

# Rippers

Resurrected



Lord of the Underworld





# Rippers

## Resurrected

## LORD OF THE UNDERWORLD

by Matthew Cutter

*With thanks to Jules Verne*

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# ONE: ANCIENT HISTORY

*"Descend, bold traveler..."*

**W**hen a famous explorer is found murdered by Cabal assassins the Rippers must follow in his footsteps...deep into the terrifying and labyrinthine Underworld. In lightless deeps they struggle against the Cabal and a greater terror than the world has ever known!

## HEIMSKRINGLA

Circa 1230 the great Icelandic tale-teller Snorri Sturluson wrote the original runic manuscript of his famous history of the Norwegian kings, the *Heimskringla*. In it he encoded clues to help astute readers find their way to the Underworld—the vast labyrinth rumored to lie beneath the earth's crust—and delve as far as its core! But the book's secrets died with their author, the routes to the Underworld forgotten.

Sometime around 1512 an alchemist and member of the Sons of Solomon named Arne Saknussem discovered Sturluson's book. Arne had the book painstakingly rebound in leather, and spent long months puzzling out its secrets. When he'd done that he scrawled his own riddle—in runes, of course—into the book's margin. Translated, it read:

*Descend, bold traveler, into  
Snaefells' glacial crater which is  
touched by Scartaris' shadow before  
the calends of July and you will  
reach the earth's core. I did it. Arne  
Saknussem*

But the book was lost again—along with Arne's clever marginalia—for close to 350 years. In May 1863 noted scholar and Ripper Professor Otto Lidenbrock acquired

the book. He decoded Arne's message, and with it mounted the most famous expedition to the Underworld to date (as recounted in fictional form in Jules Verne's *Journey to the Center of the Earth*).

Few realized that Lidenbrock kept many of the book's secrets to himself, fearful of what evil hands could do with them. Chief among these secrets was that of the *lux liquidus*.

## The Lidenbrock Expedition of 1863

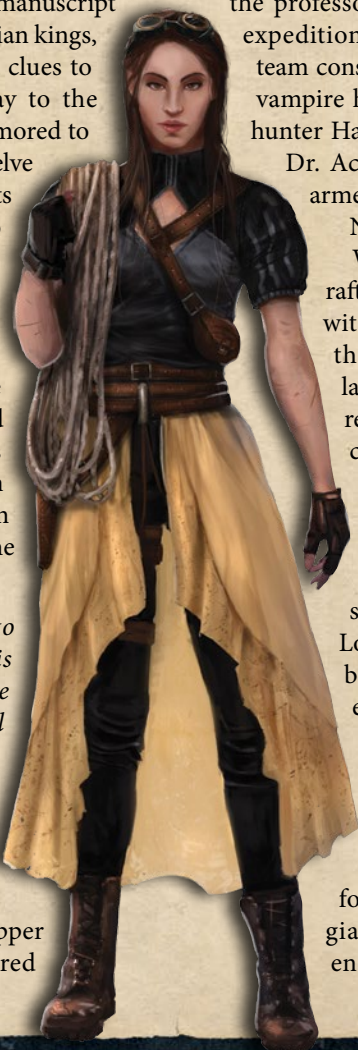
Contrary to the account popularized in Jules Verne's novel—largely dictated to Verne by the professor in early 1864—Lidenbrock's expedition was marred by tragedy. His team consisted of his nephew (and noted vampire hunter) Axel the Axe, Icelandic hunter Hans Bjelke, biologist and Ripper Dr. Achilles Lord, and a small, well-armed team of ex-soldiers.

Not all of them came back.

While sailing mushroom-stalk rafts across a subterranean sea, they witnessed a stranger phenomena than Lidenbrock dared report later on. He saw a column of light reaching into the cavern's heights, crawling upward like eldritch liquid but shining as brightly as a sun.

A shockwave accompanied its appearance and a wave swamped the rafts. It washed Dr. Lord over the side and he vanished beneath murky waves. Later encounters with prehistoric, aquatic predators—all of them hungry—seemed to confirm the poor devil's fate.

For the remainder of the journey Lidenbrock and Co. found themselves in flight from giant, prehistoric beings they'd encountered on the shore. Hans





## RUNNING THE ADVENTURE

The prospect of a journey to the earth's core summons images of two-fisted pulp action, but this adventure posits such depictions as fancies of the public imagination.

In the *real* Underworld, life is nasty, brutish, and short. Expeditions there are far more likely to end in blood and death than rollicking adventure.

Keep the Underworld's pulpier aspects—such as dinosaurs and giant monsters—mysterious. Hint at their lurking presence in the dark to elicit chills rather than thrills.

Characters should be of at least Veteran Rank before attempting this adventure. The dangers are many, the antagonists powerful... and quite mad.

and most of the Professor's allies were killed; only he and Axel escaped—and not with their reason fully intact. The professor remained mum on the prehistoric humanoids' ferocity lest the publication of Verne's novel cause a panic in literary circles.

### Lord in the Underworld

Contrary to the explorers' belief, their supposition of Achilles Lord's demise was grossly inaccurate. After Dr. Lord plunged into the subterranean sea's oil-black waters, he managed to swim back to the surface just in time to see the raft borne off into the gloom, while strange currents wafted the castaway in a southerly direction. He treaded water, hoping no undersea denizens would note him, until his strength began to flag.

Indeed, Lord would have drowned had the currents not deposited him on a sandy shore, one undiscovered by Lidenbrock in his travels. In the light shed by charged gases high in the sea cavern, Lord saw he was on an island. A tall mountain stood to his right and a rocky, volcanic island stretched to the south, its interior cloaked by mushroom forests. What Lord saw next changed the course of his life.

The entire island rumbled and threw the biologist to his knees in the black sand. From the mountaintop erupted a crawling river of shrieking

light like magma. But it stretched into the sky, a searchlight but also semi-solid. In its light Lord saw myriad possibilities. He didn't know its source but he intuitively understood how he could use it to power *science*, and in the process expand upon the work of his idols Prometheus and Moreau.

### Lord's Island

Lord found a passage to the mountain's core and there learned to cap and siphon its arcane light. Wielding it, he quickly brought the prehistoric beings who lived on the island under his rule. They were smaller than their shore-dwelling cousins and far less warlike. Plus their awe of the *lux liquidus* was so great they regarded Dr. Lord as a god.

By the time this adventure occurs in the 1890s Lord is the island's undisputed ruler. He has built numerous installations using his subjects as labor, including a ballooning station, docks, an "aerie" on the mountainside, and—most important—has used his dark science to transform the island dwellers into the "evolved," his most loyal servants. Not all Lord's experiments succeed; the failures are cast off to haunt the shoreline's mushroom forests.

If Lord has his way no one will ever find out about his work...until he returns to the surface with his evolved army in triumph. By then it will be too late to stop him.

### Seeking the Light

Despite Lidenbrock's efforts to conceal the truth, Cabal scholars recently discovered references to the mystical power source known as the *lux liquidus* (literally, "flowing light"). They believed they would find more details in Sturluson's *Heimskringla*. With Lidenbrock being the book's most recent—and extremely public—owner, it was child's play for a ruthless Cabal squad to track him down in London.

There they abducted, tortured, and murdered old Professor Lidenbrock...but not before they forced the spirit-wracked professor to relate how to reach the Underworld and how to find the *lux liquidus*. Satisfied they had all they needed to accomplish their dark masters' goals the team set out for Iceland. Little did they know, Prof. Lidenbrock disposed of the book before he was kidnapped and posted it to his Ripper associates. That's where *your* team enters the story.



## TWO: READING FOR PAIN

**A**mid widespread anecdotal reports of fluctuations in the world's magical energies, Rippers arrive at their lodge from travels abroad to read shocking news. Famed professor of geology and ancient civilizations Otto Lidenbrock has been found murdered in London. Scotland Yard detectives have named no suspects. A Common Knowledge roll tells heroes Prof. Otto Lidenbrock was a longtime member of the Rippers.

### A CURIOUS TOME

Upon arrival at the lodge, the Rippers' allies inform them of various happenings during their absence and pass along items received in the post. Among personal correspondence and official notices the heroes discover a large parcel, carefully wrapped in brown paper and tied securely with twine. It is addressed to one of the Rippers (GM's choice), from "O. LIDENBROCK".

The investigators find an ancient copy of Snorri Sturluson's *Heimskringla* inside. No doubt the group's scholars wish to peruse it. Immediately apparent is a sheet of paper tucked into the page where Arne's riddle appears (see page 3 for the riddle's text), with Lidenbrock's translation printed beside it.

A Notice roll also picks out faint traces of a shiny substance on the page; invisible ink. When heat is applied a more recent message appears:

*The Cabal seeks the lux liquidus on the Lidenbrock Sea. I beseech you, stop them. O.L.*

In light of this information scholars conversant in Nordic runes may study the text (or the Rippers may wish to have it translated). Each success and raise on a Knowledge (Runes) roll, or Investigation at -2 if translated first, discovers one of the following facts:

- The manuscript is an original, written on ancient parchment in Norse runic form. But more recently it was hand-bound into leather with a second author's added marginalia.
- The *lux liquidus* is mentioned once in the text in the saga of Magnus Barefaettur: "Deep in darkness /Magnus sought flowing light /But was repelled by /The too terrible scream / Driven back to sunlit lands."
- The *Heimskringla* contains encoded arcane knowledge. With 1d4+1 months' study and success on a Smarts roll at -2, a reader with the Arcane Background (Magic) Edge raises their Spellcasting skill a die type (max d12).

The Lidenbrock Sea is not mentioned in the *Heimskringla*, but success on an Investigation roll in any Ripper Lodge's library (Rank 3+) reveals the true story of the Lidenbrock Expedition of 1863 (with details of Dr. Lord's fate omitted). "Lidenbrock" was what the professor called the vast body of water he discovered in the Underworld.

### London Investigations

Rippers with government, police, newspaper, or other connections may wish to inspect the spot in Hyde Park where Otto Lidenbrock was killed or view the body at the city morgue. Either task is completed in about four hours' time.

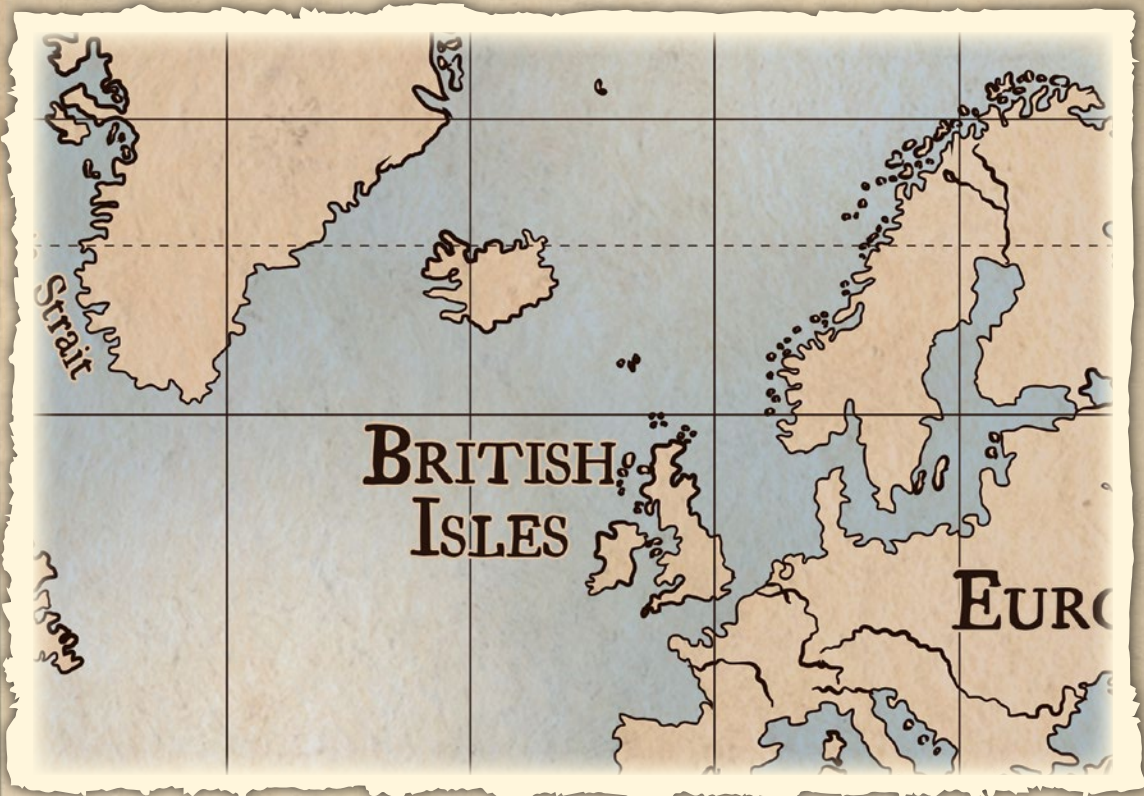
#### Hyde Park

The crime scene is located on the muddy banks of the River Serpentine, which winds through London's forested Hyde Park. The site is roped off but anyone can peruse it; no bobbies stand watch.

Success on a Notice roll reveals evidence of six small, arcane symbols left in the immediate area. A few that were etched in the mud are all but erased. One remains carved in a tree's bark and others look as though they were etched onto rocks with a knife's point. With a raise on the Notice roll an investigator spots a tattered shred of stale-smelling muslin cloth. Professional analysis reveals it to be from an ancient Egyptian mummy circa 2000 B.C.

Anyone who studies the symbols and succeeds on a Knowledge (Arcana) or (Occult) roll knows they were used to invoke a spirit of torment. Such ethereal beings wrack their victims with searing





agony until they reveal their knowledge—or perish. If the professor’s assailants wanted information Lidenbrock likely surrendered it.

### City Morgue

Gaining access to the morgue requires a successful Persuasion roll against the doctor in charge (Status 3) or an attendant (Status 1). A complete survey of the cadaver coupled with success on a Healing or Knowledge (Medicine) roll, or a Smarts roll at –4, reveals that Otto Lidenbrock’s body seems to have suffered no outward insult beyond a few scratches on the forearms. Yet bruises reveal extensive subdermal hemorrhaging and the coroner reports that Lidenbrock died of a sudden brain aneurysm. His body simply bled out from within. No doubt his death was agonizing.

If a Ripper succeeds on a Notice roll she finds that the scratches on Lidenbrock’s forearms are in fact defensive wounds, perhaps suffered while the professor attempted to fend off an attacker. With a raise on the Notice roll the investigator also discovers bits of tissue and hair under the corpse’s fingernails—further evidence of a struggle. If the bits of hair are analyzed by a character with Knowledge (Biology) they are found to have come from a wolf.

## PASSAGE TO REYKJAVIK

If the Rippers intend to answer Professor Lidenbrock’s plea they need to be on a dormant Icelandic volcano’s snowy peak before the waning days of June (the “calends of July”). The only available means of travel to Reykjavík is by ocean liner, either in first class or steerage (see **Water Travel** in the *Rippers Resurrected Player’s Guide*).

The journey takes approximately 4–5 days. Assuming the group travels in May or June, the temperature is rather balmy by day and chilly at night. This is a great opportunity for character **Interludes** (see *Savage Worlds*) or a **Diversion** (see **Traveling** in the *Rippers Resurrected Game Master’s Handbook*).

### Adventures En Route

If you’re running this adventure as part of a Rippers campaign, the trip to Iceland can be far more eventful. With several days to spend on North Atlantic seas, the Rippers may wish to see if their ocean conveyance hides any mysteries. See the **Adventure Generator** in the *Rippers Resurrected Game Master’s Handbook*.



Any of the Rippers' usual escapade types is possible with a few modifications, depending on how the players choose to spend their time at sea. It's even possible for Rippers to undertake separate, parallel adventures. For example, a scholar may remain cloistered in study while his companions socialize with the other passengers.

**Hunting:** A supernatural threat rears its fanged, drooling maw on the travelers' vessel. Assume the adventure's Location is the ship on which the group is traveling. Otherwise generate the adventure as directed.

**Investigation:** Nearly any sort of investigation can arise on a ship at sea. Assume the information's Source is simple gossip, freely shared among passengers and heard during the course of the Rippers' daily routine. Otherwise generate the adventure as directed.

**Recruitment:** The Rippers discover a worthy recruit among their fellow passengers. Therefore the recruit isn't necessarily "intended" but he or she is definitely desired. For Complications, ignore results of Missing; the subject is on board the ship.

**Research:** A scholar may wish to read the *Heimskringla* in great detail, plumbing the arcane secrets contained within. Although the Object of such research is already defined, players have a rare opportunity to skip the oft-laborious Requirements. With success on a Knowledge (Runes) roll, or an Investigation roll at -2 for a translated text, the researcher skips directly to Findings and Results.

**Socializing:** Travelers of the proper social class may wish to mingle with fellow passengers. In this case assume the Event is a gathering on board the ship—a meal, concert, or simply fraternizing in the ship's bar. Beyond that generate the adventure as directed.

## Hired Hands

In Reykjavík, the Rippers probably wish to visit the local lodge (see sidebar). They may also want to hire a guide and some muscle to round out their troupe. Hildur's café provides an excellent venue for such activities, adding its lodge Modifier to Streetwise attempts. Hildur doesn't know any useful information about the Underworld, but she's an avid student of Nordic runes.

Success on a Persuasion or Streetwise roll at the café—at -2 if a language barrier exists—allows the Rippers to hire 1d6 stout men to serve as porters. With a raise, they may hire up to 2d6 men.

## ICELAND

Vikings from Norway and Britain settled Iceland in the late 800s and early 900s. After the Napoleonic Wars, Denmark gained control of Iceland and ruled until 1874, when limited home rule took effect. A push toward independence from Denmark continues to swell, politically embodied by the Home Rule Party.

An event that still colors Iceland's outlook, even 100 years later, is the eruption of the volcanic Laki fissure in 1783. The destruction, death, and famine that followed are remembered as the "Mist Hardships." Unbeknown to most, the widespread suffering allowed numerous supernatural beasts to gain solid footing on Icelandic soil. However, the Cabal has little influence and these threats remain isolated and uncoordinated.

In the Victorian era Iceland remains largely rural, its economy powered by fishing, farming, and seal hunting. The Industrial Revolution has yet to transform the island nation. Reykjavík, however, is quite large and cosmopolitan. The editorial staff of its daily newspaper, *Dagskrá*, are vocal supporters of the Home Rule Party.

## LODGE: REYKJAVÍK

**Rank:** 2

**Location:** Hidden in the back rooms of a Laugavegur Street café.

**Modifier:** +1

**Facilities:** Meeting & Dining Room, Sleeping Quarters (sleeps eight)

**Edges:** Concealed, Public Façade

This small Ripper lodge is hidden in a narrow alley off Reykjavík's main street behind a café. It's run by Hildur, the old woman who owns the café. Use Irregular stats in the *Rippers Resurrected Game Master's Handbook* for Hildur but add Knowledge (Runes) d8.



If the group wishes to hire a guide, a hunter—perhaps an *eiderdown* (duck feathers) or seal hunter—makes an excellent choice. Success on Persuasion or Streetwise as above allows the group to hire one such individual, willing to go along on the trip to Snaefellsjökull...and beyond if required! Olafur Stephansson is pure of heart and loyal to a fault.

- **Porters (1d6 or 2d6):** Use the Militia profile in the *Rippers Resurrected Game Masters's Handbook* for these hardy folk.
- **Olafur Stephansson:** Use the Soldier profile in the *Rippers Resurrected Game Masters's Handbook*, but Olafur has the Brave and Woodsman Edges, Survival d8, Tracking d8, and the Loyal Hindrance.

## Over Land or Water

From Reykjavík the Rippers still have a long way to go. Traveling overland entails a nearly 100-mile journey, following the winding road northwest along the North Atlantic coastline past rolling, grassy meadows. Farmers and fishermen frequent this route so it is possible for the group to hitch a ride on a passing wagon, saving time and energy. Wildlife such as eider (local ducks) and arctic fox are common sights and swarms of puffins make their nests in the high sea cliffs along the route.

It's also possible to secure passage on a fishing boat from Reykjavík. With success on a Persuasion or Streetwise roll (at -2 if a language barrier hinders communication), a Ripper can secure such passage for the entire group for £0.5. A raise on the roll lowers the fee to £0.25. The journey is done in a single day, during which any biologists among the heroes have ample chances to study the feeding habits of grey seals, harbor seals, and other marine life.

The journey ends in Olafsvík, the closest town to the volcano the Rippers seek.

## At Olafsvík

If all goes to plan the group arrives in the small coastal village of Olafsvík with at least a week to spare before the end of June. Their next goal should be to scale the extinct volcano Snaefellsjökull and seek a vantage point to spy which crater the shadow of Scartaris falls upon. But first they learn they are not the only mountaineers to challenge Snaefellsjökull's slopes in recent days.

While purchasing supplies, gear, or otherwise preparing for the final leg of the trip a chatty

Icelander (who speaks English) making pleasant conversation mentions another group headed for Snaefellsjökull only a few days ago. Asked to describe this group the woman replies,

*"They numbered four. An Englishwoman named Dr. Hayes—quite harsh and severe, if I may say so—spoke for all of them. Her assistant was also female, quite tall and broad and wore her hair cut short.*

*"Their two male charges were bandaged from head to foot. Burn victims, Dr. Hayes said, for whom the rarefied mountain air is a tonic. She hoped to speed their convalescence by exposing them to the heights. They made me a bit nervous. Neither spoke a word!"*

In fact Alma Hayes (see page 30) is not a medical doctor nor are her charges suffering any ailment besides the supernatural. That's the cover story she uses until she and her Cabal allies are able to descend into Snaefellsjökull's depths.

## Gearing Up

The Rippers don't know it yet but the exact composition of their supplies is destined to be extremely important in the first stages of the adventure to come. Remind the players that they'll need to be prepared for a long expedition. At the bare minimum, rations and light sources are required. Rope and climbing gear are advisable.

Have the group appoint one player to keep track of the party's supplies, specifically how many days' food and water per person they carry. It may also be useful to know whether the supplies are spread evenly across the group, carried by porters, or if a Brawny hero is handling the lion's share. Such weighted-down explorers tend to sink in water!

For light sources, have the players note whether their characters are equipped with lanterns or Ruhmkorff's apparati (see the *Rippers Resurrected Player's Guide*), how many pints of lamp oil and/or voltaic cells they carry, and how they are divided among the Wild Cards and allied Extras.

Beyond that, give the players a few minutes to peruse the *Player's Guide* and choose items they believe will be useful. All the listed mundane equipment is available at the GM's discretion.

Don't devote too much time to this scene—most of the adventure to come is *not* an exercise in resource management—but if an intrepid Ripper plunges to her doom down a lava tube it's helpful to know roughly what supplies she takes with her.



## TO THE PEAK!

No rolls are required to reach a proper vantage point overlooking Snaefellsjökull's three extinct craters but the hike to the glacier's top takes a full day on foot. Once they reach that point the Rippers must make camp and wait for Iceland's notoriously cloudy skies to brighten. There are no shadows of any kind on the day they arrive.

Draw a card from the Action Deck for each day the heroes camp. On a face card or higher the sun emerges from the clouds and the shadow of Scartaris points squarely into the middle crater. Clearly Lidenbrock's path to the Underworld lies in that direction. (If unlucky card draws cause the allotted time to slip away the sun comes out on the last possible day.) Consult the rules for **Cold** in *Savage Worlds* while the team camps.

Alternatively, if the party includes a skilled tracker they may wish to follow in the prior group's footsteps, letting the Cabal agents lead them in

the right direction. This is possible but difficult: A Tracking roll at  $-4$  discovers their trail and leads to the correct entrance, regardless of sun or gloom.

### Descent

To descend safely from the glacier into the icy crater the group must succeed on a cooperative Climbing roll, which is at  $+2$  if they thought to purchase mountaineering gear or brought along their own. With secured ropes the most likely danger is from Bumps and Bruises (see **Climbing** in *Savage Worlds*).

At the bottom of the crater the explorers find a great crack in the earth hidden by an overhanging outcrop. Beyond it a dark, dry lava tube stretches down into the earth.

Success on a Tracking roll here turns up evidence that others passed this way recently (the Cabal team); with a raise the tracker knows there were four of them. Their footprints proceed single-file into the darkness...one of them seems to be shuffling.





## THREE: INTO THE UNDERWORLD

**I**n this chapter the intrepid Rippers make their way deeper into the Underworld through a maze of lava tubes and dead, dry galleries, a series of living caves, and a fungus forest infested with unnatural horrors to finally reach the shore of a subterranean sea.

Consult the **Travel** rules in *Savage Worlds* and the Underworld map (on page 12) to determine how long it takes the group to cover the distance.

### Lava Tubes

The travelers walk through a lava tube roughly 10 yards wide (5" on a battlemat) with a ceiling about the same height, angled down at an approximately six-percent grade. There is no moisture, fungus or lichen growth, or wildlife inhabiting the tube.

Read the following:

*As you proceed through what can only be a gateway to the Underworld the light of the surface fades to a pinprick behind you and vanishes altogether. Your lights bob along in the endless dark. There is no other sound save that of your steadily marching boots.*

*After an hour you estimate you have traveled about three miles. There's no end to the tunnel in sight and only one way to proceed: forward and downward.*

It takes another two hours—a total of nine miles diagonally into the earth's crust—to reach the dead galleries below. After each hour 1d4 porters become nervous about how deep they've traveled and want to turn back. A successful Persuasion roll convinces one to continue or all with a raise.

### THE GALLERIES

The galleries are a honeycomb of natural lava tubes devoid of life or sustenance that lie roughly a half-mile beneath the earth's surface.

The partial map of the Underworld (page 12) shows the major features adventurers must navigate to reach their goal. But this map shows only the

largest tunnels—the galleries are composed of countless more crevices, side passages, and sub-tunnels than can be shown on a map at this scale.

The Rippers have a few possible courses of action in the galleries. They may attempt to track the Cabal team that preceded them, they can attempt to follow Arne Saknussem's waymarkers (once they note them), or they can simply wander until they find some means of egress.

Unlike the lava tubes, the galleries are not without myriad dangers. Travelers are well-served to find their way out of these dead caves before the food and water run out!

### Exploring the Maze

Each day the Rippers explore the galleries roll a d6 on the **Gallery Events Table** (opposite page). Every 24 hours the group should also remove one day's rations and water per person from their supply, as well as three pints of lamp oil per lantern and one voltaic cell per Ruhmkorff's apparatus.

**Tracking the Cabal:** Due to magnetic fluctuations compasses do not function in the galleries. Provided they have light, each day heroes may attempt to track the Cabal team with a cooperative Tracking roll at -2. On a success add +1 to that day's roll on the **Gallery Events Table**, or +2 with a raise. On a result of 0 or less subtract 1 from the following day's roll. Tracking is impossible without a light source.

**Seeking Waymarkers:** When alchemist and Son of Solomon Arne Saknussem made his famous trek into the depths hundreds of years ago he left waymarkers—runes carved into the stone—along his path. After the party finds their first waymarker they may roll Notice at -2 on subsequent days to find similar carved runes (light source required). On a success add +1 to that day's roll on the **Gallery Events Table**, or +2 with a raise. This result stacks with **Tracking the Cabal** above but each explorer must choose whether to aid the Tracking roll or look for waymarkers.

**Supply Check:** The galleries are dry, dead tunnels in which Survival is of little use (although the skill is a lifesaver in the adventure's latter



stages). There is no food or water to be found here so consult **Hunger** and **Thirst** in *Savage Worlds* if the group's crucial stores run low.

**Exiting the Galleries:** When the heroes discover three of Arne Saknussem's waymarkers (at any time) or succeed on three Tracking rolls in a row, they find the crack in the wall that leads to the crystal caves. Proceed to **Egress at Last**, below.

**Getting Lost:** It is possible, given a rotten string of die rolls, for a party to wander the galleries endlessly until they succumb to thirst and perish. While such an outcome underscores the danger of the Rippers' world it is far from entertaining for players! If it seems as though all is lost the GM should allow the Rippers to stumble upon one of Saknussem's waymarkers or other clue that leads to the next section: the living caves.

## Egress at Last

When the party achieves the goals listed under **Exiting the Galleries** above, read the following:

*You see a reflection in the torchlight. A large crack in the tunnel wall—opened by natural action or human intervention, you can't be sure—leads into a glittering cavern beyond.*

This is the entrance to the living caves and the next stage of the heroes' journey. Success on a Tracking roll at this juncture confirms that the aforementioned party of four (the Cabal team) also traveled this route.

Explorers also find another lava tube similar to the one they traversed from Snaefellsjökull's crater. This one (marked "to the Earth's core" on the map

## Gallery Events Table

d6	Event
1	<b>Lost!:</b> The Rippers wander into a confusing cul-de-sac of tunnels and find it extremely difficult to get back on the correct path. Trackers repeatedly find the group's own trail. Any Tracking rolls made the day after this result suffer an additional -1 penalty.
2	<b>Lava Tube:</b> The explorers find a lava tube—clearly not the one they entered through—angling upward from the galleries to the northwest. (This is marked on the map on page 12.) If the Rippers follow the tube, it leads upward for approximately seven miles to end at a lonely volcanic escarpment among green grasslands on the surface: Lost Bluff. The Rippers have discovered another Icelandic entrance to the Underworld! Enterprising groups may wish to secure the location and establish a new lodge there.
3	<b>Combustible Gases:</b> Unbeknownst to the Rippers they enter a series of caves pooled with odorless, heavier-than-air natural gas. As the gas grows more concentrated success on a Notice roll at -2 detects its presence. Subsequent success on a Common Knowledge roll identifies it as volatile gas. If the Rippers fail to detect it or proceed anyway, roll 1d6 for each lantern and Ruhmkorff apparatus the group carries. On a result of 1 for a Ruhmkorff apparatus or a 1-3 for a lantern the gas in the area explodes for 4d6 damage in a Large Burst Template. Flammable items in the area may catch <b>Fire</b> (see <i>Savage Worlds</i> ).
4	<b>Mind the Drop:</b> The heroes wander past a series of deep lava tubes in the dark. Choose a random Ripper to make a Notice roll at -2 (-6 if no light is available). With success the traveler avoids the pit. On a failed roll the character falls but may make an Agility roll at -2 to grab onto the edge (any carried items fall into the void). On snake eyes or if the Agility roll fails the Ripper plunges into the void for 10d6+10 damage. Those who survive such a fall find all their fragile carried items smashed beyond repair; it is up to the GM whether they can reach the party again.
5	<b>Odd Acoustics:</b> The Underworld's strange geologic features engender numerous odd phenomena, magnetic and acoustic primary among them. With success on a Notice roll at -2 a hero detects the sound of voices: Sometimes they sound close, at other times quite far off. But no matter how they try the Rippers cannot find the voices' source. With a raise on the Notice roll a hero realizes the voices belong to the Rippers themselves! Some trick of acoustics causes them to echo miles away and then return. (The GM can also use this event to help reunite a group that becomes separated.)
6+	<b>Saknussem's Waymarker:</b> The team finds one of Saknussem's runes carved into a wall or pillar. Add +1 to the party's Tracking roll the following day. The third time this event takes place the heroes find the exit from the galleries.





above) exits the galleries and angles downward even more steeply than the first. Success on a Tracking roll shows that no other travelers have taken this path recently. It leads to ever-deeper and more mysterious levels of the Underworld and finally the Earth's center. These areas lie outside this adventure's scope but the GM may develop them for future expeditions.

## CRYSTAL CAVES

The break between the dead galleries and the living crystal caves is dramatic to say the least. Read the following as the Rippers duck their heads under the crack in the gallery wall and survey the surroundings:

*You find yourself in a glittering cavern studded with gray and white minerals that refract every ray of light and magnify it. Sparkling quartz formations stud the walls, stalactites dangle from the ceiling. All is untouched save for a trampled path running straight ahead. Clearly several others followed this path recently.*

These living caves descend through three cataracts to the mushroom forest below, with a river following their path. Explorers can refill their entire water supply from this stream. From this point on in the adventure Survival can be used as noted in *Savage Worlds* to find fish, edible mushrooms, and other sustenance for the explorers and their allies. And the Underworld's air temperature remains a comfortable 60–65 degrees Fahrenheit for the remainder of the story.

## Through the Caves

A series of living crystal caves stretches southward through three terraced areas, each roughly a square mile in area and about 10 feet lower than the last. The crystal caves are considered Difficult Ground (see **Travel** in *Savage Worlds*) due to slippery, uneven surfaces and the lack of any real path. If explorers have climbing gear and think to don their crampons consider the caves Hard Ground instead.



## First Terrace: Agility Required

Read the following as the team proceeds through the first chamber:

*The stream wends its way south through a cathedral of stone under a teeming upside-down forest of stalactites. You see clearly defined bootprints in the fine crystalline structures and scramble over wet, uneven floors and boulders to follow them.*

No Tracking roll is necessary to follow the Cabal agents' trail; these caves had not been touched in 30 years before they arrived. If a tracker examines the prints carefully and succeeds on a Tracking roll, she can tell there were four and one had larger boots and a heavier gait than the others.

At the midpoint of this area have the Rippers make Agility rolls to avoid slipping down a long incline into the stream. On a failed roll the explorer tumbles into the icy water and suffers a level of Fatigue from Bumps and Bruises (see *Savage Worlds*). On a critical failure he hits his head on a rock and suffers two levels of Fatigue.

The sound of water rushing through a cataract marks the 10-foot descent to the next terrace. Negotiating this area requires only an Agility roll (with the consequences of failure the same as above) but it is impossible to do so without becoming drenched.

## Second Terrace: It's a Bomb!

Rippers need to keep their eyes peeled as they navigate the second terrace. Hidden among the many stalagmites is a crude bomb left behind by the Cabal team, its tripwire concealed along the trampled path.

Success on a Notice roll at -2 spots the tripwire. Failure means the lead Ripper steps on it, setting off an explosion that causes 4d6 damage in a Medium Burst Template. If the explosion causes 20+ damage an area of the ceiling equal to a Large Burst Template also caves in. The explosion's thunderous report echoes off into the darkness.

Have all the Rippers in the area make Agility rolls at -2. With success a character leaps out the way and avoids taking damage. On a failure the character is struck by falling rocks for 2d10 damage. On a critical failure the hero suffers 3d10 damage and is buried alive.

Buried characters can breathe but must be dug out. This requires a cooperative Strength roll at -4. Each roll requires an hour's work. Diggers with mining tools add +2 to their roll.

As with the first terrace travelers need success on a simple Agility test to descend past the waterfall into the third and last chamber.

## Third Terrace: The She-Wolf

This low-ceilinged room is filled with whitish-yellow, lumpy rock formations that look like soft-boiled eggs. Rippers of all social stations can't help but wonder if it's time for tea.

At the southern end of this chamber the stream flows through a tall, narrow crack into the mushroom forest beyond. But getting through it won't be easy because the Cabal left one of their number behind to stand watch against anyone foolish enough to follow them—Ilsa Spiegel, She-Wolf of the Black Forest!

Ilsa is stationed in the cave opening with a rifle. She had plenty of time to pick her spot so she has the benefit of Heavy Cover (-4 to ranged attacks). She is almost certain to see the Rippers before they notice her: If they set off her booby-trap in the previous area, carry open light sources, or even speak amongst themselves she is automatically aware of their presence.

If the Rippers suspect a trap and enter this area stealthily (with lanterns and Ruhmkorff's apparati hooded) they may attempt a Stealth roll opposed by Ilsa's Notice. If they set off the bomb she is an active guard; if they avoided the trap she is considered inactive (see **Stealth** in *Savage Worlds*).

Due to the vagaries of light and dark Rippers with lights can only see as far as their illumination allows...But Ilsa can see *them* from close to a mile away. When the entire team moves within Medium Range (48") she opens fire. Rippers must discover her location before they can mount an attack.

This isn't a suicide mission for Ilsa. If the Rippers hunker down behind cover or seem about to counterattack Ilsa quits her post and follows the river downstream at a dead run. Alma and the others (knowing what to expect from their interrogation of Lidenbrock) forged ahead to build a mushroom-stalk raft on the subterranean seashore. They were to wait two days for Ilsa to catch up; if the bomb went off they know she's on her way!



**Ilsa Spiegel:** See page 31.



## MUSHROOM FOREST

After Ilsa flees into the darkness the Rippers can dust themselves off, bandage wounds, and investigate what lies beyond the third rocky gateway. The sight that greets the intrepid group is indeed magnificent—jaw-droppingly so—and perhaps not what they expected. Read the following passage:

*You step into the weird purplish glow emanating from beyond the cave opening. At your feet the stream chuckles over gentle waterfalls and widens as it flows toward the three massive stone pillars ahead. They hold the cavern roof aloft, seemingly a thousand feet high. Past the pillars is a riot of growth: a darkling forest like none you've viewed before.*

*The trees, if one can call them that, are mushrooms and toadstools of many species, all grown to prodigious size. The smallest caps are as big around as wagon wheels, the largest several yards in diameter.*

*The forest floor is clogged with fallen, petrified trees and smaller toadstools, slimes, molds, puffballs...every variety of fungus one can imagine. Weird chirps and chitters echo as bats soar among the great stalks and a great whirring sound marks the presence of myriad insect species. The scents of rot and soil assault your nostrils.*

*Most impressive is the light: a soft, flickering glow cast by electrically charged gases gathered near the great cavern's ceiling. When you shut off your lights and allow your eyes to become accustomed you find the glow quite sufficient for travel. Which way do you go?*

If a Ripper inspects the area from which they were fired upon with a light source and succeeds on a Notice roll, she finds a few discarded shell casings from a rifle, a thoroughly chewed plug of tobacco, and the bones of several large bats—all picked clean of meat, skin, and organs.





## Mushroom Forest Events

### d6 Event

- 1 **The Fungus Among Us:** Choose a random explorer; he walks through a patch of poisonous fungus and releases a deadly spore cloud. The spores fill a Large Burst Template and are treated as a Lethal Poison (-2); see *Savage Worlds*. Application of any *healing* magic kills the spores, curing an afflicted character instantly.
- 2 **Insects of Unusual Size:** Travelers begin to note a large amount of cobwebs and spiders, growing more numerous as they proceed. 1d6 enormous spiders (see **Spider, Giant** in *Savage Worlds*) scuttle toward their next meal!
- 3 **Giant Bats:** 2d6 giant bats (see **page 28**) swoop in to make a meal of the Rippers.
- 4 **Quicksand:** Make a Notice roll (-2) for the lead character to detect the pool. Failure means she plunges in, and sinks completely in three rounds unless extracted. With a successful Agility roll (-4) she stops sinking any further and floats on the soupy liquid. With a raise she reaches the edge and crawls out. On snake eyes the character is sucked under immediately and begins to drown (see *Savage Worlds*). A successful Strength roll drags the unfortunate free. On a critical failure the helper is pulled in and begin to sink too, as above. Once a character is under the surface she cannot extricate herself and must be dragged out by allies. Finding the character requires success on a Notice roll (-2). Extricating a submerged character requires a Strength roll (-2).
- 5+ **Fungal Horrors:** 1d6+2 of these skeletal beasts attack the heroes. See **page 29**.

### Courses of Action

As shown on the Underworld map (page 12), the three stone pillars stand on a raised area. When the team descends to the “forest” floor they find it more like a salt marsh: a spongy mire that sucks in boots and refuses to let go. For this reason the entirety of the mushroom forest is considered Difficult Ground. The glow from above provides Dim lighting conditions (see *Savage Worlds*).

Success on a Tracking roll at +2 reveals Ilsa’s rather obvious path; she ran headlong into the woods, stomping deep footprints and breaking nearly every stalk or frond she ran through. With a raise on the roll the tracker finds that three others passed the same way a few days ago.

The team has several options. If they follow Ilsa’s prints they lead to the banks of the stream and follow its course about six miles to the shore. The Rippers may also choose to follow one of the cavern walls or set out into the mushroom forest along a different path.

Headed east along the cavern wall brings them to the shore but heading south takes them into uncharted regions outside this adventure’s scope. The vast mushroom forests to the south are populated by tribes of giant, savage creatures resembling prehistoric men—the beings that killed most of Prof. Lidenbrock’s expedition in 1863. If they discover the Rippers’ presence they dispatch large hunting groups to kill the intruders for food.

- **Prehistoric Savages (3 per hero):** Use the Omega Beast stats in the *Rippers Resurrected Game Master’s Handbook*, but they fight with huge spears (Str+d6, Reach 1).

### Into the Woods

For each mile the group travels through the mushroom forest draw a card from the Action Deck. A face card or higher indicates an encounter; roll a d6 on the table above to determine what the heroes meet.

If the team follows along one of the cavern walls or sets out through the forest to blaze their own trail modify the die roll by -1. If they follow the stream through the forest modify rolls on the encounter table by +1.

### On the Seashore

When the heroes emerge from the forest onto the subterranean sea’s shoreline, read the following:

*Abruptly you break from the fungus forest to find yourselves standing on a rocky shoreline. Oil-black water laps at the shore, the size of its waves suggesting a sound rather than an ocean. The flickering, clouded, purple-black skies are more clearly visible now, limning everything with an otherworldly gloaming.*



There is little doubt this must be the “Lidenbrock Sea” the Professor cited in his note to the heroes.

It’s likely the Cabal team has already been here and departed. Travelers find a small camp that was occupied for a few days with numerous mushroom stalks chopped down and stacked nearby. If the players don’t figure it out, success on a Smarts roll tells a Ripper their quarry built a raft upon which to ply the sunless sea.

If the group somehow managed to avoid the booby-trap bomb in the crystal caves and defeated Ilse Spiegel, they see the remainder of the Cabal team on the shoreline beside a newly constructed raft. The Cabal team approximately 100 yards away (50” on a battlemat) springs into action, pushing their raft into the water and setting sail immediately. They’re nothing if not pragmatic; if they see the heroes appear, they know Ilse was slain and they intend to lament her loss later on the open water. (Try to ensure they escape; the Cabal agents’ presence is important later.)

☠ **Alma Hayes:** See page 30.

☠ **Mentuhotepi:** See page 31.

☠ **Harland Jellison:** See page 32.

## SUBTERRANEAN SEA

With success on a cooperative Boating or Repair roll at –2 the team can build a raft out of mushroom stalks. It takes 2d6 hours’ work to build a raft. Each raft is big enough to carry eight people, so the Rippers may have to build two depending on how many porters they brought along.

When they complete the project and set out on the dark waters once dubbed the “Lidenbrock Sea” the next phase of their journey begins.

### Survival at Sea

The subterranean sea’s waters are briny and thus non-potable, meaning sailors must restock their water supplies from the stream before they embark. Keep track of how many days’ water the team carries and consult **Thirst** in *Savage Worlds* if their stores begin to run low.

Food, however, is plentiful on the open seas. Provided the fisherman has access to supplies (e.g., a net, line and hook, etc.) his Survival rolls to find food gain a +2 bonus as long as the raft is at sea.

### Conditions

Contrary to what the Rippers may expect, air and water currents exist to help move their craft to the destination: wherever the *lux liquidus* is hidden. Whether the team fashions a sail or not their raft is swiftly buoyed away from the shoreline, which vanishes into the gloom.

On open water or land directly under the vast cavern’s flickering electrical discharges and glowing gases, lighting conditions are considered normal (see *Savage Worlds*).

### Seaborne Encounters

Each day the heroes sail, draw a card from the Action Deck. On a face card or higher roll on the **Subterranean Sea Events** (page 17) to determine what befalls the group.

### The Search

The Rippers know (or at least suspect) that the mysterious *lux liquidus* is hidden somewhere in the vast Lidenbrock Sea. They have also encountered ruthless Cabal agents who are clearly bent on keeping anyone else from attaining the prize. Whether they make a concerted effort—using wind and sail to direct the search, for example—or simply let the currents carry them, they eventually wash ashore on Lord’s Island.

Characters with Arcane Backgrounds may attempt to use various powers to gain information about the *lux liquidus* and its hiding place. If such attempts succeed the GM may grant whatever vague clues, visions, or other information she chooses, but no definite answers are forthcoming.

Alma Hayes and her team know the currents are bound to carry their raft where they need to go, but they are unaware of current conditions on Lord’s Island until they get there. If by some turn of events the Rippers defeat and capture the Cabal agents on the shore they reveal this information only if they are forced to. Similarly, heroes may follow the Cabal’s raft closely and mount an attack and possible boarding action. The rafts are considered unsteady platforms (see *Savage Worlds*).

In most cases the travelers drift with the currents without catching sight of the Cabal agents again until they reach Lord’s Island after six days. This is a great time to run an **Interlude** (see *Savage Worlds*). If the heroes fashion a sail or otherwise use successful Boating rolls to increase their efficiency and travel speed the journey takes only four days. Either way, two scenes transpire along the way (in addition to any other random events).



## Day Two

About midway through the second day of sailing read the following passage to the group:

*To the north you spot a landmass outlined by the cavern's flickering light: a small island. A distant hissing reaches your ears and an enormous geyser vents boiling water in a spout at least a hundred feet high. The shoreline seems otherwise deserted.*

This is the island dubbed "Axel's Island" by Professor Lidenbrock during their travels. If the Rippers put their raft ashore, they find the geyser's water (when allowed to cool) to be clean and potable. They may replenish their stores.

A search of the island takes four hours and reveals that it is uninhabited and unremarkable besides its geyser.

## Day Four

At the end of the fourth day, read the following:

*The lookout shouts and points south. Outlined in the twilight is a distant island much larger than the last, with a mountain on its shore. A keening sound rises from it, nothing at all like a geyser's hiss. This is the shrieking of a billion souls or perhaps the song of a billion angels—either way, nearly unbearable to mortal ears. Still it grows, swelling from all around you.*

*Then the darkness explodes into day before your wondering eyes. A crawling column of liquid light erupts from the mountaintop, shining and crawling into the cavern's heights like a living searchlight. You marvel at the awe-inspiring energy for a fleeting moment...before it flickers and dies. This, you are certain, is the lux liquidus Professor Lidenbrock wrote of.*

The mysteries of Lord's Island await!

## Subterranean Sea Events

### d10 Event

- |     |   |
|-----|---|
| 1-2 | <b>Sailors:</b> A group of 2d6 animal hybrids led by an evolved (page 29) man a large fishing raft. They attack and try to capture the heroes, after which they bring them to Lord's Island.  |
| 3   | <b>Swamped!:</b> A sudden wave slams into the Rippers' raft. Every Ripper who is not tied to the raft must make a Strength roll or be swept into the sea. Consult <b>Drowning</b> in <i>Savage Worlds</i> .   |
| 4   | <b>Titans in the Dark:</b> Sounds of distant combat reach inquisitive seafarers' ears. On some nearby archipelago a giant ape is locked in mortal combat with a pack of hungry dinosaurs. But don't tell the players that. Instead, describe the titanic cracks of stone, otherworldly howls, and hellish shrieking that echoes across the waters. If the Rippers suggest paddling in that direction, any allied Extras with the party strenuously object to such a course of action. |
| 5   | <b>Giant Bats:</b> 2d6 giant bats (see page 28) swoop in to pluck tasty Rippers from their raft. These beasts know they're taking a risk by hunting over open water and fly off in search of easier prey should more than half their number be Incapacitated.   |
| 6   | <b>Megalodon:</b> A massive shark at least 50 feet long swims under the raft, hunting for prey worth its time. The giant beast doesn't even notice a mushroom-stalk raft bobbing on the surface. Describe how it dwarfs the heroes and their puny vessel, then sinks into darker depths...  |
| 7   | <b>Electrical Storm:</b> The soft flickering in the cavern roof grows volatile and lashes the sea with coruscating electricity. Howling wind, rain, punishing thunder, and terrifying lightning displays continue for 1d6 hours. Every character must succeed on a Strength test or be swept into the sea.  |
| 8   | <b>Electrical Fireballs:</b> Burning fireballs of electrically charged gas fall into the sea for 1d6 rounds. Draw a card from the Action Deck each round; on a Joker a fireball hits the Rippers' raft. It causes 4d6 damage in a Large Burst Template and flammable objects may catch fire—including the raft!   |
| 9   | <b>Leviathan:</b> A tentacled leviathan (see page 30) rises up from the depths beneath the heroes' raft, and attempts to make a meal of its passengers!   |
| 10  | <b>Spherical Flying Object:</b> In the dim glow, a Ripper spots what looks like a manned balloon floating over the sea about two miles away. In the next flickering of gas...it's gone!   |



## FOUR: LORD'S ISLAND

**T**he Rippers have braved many dangers to make it to Dr. Lord's enigmatic island. This chapter presents the situation on the island as the heroes find it, information about the island's many strange locales, and finally a discussion of what the Rippers might do to stop the Cabal and end Dr. Lord's reign of terror.

### THE STORY SO FAR

As told in the opening chapter Dr. Lord's fortuitous arrival on the island saved his life. The doctor resolved to make a new life for himself with the help of docile, primitive humans he found already occupying the place.

Lord expanded upon the studies of his idols Moreau and Prometheus, at first succeeding only in replicating their experiments with animal hybrids. It was only after Lord learned to siphon the *lux liquidus* that his work took a great leap forward.

Using the volcano's untold energies Lord fashioned a new evolution serum, one that results in creatures he dubbed the "evolved." These beings are not exactly human, nor mere amalgamations of various animal parts with human flesh. These creatures incorporate their animal traits seamlessly. They are a step *beyond* man...in Dr. Lord's deranged mind, at least.

With a small army of evolved and animal hybrids serving his every whim, Lord spent the next 30 years fortifying the island and building various installations. Most important among these is Lord's Aerie, a stone keep on the mountainside above the evolved's camp. The aerie provides a secure location for Lord to conduct his experiments, as well as formidable defenses for his point of access to the *lux liquidus*.

Lord also mounted several expeditions to the surface for various supplies and weaponry. During these trips he (violently) collected organs from various Cabal donors, which he had grafted onto himself. In this way the Cabal became aware of Lord's survival. They began a search for him.

By the time this adventure takes place Dr. Lord is quite mad—driven to villainy by his various rippertech implants. He is convinced of his superiority to both the Cabal and the Rippers. When Lord returns to the surface with an army of evolved, all must join him or die.

### A Visit From the Cabal

Alma Hayes and at least two of her compatriots wash up on the north shore of Lord's Island anywhere from a handful of hours to two days before the Rippers do, depending how events proceeded on the prior shoreline.

Not long after the Cabal agents make landfall a welcoming party of armed animal hybrids and evolved arrives. The creatures—speaking perfect English—invite Alma and her group to meet with Dr. Lord over supper. (Refusal is not an option.)

Ms. Hayes believes she is only getting closer to her ultimate goal of securing the *lux liquidus*. But at Lord's Aerie events conspire to undo her plans. First Dr. Lord calmly announces that although Ms. Hayes may remain on the island indefinitely as his guest, her mummy and werewolf allies shall be "harvested" for their valuable raw materials.

Next the invisible Harland Jellison reveals he's been working with Achilles Lord all along. Faced with the loss of her entire team and possibly becoming the subject of Lord's next experiment, Hayes chooses decisive action over meek submission. She, Ilsa the She-Wolf, and the mummy Mentuhotepi unleash their combined supernatural might in a bid for freedom.

Alma and Ilsa manage to escape the aerie, but Lord's forces drag Mentuhotepi to the ground and place him in enchanted shackles. By the time the Rippers arrive on Lord's Island Alma is in hiding in the mushroom forest west of the evolved camp (with Ilsa if she survived the crystal caves). The mummy is imprisoned in Lord's Aerie, where it will soon be dissected for rippertech implants.

To see what happens to arriving Rippers, go to **The Grand Tour** on page 23.



## STRANGE LOCALES

Refer to the Lord's Island map on page 20. Lord's Island is approximately 18 miles from end to end but only five or six miles wide at any given spot. The landmass is volcanic in origin and dominated by its extinct crater, which rises about 600 feet above the island's northern shore. Its most unique property is the *lux liquidus* that intermittently erupts from it, some say providing energies that fuel at least some part of the world's magic!

The island's north shore—near the trio of peninsulas called Leviathan's Arms—is composed of black, volcanic sand. To the west, lowlands cloaked by mushroom forests give way to a fungus-coated salt marsh before ending at the nostalgically named Rippers Point. Farther south, rocky land rises toward the jagged cliffs where Lord built his ballooning station.

A stream of fresh water (the only such source on the island) emerges from Mt. Lord just beneath the aerie, flowing past the evolved camp and mushroom forest to meet the sea in Evolution Bay.

### Balloon Station

The balloon station consists of a 30-foot-tall derrick constructed of native mushroom stalks and reinforced with wood and steel standing atop a 100-foot-high cliff. A small stone building beside it is where deflated balloons are stored.

Balloons are usually folded and stored in the locked building unless Lord's preparing a flight. In that case one of the balloons is inflated and tied to the derrick by strong cables. Only one balloon is in use at any given time.



The balloon station is always guarded by a group of animal hybrids led by a Wild Card evolved.



**Evolved (1):** See page 29.

- **Hybrids (8):** See the *Rippers Resurrected Game Master's Handbook*.

### Balloon

In the time of Rippers hot-air balloons are one of the few reliable flying machines in use. A hero who lacks the Piloting skill may attempt to maneuver a balloon unskilled.

**Acc/Top Speed:** 5/wind speed; **Toughness:** 6 (1);

**Crew:** 1+4; **Notes:** A balloon can stay aloft for 1d6+4 hours per pint of fuel.

### Port Cassandra

Port Cassandra was the first settlement Lord founded on his island, named for the love he left behind to pursue his mad agenda. Over time it has become the most wretched of the island's locales.

While Lord and his most "perfect" creations dwell high above in the aerie and the more advanced and urbane evolved live in a camp at the foot of the volcano, Lord's forsaken children—the

first animal hybrids he created and their offspring—scratch out a living on the shores of Evolution Bay.

The "port" consists of about 20 huts made of mushroom stalks with various toadstool caps for roofs, huddled around a central area with a large fire pit. A single well-maintained dock allows the hybrids to put out frequent fishing rafts.

Close to 50 hybrids of various ages and every possible mixture of animal characteristics live here in abject poverty. They are subservient to visitors they believe to be Dr. Lord's guests. If their master declares someone an enemy they attack viciously and murder the victim.

The hybrids who greet the heroes on arrival (see **The Grand Tour** on page 23) are rallied from Port Cassandra. In the event of a skirmish in or around the village only half the hybrids' number are able to fight.

- **Hybrids (25):** See the *Rippers Resurrected Game Master's Handbook*.






## Evolved Camp

Some of Dr. Lord's most prized subjects live at the base of the mountain. Besides serving as a dwelling and gathering place for the island's evolved it also guards the path that leads up through numerous switchbacks to the aerie above. The camp's unquestioned ruler is Dr. Lord's adopted son and crowning scientific achievement, Lawbringer. In his madness the father fails to recognize his son's brutality.

Close to 30 adult evolved live here in far better conditions than their brethren enjoy at Port Cassandra. Once a week they walk up to the aerie to gather at the "Doors of Rebirth" and witness the unveiling of their father's latest creations.

 **Lawbringer:** See page 30.

## The Gate

Dr. Lord and Lawbringer had the evolved build a stone gateway to guard the mountain path and then built their village all around it. It's equipped with a large gate that's hard to bash through when securely locked (Toughness 10). The gate is always guarded by a small but well-armed force of evolved.

The high vantage point allows sentries to keep watch for intruders trying to bypass the checkpoint by Stealth. They are always considered active sentries when intruders attempt to sneak past.


Only Dr. Lord's invited guests are admitted. In the event of an attack or other incident the sentries alert the guards up at the aerie by setting a particular torch alight. Lawbringer arrives on the scene of any disturbance in 1d4 rounds.

- **Evolved (6):** See page 29. Each is equipped with a rifle, pistol, and knife.

## Tramway

Another of Dr. Lord's amazing innovations on the island, the tram's cable stretches from a stone building in the evolved camp to the aerie's tower almost 400 feet above. Lord uses it as his personal conveyance and to usher honored guests to his aerie for visits. Beyond that exclusive list only Lawbringer and certain trusted evolved are allowed to ride the tram. All others must walk!

A small but watchful group of evolved guards the tram's base. The evolved known as Clockwork tends to the tram's mechanisms as Dr. Lord taught him to do.

 **Clockwork:** Use Evolved stats on page 29, but add Smarts d8, Notice d8, Repair d8, the McGyver Edge, and a tool kit.

- **Evolved (4):** See page 29.



## LORD'S AERIE

Carved from the mountainside with his subjects' back-breaking labor, the aerie is virtually Lord's crowning achievement. But that distinction rests with the Aetheric Siphon, which the aerie was built to safeguard and hide. By tapping into the *lux liquidus* Lord supplies the compound with everlasting gaslight and electricity.

Refer to the map on page 22.

### The Approach

Short of flying in via balloon or entry by means of arcane powers there are only three ways to reach Lord's Aerie: tram carriage, on foot, or climbing up a sheer, 400-foot-tall rock face.

**Tramway:** The tram carriage from the evolved camp arrives in the tramway tower (see below). Both locations are guarded round the clock. The mechanism can be shut down at either end if intruders attempt to use it.

**Path:** A path cut into the mountainside proceeds through a dozen steep switchbacks to reach the aerie. This route is the easiest to access without Dr. Lord's blessing, but the switchbacks are constructed to give maximum advantage to evolved in the guard towers. Only Light Cover is available to heroes on the path, and even that is scarce and hard to come by under withering rifle fire. The path is about 20 yards (10") wide, but that varies along its length.

**Climbing:** If the Rippers still have the mountaineering gear they brought to Iceland they may decide to climb to the aerie. This involves a sheer ascent. The cliff face has plenty of handholds but stands about 130 yards high. Consult **Climbing** in *Savage Worlds* and wish your group luck. They'll need it!

### Aerie Locations

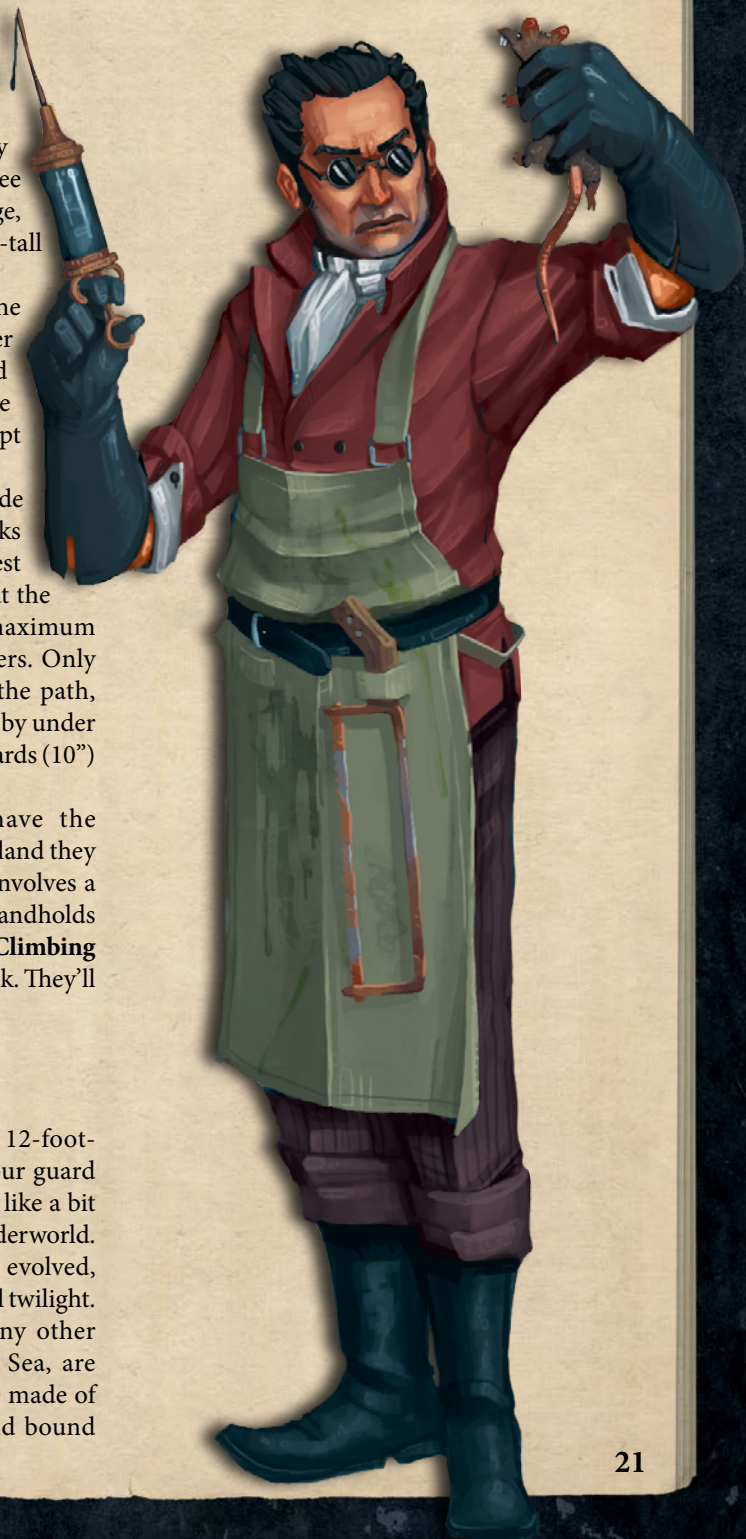
The aerie's grounds are guarded by 12-foot-tall stone walls with battlements and four guard towers. The dark, forbidding keep looks like a bit of Eastern Europe transplanted to the Underworld. Its walls are always patrolled by armed evolved, their eyes bright and alert in the perpetual twilight.

**Gates:** The aerie's gates, unlike many other constructions around the Lidenbrock Sea, are not made of mushroom stalks. They are made of real oak imported from the surface and bound

with brass (Toughness 14). They can be locked and barred from inside. Two evolved (page 29) armed with pistols and knives stand sentry at the gates at all times.

**Guard Towers:** Each guard tower is manned by two evolved (see page 29) armed with rifles.

**Tramway Tower:** The 30-foot-tall tower services tram carriages arriving from and departing to the





camp below. A wooden staircase ascends from the ground through the tower floor. A single evolved (page 29) is on duty here around the clock.

**Guard Post:** Five evolved (page 29) armed with pistols stand ready to reinforce the gate guards in case of trouble.

**Barracks:** These two long, low buildings provide sleeping and eating facilities for Lord's evolved. Just over 20 of them dwell in the compound with their master.

**Dr. Lord's House:** Dr. Lord believes in little else beyond his scientific pursuits. Hence, anything that would distract from them is considered a nuisance at best; at worst an "enemy of the mind." So Lord's house is split into two rooms: one for sleeping and necessary functions, the other for study of his many tomes and codexes. A small outbuilding with generator (powered by the *lux liquidus*) provides power. Anything else Dr. Lord could need is provided by his rippertech lab and surgical suite. Dr. Lord's profile is on page 28.

**Doors of Rebirth:** These doors into the mountainside have taken on religious significance among the evolved. Whenever Lord unveils a new creation all the evolved gather here to witness the "rebirth." The doors are made of iron (Toughness 15) and Dr. Lord and Lawbringer have the only

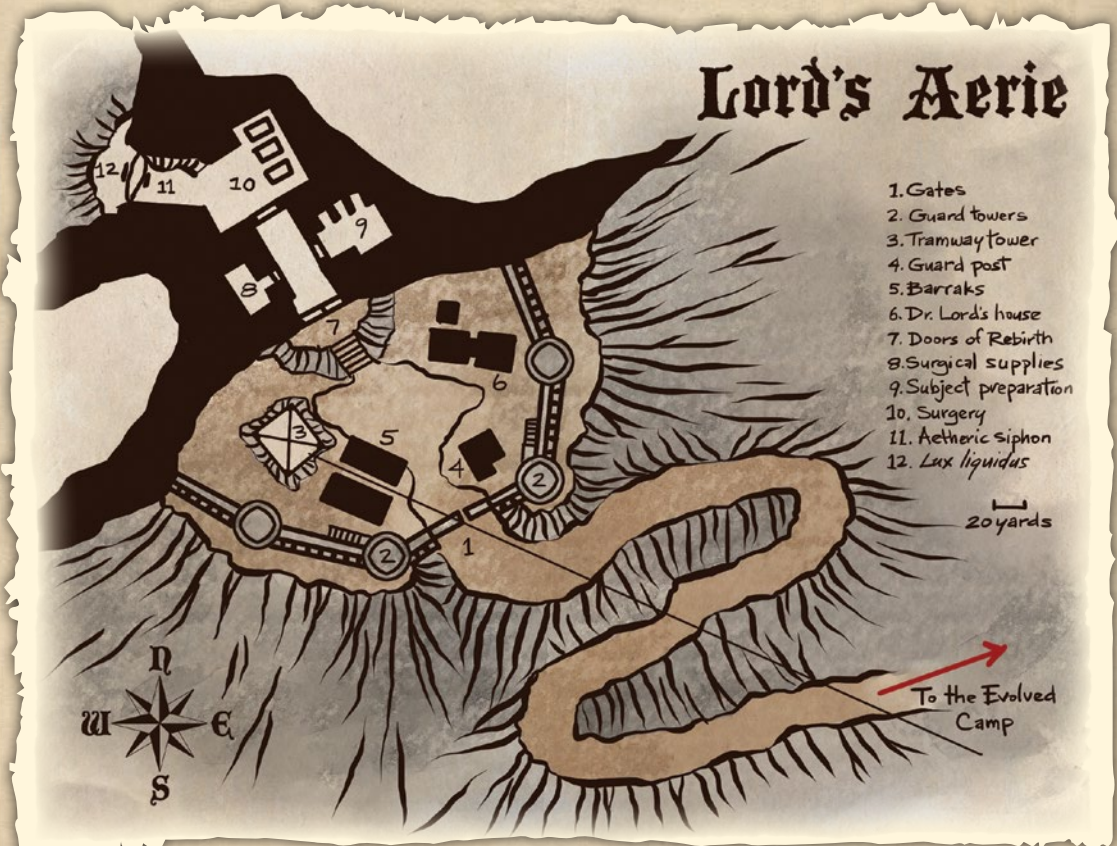
two keys. The lock is high quality, imposing a -2 penalty to Lockpicking attempts.

**Surgical Supplies:** Clothing, gear, implements, and raw materials are stored here.

**Subject Preparation:** Here the horror of Dr. Lord's regime begins to show its ugly face. Subjects, whether candidates for Lord's evolution serum or donors for rippertech implants, can be shackled into the three small cages with iron gates (Toughness 12). The mummy Mentuhotepi is in the middle cell, chained with relic shackles that nullify his arcane powers and reduce his Strength and Vigor to d4. Various other means of restraint are stored here to help deal with subjects who are less than willing to undergo the process.

**Surgery:** This surgical suite doubles as a rippertech lab. Three examination tables equipped with leather restraints dominate the room. The stone floor is equipped with drains large enough to dispose of large quantities of blood.

**Aetheric Siphon:** Dr. Lord's crowning invention, this large, bizarre piece of machinery allows him to siphon raw arcane energy for the mountain's interior. He uses it to power the compound, boost his own Weird Science capabilities, and engineer ever more complex variations on the evolution serum. In time Lord will create the perfect being,





the apex of all human development. Until then his madness must reign.

See **Go Toward the Light** on page 27 for more information on the siphon and what happens if the explorers tamper with it.

**Lux Liquidus:** The mountain's interior is subject to intermittent eruptions of raw magical energy. This is the raw stuff of creation and life but too much is far from healthy. Any character exposed to the raw, liquid light suffers 6d6 damage (Armor does not protect). Characters with an Arcane Background Edge who survive gain a permanent bonus of +10 Power Points.

## THE GRAND TOUR

The Lidenbrock Sea currents carry vessels to the island's north shore. The Rippers' raft washes up on this black, volcanic sand beach unless they take pains to paddle or sail to some other part of the island. (If this is the case the GM may have to improvise.)

### Lord's Entourage

Assuming the adventurers arrive at the beach, read the following after they have spent about 20 minutes there:

*The low throb of drums reaches your ears, echoing from inland not too far away. Before long a train of people carrying torches and hand drums comes into view. The half-dozen at the center carry a large litter veiled with white muslin.*

*As the group grows closer you see they are not people at all. They walk or caper on two legs but all exhibit the traits of animals: pig snouts, wolf's ears, jagged piranha teeth, apes' physiques. The deformed parade of near-humanity turns your stomachs; you find it an abomination.*

*Swallowing the bile that rises to your throats, you note that the six creatures carrying the litter seem different somehow. They are ugly to be sure, with grayish-green skin and wide mouths full of sharp, crooked teeth. But they are undeniably more human than their companions, who are dressed in stylish clothing in stark contrast to the dirty rags worn by the animal hybrids.*

*The strange procession arrives at the beach and the drums fall silent. A robed, hooded*

*figure over seven feet tall steps forward and raises its head. Yellow eyes gleam intensely beneath the hood.*

*It says in a rumbling voice,*

*"Welcome visitors, to Lord's Island! Dr. Achilles Lord bids you be at ease and asks that you join him as honored guests."*

Rippers who researched the Lidenbrock Expedition of 1863 recognize Dr. Lord's name immediately. With success on a Common Knowledge roll a Ripper identifies Dr. Lord as a former colleague and teammate of the late Otto Lidenbrock. Read this next:

*The strange creatures step forward and gently place the litter on the rocks at the top of the beach. They pull aside the cloth veil. Reclining in the litter you see a smiling man with sharply defined, severe features. His graying hair is close-cropped and his eyes are hidden behind a pair of round, smoked-glass spectacles. With one hand he strokes a gray cat's fur.*

*The "cat" stirs and stands up, revealing it is not a feline but rather a small, furred, human-like being with a rodent snout and wide, black eyes. In shock you realize it is some unholy, two-foot-tall mix of rat and man.*

*The man in the litter calls out, "Don't be shocked by Boy! We've achieved many miraculous things here on my island. This is the very least of what you'll see should you accept my hospitality.*

*"Allow me to introduce myself: I am Dr. Achilles Lord, late of the Rippers and now ruler of the wonderful island you see before you."*

Give each player a chance to introduce his or her character. In turn, Dr. Lord assesses each hero as a butcher might inspect a cut of beef. Although he takes pains to project a welcoming air (and doesn't bear Rippers any ill will, per se), he's solely interested in what the team can do for him. Lord considers himself superior; treat him as 2 Status levels higher than any character. Those who fail to recognize Lord's supremacy are bound to become test subjects...injected with Dr. Lord's evolution serum.

Assuming the strangers are friendly or at the very least project an air of calm, Dr. Lord insists they join him for a tour of what he calls "our facilities." But first he invites them to join him at the aerie so they may clean up and enjoy refreshments after their long journey.



- ☠ **Lawbringer:** See page 30.
- ☠ **Dr. Achilles Lord:** See page 28.
- **Hybrids (12):** See the *Rippers Resurrected Game Master's Handbook*.
- **Boy:** See page 28.

## To the Aerie

Refer to **Lord's Aerie** on page 21 to narrate the Rippers' journey across the island. Dr. Lord is eager to engage in conversation along the way to his sanctum, asking questions about the current state of things on the surface, Cabal activities, the fight against the Cult of Apep, or anything else the team might currently be undertaking. If the Rippers ask Lord about the Cabal agents they followed here he laughs heartily and replies enigmatically,

*"I assure you they won't be any more trouble."*

Lord does not elaborate. If he's asked point-blank about the *lux liquidus* he holds up a hand to silence the questioner.

*"Now, now. Such momentous subjects must wait until you are seated at my table and enjoying our every hospitality."*

## Guess Who's Coming to Dinner?

Once they reach the aerie, Lord offers the Rippers a bathing area to refresh themselves (in the barracks, see page 22) before dinner at his house. Lord expects his guests to dress in as respectable and dignified a manner as they can, although he recognizes their travels and travails have been difficult.

Despite any misgivings the Rippers may have about Dr. Lord's sanity, the drooling and somewhat repulsive animal hybrids who serve the food, or the two-foot-tall ratman eating dinner at his own tiny table on the main dining table...they are forced to admit the victuals and beverages on offer are impressive and tasty indeed. Lord explains,

*"From time to time my son Lawbringer leads a team of evolved to the surface to secure supplies. In this way we are able to maintain quite a comfortable lifestyle."*

*"It is of the utmost importance, you see, to maintain an air of civility. Only through civility can civilization continue to exist. And civilization is ever so important a foundation for what we are attempting to build here: a new society."*

Play up how strange and terrifying the hybrids are—contrasted with Dr. Lord's blithe and jovial manner—to demonstrate to the players just how *creepy* the whole situation is. The fact that Lord sees nothing whatsoever wrong with the new "civilization" he seeks to create should unnerve your group at the very least. From time to time a team member catches Dr. Lord staring at them the way a cat stares at a mouse...before he smiles genially and makes conversation with someone else.

## The Right Questions

Sooner or later Rippers bring up the *lux liquidus* or Dr. Lord asks them to explain how they found themselves on his island (in which case the subject is bound to arise). Dr. Lord folds his fingers contemplatively and says,

*"The lux liquidus, the flowing light, is no less than my life's work. It will redefine the arcane arts to be sure, but its influence will not stop there."*

*"It will reshape mankind itself if we are brave enough to allow it and to engineer it. Cabal? Rippers? All these things shall pale in the light of the eternal truth."*

*"I believe the flowing light is the source of all the world's magic and it shall determine mankind's future. Isn't it exhilarating to be here with me at the cusp of the future?"*

No matter how the Rippers respond Dr. Lord bids them finish their meals and rest. They are safe here on the island, he assures them, and as his special guests they may go where they please and are welcome to tour the facilities.

## The Terrible Truth

Dr. Lord is as good as his word: If any of the Rippers honestly wish to join him in his endeavor as loyal allies he welcomes them. But Lord is suspicious and doesn't really believe the team wants to help him, no matter what honeyed words they might drip into his ears.

Lord commands Lawbringer to keep a close eye on the team as long as they're on the island. He's waiting for a time when the newcomers are separated and vulnerable to ambush them, capture them, and imprison them in the aerie. Captured Rippers are either harvested for their rippertech or injected with Dr. Lord's serum (page 28). Once they assume their "evolved" form they walk through the Doors of Rebirth into a new life.



Slowly build the players' sense of foreboding as they see what the island has to offer. This horror is more existential than visceral...the Rippers' very humanity is at stake!

## THE CABAL

Despite Dr. Lord's assurances, two members of the Cabal team remain at large on the island and they have every intention of causing trouble.

Alma Hayes and Ilsa Spiegel hide out in the mushroom forest west of the evolved camp, keeping an eye on comings and goings and waiting for an opportunity to infiltrate the aerie. Ilsa hears the drums and sees the procession leave to greet the Rippers so she and her master are aware of their presence almost immediately.

It's up to the GM exactly how Alma approaches the heroes. She chooses a time when they are alone and neither Dr. Lord nor Lawbringer are close at hand. Ilsa hides nearby in werewolf form, keen for any interlopers. She won't allow her "mother" to come to any harm.

Even if Alma is able to speak to the heroes surreptitiously time is of the essence. She holds up her hands and says:

*"Wait! Hear me out. We may be enemies on the surface but here in the Underworld we are all at that madman's mercy. Do you really think Lord has anything in mind for you besides joining his deformed carnival of abominations?"*

*"No matter who ultimately controls the lux liquidus, my Cabal masters or your superiors in the Rippers, we must work together now. If we don't put aside our differences to defeat him Dr. Achilles Lord and his repulsive creations will be the end of us all."*

*"So what is your answer?"*

Any player worth his or her salt is more than a little dubious about Alma's offer. But if the Rippers choose to work with the Cabal sorceress they find her a capable and ruthless colleague. She told no lies insofar as her desire to see Dr. Lord defeated and his rulership of the island broken.

It is her ultimate goal—securing the *lux liquidus* for her Cabal masters—that should give the Rippers pause. Should the Cabal's leaders seize





control of Lord's Island and harness its powers the results could be disastrous.

In fact the Rippers' suspicions are on point. Alma Hayes aids the heroes to the best of her abilities...until the exact moment she betrays them. No doubt the heroes are alert and waiting for her to show her true colors.

☠ **Alma Hayes:** See page 30.

☠ **Ilsa Spiegel:** See page 31.



## UNTIMELY RIPPED!

Eventually, decorum gives way to pragmatism; the Rippers make their move against Dr. Lord or he makes his against them. This section describes how such actions play out and what the team might do to turn the tide in their favor.

### Lord's Play

If the party bides its time and takes no hostile actions the unbalanced doctor allows the Rippers to stay as his honored guests for about a week. After that time paranoia takes over. He begins calculating how to separate the Rippers and their allied Extras from each other long enough to take them all prisoner.

When any Ripper leaves the group to go off alone or accepts Dr. Lord's invitation to a private luncheon, the hero finds himself surrounded by a pack of evolved led by Lawbringer and accompanied by Jellison. They use weighted nets to capture the hero and deliver him to Lord's Aerie, where the unfortunate is locked up in the subject preparation room (see page 22) to await his "rebirth."

☠ **Lawbringer:** See page 30.

☠ **Harland Jellison:** See page 32.

- **Evolved (6):** See page 29. The evolved throw nets to capture foes. A net can be swung to deal Strength -2 damage (as an Improvised Weapon, see *Savage Worlds*) or used to entangle foes. This is treated as a grapple at a maximum range of the thrower's Strength, except the attacker cannot choose to cause damage. The net has Toughness 6 (Slashing) for the purpose of cutting prisoners loose.

### The Best Defense...

The Rippers came to Lord's Island to stop the Cabal but find themselves enmeshed in a far more dangerous game—perhaps with Cabal agents as their temporary allies! Truly your group has gone through the looking glass. Luckily they have several routes of action they might take.

WIMES  
PARA

#### Open Warfare

A military-minded group may decide they cannot suffer the insane Dr. Lord to rule this place any longer. They may very well decide to launch an



attack on Port Cassandra, the evolved's camp, or Lord's Aerie itself. With Cabal allies, the element of surprise, a solid plan, and a smidgen of luck, the Rippers stand a fairly decent chance of success in this endeavor.

That said, casualties are almost assured in an open fight with Lord and his veritable army. Moments after the first shots are fired, Lord's evolved and hybrids mobilize, moving at maximum Pace toward the sound of fighting.

Ten rounds after any combat begins, evolved reinforcements arrive from the nearest camp. Five rounds after that the hybrids of Port Cassandra join in full force. Lord is not so foolish as to fight a superior foe on his own; he flees, locks himself inside a lab or building, or otherwise avoids harm until his sons arrive.



**Lawbringer:** See page 30.



**Dr. Lord:** See page 28.

- **Hybrids (25):** See the *Rippers Resurrected Game Master's Handbook*. These creatures wield nets, as above.
- **Evolved (30):** See page 29.

### Another Ally

If the Rippers join forces with Alma Hayes and Ilse Spiegel, Alma suggests they attempt to break into Lord's sanctum inside the mountain. She wants to rescue Mentuhotepi before he can be "untimely Ripped."

If successful, this action gives the Rippers' force a boost to be sure. But Alma has ulterior motives: Once it is time to betray the heroes she wants more fighters on her side to ensure victory. Remember her goal in all of this is to claim the *lux liquidus*, and she's willing to let every other being on the island perish to achieve it.

See the description of **Lord's Aerie** beginning on page 21 should the Rippers make a play to release the mummy.



**Mentuhotepi:** See page 31.

### Go Toward the Light

Every few days the Rippers are treated to another light show like the one they witnessed from their raft (page 17). Mt. Lord erupts with arcane light that crawls and beams its way into the cavern's upper reaches...before Lord's aetheric siphon kicks in and caps the flow.

Should the team gain access and tamper with Lord's equipment they find it extremely complex. To attempt to shut down or otherwise modify the

aetheric siphon's settings a Ripper makes a Weird Science roll at -2. In this specific case players may attempt the roll unskilled at d4-4.

With success the siphon can be turned off or the operator may channel arcane power into anyone within a Large Burst Template who has an Arcane Background Edge. This process takes one action, instantly replenishes the target's Power Points, and leaves the target Shaken.

If the siphon is turned off, damaged, or destroyed, the flow of *lux liquidus* is no longer constrained; worldwide fluctuations of arcane energies cease. But the volcano also becomes far more unstable. In 1d6 days the next eruption causes the island to break apart in a massive cataclysm that sends most of it to the sea floor, leaving only Mt. Lord above the waves. Escaping such a catastrophe is a **Dramatic Task** (see *Savage Worlds*) using Agility rolls.

Additionally, if the siphon is destroyed it deals Dr. Lord a blow. He immediately loses 10 Power Points from his total and his portable aetheric siphon shorts out. He loses access to the *blast* and *drain Power Points* abilities, which were products of his portable siphon.

### Escape!

If things go bad for the Rippers in one way or another they may need to find a way off the island *very* quickly. Let the players choose their route. Their raft remains moored alongside others at Port Cassandra and the balloon station offers a way offshore for intrepid pilots. In a pinch even a hastily chopped-down giant toadstool can act as a life preserver.

## THE JOURNEY BACK

After the drama plays itself out on Lord's Island, even victorious Rippers must make their long way back to the sunlit surface world.


Groups that enjoy a challenge and like to do things on their own may opt to mount a return journey along the route they came in. The random event tables should provide plenty more excitement, not to mention any remaining Cabal agents, evolved, or fungal horrors that hound the travelers' steps.

If the team leaves Lord's Island in a more dramatic fashion, fleeing an earthquake or drifting lost on the sea, they might instead be drawn into a fast-flowing current and eventually ejected from a volcano in Italy. It worked for Professor Lidenbrock back in 1863 after all!



# FIVE: ALLIES & ENEMIES



his chapter contains the vile villains and possible allies the heroes may encounter. Wild Cards are marked with a mask icon: 

## Bat, Giant

Giant bats are usually found in groups of 2d6. Specimens dwelling in the Underworld tend to be aggressive and vicious when they spot a target. Flocks of them attack prey many times their size, overwhelming it with sheer numbers.

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

**Skills:** Fighting d6, Notice d12, Stealth d10

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

### Special Abilities:

- **Bite:** Str+d4.
- **Echolocation:** Giant bats suffer no penalties for bad lighting, even in Pitch Darkness.
- **Flying:** Pace 8, Climb -2.
- **Size -1:** Giant bats are about the size of medium dogs in the body, and have nine-foot-long wingspans.

## Boy

Boy may not be Dr. Lord's most intelligent, strong, or talented creation but the first of his adopted sons has a special place in Father Achilles' heart. Boy is a tiny hybrid of rat and man, capable of speech and a number of witty sayings.

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

**Skills:** Fighting d4, Notice d10, Stealth d12+2, Survival d8, Tracking d8

**Cha:** 0; **Pace:** 8; **Parry:** 4; **Toughness:** 2

**Gear:** Knife (Str+d4).

### Special Abilities:

- **Bite:** Str+d4.
- **Burrow:** Boy digs through earth at Pace 10".
- **Size -2:** Boy is only two feet tall.
- **Small:** Attackers subtract 2 from attempts to hit Boy.

## Dr. Achilles Lord

Once a valued member of the Rippers, Dr. Lord's wanton grafting of rippertech to his own body has resulted in a brilliantly unhinged scientist. Lord survived direct exposure to the *lux liquidus*, which boosted his arcane power and set him on his present path. Make no mistake: His ultimate goal is to turn all island visitors into new evolved.

Achilles Lord is severe and hatchet-faced, with close-cropped graying hair and round, smoked-glass spectacles. In addition to his ever-present syringe filled with black liquid he carries a bullhorn-shaped device called the "Aetheric Projector," a portable version of his aetheric siphon that manipulates pure arcane energy.

**Attributes:** Agility d6, Smarts d12+4, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d6, Intimidation d8, Notice d6, Persuasion d12, Taunt d8, Weird Science d12+2

**Cha:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Hindrances:** Arrogant, Delusional (Major)

**Edges:** Arcane Background (Weird Science), Followers (Evolved), New Powers, Power Points, Strong Willed

**Powers:** *Blast* (Aetheric Projector), *boost/lower Trait* (syringe), *drain Power Points* (aetheric projector); **Power Points:** 50

### Special Abilities:

- **Lord's Evolution Serum (10 doses):** If Lord succeeds on a touch attack (+2 Fighting), he injects a victim with his serum. The victim is automatically Shaken and must make a Vigor roll at -2. If failed, he transforms into an evolved (see page 29) under Dr. Lord's control. On a critical failure he becomes a fungal horror (page 29); the grisly change prompts a Fear check. The next time any Joker is dealt, roll Vigor again; on a success the serum wears off and the victim changes back. On a failed roll the change is permanent!
- **Rippertech:** Aetherial Form, Blood of the Damned, Gills, Hellfire Synapses ×4, Mesmeric Eyes, Pheromones.



## Evolved

Unlike animal hybrids, which typically add a few animal traits to a human subject, evolved incorporate multiple animal traits to create something more than merely human. To Lord, the creatures' deformities are hardly a regrettable side effect.

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

**Skills:** Fighting d8, Intimidation d6, Notice d8, Stealth d8, Survival d6, Tracking d6

**Cha:** -2; **Pace:** 8; **Parry:** 6; **Toughness:** 6

**Hindrances:** Ugly

**Edges:** Alertness, Combat Reflexes, Fleet-Footed

**Gear:** Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), pistol (Range 12/24/48, Damage 2d6, AP 1), or knife (Str+d4).

**Special Abilities:**

- **Claws:** Str+d6.
- **Low Light Vision:** Evolved only suffer lighting penalties in Pitch Darkness.
- **Weakness (Magic):** Evolved take +2 damage from magical attacks and suffer a -2 on Trait rolls to resist magical effects.

## Fungal Horror

Of the prehistoric humans Dr. Lord encountered, befriended, and bent to his will in the Underworld, many underwent his "therapy" and emerged from the Doors of Rebirth as fully evolved humans. They dwell in the camp at the base of Mount Lord. Little do Lord's subjects know, but many of their brethren who "passed away" during the procedure actually survived as fungal horrors.

These unfortunates, granted immortality yet utterly dissolved by Lord's evolution serum, were no longer alive but also could not die. Lord has routinely exported them to the mushroom forests on the shores of his ocean for

nearly 25 years. In that time, their numbers have swelled as prodigiously as the fungal growths upon each individual's body.

A fungal horror looks like a human skeleton encrusted with mushrooms, pods, and puffballs, surrounded by a grayish cloud of spores. Its instincts spur it to reproduce.

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

**Skills:** Fighting d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

**Gear:** Club (improvised weapon, -1 attack, Str+d4).

**Special Abilities:**

- **Armor +1:** Squishy growths protect horrors.
- **Bite/Claw:** Str+d4.

• **Death Cloud:** When a fungal horror suffers a Shaken from damage, anyone adjacent to it is caught in a cloud of ejected spores, and must make a Vigor roll at -2 or suffer a level of Fatigue. If Incapacitated, it detonates in a cloud of spores filling a Large Burst Template.

All breathing creatures within the area must succeed on a Vigor roll at -2 or suffer a level of Fatigue.

This effect can kill. Incapacitated victims must make a Vigor roll at the end of each following round. On a failure, they die.

With success they survive but roll again on the next round; on a raise they fight off the infection and no longer need to roll unless exposed again.

As an action, a Healing roll at -2 counters the infection.

The *healing* and *greater healing* powers stop the infection on a normal success but heal no wounds the victim may have. The *succor* power stops the infection and restores lost Fatigue as normal. A character killed from accumulated Fatigue rises as a fungal horror in 1d4 hours.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison.





## **Lawbringer**

Lord's crowning achievement and second adopted son, Lawbringer was once chief of the primitive creatures that dwelled on the island. Tall, powerfully built, with forbidding yellow eyes and a leonine cast to his features, Lawbringer radiates nobility. It is said that Lawbringer "speaks with Lord's voice," and so his word is law. Between intrinsic ability and *boost Trait* injections from Dr. Lord, Lawbringer is a formidable foe.

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

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

**Cha:** +2; **Pace:** 8; **Parry:** 7; **Toughness:** 10

**Hindrances:** Vow (Serve Dr. Lord)

**Edges:** Alertness, Brawny, Charismatic, Combat Reflexes, Elan, Fleet-Footed, Improved Frenzy, No Mercy, Tough as Nails

**Special Abilities:**

- **Claws:** Str+d8.
- **Leap:** Lawbringer can leap 1d8" to gain +4 on attack and damage. This reduces his Parry by 2 until his next action.
- **Low Light Vision:** Lawbringer only suffers lighting penalties in Pitch Darkness.
- **Size +1:** Lawbringer stands over seven feet tall and weigh more than 300 pounds.
- **Weakness (Magic):** Lawbringer takes +2 damage from magical attacks and suffer a -2 on Trait rolls to resist magical effects.

## **Leviathan**

This giant, squid-like monster dwells in the subterranean sea's depths, only surfacing after its rest is disturbed by electrical storms or some variation of currents. It is implacable when it detects sustenance.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d10

**Skills:** Fighting d8, Notice d8, Swimming d12

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

**Special Abilities:**

- **Armor +2:** A leviathan's tough skin provides protection.
- **Aquatic:** Pace 18".
- **Multi-Attack:** Leviathans can attack with up to 12 tentacles in a single round with no multi-action penalty.
- **Fear (-1):** These great beasts are terrifying to witness, forcing anyone who sees one to make a Fear check at -1.

- **Large:** Attackers add +2 to their attack rolls when attacking a giant monster due to the large size. In the leviathan's case, only its tentacles are visible above the surface, so attacking it can be a problem!
- **Size +5:** Leviathan is bigger than an elephant.
- **Tentacles:** Str+d8. Tentacles have Toughness 12 and use the creature's base Parry of 7. If one suffers a wound, it is severed. This does no appreciable damage to the creature, but reduces attacks by one. A leviathan flees if half of its tentacles are lost.

## **CABAL AGENTS**

This quartet is evil incarnate, the fiends responsible for Prof. Otto Lidenbrock's torture and untimely death. Yet the Rippers may find themselves forced to ally with them—however briefly—when they are all marooned on Lord's Island.

### **Alma Hayes (Human)**

The ruthless Cabal agent known as Alma Hayes used the chaos of the Franco-Prussian War to veil her crimes. She married a French viscount who was also a Rosicrucian, and secretly learned the magical arts from his tomes. Then she poisoned him, took the pseudonym she's kept ever since, and absconded with his fortune.

In the ensuing years she waged a concerted campaign of ritual sacrifice, theft, and mendacity on her way to amassing significant arcane might. Taking on a true werewolf—and a fanatically loyal one at that—as her ward was an unexpected boon. Alma knows Ilse idolizes her, and uses the fact to emotionally manipulate the She-Wolf into doing anything Alma asks. In truth she cares nothing for Ilse beyond how she might further Alma's aims.

Alma Hayes is a middle-aged woman of steely beauty, with long black hair going gray and a commanding tone of voice. Her goal is to bring the Cabal the secrets (and a sample) of the *lux liquidus*...but not before she uses it to boost her own powers!

If Alma discovers the Cabal sent Harland Jellison along to kill her and a Ripper ends up saving her life, she doesn't turn to good but quits the Cabal and goes solo. She may become a future ally or even a love interest for one of the heroes.

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6



**Skills:** Fighting d4, Intimidation d8, Knowledge (Battle) d8, Notice d6, Spellcasting d10, Taunt d10  
**Cha:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5  
**Hindrances:** Arrogant  
**Edges:** Arcane Background (Magic), Attractive, Command, New Powers, Power Points, Strong Willed, Tactician  
**Powers:** *Barrier* (wall of ice), *bolt* (black ray), *boost/lower Trait* (chanting), *fly* (shadow wings), *slumber* (pinch of sand). **Power Points:** 30  
**Gear:** Cursed knife (Str+d8, wounds can only heal naturally), relic (magic wand).

## **Ilsa Spiegel (Werewolf)**

Ilsa Spiegel lived a hard life even before she contracted lycanthropy and became known as "She-Wolf of the Black Forest." As a five-year-old she saw her family shot to death during the Franco-Prussian War. Falling in with a band of refugees, she learned to be a soldier and has remained one her entire life.

Near the war's end, Ilsa was attacked by a werewolf. The fiend would have torn out her throat had Alma Hayes not happened upon the scene. The sorceress slew the beast and took Ilsa under her wing, teaching her to use her newfound powers and acting as the mother Ilsa never had. When Alma later revealed her Cabal masters and their aims, Ilsa was only too happy to join their ranks.

Ilsa is hulking and surly, with close-cropped hair and a dull look in her blue eyes that belies a murderous cunning.

### **Human Form**

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8  
**Skills:** Fighting d8, Notice d6, Shooting d8  
**Cha:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7  
**Hindrances:** Mean, Vow (Serve Alma Hayes)  
**Edges:** Brawny, Bruiser, Combat Reflexes, Marksman, No Mercy  
**Gear:** Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 20× bullets, bayonet (Str+d6), chewing tobacco.

### **Werewolf Form**

**Attributes:** Agility d10, Smarts d6, Spirit d10, Strength d12, Vigor d10  
**Skills:** Fighting d10, Survival d10, Notice d10, Stealth d8, Tracking d8  
**Pace:** 8; **Parry:** 7; **Toughness:** 8  
**Edges:** Combat Reflexes, Fleet-Footed, Improved Frenzy, Quick

### **Special Abilities:**

- **Bite / Claws:** Str+d6.
- **Go for the Throat:** If a werewolf gets a raise on its Fighting roll, it strikes its opponent's least armored location.
- **Howl:** A werewolf can use its entire action to howl at the moon. When it does so, every enemy able to hear the chilling sound must make a Spirit roll or be Shaken.
- **Invulnerability:** Werewolves can only be Shaken, never wounded, unless affected by their Weakness.
- **Low Light Vision:** Werewolves ignore lighting penalties for anything less than Pitch Darkness.
- **Regeneration:** Slow. The creatures make natural Healing rolls once per day.
- **Sire:** Anyone Incapacitated but not killed by a werewolf must make a Spirit roll or become a wolfman (see the *Rippers Resurrected Game Master's Handbook*) on the next full moon. On a critical failure, the victim becomes a werewolf himself!
- **Size +1:** A true werewolf is larger than a human.
- **Transformation:** It takes werewolves two full rounds to transform, during which time they can perform no other actions.
- **Weakness (Silver):** Werewolves take +4 damage from silver weapons.
- **Weakness (Wolfsbane):** Werewolves suffer a -2 penalty to attack a creature carrying wolfsbane.

## **Mentuhotepi (Mummy)**

Mentuhotepi was an Egyptian pharaoh during the 17th Dynasty, reigning over Upper Egypt. Since his revival as a Cabal agent, he has murdered numerous Rippers and participated in the Battle of Rome (see the *Rippers Resurrected Game Master's Handbook*).

He joined this expedition in hopes the *lux liquidus* could restore a portion of his physical form to what it was in life. Since his capture at Dr. Lord's hands, the mummy lives only to see the island's despot thrown down from his pedestal and destroyed.

Mentuhotepi is far more agile than most mummies of his vintage, and fights with a ferocity notable even among the Cabal's savage servants.

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2



**Skills:** Fighting d12, Knowledge (Occult) d8, Intimidation d10, Notice d10, Spellcasting d10

**Pace:** 6; **Parry:** 10; **Toughness:** 11

**Edges:** Improved Arcane Resistance, Improved Block, Improved Frenzy

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

**Special Abilities:**

- **Arcane Background (Magic):** Mentuhotepi has 30 Power Points and knows the *barrier* (wall of sand), *bolt* (scarab beetle swarm), *deflection* (shield of swirling wind and sand), *elemental manipulation* (earth only, animate statues), *fear* (unearthly cry), and *obscure* (sandstorm) powers.
- **Crushing Grasp:** Str+d6. On a raise, Mentuhotepi automatically grapples his opponent.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Fire):** Mentuhotepi takes +4 damage from fire, and suffers a -2 penalty to Fighting attacks against anyone who brandishes a torch or other open flame.



**Harland Jellison**  
**(Invisible Man)**

Of all the craven, double-dealing, backstabbing agents that fill the Cabal's ranks, few surpass Harland Jellison for pure selfishness, greed, and villainy.

Once a petty thief in London, Harland stumbled upon a Cabal ritual during a heist. They offered him a choice: Drink an experimental serum or be shot in the head. When Harland was told the serum would give him wondrous abilities, he was only too quick to quaff it.

Taking his natural tendency toward betrayal into account, Jellison's Cabal superiors assigned him to the Underworld expedition to keep a close eye on Alma Hayes. At the first sign of unsteadiness Jellison's orders are to murder her and take control of the group.

Of course the Cabal chose their friends poorly. Alma Hayes, despite wishing to test its power first, has no goal but to bring her masters the *lux liquidus*. Jellison knows a good thing when he sees it. As soon as a chance presents itself he offers his loyalty to Dr. Lord, helping the scientist eliminate the Cabal in return for letting Jellison stay on the island forever.

But in the final analysis Jellison's only loyalty is to himself. He'll switch sides as many times as he needs to in order to save his own skin.

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

**Skills:** Climbing d8, Fighting d8, Lockpicking d10, Notice d4, Persuasion d8, Stealth d12

**Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Yellow

**Edges:** Charismatic, Connections (Cabal), Thief

**Gear:** Pistol (Range 12/24/48, Damage 2d6, AP 1), 20× shots, knife (Str+d4), lockpicks.

**Special Abilities:**

- **Invisibility:** When he is not wrapped in bandages (and thus invisible) attacks against Jellison suffer a -6 penalty. The penalty does not apply to area effect weapons, which hit normally.