense of independence.

The region is the most mountainous part of Great Britain, with three major mountain ranges running east to west across it. In fact, most of Scotland is comprised of hills, highlands, or mountains, making it considerably more rugged than England or Ireland. Nestled in valleys hidden in these highlands are countless glacial lakes the Scots call lochs.

Second in size to Glasgow, Scotland's capital Edinburgh is nevertheless a center of both industrial development and enlightenment. The famed *Encyclopedia Britannica* originated and is printed here, as are several other scholarly journals read across the United Kingdom and beyond. Edinburgh's Old Town area, once a decaying, medieval district, is slowly being revitalized, but the Cowgate neighborhood of the city remains a dilapidated slum filled with rundown tenements.

### Strange Locales

**Edinburgh Castle:** Said to be the most haunted place in Scotland, a warren of secret tunnels lies beneath it, connecting it to locations outside the walls. The ghost of a piper sent to explore the tunnels is said to still roam the passages, playing his instrument.

**Loch Ness:** A legend in the highlands recounts Saint Columba saving a man from a strange beast in the waters. More recently, others claim to have seen a large beast swimming in this deep, northern highland loch within this century.

**The Minch:** This strait of water between northern Scotland and the Outer Hebrides Islands is said to be home to blue-skinned, demonic water dwellers who attack ships and raise storms.



➤ **The Resurrectionists (page 67):** Murder victims are turning up in the Old Town District of Edinburgh, leading the papers to claim Jack the Ripper is now prowling the streets of the Scottish capital.

➤ **The Hills Have Teeth (page 66):** Descendants of a famous clan of cannibals have reemerged from their hiding place.

## SAVAGE TALES OF EUROPE

### BEAUTY IS IN THE EYE

A number of prominent activists have gone missing recently. Their loss has not gone unnoticed, as someone has been erecting statues of them in the depths of the Wieliczka salt mine. The fact these appeared so soon after the disappearances has drawn the attention of the Rippers.

The adventurers can be drawn into the scenario by a friend or ally in Krakow concerned about the disappearances or who actually fell victim to the gorgon. Or they may have heard of the strangely lifelike statues mysteriously appearing in the salt mine.

#### Fomenting Dissent

Although the Austria-Hungarian Empire is fairly benevolent toward the Grand Duchy, there is a vocal Polish nationalist movement in the country. The Night Watch, seeking to regain its power, seeks to agitate the populace in an attempt to force the empire to take stronger measures—and thus open the door for their agents.

They've recruited a coven of witches to help their plan along. The witches, hiding in the labyrinthine salt mine, have a unique method of disposing of victims—a gorgon. The snake-haired monster not only eliminates key personnel, but the statue it creates also provides a lasting focus for outrage among the people. The first victim was Father Miloslav, a priest servicing the underground chapels, when he stumbled upon a coven meeting.

#### Getting the Story

The Night Guard is fairly skilled at making people disappear and have been able to snatch their victims without being witnessed. Furthermore, a few members have already managed to infiltrate the local constabulary and cover up any evidence which might otherwise expose them.

However, each success and raise Streetwise roll (or appropriate Connections) gathers one of the following:

- The statues are in a section of the mines near one of the underground cathedrals.
- All the people for whom statues have been found disappeared.
- The individuals all appear to have vanished before the statues were discovered.
- With the exception of Father Miloslav, the priest who oversaw the chapel, all the statues are of outspoken Polish nationalists.
- Many find the statues unsettling, as all show expressions of horror on their faces. Some art critics claim this is intentional to show their despair at Krakow's political state.

#### The Salt Mine

The entrance to the salt mine is through a small compound on the surface. The mine has seen demand decrease over the centuries and now is only worked during daylight hours. The compound lies outside Krakow proper and isn't guarded, although if the heroes make too big of a fuss during their investigations around the city, a few Night Guard may be tasked to keep an eye on the mine.



An elevator provides access for miners to the tunnels and a few stairways connect them to the surface as well. The elevator only functions while the mine is operation, but the stairways are secured only by simple padlocks—easily opened by a Lockpicking roll.

- **Night Guard Patrol (4):** Use the stats for Night Guard from the *Rippers Resurrected Game Master's Handbook*.

## Chapel of the Damned

The mine tunnels are generally fairly wide (10') and the ceilings high enough to be comfortable for anyone not unusually tall. After hours, they are unlit, so the heroes have to provide their own light sources.

According to rumors, the new statues are found in the Chapel of the Holy Cross, which lies a few levels down, at about 90m deep. Fortunately, there is a convenient map of the tunnels at each level and

near the elevators, along with a few helmets and mining lamps.

If the Rippers venture into the tunnels during the day—which takes Connections or at least a few Persuasion rolls—they can examine the statues at the chapel. The new statues match the descriptions from rumors, with each subject displaying abject terror.

The room is lined with other statues dedicated to various saints. The existing statues are carved from salt, whereas the gorgon's are made of granite. However, only a trained geologist, miner, or character with a similar background can tell this at a glance. Others need a Knowledge (Science) roll to recognize the difference.

Characters who succeed on a Notice roll while examining the chapel fixtures notes the candles in the chapel have been burned frequently and recently. Another Notice roll finds trace amounts of sulfur and other substances used in occult rituals on the floor.

## The Face of Evil

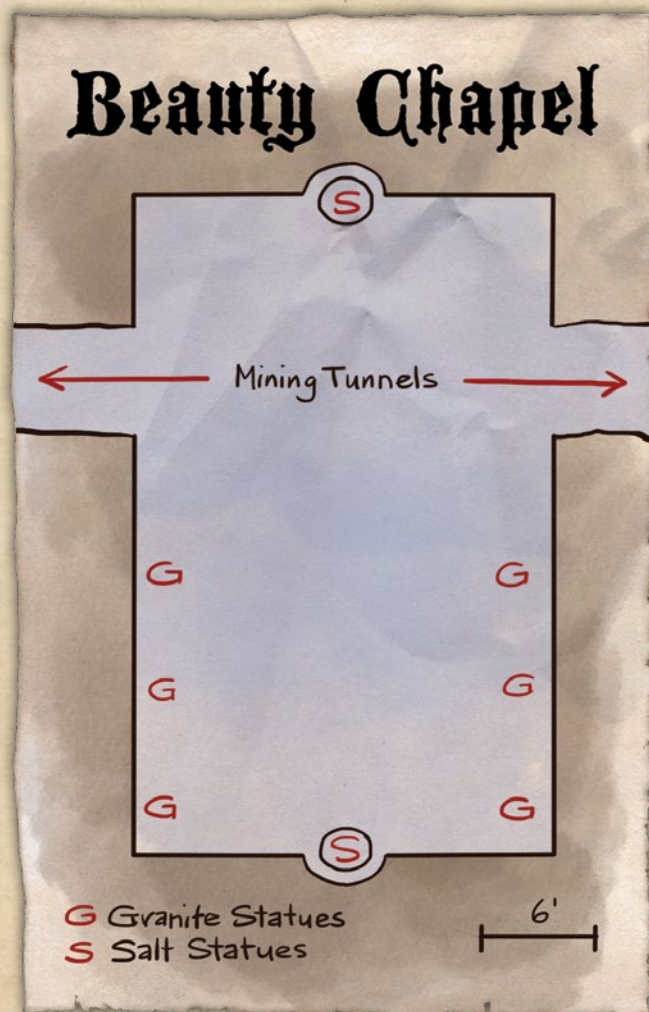
Visiting the chapel late at night catches the coven meeting. The doors on the surface are unlocked at this time allowing the members to exit upon completion of their dark rites. The route to the chapel is lit by candles stuck in the walls as well.

Unless they conducted their investigations openly, only a simple Stealth roll is necessary to catch the coven off guard. If the witches have been alerted by the group's actions, the heroes must roll Stealth opposed by the witches' Notice.

All the members are wearing thick, hooded black robes. The gorgon stands at the front of the chapel, but does not reveal its visage until the coven turns to face the party. During combat, it tries to position itself so that its minions aren't facing it as much as possible.

There are a couple of polished silver offering plates near the front of the chapel. A hero looking for a reflective surface can make a Notice roll as a free action each round to spot them.

The witches fight until either the gorgon is defeated or only two remain.





At that point, one of them attempts to flee and alert the Night Guard. If she succeeds, there is a Night Guard patrol waiting for the heroes when they emerge, as above.

- **Witches (1 per hero):** Use the stats for Witch from the *Rippers Resurrected Game Master's Handbook*.

☠ **Gorgon:** See page 69.

## THE HEADLESS HORSEMAN

A former member of their lodge or an allied one contacts the group to ask for their help. A hellish headless rider is plaguing the countryside surrounding her ancestral home.

### A Friend in Need

Colleen Moran has been a Ripper for as long as most of the heroes can remember.

Not only was she active in the field, but her family's wealthy supported more than one lodge in the good fight. While she was always a match for whatever the Cabal threw at her, she met her match in Father Time.

She retired to her family's estate in Ireland to live out her remaining years in peace, but the forces of darkness don't seem to intend to let her do so. Recently, a ghastly headless horseman has been riding the roads nearby, bringing death to all it meets. Over the last few weeks, the horrific creature has been spotted riding the boundaries of Colleen's estate.

She'd have gone to face the creature herself, but age has taken too great a toll. She asks the heroes to hunt down the monster before it does anymore harm.

## Harbinger of Doom

A dullahan has been riding the roads and lanes of the nearby countryside. The local populace is quite terrified of the creature, as few who encounter it escape with their lives. Visiting the local taverns and inns provides the group with any number of harrowing tales of sightings, skin-of-the-teeth escapes, and even deaths at its hands.

It certainly can—and does—make short work of any living souls it encounters, but unlike many creatures of the night, it doesn't go looking for healthy victims to hunt. Instead, it's a spirit drawn to those already dying.

Heroes who follow up on the creature's victims can make a Streetwise roll to learn there are largely two types: those who were already suffering declining health and those who had the bad luck to run across the creature by accident.

### Family Affairs

Colleen does not live at her mansion alone. Her only living relatives, a nephew (Randall) and a pair of nieces (Claire and Caitlynn), recently moved into the family estate. Her health began to sharply decline shortly after their arrival.

Colleen believes it was good fortune that brought her family to her just before she became truly ill. Actually Randall, who is deeply in debt has been poisoning her, slipping it into her medication. He's hoping to hurry her demise along, as his creditors are not particularly patient or understanding.

Her rapidly declining health is what has drawn the dullahan's attention to her, not any Cabal plot.





## Revelations

A hero with a background as a barrister or with Knowledge (Law) might realize the relatives stand to profit greatly from Colleen's demise.

The heroes can discover the nephew's debt though conversations with his siblings, both of whom have somewhat low opinions of him. However, this requires a Streetwise or Persuasion roll to get the others to open up. Family is family, after all.

A doctor or chemist could discover something amiss with Colleen's medications with either a Healing, Knowledge (Medicine) or Knowledge (Chemistry) roll. Likewise, a sharp-eyed hero watching Randall might spot him tampering with the medications with a Notice roll at -2.

Randall isn't a fighter. If exposed or confronted, he doesn't lash out, but denies any accusations. A Social Contest using Intimidation scares the truth out of him, though.

## Monster on the Loose

Saving Colleen from Randall's plot doesn't dispense with the dullahan. The creature remains until the heroes defeat it. The easiest way to encounter the undead horseman is to stake out the country lanes it rides.

If the characters have learned of its attraction to the dying, they can identify a likely victim and set up there. Or, if they haven't discovered Randall's activities, they can simply remain at the estate. In that case, the horseman shows up in a night or two. Otherwise, randomly patrolling the roads in the area gives them a 1 in 6 chance each night of running across it.

Defeating the dullahan won't save Colleen if they've not uncovered Randall's scheme. Sadly while they may eliminate the supernatural threat, their former friend passes away within a week if they don't prevent her murder.

- **Dullahan (1):** See page 69.

## THE HILLS HAVE TEETH

The heroes hear tales of over a dozen travelers going missing along Scotland's western coastline about 70 miles south of Glasgow. The disappearances have all occurred on a relatively isolated stretch of road between the villages of Girvan and Ballantrae.

## Cannibal Clan

In the 16th century, this stretch of coast was plagued by Sawney Bean and his family of nearly 50 cannibals who legend claims murdered—and devoured—almost 1000 victims before they were caught by a band of hunters led by King James I himself. The Bean clan was taken to face justice in Edinburgh, where the men were drawn and quartered and the women and children burned alive.

The only thing the legend gets wrong is the entire clan wasn't captured. A few Beans hid in caves along the rocky coast, some even intermingling with some of the other local families. Those who remained in the wilderness eventually resumed hunting their fellow humans. This time, they forged alliances with their new kin in nearby towns.

The most prominent relatives to the cannibals are the Blair family, who own inns in both nearby villages. This makes them well positioned to monitor the arrival of visitors to the area. The Beans give the Blairs any money and other items of value taken from those they killed. In return, the Blairs help the Beans cover up their crimes and help finding new victims.

## They're Watching You

Visiting either of the two villages doesn't reveal much background on the recent victims. None of them were locals; all were merely travelers passing through the area. A Streetwise roll at -2 or a Knowledge (History) roll at no penalty provides the Rippers the basics of the Sawney Bean legend, as well as the general part of the coast where the cave the clan used as a lair lies. With a raise, the heroes narrow the area down to a stretch of the coast road about a mile long.

While the group is in either of the villages, the Blairs send word to the cannibals. They're always on the lookout for new victims, particularly obviously wealthy ones. As a result, the Blairs are among the friendliest members of their villages.



## Ambush

The Beans lie in wait for travelers along the road not far from their lair, which lies about 2 miles north of Ballantrae. Thanks to the Blairs, they're forewarned about any travelers along the coastal trail. They're also very familiar with the countryside and able to blend into it almost invisibly.

As their victims move through a low spot on the trail in a particularly boulder-strewn section, the Beans attack. Characters who fail a Notice roll at a -2 penalty are surprised the first round of attack. If the heroes are mounted, half the attackers attempt to grapple the riders and pull them from their horse.

The cannibals are dressed in ragged clothing and furs and armed with primitive hand weapons. Excessive inbreeding has left them with hideously malformed, almost monstrous appearances. Once more than half their number is incapacitated, the survivors flee into the rugged landscape to hide.

- **Cannibals (2 per hero):** Use the stats for Inmate from the *Rippers Resurrected Game Master's Handbook*.

## Pursuit

If the group tries to follow their attackers immediately, use the Chase rules from *Savage Worlds* core rulebook. Complicating the pursuit, the cannibals have littered the area with a number of hunting traps, spring-loaded spears, pits, and the like. Any Ripper chasing one of the Beans must make a Notice roll each round of the chase. The roll is at -2 if the hero is running. Failure means she triggers a trap, suffering 2d6 damage.

Alternately, the heroes can make a Tracking roll to follow the Beans at a safer pace. The cannibals are active enough in this area to grant a +2 bonus to the roll to find their tracks. Once warned of the booby traps along the trails, the adventurers can move at a slow enough pace to spot the traps without requiring a Notice roll.

## The Cannibals' Lair


The trail eventually ends at the top of a 50'-tall cliff overlooking the rocky beach below. A Notice roll spots ample hand-holds which allow the heroes to scale it with Climbing rolls at a +2 bonus. At the bottom, another Tracking roll or Notice roll at -2 finds a poorly hidden trail leading into a cave hidden in a cleft in the rock face.

The cave entrance is narrow, only 5' wide, and travels 20' before opening into a larger chamber

20' wide by 35' long. The chamber contains the cannibals' larder—dismembered torsos hanging from the walls, vinegar-filled barrels where hands and feet are being pickled, and flayed skin stretched on tanning racks. The repulsive scene requires a Fear check against nausea.

The cave also contains the rest of the Bean clan, led by the clan patriarch. With them is a member of the Blair family from the village where the heroes began their journey. If any of the ambushers survived, the cannibals have been warned of the heroes approach and can't be surprised. Regardless, the family attacks the intruders. As they're cornered in their home, the Beans fight to the death.

If the heroes have too easy a time of the cannibals, you can have the Blairs lay their own ambush on the return trip. Use the stats for Paid Lackey for the more civilized Blairs, with their group outnumbering the Rippers by one or two.

- **Cannibals (2 per hero):** Use the stats for Inmate from the *Rippers Resurrected Game Master's Handbook*.
- **Blair Spy:** Use the stats for Paid Lackey. Use the stats for Inmate from the *Rippers Resurrected Game Master's Handbook*.
-  **Bean Patriarch:** Use the stats for Inmate from the *Rippers Resurrected Game Master's Handbook*. Armed with a battle axe made from a thigh bone and flint (Str+d8).

## THE RESURRECTIONISTS

In the earlier part of the century, demand for cadavers at the University of Edinburgh's medical school was so high, grave robbing became a lucrative trade in the city. Two men, Burke and Hare, decided to cut out the middle men and create their own cadavers, smothering 16 victims and selling their corpses to a lecturer at the university.

Over the past few weeks, caretakers in cemeteries around Edinburgh have been finding exhumed graves missing their former occupants. More recently, the bodies of murdered women have been found horribly disfigured in the poorer parts of town. Rumors abound blaming everything from the ghosts of Burke and Hare to a relocated Jack the Ripper.



## The Bride of MacGregor

A patchwork man recently arrived in the city, hoping to learn enough about medicine and anatomy from the university's library to create himself a mate. He's taken residence in an abandoned tenement in Cowgate where he conducts crude surgery on cadavers using the knowledge a few texts he's stolen from the library's stacks.

Initially, he relied on body snatchers to provide him with fodder for his experiments. The forces of darkness apparently smiled on his efforts, as he has succeeded in creating a few mindless zombies, but not the companion he hoped. Unsatisfied with the results, he's become convinced he needs fresher materials and has taken to prowling the streets at night when he's not scouring the university's shelves after closing.

## Do Not Resuscitate

A Ripper who has the appropriate Connections or manages a Streetwise or Persuasion roll at -2 can obtain the details of the murders from the constabulary. Two women have been found murdered, both in Cowgate. Both were missing body parts, but likely died of broken necks. There were no witnesses to either murder.

A Streetwise roll in Cowgate garners rumors of a large man seen prowling at night. A raise on the roll reveals he's been seen entering the university grounds, a few blocks south of the district. Cowgate is a particularly poor area, and the average citizen is a member of the underclass for Status purposes. The residents are particularly resentful of the well-to-do, and Rippers with higher Status suffer a penalty to Streetwise rolls equal to the difference in levels.

A visit to the university allows the investigators to make a Streetwise roll. With a success, they learn several texts dealing with anatomy and surgery have gone missing from the library's stacks recently. A raise reveals rumors about a large man lurking about the area after dark, as well.

## Freshly Dug

Finally, the group can stake out nearby cemeteries. The two closest are the Grange Cemetery and the Old Carlton Burying Ground, with the former being the newest.

Each night, the watchers can make a group Notice roll at -4. Give the heroes a +2 bonus if they think to look for newly-interred grave sites.

On a success, they catch a pair of body-s snatchers unearthing a body.

The grave robbers initially resist, as body-snatching is guaranteed to land them in prison. However, once one of their number is Incapacitated, or if they're outnumbered by 2 to 1 or more, they surrender. Assuming at least one survives, an Intimidation or Persuasion roll convinces the criminal to give up the address to which they've been taking deliveries.

- **Grave Robbers (3):** Use the stats for Paid Lackey from the *Rippers Resurrected Game Master's Handbook*.

## Operating Room

Whether the characters track down the patchwork man by shadowing him from the university or Cowgate alleys, following the grave robbers or learning the location from one of them, they arrive at a dilapidated building in the poorest portion of the district. The tenement is empty of other inhabitants, which is odd in Cowgate, even for such a run-down structure.

The patchwork man conducts his labors in a basement room, which has become a virtual abattoir, with discarded limbs, torsos, and other body parts scattered about it. The goriness of the scene requires the heroes to make a Fear check against nausea, or suffer a -1 penalty to all Trait rolls for the scene.

When confronted, the monster reacts violently. He immediately attacks the Rippers for disrupting his efforts, and he's not alone. Several of his earlier attempts rise from heaps on the ground to attack.


If the heroes followed the grave robbers to the scene, the men initially fight with their employer. However, they flee when one of their number is slain, or three rounds after combat begins, as the horror of the scene becomes simply too much, even for them.

The patchwork man fights until slain. The zombies collapse lifeless once their creator is destroyed.

- **Patchwork Man:** Use the stats for Patchwork Man from *Rippers Resurrected Game Master's Handbook*.
- **Brides (1 per hero):** Use the stats for Zombie from *Rippers Resurrected Game Master's Handbook*.
- **Grave Robbers (3):** Use the stats for Paid Lackey from *Rippers Resurrected Game Master's Handbook*.



# ALLIES & ENEMIES

Here are two creatures that stalk the wilds of Europe. Wild Cards are preceded by the mask symbol: 

## Dullahan

This headless spirit rides at night to seek out the souls of the dying. The dullahan is usually encountered riding a ethereal black horse or a funeral coach with spokes made of bone and skulls for lamps. It carries its severed head under one arm and wields a whip made from human spines with the other.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d6, Notice d4, Riding d8

**Cha:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

### Special Abilities:

- **Fear (-2):** Any character who sees a dullahan must make a Fear check at -2.
- **Invulnerability:** A dullahan may be Shaken by other attacks, but it can only be wounded (or killed) by its Weakness
- **Mount:** When mounted on a spectral black horse or driving its fearsome funeral coach, a dullahan moves at Pace 12. It does not need to make Riding or Driving rolls for any reason, and neither horse nor coach can be affected by attacks, as they are actually an extension of the creature itself.
- **Pronounce Doom:** Once per encounter, a dullahan's severed head can utter the name of an opponent. The victim suffers -2 to all Trait checks for the rest of the night.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Unstoppable:** Any locked door, barred gate, or such other portal flies open at a dullahan's approach.
- **Weakness (Gold):** A dullahan suffers normal damage from golden weapons, and the touch of gold burns its flesh causing a level of Fatigue. It suffers -2 to Fighting rolls against characters carrying gold.
- **Whip:** Str+d6; Reach 1.

## Gorgon

These hideous creatures once plagued humanity, but fortunately are now only rarely encountered. Resembling scaly women with a thick, writhing nest of snakes instead of hair, their appearance is so horrific to meet one's gaze is to be petrified—literally. Although they possess no spellcasting ability, they are often revered by cultists and witch covens.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d10, Notice d6, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

### Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str.
- **Petrify:** Any hero attacking a gorgon must make a Spirit roll, whether the attack was successful or not. On a failure, he catches sight of the gorgon's visage and is turned to stone—permanently. A character may avert his gaze or cover his eyes when attacking to avoid this risk, but he suffers a -4 to any attack rolls.
- **Poison (-2):** Any victim who is at least Shaken by the bite of the gorgon must make a Vigor roll at -2. With a success, the character suffers a level of Fatigue, which can Incapacitate. With a failure, the victim is Exhausted and must make a second Vigor roll at no penalty or die. Fatigue caused by the venom is recovered at a rate of one level every four hours of rest. Each success and raise on a Healing roll also eliminates a level, but requires 10 minutes of treatment.
- **Snake Hair:** The writhing hair of a gorgon can make bite attacks against all adjacent foes with no multi-action penalty.
- **Weakness (Own Reflection):** If a hero uses a mirror or other reflective surface to show a gorgon its own visage by winning an opposed Agility roll with the creature, it must make a Spirit roll at -2 or be petrified itself.







## NORTH AMERICA



Seen through European eyes the nations of North America are young upstarts with histories of fewer than 100 years. Such a perspective is short-sighted at best; North America has been occupied by human beings for *more than 10,000 years*. Entire cultures ascended and fell before the comparatively recent “Age of Exploration” brought the latest wave of settlement. Their primeval mysteries remain hidden, awaiting Rippers brave and clever enough to unearth them.

### Dominion of Canada

Canada achieved independence and its own legislative bodies in 1867, when it was organized into four provinces: Ontario, Quebec, Nova Scotia, and New Brunswick. Soon the Dominion took ownership of a vast amount of land north of the 49th parallel—from sea to shining sea—including other provinces such as British Columbia. By 1895 Canada has opened its prairies to settlement and prospectors have discovered the first gold nuggets in frigid Yukon wastes. In this land of new opportunities the Cabal’s agents thrive and multiply.

### British Columbia

Canada’s westernmost province was founded by the Hudson Bay Company, and following the completion of Canada’s transatlantic railway in 1885 has grown into the Dominion’s greatest source of natural resources and precious metals. For all its promise British Columbia is yet plagued by mysterious beasts that roam the forests and thirst for human flesh, among them werewolves and wendigo.

### Quebec

A French-speaking province, Quebec’s population numbers second only to that of Ontario. Montreal is its most modern and populous city, lending Old World charm to the New World’s often harsh and unforgiving reaches. With that charm, unfortunately, comes a multitude of Old World vampires! To combat them, Canadian Rippers built their nation’s premier lodge in Old Montreal under the Custom House. The resulting access to Montreal’s mechanisms of import and export have allowed Canadian Rippers to speed the voyages of allies and prevent the import of coffins containing restless dead.



## Strange Locales

**Montreal:** Named for the triple-peaked mountain (Mount Royal) at the center of its island, Montreal has been occupied by various peoples over the past 4,000 years. The capital of Canada until 1849, Montreal remains the Dominion's second-most-populous city and the undisputed heart of its high culture. Several vampire families dwell in Old Montreal, sometimes warring among themselves but more often pulling mortal society's strings.

☛ **McTavish's Ghost (page 79):** When snow falls, a well-known ghost gives treasure hunters clues to his tomb's location.

**Ottawa:** Canada's capital lies in Ontario province, midway between Montreal and Toronto. Built by lumber barons and connected to greater Canada by rail lines in the 1850s, it has grown into a modern hub for politics and commerce. The city's streetlights and streetcars (the Ottawa Electric Railway) are powered entirely by hydroelectric dynamos at Chaudière Falls.

**Vancouver Island:** The island became British territory in 1846 but numerous indigenous tribes still live in its north and western regions, including the Kwakwaka'wakw, Nuu-chah-nulth, and Coast Salish peoples. The tribes' medicine men are often better sources of information about Cabal activities than the local Rippers. The port of Vancouver has long been a center for gold and silver exports, as well as a bastion of British naval might.

**Victoria:** The capital city of British Columbia sits at the southern tip of Vancouver Island. Its legislative buildings are still works in progress, but the city's Chinatown is already the second-largest in North America after that of San Francisco. Victoria Port is one of North America's largest importers of opium.

## Mexico

After a series of political setbacks, territorial losses, military rule, and revolutions, Mexico is in 1895 a nation at relative peace. President Porfirio Díaz is in his third of several terms in office; he oversees an era in which the arts and sciences flourish and economic advances sweep the country. At the same time, Díaz's regime has created legions of poor and brutally represses those it labels political insurgents. It is this atmosphere that has allowed the Cabal to gain a strong foothold in Mexico City.

## Strange Locales

**Mexico City:** Under President Díaz the city has established itself as a modern metropolis with the communication, transportation, and financial infrastructure to back up the claim. The city remained relatively untouched during Mexico's many wars and revolutions, allowing it to grow without limit. When masons built the Cathedral over the ruins of the main Aztec temple, Spanish Rippers installed a lodge there as well.

☛ **Dark Doorways (page 78):** Unexplained murders lead curious Rippers to a stronghold of the resurgent Cult of Mictlantecuhli.

## United States

In 1895 the United States has enjoyed roughly 35 years of peace, although the nation is mired in economic depression. Of immediate interest to Rippers is America's status as a hotly contested battleground between their allies and the Cabal. With so much of the continent yet unexplored, it's a race between them to rediscover lost treasures, relics, and even dormant entities.

Young and newly recruited Rippers are often shipped off to the "Colonies" to prove their mettle—or die trying. Many a would-be monster slayer has met their end in murky New York City alleys or the howling wilderness out west, but still others have struck resounding blows to the Cabal and lived to tell the glorious tales.

## Strange Locales

**Charleston:** Situated on the shores of Charleston Harbor, this city was nearly destroyed by a massive earthquake in 1886. Its unique culture combines southern, West African, and European elements in a heady potpourri. At present the city is well-along with its economic recovery but remains troubled by systemic racism; African-Americans make up a majority of the population but are unable to vote. Rippers are welcome at the lodge housed within Calhoun Mansion.

**Galveston:** This Gulf Coast port city is one of the United States' largest, a cosmopolitan center of commerce and industry with a population of more than 35,000. In post-Reconstruction Texas it is known as a place where freedmen can find work and make a good living. The Cabal maintains a strong presence here, using the port to smuggle compatriots in and out of the U.S.

**New Orleans:** This major port city has long been an impenetrable stronghold of voodoo cults



and Cabal functionaries. The Rippers would dearly love to establish a foothold in the form of a lodge, but all such attempts to date have ended in blood and fire. Still, Rippers new to the fold can find many vile creatures and potent relics to hunt.

**New York:** New York is one of the world's most populous cities, the gateway through which countless immigrants enter the U.S.—welcomed by the gleaming Statue of Liberty, dedicated in 1886. The city is truly a patchwork of hundreds of cultures, stewing together in the melting pot. Although the Cabal would have its enemies believe its primary stronghold lies in Salem, Massachusetts, in fact New York is central to the Cabal's North American designs.

➤ **Coils of Gold (page 75):** In New York, Rippers confront an entity that came to the New World more than a century ago.

**Philadelphia:** In the latter part of the 1800s Philadelphia rivals New York as a destination for immigrants and former slaves. It is also a city of ghosts; Rippers and their allies have encountered hundreds of haunts in the region, leading some to wonder whether the Cabal has some role in the recent spiritual concentration. The Philadelphia lodge leader is Mildred Strong of the Witch Hunters.

- **Damn'd Tories!** (pagepage 76): To end a rash of Philadelphia hauntings, Rippers must return a relic to its proper resting place.

**Washington, D.C.:** Washington's population has swelled to more than 140,000 residents, but even after the Civil War's end the area still had dirt roads and lacked the necessary infrastructure. In 1895 the city has electric streetcars and has put a comprehensive development plan in place. Yet development lags far behind the rate of newly arriving residents, leaving the Cabal ample opportunities to perpetrate evil. The capital's Rippers work tirelessly from a lodge hidden beneath the Washington Monument, which opened to the public in 1888. They are greatly concerned about numerous werewolf sightings in the forests along the Potomac River's banks.

- **A Fortune in Death (page 74):** The heroes race to recover a fortune in lost Confederate silver.



## RIPPERS & DEADLANDS

To answer the perennial question: No, *Deadlands* and *Rippers* do not take place in the same world. There's no CSA in *Rippers*, nor are the Reckoners responsible for the troubles flaring up all across North America. But the cross-pollination of universes via the Hunting Grounds allows for travel between the settings, should the group and Game Master wish to explore where the other half lives. And who knows? Maybe in some alternate cosmos the two really are one and the same.

That said, points of similarity exist for GMs who like to kitbash settings. For example, the Twilight Legion is native to both worlds, and the Fright Level of *Rippers* would correlate directly with the Weird West's Fear Level. Determining what rippertech implants various abominations yield is left to the GM, using the existing implants as a rough guide.





# SAVAGE TALES OF NORTH AMERICA

## A FORTUNE IN DEATH

**Where:** Washington, D.C.

In 1864 a gang of masked riders derailed and robbed a train in Western New York, relieving it of cargo intended by sympathetic Northern concerns to aid the rebel South. Witnesses said the unidentified thieves exercised military discipline at all times during the heist. And they got away in wagons bowed under nearly 30 tons of silver ingots—a \$5-million haul—which they hid in a Pennsylvania forest cave.

Years later an old trapper named Dobbs claimed to have found the treasure, bankrolling monthly supply runs with ingots over the course of a year or two. In 1871 a band of hunters stumbled on Dobbs' cave and took a few ingots. Dobbs ambushed them when they returned for the rest. The ensuing shootout left Dobbs and three hunters dead.

Lone survivor Stephen Mills hauled the ingots to his family home outside Washington, D.C. After the new Union government foreclosed on his lumber mill and razed it, Mills moved south but always intended to return for his fortune. Years later, on his Virginia deathbed, he recorded the silver treasure's resting place.

### Treasure Map

The heroes should encounter Stephen Mills' treasure map organically during their myriad escapades. They might find it tucked in a rare book purchased in Washington, receive it from an ally or contact, or discover it in a Cabal agent's possession. The sheet reads:

*Where the Mills' wheel turned in Potomack waters, there rests the fortune in Confederate silver. 30 tonnes of argent awaits the bold Southern Son. From the wheel's foundation: 10 paces to sunrise lies the key, 5 paces to sunset lies the door. —Stephen Mills Jr.*

Each success and raise on an Investigation roll turns up one of the following facts related to the map:

- Land records providing the location of a Mills Estate on the Potomac River in Maryland.
- A newspaper story detailing the 1864 heist in Western New York.
- An 1871 account of Dobbs' death; the rumored silver was never recovered.

### Race for the Prize

The Rippers aren't the only interested parties. The Cabal is in the midst of luring and cajoling packs of werewolves to gather near Washington D.C. for a bold assault on U.S. leaders. Warned of the argent treasure's presence by their dark masters in New York City, the lycanthropes seek to recover it—before Rippers can use it against them!

While they conduct necessary research arising from the treasure map's discovery, the Rippers are shadowed and tailed at every turn. Successful Notice checks reveal the surveillance; a raise tells Rippers some mysterious watchers are male and others female, but all are adept at slipping away when seen.

- **Watchers (1 per hero):** Use Paid Lackey stats in the *Rippers Resurrected Game Master's Handbook* for these werewolves in human form.

### The Argent Vault

About five miles west of the modern-day District of Columbia line, the ruin of an old lumber mill lies beside the Potomac River at the back edge of a disused, uninhabited plot of land. Arriving Rippers find a dilapidated farmhouse, garage, and barn, all abandoned to wildlife and weeds. It's a two-mile hike out to the river and the mill's ruins.

Now much of the lumber mill remains beyond its foundations; see the nearby map for details.





If a treasure-seeker walks 10 paces east from the remains of the waterwheel and succeeds on a Notice roll at  $-2$ , she finds a discolored stone. Pried loose, it reveals a small hollow area containing a pewter box; inside it is a brass skeleton key.

Five paces west of the waterwheel's remains there is nothing but brick flooring. A Ripper who succeeds on a Notice roll at  $-4$  (or at  $-2$  if the player specifies she is knocking on the floor in search of a hollow sound) finds a thin layer of masonry concealing a cast-iron trapdoor. The door is locked; the brass key opens it. In a sealed, brick-lined vault beneath the mill, the heroes find roughly 25 tons of silver ingots marked GOVERNMENT GENUINE, NEW YORK CITY. They are worth approximately \$4.5 million dollars in U.S. currency.

The werewolves circling the mill and their evil master have other plans. They begin by disabling whatever vehicle the group used to travel here. By the time the Rippers excavate the silver vault, night has fallen and the beasts begin to bay at the moon. They coordinate their howls and movements in an attempt to draw Rippers outside one by one and slay them.

- **Caleb Pierce (1):** Use Evil Priest stats in the *Rippers Resurrected Game Master's Handbook*.
- **Werewolves (1 per hero):** See the *Rippers Resurrected Game Master's Handbook*.

## COILS OF GOLD

**Where:** New York City

The Cabal not only tolerates rumors that its North American activities are centered on Salem, Massachusetts—it actively encourages them. Little do its enemies know, at present the Cabal finds New York City's mean streets far more useful in infiltrating and influencing the wheels of government and finance. Rippers who dwell in New York for an extended period may well glimpse the truth and hear rumors of an enigmatic "Gold Serpent" behind it all.

### Golden Dragon

In 1895 the Gold Serpent controls various New York criminal gangs, key individuals in law enforcement, and several judges, and blackmails a selection of local and county leaders as needed to gain leverage and favors. Through it all, the Gold Serpent ensures a steady flow of Cabal creatures in and out of the U.S.—exporting ancient relics and importing more of their kind.

### Onion Layers

This is not so much a Savage Tale as a framework for an extended campaign. Novice Rippers (or even Veterans, for that matter) should never meet the Gold Serpent face-to-face, but rather encounter enough vague hints and clues during the course



of their adventures to imply mysterious masters are pulling their enemies' strings.

The Gold Serpent reveals its identity only to a few trusted lieutenants (see page 80 for details). These lieutenants oversee nearly all the Cabal's business, directing their underlings to conduct said activities (whether licit or illicit). These underlings know very little about their employers and are in turn authorized to hire proxies anonymously. What results is a sticky web of disinformation perpetuated by misguided minions.

Rippers may prove skillful enough to piece together a trail, peeling away the onion layers of pawns and patsies, until they finally learn of the Gold Serpent's existence. But knowing is only half the battle; merely tracking down and cornering the Gold Serpent is a feat. The high-immortal villain would rather live than seek glory in battle, so it shies away from combat and flees that which it can't avoid.

The GM can use the other *Savage Tales* in this chapter and the **Adventure Generator** in the *Rippers Resurrected Game Master's Handbook* to construct a loose campaign to defeat the Gold Serpent.

## DAMN'D TORIES!

**Where:** Philadelphia

This tale begins when the Rippers receive a letter from a friend or family member, hear rumors, or are directed by their superiors to investigate rumors of haunts in Philadelphia. Several railroad lines access the city; the logistics of the journey are left to the players to devise.

### The Redcoats Are Returning

The first night after they arrive in Philadelphia, Rippers hear a voice hissing in a nearby churchyard's shadows, from between a wrought-iron fence's bars:

*"You there, guv'nor. You lot out for a stroll all by yer lonesomes then? Come closer, there's a right strange occurrence in this here cemetery. Maybe you can explain it."*

No speaker is visible as the Rippers approach. Shining a light into the graveyard reveals a sight that provokes a Fear check: several newly dug graves, one for each Ripper. Empty coffins lie beside mounds of earth and discarded shovels.

Several foes await the curious inside the cemetery walls: ghosts! In life they were British soldiers who died near Easton, Pennsylvania

during the Revolutionary War. Since the Cauldron of Souls (see sidebar) was brought to Philadelphia they've been unable to rest. They vent their unholy rage on any who enter the churchyard.

- **Spectral Redcoats (3):** Use Ghost stats in the *Rippers Resurrected Game Master's Handbook*.

### Ghost Hunters

Having seen the ghostly evidence firsthand, Rippers may attempt to track prior sightings. Each success and raise on an Investigation roll—poring over old newspapers and tomes—adds another confirmed ghost sighting to the list. The heroes may also prowl the night streets; a Streetwise roll (or Smarts at -2) leads an intrepid prowler to another restless spirit. (Whether the Ripper confronts a decidedly unfriendly haunt is her choice!)

When the group amasses five or more confirmed sightings and plots them on a map, success on a Common Knowledge roll pinpoints the sightings' most likely epicenter: Independence Hall, location of the local Rippers' lodge!

### The Evil Within

Once they trace the problem to their own front door, so to speak, Rippers must pinpoint its source. Success on an Investigation roll in the lodge's library allows a scholar to inspect original building plans, which show a secret room beneath Independence Hall's cellar. More direct methods include using *detect arcana*—doing so allows a viewer to see arcane energies emanating from under the lodge.

Success on a Notice roll (-2) in the cellar discovers the hidden door. Beneath it is stored a cast-iron pot: the Cauldron of Souls (see sidebar). As soon as it is revealed a proper British voice intones with menace:

*"Well played, sir! You have found our beacon in the night, as it were. But we can't have you rabble driving us out of Philadelphia so soon after our homecoming!"*

A number of bloody, mangled ghosts wearing Revolutionary War-era uniforms emerge from the shadowy corners of the cellar, intent on keeping the cauldron safe.

- **Spectral Redcoats (1 per hero):** Use Ghost stats in the *Rippers Resurrected Game Master's Handbook*.





## Spirited Debate

Philadelphian Rippers have no interest in removing a valuable relic from their lodge despite its side-effects. Outright theft or violence is of course unthinkable to Rippers, so they must use rhetoric to convince their counterparts to let them remove the Cauldron of Souls. Run this as a **Social Conflict** (see *Savage Worlds*). Mildred Strong (see page 81) speaks on behalf of the Independence Hall lodge. The debate's results are shown below:

Margin of Victory	Result
Tie	The Philadelphia Rippers do not consent to the cauldron's removal at this time.
1–2	The widow Strong is not convinced but she allows the cauldron's removal.
3–4	Philadelphia Rippers are convinced the cauldron must be removed, and provide information about Morgan's Hill (see below).
5+	The Philadelphians consent as above, and also provide five Soldiers (see the <i>Rippers Resurrected Game Master's Handbook</i> ) as allied Extras for the enterprise's duration.

## Witches' Hill

The Rippers may conduct research regarding the Cauldron of Souls in Philadelphia, or are perhaps given the information by the Philadelphians if the debate goes well. They find an old journal that describes the cauldron's discovery by British soldiers on Morgan's Hill—also called Witches' Hill—in Easton, Pennsylvania. The writer describes digging up the cauldron under “a great

## RELIC: CAULDRON OF SOULS

Formerly a witches' cauldron, this cast-iron pot stands roughly 12 inches tall, with a mouth about 10 inches in diameter. It weighs 50 lbs. All Lodge members gain +5 Power Points as long as the cauldron sits in Independence Hall's cellar directly below the Liberty Bell (a powerful relic in its own right). Visiting Rippers who stay a week or more gain the same benefit. However, the cauldron also draws malevolent spirits like moths to a flame.



gnarl'd Tree of exceedingly foul aspect," followed by a battle with "foul Hags...who call'd upon the dark powers of Night."

The heroes must return the cauldron to its resting place in Easton, which is a two-day railroad journey north across the Pennsylvania countryside. If the Rippers' margin of victory was only 1 or 2 successes, a team of five Soldiers (see the *Rippers Resurrected Game Master's Handbook*) sent by Mildred Strong attempts to steal the cauldron along the way.

On Morgan's Hill the Rippers must return the cauldron to its resting place beneath the tree. Several ghosts stand in their way, but burying the cauldron immediately lays these souls to rest. Victory is not quite that simple. The witches of Easton used a ritual to transfer their souls into the tree when their mortal bodies wasted away. They are pleased to see their prize returned...but allow no mortals to live!



**Witching Tree:** See page 81.

- **Spectral Redcoats (1 per hero):**  
Use Ghost stats in the *Rippers Resurrected Game Master's Handbook*.

## DARK DOORWAYS

**Where:** Mexico City

Run this tale when the Rippers visit Mexico City on some other business. On the second day their contact vanishes without a trace. Inspection of his or her residence—with success on a Notice roll—turns up a few drops of blood on the hall floor, but no other signs of struggle.

The next day, a pair of servants vanish from the lodge or from whatever hotel the Rippers are occupying. They are later found dead. Local law enforcement implicates the Rippers in the ritualistic murders; the team must keep a low profile to avoid arrest by Federales.

- **Federales (2 per hero):** Use Constable in the *Rippers Resurrected Game Master's Handbook*.

## Servants of Doom

The real culprits are cultists of Mictlantecuhli, the Aztec god of death. They seek magical relics and rippertech with which to rebuild their god's earthly strength. Completely without scruples, they murder anyone who gets in their way.

Rippers might set a trap in anticipation of another murder attempt, in which case they may capture a cultist and force him or her to reveal the group's lair. Or the heroes might carefully inspect their surroundings as they move about Mexico City; success on a Notice roll at -2 reveals a pair of cultists shadowing the group.

- **Cultists (1 or 2):** See the *Rippers Resurrected Game Master's Handbook*.

## Death's Door

The death cultists hide out in an Aztec catacomb beneath the local butcher shop (the owner is also a cultist). The catacomb was once the upper and middle halls of an Aztec pyramid...and one of its ancient, evil mummies remains! This foul entity has raised several zombie servants and directs the cult's every move.

If the team is victorious they discover several precious relics among the cult's treasures and stolen cash worth nearly \$10,000. Roll 1d6 for the number of relics; generate them using the **Random Relic Table** in the *Rippers Resurrected Game Master's Handbook*.

- **Aztec Mummy (1):**  
Use Servitor Mummy stats the *Rippers Resurrected Game Master's Handbook*.
- **Cultists (2 per hero):** See the *Rippers Resurrected Game Master's Handbook*.
- **Zombies (1 per hero):**  
See the *Rippers Resurrected Game Master's Handbook*.





# MCTAVISH'S GHOST

**Where:** Montreal

While visiting Montreal, the Rippers' hosts tell winsome stories of one of Montreal's most famous ghosts. The tale goes,

*"Simon McTavish was a revered philanthropist and veritable marquis of Montreal's fur trade. After his death he was interred in a hidden mausoleum on Mount Royal's slopes. Now, whenever moonlight shines on the snowy mountain, McTavish's ghost rides his coffin down the slope like a toboggan. Some who've seen it dropped dead of heart failure! But it's said the ghost's path leads back to his tomb, where his riches were buried with him..."*

Few Rippers worth their salt can resist examining a local legend's veracity, especially when treasure is involved. If a hero has the Curious Hindrance all bets are off!

## Debunking the Myth

Clever listeners may take issue with the idea that a "revered philanthropist" would wish to be buried with his earthly fortune. Success on an Investigation roll reveals several historical sources that deny such entombment took place. However, the same sources note that McTavish's hidden mortuary has never been found.

McTavish indeed gives treasure hunters clues to his tomb's location. But the legends are mistaken: the man was buried with little treasure, and he appears not as a ghost but rather as a vampire! McTavish takes advantage of the legend to lead treasure-seekers to his lair.

## Dangerous Slopes

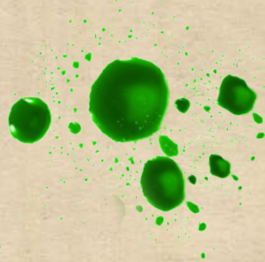
McTavish appears on Mount Royal only on snowy, moonlit nights. Success on a Notice roll detects the sound of something whooshing through snow and ice. Seconds later McTavish bursts from the trees in an open-top coffin, hurtling toward a random Ripper. McTavish rolls Driving opposed by the target's Agility to leap out of the way. With success McTavish slams into the victim for 4d6 damage and sleds off into the night.

The coffin's trail leads about a half-mile up the mountain to a cave that accesses a small mausoleum holding two sarcophaguses. McTavish's spawn wait there to drink the blood of any who violate their hideout. Although the rumors of treasure are false, McTavish's tomb holds gold jewelry worth \$1,000 and 1d4 relics; roll on the **Random Relic Table** in the *Rippers Resurrected Game Master's Handbook*.

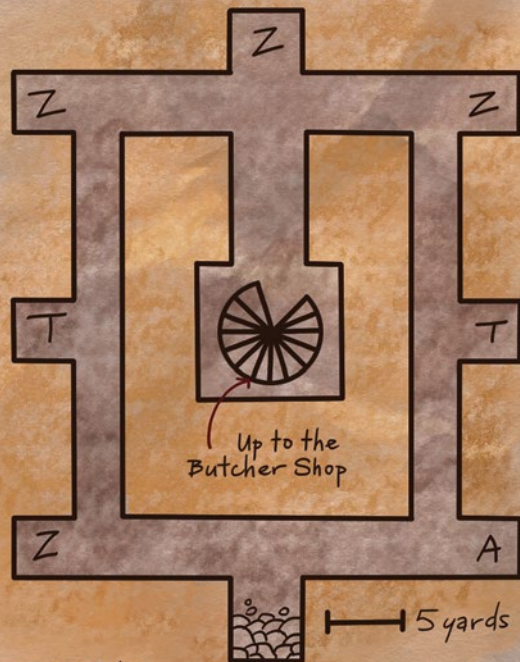


**Simon McTavish:** Use Vampire Count stats in the *Rippers Resurrected Game Master's Handbook*, but add Driving d8.

- **Young Vampires (3):** See the *Rippers Resurrected Game Master's Handbook*.



## Aztec Catacombs




Z = Zombies  
A = Aztec Mummy  
T = Blade Trap

Rubble-choked Stairs to lower levels



# ALLIES & ENEMIES

This section presents nonplayer characters and evil entities with which to bedevil your heroes. Wild Cards are preceded by the mask symbol: 

## Gold Serpent

Its real name and origin forgotten in the mists of time, the being that calls itself the “Gold Serpent” may well be immortal. At least time’s bony grasp hasn’t caught him yet. Prehistoric Norse hunter-gatherers once revered the Gold Serpent as a demigod. In time a revolution brought on by scholars and scientists caused the creature’s idols to be cast down and shattered. Fleeing for his life, in 956 A.D. the Gold Serpent stowed away on a Viking longship bound for Vinland.

After the Vikings died off or returned to their homeland, the extremely long-lived creature moved south to hide among human populations. It wasn’t until after the War Between the States that it became involved with the Cabal, but after so long working alone it was willing to give the young upstarts a chance. In 1895 the Gold Dragon has his claws in nearly every aspect of New York City’s law enforcement, governance, and criminal activities, and uses his many pawns to further his masters’ evil aims in North America. He is the Cabal’s supreme leader in that mission.

The Gold Serpent is humanoid but has reptilian eyes and tongue, venomous fangs, a prehensile tail, and lustrous golden scales covering his body. He is an accomplished

magician, and as amoral as the reptiles he so closely resembles. Most important, the Gold Serpent avoids direct confrontation at all costs; he cannot die of old age but he *can* be killed. The GM mustn’t confront Novice Rippers with this enemy; such a fight should only occur when Rippers reach Heroic Rank or greater.

**Attributes:** Agility d10, Smarts d12+2, Spirit d12, Strength d8, Vigor d12

**Skills:** Fighting d8, Intimidation d12, Knowledge (Arcana) d12, Knowledge (Occult) d12, Noticed d12, Persuasion d10, Shooting d6, Spellcasting d12, Taunt d10

**Status:** 4; **Reason:** 5

**Charisma:** 0; **Pace:** 8; **Parry:** 6; **Toughness:** 10 (2)

**Hindrances:** Cautious, Vow (Serve the Cabal)

**Edges:** Alertness, Arcane Background (Magic), Fleet-Footed, New Powers, Power Points, Strong Willed, Wizard

**Powers:** *Barrier, bolt, boost/lower Trait, deflection, detect/conceal arcana, dispel, divination, drain Power Points, elemental manipulation, farsight, fear, growth/shrink, intangibility, light/obscure, slumber, speak language, warrior’s gift.* **Power**

**Points:** 60

**Special Abilities:**

- **Armor +2:** The serpent’s golden scales protect him from damage.
- **Ageless:** The Gold Serpent cannot die of natural causes.
- **Dragon-Shape:** As an action, the Gold Serpent can transform into a dragon (see *Savage Worlds*). He retains his mental attributes and spellcasting ability in dragon form.





## **Mildred Strong**

The widow Mrs. Strong has been in charge of Philadelphia's Rippers since her husband's end at Cabal agents' hands 12 years ago. Widow Strong is known for her pledge to keep her people safe at nearly any cost, and her willingness to bend the enemy's magical tools to her own benefit. Strong, like her husband before her, is a dedicated and vocal Witch Hunter to the core. In a break from tradition, rippertech is not only accepted but encouraged at her lodge. The other members are primarily Masked Crusaders of a patriotic bent, but they welcome all factions.

**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8

**Skills:** Faith d12, Fighting d8, Intimidation d12, Knowledge (Occult) d10, Notice d8, Persuasion d8, Shooting d6

**Status:** 4; **Reason:** 5

**Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Cautious, Code of Honor

**Edges:** Arcane Background (Miracles), Champion, Charismatic, Charms & Wards, Down-to-Earth, Filthy Rich, Monster Hunter (Vampires), New Powers, Power Points

**Powers:** *Blind*, *boost/lower Trait*, *healing*, *succor*. **Power Points:** 20

**Special Abilities:**

- **Rippertech:** Adrenal Acceleration, Mesmeric Eyes.

## **Witching Tree**

This enormous, eerie black oak tree holds the souls of a coven of witches. It's up to the GM whether the return of their Cauldron of Souls (see page 77) causes them to fall into slumber or only magnifies their evil influence...

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d12+6, Vigor d12

**Skills:** Fighting d8, Intimidation d8, Notice d8, Spellcasting d12

**Pace:** 0; **Parry:** 6; **Toughness:** 18 (2)

**Special Abilities:**

- **Armor +2:** The tough bark of the ash tree grants an Armor bonus of +2.
- **Branches:** Str+d6. The tree can make up to four attacks each round at no penalty.
- **Huge:** Attacks against the tree receive a +4 bonus due to its prodigious size.
- **Magic:** The tree has 25 Power Points and knows the drain Power Points, entangle, fear, and smite powers. It cannot cast a spell during any round it attacks with its branches.
- **Reach 8":** The guardian tree is massive, and can reach opponents up to 8" away with its branches.
- **Size +8:** The witching tree is an enormous oak with a trunk nearly 12 feet around.
- **Weakness (Fire):** Fire-based attacks inflict double damage to the witching tree.









## SOUTH AMERICA



The first third of the 19<sup>th</sup> century in South America was marked by violent revolution against Spanish and Portuguese rule. Unfortunately, even independence did not bring peace. The subsequent internal power struggles sparked civil wars, dictatorships, and border disputes for several more decades.

While one might expect such an environment to be fertile ground for the Cabal, until recently they often found themselves just as unwelcome as the Rippers. From the untamed Amazon jungle to lost gold and silver mines of the former Incan empire, the continent harbors its own unspeakable horrors. Creatures such as these have little patience for upstarts from the so-called “Old World.”

Yet even amidst uncertainty and occasional strife, the beauty and riches of South America proved irresistible to outsiders. Plantations and mining brought a steady stream of immigration from Europe, Asia, and the United States. In fact, with the economy in tatters after the American Civil War and fears of Reconstruction looming high, more than 200,000 American Southerners immigrated to Brazil alone. While undoubtedly the prospect of maintaining their way of life as

slave-holders played a large role in the Southerners’ destination choice, by 1890 slavery had been abolished in every corner of the continent. This ushered yet more immigration from those seeking employment in the rich plantations and mines.

Like the Old West of the United States, South America during *Rippers Resurrected* is a land scarred by a network of railroads connecting sparkling, cosmopolitan cities full of wealth, learning, and culture. By contrast the vast in-between spaces shelter all manner of mysteries, from ancient cultures to hidden treasures to creatures far best left undisturbed.

### Andes Mountains

The Andes are the longest continental mountain range in the world, stretching along the western side of South America. The Incas built their empire among these mountains, which march through Colombia, Venezuela, Ecuador, Peru, Bolivia, Argentina, and Chile. Explorers visiting the Andes might encounter domesticated alpaca and llama pack animals, birds such as condors and toucans, the nocturnal chinchilla, cougars, and even the



spectacled bear. The Andes were mined for gold and silver well before Spanish conquest but the activity grew in earnest thereafter. Even today the mountains remain a rich source for not only gold and silver but tin and copper as well.

## Strange Locales

**Machu Picchu:** This remarkable remnant of the former Incan empire remains officially undiscovered by outsiders until 1911. However, given that locals knew of its existence, there's nothing preventing intrepid explorers from following a rumor high into the mountains of Peru in search of a lost city.

**Nazca Lines:** These massive lines, shapes, and pictures carved into a Peruvian desert weren't seriously studied until the 20th century. Contrary to legend, some of the geoglyphs can be seen and studied from nearby foothills rather than requiring an airplane. Are the shapes a message to sky people, way-markers to hidden treasures, or even enormous summoning boundaries left by ancient doomsday cultists?

**Qenqo Temple:** This Incan temple located in Peru was an extremely holy site from which blood sacrifices were offered to the gods. The temple is carved entirely from a gigantic monolith stretching across a hillside and includes man-made tunnels, wide natural chambers, and an amphitheater. Some say several chambers remain undiscovered, its secrets yet unplundered.

## Southern Cone

Just as the name suggests, the southern cone is a geographic region consisting of the southern part of South America. The region consists of countries ranging from the Tropic of Capricorn and south, namely Argentina, Chile, Uruguay, and Paraguay as well as southern Brazil. Geographically this region consists of Brazilian highlands, the Pampas (plains), and the southern stretch of Andes mountains. The Pampas are particularly well suited for agriculture, with cattle ranching every bit as part of the culture and economy as in Texas during this period. Explorers in the Southern Cone could potentially encounter jaguars, rattlesnakes, coral snakes, or even the world's largest rodent, the capybara.

## Strange Locales

**Castillo de Naveira:** One might be more than a little surprised at finding a neo-Gothic castle in the Argentinian countryside. This elaborate home

was constructed in 1841 by the wealthy Henry Beschtadt for himself and his daughter, Irene. Upon the owner's death Irene inherited the home and lives there with her husband, Dr. Domingo Fernandez. Invitations are closely reserved for the wealthy and influential and the house staff all live on the property, affording few opportunities for prying eyes to see what happens inside the stone walls.

**Iguazu Falls:** Much like Niagara Falls in North America, these massive waterfalls break on the border of two countries—in this case Brazil and Argentina—but are four times Niagara's width. Depending on water level the falls consist of anywhere from 150 to 300 separate waterfalls with a drop of up to 300 feet. More than half the Iguazu river's output flows through one channel in particular, the Devil's Throat (Garganta del Diablo). Here, water thunders down from three sides into a boiling, misty cauldron. Spanish explorers in boats laden with gold and other treasures are said to have met their doom over the falls, and over the years even more foolhardy adventurers have met their fate trying to recover the treasure.

**Manzana de las Luces (Block of the Lights):** In one of the oldest parts of Buenos Aires, this small neighborhood housed activities of early Jesuit missionaries and includes the church of San Agnacio, a cloister, national library, college, and even the country's legislature. A forgotten tunnel was discovered in 1865 but there has been little interest in taking up the dangerous task of mapping the old and potentially unsafe tunnels.

➤ **The Old Life (page 87):** A pair of retired Rippers, now cattle ranchers in Argentina, believe their old nemesis has tracked them down. Their fears may be realized after one of them went missing, prompting his spouse to ask for help from the nearest lodge.

➤ **The Unwanted (page 86):** Orphans are going missing from the streets of Buenos Aires. The Order of St. George asks the heroes to investigate these disappearances occurring near the city's oldest church.

## Brazilian Highlands, Amazon Rainforest, and Guyanan Highlands

The South American highlands in the upper part of the continent are characterized by forested plateau regions. Although beautiful, the sometimes dense forests and sharp elevation changes of the





plateaus make travel difficult. Sandwiched in the highlands is the Amazon basin, in which is the great Amazon rainforest. These regions include portions of Paraguay, Bolivia, Peru, and Colombia, as well as Brazil, French Guiana, Suriname, Guyana, and Venezuela. Explorers in this region may encounter sloths, giant anteaters, jaguars, anaconda snakes, orangutans, poison dart frogs, electric eels, bullet ants, vampire bats, and countless other creatures from benign to deadly.

## Strange Locales

**Devil's Island:** This island prison is one of several belonging to the French as part of French Guiana. Established in 1852, inmates range from political dissenters to hardened thieves and murderers. From the prisoners' perspective the island is Hell itself, with disease and climate draining the life of many a convict. A new prison doctor from Europe is said to pick prisoners for experimental surgeries and those who survive are given parole. At least, that is the rumor. Few convicts claim to have actually seen survivors leave the island.

**Ilha da Queimada Grande (aka Snake Island):** Although this island off the coast of Brazil currently houses a banana plantation, the island's notoriety comes from the truly astounding snake population. Locals guess there is at least one snake for every three square feet on the island, meaning visitors are always a few steps away from being bitten. Needless to say, humans have had little luck at beating back nature and the banana plantation is struggling to turn a profit under such harsh working conditions. Among the many snake species on the island, the venomous golden lancehead pitviper is the most deadly.

**Sarisarinama:** In the highlands of a tabletop mountain and hidden in dense, Venezuelan forest, four massive sinkholes drop up to a thousand feet deep into the earth. Natives believe the mountaintop is inhabited by a flesh-eating spirit which makes the sound "sari sari" as it eats its victims. It is from this creature that the caverns derive their name.

➤ **The Lost City (page 90):** A wealthy bruja (witch) has launched an Amazonian expedition in search of a lost city. The Rippers are asked to follow and prevent her from acquiring further power.



# SAVAGE TALES OF SOUTH AMERICA

## THE UNWANTED

As in cities worldwide, street orphans are a constant fixture in Buenos Aires, Argentina. That is, until recently. The street children in and around the neighborhood of Montserrat have rapidly disappeared, and no one seems to know where, how, or why.

### Background

The Iglesia de San Ignacia is the oldest standing church in Buenos Aires. It is a cornerstone of the Manzana de las Luces, a historic section (even by 1890s standards) which also includes a secondary school and a university. The San Ignacio grounds include both a rectory for priests and a convent for nuns. Although the church operates no official orphanage, Sister Rosalinda is known in Montserrat as a kind soul who feeds and clothes many orphans who live on the street.

Recently Sister Rosalinda has noted far fewer children coming to convent's kitchen door. The nun knows many of the missing children by name and is worried at their disappearance. This alone would not have sparked interest from the Order of St. George, but now a church caretaker has also gone missing in a suspicious fashion. While in or near Buenos Aires, the Order asks the visiting Rippers to investigate.

### Whispers in the Darkness

Sister Rosalinda looks tired and distracted, but perks up when introduced to someone looking into the disappearance of "her" orphans. She begins as Helpful (on the Reaction chart in *Savage Worlds*) unless the character has visible Rippertech. In these cases once the nun notices the modification she crosses herself, mutters a quick prayer, and refuses to speak further until the Ripper in question leaves.

Sister Rosalinda describes the disappearance of more than two dozen children over the course of only two days. She doesn't know where they live, but she believes some sleep in alleys and others in the city's network of tunnels. Many people have heard about tunnels built by the Jesuit priests in the 1700s, although few know their location or condition. She thinks some of the children found an entrance and took shelter within.

Characters who pass a Notice or Streetwise roll get the feeling the nun is holding something back. With a successful Persuasion roll, she quietly admits she has been haunted by the children's disappearance. While the others sleep soundly, for the last few nights Sister Rosalinda has been awoken by her name whispered from outside her tiny window. She spends all night in exhausted prayer, terrified to answer the pleas to step outside. She has no first-hand knowledge of what befell Gabriel, the church's groundskeeper, but she fears he fell victim to the same voices.

### Trust but Verify

Heroes who speak to other members of San Ignacia should make a Streetwise roll. A failure means others corroborate Sister Rosalinda's information about the orphans but provide no new information. A success means they learn the groundskeeper disappeared in the middle of the night while investigating a noise. A raise provides the above plus the general area in which the orphans have been seen entering and exiting (see *Into the Darkness*, below).

Very near the church is the University of Buenos Aires, a good place to research information about the tunnels. A Streetwise or Research roll here can be very fruitful. Professor Hermann Burmeister, a German archaeologist, discovered a tunnel entrance and created a map of his explorations. His map indicates a network of tunnels linking the church, the old fort, and several old government



buildings. If the heroes speak with the professor himself, he says he did his best to seal the entrance when he was done but admits it could have been opened again.

The heroes have multiple ways of finding the orphans' tunnel. Professor Burmeister's map, filed in the library, marks the location. With a successful Persuasion roll the professor himself reveals its location. Alternately, if the heroes discretely watch the church grounds at night they have a chance to spot one or more orphans at Sister Rosalinda's window. Finally, the heroes can interview one of the few orphans who have not yet disappeared. They too can be persuaded to reveal the tunnel entrance, noting that most of the children who disappeared were ones who were living there.

## Into the Darkness

The tunnel entrance is located in a plaza not far from the church. At the edge of the courtyard a narrow stone stairwell seemingly dead-ends at a wall, but a steel plate lifts easily to reveal a dark hole below. A ladder fashioned from wood scraps takes explorers to the stone tunnel floor. The only light comes from the entrance's open hatch. With a Notice or Tracking roll (both at -1), the hero spots small, bare footprints in the dirt in the tunnel floor among the scraps of litter. The hatch is a highly trafficked area, meaning individual tracks are impossible to follow.

This tunnel and many others are carved directly into the rock roughly 12 feet below ground level and can easily accommodate two people walking abreast with no need to stoop. The tunnels extend far beyond Professor Burmeister's explorations, making his map of limited value. In truth, even the Jesuit architects in the 1700s tied their tunnels to natural caves extending throughout the area.

Sadly, the missing orphans have already fallen victim to a serpent man called the Peuchén. Heroes from a far earlier age hunted and harried the creature all the way from Chile to present-day Buenos Aires where they trapped it deep in a cavern. Imprisoned, the Peuchén waited in ageless hunger until the street urchins accidentally released it. While some fed its appetite, others were transformed into its new children.

The serpent children sleep in the tunnels and caverns during the day then roam at night to bring back new victims for the Peuchén. The heroes may encounter them individually or in groups throughout the tunnels but the Peuchén itself only appears when they explore deeply enough to find

its lair. A favored tactic of the serpent people is to first grapple or mesmerize a victim then use their bite attack on subsequent rounds, drinking their victim's blood like a vampire.

- **Los Niños del Peuchén:** See Serpent Man in *Rippers Resurrected Game Master's Handbook*, reducing Strength to d6. Remove the *telekinesis* power and add *confusion* (mesmerizing gaze).



- **Peuchén:** See Serpent Man in *Rippers Resurrected Game Master's Handbook*. Add the powers *confusion* (mesmerizing gaze) and *disguise*.

## Resolution

Los Niños del Peuchén want Sister Rosalinda to become one of their kind but cannot enter the church's buildings. Instead they roam just outside the grounds at night, forlornly calling for the one who once showed them kindness. The heroes can lay a trap and dispatch the serpent children near the church or track them back underground to their master's lair. They have only days to identify the nature of the threat and put a stop to it before the Peuchén itself emerges from underground to reap a feast. Its *disguise* power makes it an extremely dangerous foe.

## THE OLD LIFE

Something evil prowls an Argentine cattle ranch. Were the retired Rippers too quick to count an old nemesis dead?

## Background

In 1894 a pair of Rippers ended a two-year rampage across Europe by their nemesis, the werewolf Barron Schmidt. It was in Venice that the werewolf turned the tables and the hunters became the hunted, but the Rippers prevailed and Schmidt was presumed drowned. Having faced the possibility of losing each other, the fiery Spaniard Carinn, nicknamed the Blade, and the Irish pugilist Sean, nicknamed the Bull, awoke a priest and became wed that same night. Having defeated their bitter enemy and with the Cabal on the decline, the couple felt little guilt in retiring from the Rippers and boarding a steamship for a new, peaceful start as Argentinian ranchers.



For over a year the Blade and the Bull lived the life of wedded bliss they richly deserved. That is, until a week ago when Carinn awoke from a dead sleep with her Rippertech warning of a nearby lycanthrope. Although their home was warded against the possibility of revenge by Barron Schmidt's pack, the next morning one of their ranch gauchos (cowboys) reported a pair of cattle had been slaughtered. Over the next few nights the pattern continued until the ranch foreman himself was found torn to pieces. Several other gauchos quit on the spot. Sean took the remaining men on horses to track down the creature—werewolf or otherwise—before the next nightfall, but the hunting party never returned. The next morning their cook tearfully quit but agreed to take a message to the train depot.

## Por Favor

The adventure begins with the arrival of an urgent message at the Buenos Aires lodge during breakfast. The message reads,

*Don Alonso Olivares,*

*A four legged predator is causing havoc on our rancho. Several animals have been slaughtered and at least one man. Our Bull has gone missing and I don't know who else to call upon. Please send help with the utmost urgency.*

*Your friend,  
Carinn*

The Blade and Bull made Don Alonso's acquaintance upon their arrival in Argentina. It was he who brokered the purchase of their ranch home, thus he can easily provide directions. He implores the heroes to help. The journey takes two days by wagon or one day with a train ride to Neuquén before buying horses or hiring a wagon to the ranch. No matter their route, the trip makes an excellent time for an Interlude. The Blade and Bull's rancho is near the border with Chile and resembles ranches in Colorado or Wyoming in the United States.

## Back at the Ranch

As the heroes approach the main ranch house, the cattle act skittish at their approach. The main house is a beautiful two-story home in the style of Spanish villas, perched atop a modest bluff overlooking a creek. Set a couple hundred yards

away from the main house is a bunk house for the gauchos (cowboys). Notably, not a person is to be seen outside either building.

The house interior at first appears empty, abandoned. Unless the heroes loudly announce themselves as having been sent by Don Alonso, Carinn leaps out of a wardrobe, throws a dagger that buries itself into the wood paneling near a hero, and prepares to throw another.

Once the heroes come face to face with Carinn, have them make a Notice or Healing roll to detect her affliction. Carinn is mostly blind, her implanted Rippertech eyes having slowly failed over the last year. Once introductions are sorted out, Carinn briefs the heroes about the recent attacks and provides enough history to explain why she thinks Barron Schmidt or one of his vile pack-mates have tracked them down for revenge. Even alone and mostly blind, the former Ripper shows no fear for herself but only concern for her husband.

Carinn begs the heroes to begin their search immediately, given that her husband and the gauchos have been missing for more than 24 hours. The heroes most likely arrive during late afternoon, meaning they only have a few hours to search before nightfall.



**Carinn the Blade:** See page 90.

## On the Trail

Carinn can tell the heroes the general direction Sean took his hunting party. If the adventurers reached the ranch by wagon, Carinn directs them to a nearby horse pasture. Once the Rippers begin the search, have the players make a Tracking roll to follow the trail left by the earlier search party. A failure means they follow the trail at a slow pace, sometimes having to double back and pick it up when they wander astray. A success means they travel at a normal pace and a raise means they can easily pick out recent signs of passage and can move more quickly than normal. With the sunset rapidly approaching, speed is of the essence.

Eventually, one of the heroes spots a flock of buzzards circling the sky, a sign of carrion and possibly an ill omen for the Bull's fate. If the heroes traveled at a slow pace then they spot the buzzards just as the sun dips below the horizon, meaning dusk is rapidly falling. At a normal pace they instead arrive ten minutes before sundown, and a fast pace means they have a full 30 minutes before sundown.



The buzzards mark the site of a battle beside a water well. Several horses and gauchos lay splayed in various poses of death, their meat already picked at by greedy buzzards. The birds are loath to abandon their meals, even at loud noises from the heroes. Only reluctantly do they hop just out of reach with loud squawks at the heroes' approach. Of Sean the Bull, there is no sign.

A Healing check reveals the gauchos were killed by long, straight slashes. A Knowledge (Occult) roll indicates these wounds are too clean to be from a werewolf claw. The same Healing check also reveals one of the gauchos is still alive. If the heroes don't check the bodies, he croaks for help or weakly waves to get their attention as they begin to ride off.

Although the gaucho Esteban is covered in blood and acts weak, he is in better condition than he seems. He and the dead gauchos are jaguar-men. Unable to attack the former Rippers in the house, they lured Sean far from his sanctuary to the ambush. The Bull proved a far more deadly opponent than they expected and his silver edged machete dispatched several of the creatures before their numbers overwhelmed him and they toppled him into the water well. Although Esteban was indeed hurt, his newfound Regeneration special ability has helped him recover relatively quickly.

If the Rippers followed the trail at a **slow** pace, Esteban's transformation is at hand. He lures a hero to kneel or lean over him then lunges in with a surprise attack, attempting a gut stab with his hunting knife. Whether or not he is successful, the next round Esteban begins his transformation into his powerful jaguar-man form. If Esteban is killed before he has a chance to make a second attack and the GM wants to make the encounter challenging, have a second attacker launch in ambush from a nearby grove of trees.

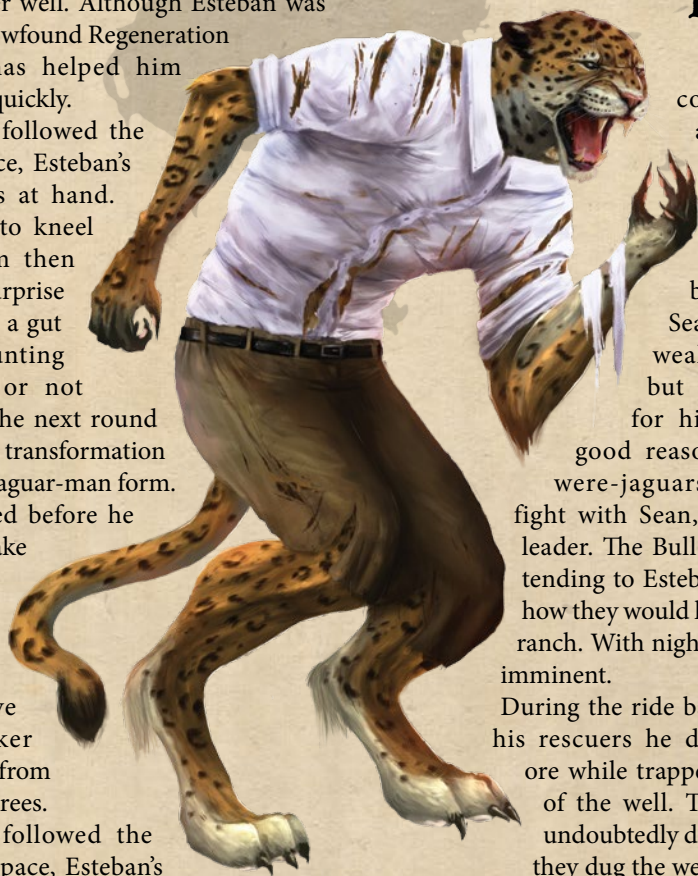
If the heroes followed the trail at a **normal** pace, Esteban's transformation is still several

minutes away. He has to stall the heroes until dusk. This gives Sean, alive but injured at the bottom of the well, time to hear the heroes and signal for help. Give the heroes a single Notice -2 roll to hear Sean weakly tapping his machete against the stone wall of the water well. On a success they detect the noise but it takes several minutes to pinpoint the location, meaning the heroes find Sean just as Esteban transforms. On a Raise they quickly locate the source of the noise and may be able to briefly converse with Sean before Esteban transforms.

If the heroes followed the trail at a **rapid** pace, they have plenty of time to detect Sean's signal for help before Esteban can transform. Give the heroes two Notice rolls before Esteban's transformation.

- **Esteban (Human):** Use the Thrall (Misguided Minion) stats entry in *Rippers Resurrected Game Master's Handbook*.
- **Esteban (Jaguar-Man):** Use the Lycanthrope (Wolfman) in *Rippers Resurrected Game Master's Handbook*, but with the cat-like appearance of a jaguar.

## Showdown at the Ranchero



Even under ideal conditions it is almost certainly nightfall by the time the heroes retrieve the Bull from the bottom of the well.

Sean is injured and weak from hunger but concerned only for his spouse—with good reason. Three other were-jaguars survived the fight with Sean, including their leader. The Bull overheard them tending to Esteban and planning how they would kill the lady of the ranch. With nightfall, the attack is imminent.


During the ride back the Bull tells his rescuers he discovered silver ore while trapped at the bottom of the well. The ranch hands undoubtedly discovered it when they dug the well six months ago but kept it a secret. A new gaucho, Javier Velasco,



seemed to be the group's leader and the source of the lycanthropy curse. He likely convinced some of the others to kill the ranch's owners and take its treasures for themselves. The Bull guesses those who agreed were made jaguar-men and the hold-outs killed or quit in terror.

As the heroes approach the ranch house allow a Notice roll to detect the smell of smoke. Before long they crest a small hill and can clearly see the red glow of a fire. The villains have set the house ablaze and await Carinn's exit. Unmistakable, bloodcurdling roars of jaguars occasionally pierce the air as the heroes draw nearer. This is a straight up fight. Once the heroes arrive and engage the lycanthropes, the Blade tumbles gracefully from the front door and launches a dagger at one of the jaguars, smoke and flame billowing behind her. While the heroes should be at the forefront of the battle, use both ex-Rippers for dramatic effect as appropriate for the encounter.

- **Jaguar-Men (2):** Use the Lycanthrope (Wolfman) stats in *Rippers Resurrected Game Master's Handbook*, but with the cat-like appearance of a jaguar.

 **Were-Jaguar:** Use the Lycanthrope (Werewolf) profile in *Rippers Resurrected Game Master's Handbook*. In this instance the Howl special ability is instead the Roar of a jungle cat.

## Resolution

The Bull and the Blade are thankful for the Rippers' assistance and oddly relieved at fighting were-jaguars instead of their old enemy, the Barron. With the discovery of silver ore on their ranch the pair vows to help finance the Rippers' cause and provide a place of refuge for adventurers who need to lie low or regroup.



### Carinn the Blade

Carinn is a dark-haired beauty of Spanish descent and possessing deadly skill with all manner of knives. For a time, her experimental retinal graft surgery seemed a great boon to her fighting effectiveness, but within a few months of retirement she began losing her vision. Now she is nearly blind, only able to distinguish vague shapes. Another Rippertech surgery can restore her sight, but she needs both a fresh donor and a skilled surgeon. In the meantime, even mostly blind she remains a deadly opponent.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Notice d6, Throwing d10

**Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Blind, Heroic

**Edges:** Attractive, Marksman, Noble, Two-Fisted

**Gear:** Silver daggers x2 (Str+d4), silver throwing knives x6 (Range 3/6/12, Damage Str+d4, RoF 1).

**Special Abilities:**

- **Rippertech:** Prototype Retinal Grafts (failed), Werewolf Guts (lycanthroe-specific Danger Sense Edge)

### Sean the Bull

Sean is a red-headed giant of a man originally from the United Kingdom. Although he is quite proficient at fighting bare-handed, his crusade against werewolves as a Ripper led him to master a short sword edged in silver. Even in retirement he carries a specially crafted silver-edged machete in case one of his nemeses' pack-mates comes seeking revenge.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d10, Notice d6, Riding d4

**Cha:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Loyal, Overconfident

**Edges:** Brave, Brawny, Frenzy, Sweep

**Gear:** Silver-edged machete (Str+d6).

**Special Abilities:**

- **Rippertech:** Muscle Weaving, Monstrous Ferocity (Hard to Kill Edge)

## THE LOST CITY

A wealthy witch has launched an expedition into the Amazonian jungle in search of a fabled lost city. The Rippers are sent hot on her heels, but with danger lurking from every corner neither party may escape the jungle alive.

### An Expeditions Expedition

The heroes receive an urgent summons from Rio de Janeiro's lodge, a modest meeting place above a butcher's shop. There, they are briefed about a powerful local bruja (witch), the wealthy widow Maria Sandoval. The bruja is too well connected and powerful to attack directly, but the lodge pays informants to watch her and her associates. Yesterday one of the widow's entourage became extremely animated over finding an explorer's journal in the national library. The manuscript



## River Run

describes the discovery of a lost city the author named Xingu, like the river. Unfortunately, the man had clearly torn a page from the manuscript describing the city's location. Another informant reported that Sandoval departed her compound before first light with at least a dozen men on a train toward the Amazonian interior.

The few local Rippers are all unavailable to investigate, so the visiting adventurers are asked to trail Sandoval's expedition and prevent the bruja from returning with anything giving her even more advantage. If the heroes can return with information about the wondrous city, so much the better. The adventurers are asked to take the next train after the widow Sandoval. The end of the line is a village well north of the city, and a guide will await them.

### Journal

The explorer's journal is written in Portuguese, but the lodge leader quickly gives them the highlights. The journal, dated 1753, describes explorers finding the remnants of a road leading between two tall mountains. At the summit, they saw a large city on a plain before the next mountain ridge.

Upon approaching the city they found a long road leading to a plaza. In the center was a statue of a man atop a pillar and in each corner broken obelisks. They also found many stone buildings they assumed to be homes, although all were empty of any sort of furniture or belongings. However, the interiors were exceedingly dark due to very few windows to allow natural light and the explorers were edgy with the expectation of sudden attack. Many other buildings were wholly or partially ruined, as though from a terrible earthquake.

Exploration across the city led to a river and an area seemingly dedicated to mining. The explorers found caverns so deep their ropes would not reach bottom. Among the mines, they saw some covered with giant flagstones upon which foreign symbols were carved. Although the explorers pondered at the mystery, a far more exciting discovery pushed its importance to the rear. The manuscript ends with a description of bars of silver lying about the ground near the mines, as if simply discarded.

The journal ends without any indication of what became of the explorers or the city they discovered after writing their report.

From Rio de Janeiro the Rippers must take a freight train on a line servicing numerous coffee plantations in the Brazilian highlands. This is an excellent time for additional encounters, Interludes, and so on.

Eventually the heroes arrive at the end of the rail line, Santa Pico. This small village is nestled alongside a modest river, providing access further into the Amazonian interior. Their guide, Juan Matos, awaits patiently at a tiny wooden dock. After introductions, Juan confirms the bruja's party launched from the village in six long canoes, each paddled by frightening men with dead eyes. The heroes must hire local villagers to take them upriver after their quarry in the village's remaining canoes. For these allies, use the Tribesman (Villager) stats in this book, adding Boating and Swimming d8. Each canoe is paddled by a quiet villager and can hold two additional people without gear or one person plus gear. Be sure to determine the explorers' travel arrangements.

The journey upriver takes six sweltering, mosquito-infested, dangerous days. The rain forest earns its name with showers each afternoon as regular as clockwork, making it difficult to keep equipment dry. Juan stops at several villages along the way, each time confirming the bruja's expedition continued onward before them. Again, feel free to introduce an Interlude, a brush with alligators, hostile villagers, or other dangers.

Finally, the heroes should make a Notice roll to catch sight of a campsite on the river's edge. A failure indicates they smell a trickle of smoke from an old campfire. A success means they also note smashed canoes near the shoreline. A raise means they note part of a body lying in the brush. As the adventurers' canoes come within ten feet of shore, scaled arms reach out from underwater and grab the sides of the canoes to tip them over! The explorers have intruded upon a race of piranha-people! All boat occupants should make an opposed Boating roll versus the piranha-man's Strength. As long as one person in the canoe succeeds then the craft stays upright, but anyone who fails falls overboard and draws the piranha-man's attack. If all occupants fail then the entire canoe capsizes, potentially losing precious gear. Piranha-men who are shaken or wounded let go of the vessel, allowing someone to paddle it the remaining distance to shore. However, these two-legged creatures aren't satisfied with chasing



intruders from the river. They climb out of the river and attack anyone within 24 yards of shore.

- **Piranha-Man (1 per canoe plus 2):** Use the Hybrid (Piranha) creature in *Rippers Resurrected Game Master's Handbook*.

## Jungle Trek

On shore, the heroes can piece together how the campsite was likely overrun by the piranha-men late the previous evening. Abandoned supplies, blood-soaked earth, and drag marks leading from the campsite back to the river tell the story. A Tracking roll (aided by Juan) means the heroes find the survivors' tracks leading away from the river and deeper into the jungle. It's up to the GM to decide whether the surviving villagers agree to await the heroes' return.

From this point onward the heroes must make daily Survival +1 rolls (the bonus due to Juan's aid) indicating how they have adapted to jungle travel, their ability to find food or keep their rations from spoiling, and so on. After another three and a half days of hard travel, the heroes can make a Notice roll as they approach the forested base of a mountain ridge. On a Success they detect a curl of smoke from somewhere atop the mountain, and on a Raise they make out a stone road overgrown by vegetation cutting upward toward a notch in the ridge.

The smoke originates from the bruja's base camp (at the *top* of the ridge, ironically), at which a single sentry watches for danger. The guard rolls Notice -2 to detect the Rippers' approach, which may be opposed by a Stealth roll if they try to sneak up upon the source of the campfire smoke. The camp is occupied by one of Maria's protégés, Luiz Castillo, and several corpses strewn about the ground. The bruja lost several lackeys during the surprise piranha-man attack but raised them again as zombies to continue their service as porters. Castillo and the sentry hold their attack to gauge the size of the Rippers' party, but eventually attack at a dramatic moment. This causes the zombies to rise and do the same.

☠ **Luiz Castillo:** Use the Spellcaster (Houngan) stats in *Rippers Resurrected Game Master's Handbook*.

- **Sentry:** See Thrall (Paid Lackey) in *Rippers Resurrected Game Master's Handbook*.
- **Zombies (1 per hero plus 1):** Use the Zombie stats in *Rippers Resurrected Game Master's Handbook*.

## Behold Xingu

A vast city lies in the valley beyond the bruja's campsite. Just as the journal described, tall buildings of stone and wide, paved avenues stretch into the distance. Although the Rippers' guide, Juan, has served them faithfully until now, he absolutely refuses to enter the city itself. The city is eerily still and quite, both from the vantage of the camp and once the heroes descend into the ruins.





Allow the heroes to explore as much as they wish. The city holds many secrets and an equal amount of danger. The Rippers undoubtedly wonder why other jungle natives haven't moved in, but they have. Any building has a chance of holding one or more human villagers twisted by lingering traces of the magic that destroyed the city. These pitiful ghouls cannot abide daylight and dwell in the city's windowless interiors until disturbed.

- **Xingu Ghouls:** Use the stats for Vampire (Nosferatu) found in *Rippers Resurrected Game Master's Handbook*, with the addition of Weakness (Light). Xingu Ghouls are automatically Shaken if they enter sunlight and Fatigued within 6" of a bright artificial light such as a lantern. The Fatigue fades after a round spent in dim or dark light conditions.

## Treasure Mines of Terror

It would be nearly impossible to find the bruja's party in the massive city were it not for the trail they blazed with stacked stone markers tracing the route back to camp. After thirty minutes of exploration, allow a Notice roll for the heroes to detect a pair of bodies not far from a partially-collapsed building. These are the bruja's lackeys, victims of a Xingu ghoul.

Despite the loss of several people in the bruja's party, the stone pile markers continue in a meandering trail up and down several avenues in a more-or-less easterly direction. Two hours of walking leads the heroes to the city's edge. Here they find signs of extensive mining, including numerous caves carved into the hillside and several piles of silver ore, just as the journal described.

It is here the last of the stone cairns end. The heroes must make a Tracking -2 roll or spend several hours in exploration to track the bruja to one of the many nearby cave openings. The silver mine runs deep into the mountain with several branching passages. The heroes need a torch, lantern, or Rippertech allowing them to see in total darkness. As they descend, the occasional thin vein of silver sparkles among the stone walls.

After several minutes the heroes spot a glint of light ahead and hear the sounds of tools. At a large chamber ahead, the heroes find a grisly scene. The bruja and two lackeys stand watching while hulking, hideous people made from sewn-together parts hammer at a large, flat flagstone marked with hieroglyphs. Upon becoming aware of the Rippers, the bruja summons a fog to prevent

the heroes from ganging up on her, then goes on the offensive in subsequent rounds. The patchwork men mindlessly continue their task unless attacked.

☠ **Maria Sandoval (Bruja):** Use the Spellcaster (Mambo) stats found in *Rippers Resurrected Game Master's Handbook*.

- **Lackeys (2):** See Thrall (Paid Lackey) in *Rippers Resurrected Game Master's Handbook*.
- **Patchwork Men (x):** Refer to the patchwork man stats found in *Rippers Resurrected Game Master's Handbook*.

After the first round of combat, allow a Notice roll -4 for the heroes to detect a faint vibration in the rock. As the patchwork men chip their way through the stone cap, *something else* begins hammering from the other side. Each round after the first, decrease the Notice difficulty by 1 as the pounding grows in ferocity. If the heroes haven't stopped the patchwork men after ten rounds, the flagstone cracks and a giant snake begins pushing its way into the chamber. While some Rippers may choose to fight and kill the creature, an equally valid approach is to cause a cave-in and run like mad.

- **Titanoboa:** This giant boa snake measures at least fifty feet long and weighs more than a ton. Use the Giant Monster stats found in *Rippers Resurrected Game Master's Handbook*. The Stomp special ability is a slam of its coiled body.


## Resolution

Maria Sandoval sought terrible mysteries the city's former people wisely sealed away. While a tiny part of Xindu's treasures can be plundered, explorers face constant danger while doing so. Worse, if they survive the trek out of the jungle they may find the city's curse follows its treasure.





# ALLIES & ENEMIES

Below are a number of horrors you can terrorize the Rippers with as they venture into the jungles and mountains of South America. Wild Cards are preceded by the mask symbol: 

## Headhunter

The villagers of South America are like people everywhere—a mix of good, bad, and everything in between. But the dark places Rippers go are tainted by evil and frequently served by the worst the powers of darkness have to offer. These are the terrifying headhunters and cannibals of the Amazon, the mountain people of Peru, and other savages.

### Headhunter

Headhunters use poison to stun their prey, then drag them off to a despicable end.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Stealth d6, Tracking d6

**Status:** 1; **Reason:** 4

**Cha:** -4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Mean, Ugly

**Edges:** Fleet-Footed

**Gear:** Poison-tipped spear (Str+d4, Parry +1, Reach 1). A person Shaken or wounded by this weapon must make a Vigor roll at -2 or be paralyzed for 2d6 minutes, or 2d6 rounds with a success.

### Headhunter Leader

Hunting parties are usually led by the most ferocious of their ilk.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d8, Stealth d8, Tracking d8

**Status:** 1; **Reason:** 4

**Cha:** -8; **Pace:** 6; **Parry:** 8; **Toughness:** 6

**Hindrances:** Bloodthirsty, Mean, Ugly

**Edges:** Block, First Strike, Fleet-Footed

**Gear:** Poison-tipped spear (Str+d4, Parry +1, Reach 1). A person Shaken or wounded by this

weapon must make a Vigor roll at -2 or be paralyzed for 2d6 minutes, or 2d6 rounds with a success.

## Headhunter Wizard

The most malignant of an already wicked people are those who consort with demons and devils for foul and black-hearted magic.

**Attributes:** Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d6, Stealth d6, Tracking d6

**Status:** 1; **Reason:** 3

**Cha:** -4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Mean, Ugly

**Edges:** Fleet-Footed

**Powers:** *Beast friend, blind, bolt, boost/lower Trait, darksight, entangle, shape change, slow, smite, stun, wall walker.* **Power Points:** 15.

**Gear:** Poison-tipped spear (Str+d4, Parry +1, Reach 1). A person Shaken or wounded by this weapon must make a Vigor roll at -2 or be paralyzed for 2d6 minutes, or 2d6 rounds with a success.

## Jaguar

Jaguars like to lurk in trees or other high places and attack their prey from above. If they aren't detected, they get the Drop on their foe. They often combine this with a Wild Attack on the first round of combat.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d8, Strength d8, Vigor d6

**Skills:** Fighting d8, Notice d10, Swimming d4

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Edges:** Improved Frenzy

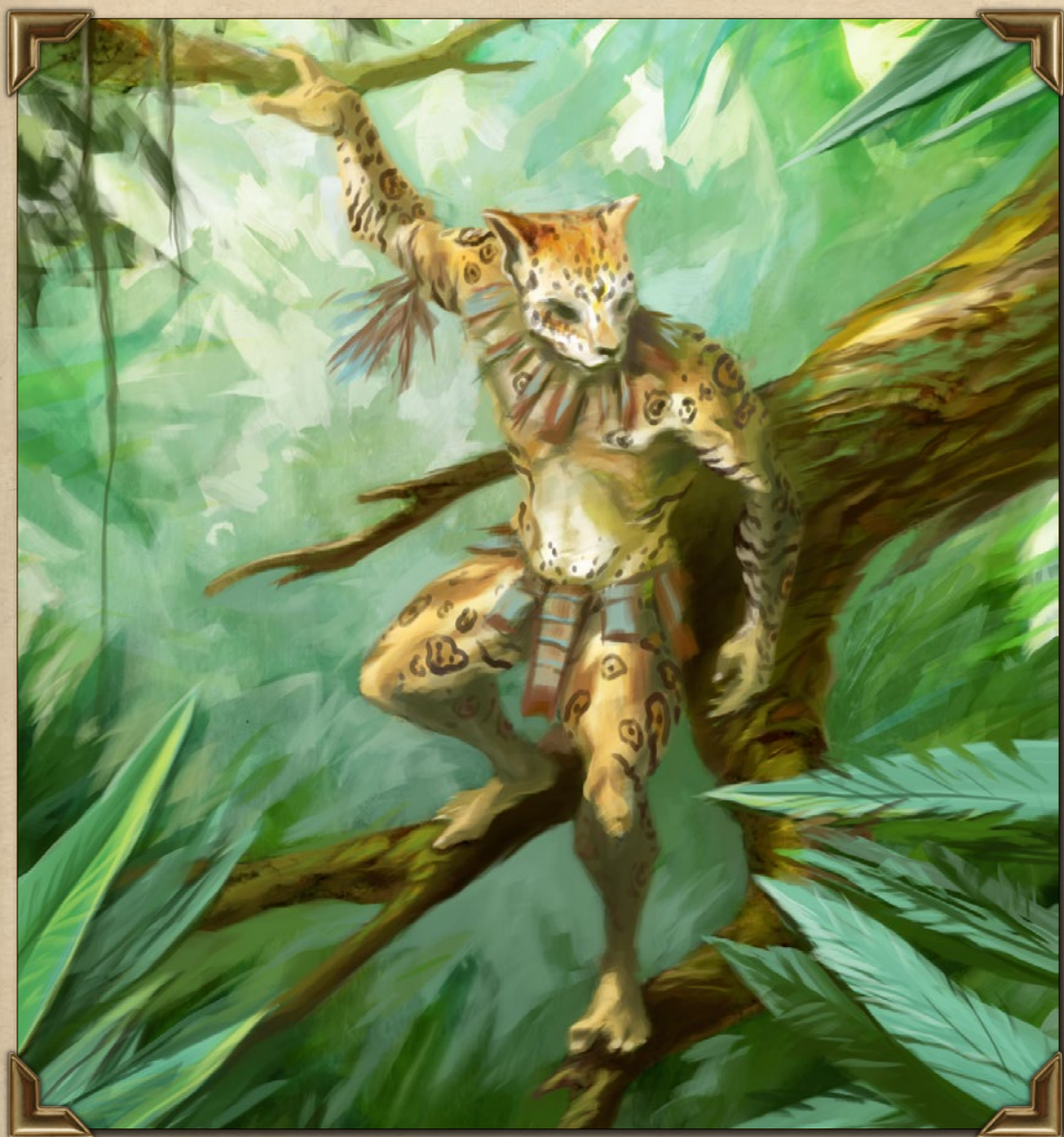
**Special Abilities:**

- **Bite:** Str+d4
- **Low Light Vision:** Jaguars ignore penalties for Dim and Dark Lighting.

## Jaguar Folk

Rumors abound of a race of jaguar men and women who dwell in the deep jungles. They are not lycanthropes, but flesh and blood hunters of the canopies and watering holes of South America.





**Attributes:** Agility d10, Smarts d10 (A), Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d10, Fighting d8, Notice d10, Swimming d6

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Edges:** Fleet-Footed, Improved Frenzy

**Special Abilities:**

- **Bite / Claw:** Str+d4
- **Low Light Vision:** Jaguar folk ignore penalties for Dim and Dark Lighting.

## Piranha Swarm

**Attributes:** Agility d10, Smarts d4 (A), Spirit d12, Strength d6, Vigor d8

**Skills:** Notice d6, Swimming d6

**Pace:** —; **Parry:** 4; **Toughness:** 6

**Special Abilities:**

- **Bite:** These terrible fish use their tiny but razor-sharp teeth to rend the flesh of monkeys, cows, or anything else that crosses their path. They cause 2d4 damage per round to such unfortunates. Damage is applied to the target's least armored location.
- **Split:** Large piranha swarms split into two when they suffer their first wound, turning into two smaller swarms (Small Burst Template). This reduces their Toughness to 4.
- **Swarm:** Parry +2. The swam is composed of hundreds of fish and fills a Large Burst Template. Cutting and piercing weapons cause half damage (round down). Area effect attacks cause normal damage even in water (the fish congregate near the surface when attacking).



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