

# HARVEST HOME

A Savage Worlds One Sheet™ By Clint Black & John Goff  
for use with Rippers™

Rippers

The Rippers attend the wedding of a patron's daughter, but an unexpected harvest intrudes on the festivities. Use the Rippers characters on our Savage Website [www.peginc.com](http://www.peginc.com) or make your own.

## THE WEDDING

The heroes are invited to the wedding of Allison Graham, daughter of Wilton and Hyacinth Graham. Allison is marrying Edgar Lang, son of Lord and Lady Lang, minor landed nobles. The Grahams have been generous supporters of the Rippers for years. Unbeknownst to the Rippers, the Grahams have fallen on hard times and hope the marriage will help restore their former wealth.

The Langs have their own agenda as well. They are actually demon worshippers. They owe their success to an ancient pact made by their family (originally of German lineage) with a demon masquerading as a harvest goddess. In return, they must sacrifice one of their blood every 21 years before harvest. The deadline is fast approaching and Edgar is the Langs' only child—at least until he marries!

## SIFBY HALL

The wedding is held at Sifby Hall, home of the Lang family. The estate is isolated in the country and surrounded on all sides by farmland being prepared for the harvest. It is an imposing stone manor surrounded by intricate hedgerows and paths.

The entire grounds are actually one huge summoning circle. The carefully crafted walkways and hedgerows around it form the lines and inscriptions have been subtly carved into several pieces of stonework.

The team has a couple of hours to mingle and wander the estate before the ceremony begins. Here are a few of the guests, but feel free to include others if you wish. The important thing is to keep the players guessing as long as possible as to the identities of the true villains.

**Karl and Meredith Wilhelm:** A visiting couple from Germany, friends of the Grahams. They are pleasant, if somewhat at a disadvantage from the language barrier. Once the party begins to find hints of Germanic influences, the Wilhelms may become immediate suspects.

**John and Sarah Huntingdon:** A handsome older couple, they are well aware of the Grahams' monetary issues. Longtime rivals, they never miss the chance to rub their faces in it.

**Terence Whitmore:** Whitmore is a brash young man and one-time suitor of Allison. He is an old family friend as well, but is having difficulty withholding his anger at the marriage.

**Reverend Gardener:** Middle-aged and polite, Reverend Gardener becomes increasingly uncomfortable as the night continues. Lady Lang seduced the man several years ago and he has suffered from the guilt ever since.

Wandering through the hedgerows allows a Notice roll (-4) to find unusual writings in German scattered about the grounds. They are largely nonsensical (they are part of a much larger inscription), but a Knowledge (Occult) roll identifies they are somehow related to the harvest. Feel free to improvise a few unsettling events (doors closing suddenly, unexplained noises, etc.) to heighten the tension for the players as well.

## THE CEREMONY

After about an hour or so, the Langs call everyone to the main ballroom for the ceremony. The wedding proceeds without complication and Reverend Gardener pronounces Allison and Edgar man and wife. Lord Lang steps up to propose a toast to the couple and makes a brief speech in German. Heroes who speak that language realize quickly he's calling to the "Dark Lady" and pledging the life of his daughter—and every other guest—as an offering!

Lang produces a wicked dagger from within his coat and Allison screams in terror. Suddenly every mundane fire and light is extinguished, plunging the house into darkness.

Scarecrows (1, plus 1 per two heroes) burst into the house, wielding scythes, while Edgar and the household servants (2 per hero) produce weapons from hidden locations and begin attacking as well. Lord Lang attempts to kill Allison himself and his wife hurls spells and incantations at likely targets. Edgar uses the same profile as a servant.

The Langs realize no one can be allowed to escape, so they neither give nor ask quarter. Should the party defeat the Langs, the Grahams find that, as there were no other heirs, they gain all the Lang holdings through their daughter—and they are quite grateful to the Rippers as well!







### LORD LANG (HUMAN)

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

**Skills:** Fighting d8, Guts d6, Knowledge (Occult) d8, Notice d8, Persuasion d8, Riding d6, Streetwise d8

**Charisma:** +2/-2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Bloodthirsty.

**Edges:** Command, Fervor, Noble

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



### LADY LANG (WITCH)

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

**Skills:** Fighting d4, Faith d8, Guts d6, Intimidation d6, Knowledge (Occult) d8, Knowledge (Satanism) d6, Notice d8, Persuasion d8, Riding d6, Streetwise d8

**Charisma:** +2/-2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Bloodthirsty

**Edges:** Noble

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

#### Special Abilities:

- **Arcane Background (Miracles):** *Blast* (ball of hellfire), *bolt* (ray of black light), *obscure* (darkness). (25 Power Points.)
- **Weakness (Magic):** Lady Lang takes +4 damage from magical attacks.

### LANG SERVANT/EDGAR LANG (HUMAN)

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Knowledge (Occult) d6, Stealth d6, Throwing d6

**Charisma:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Edges & Hindrances:**—

**Gear:** Saber (Str+d6).

## What Are You Waiting For?

want to get started right away? well you can. All you have to do is get online and download some of the sample characters we've provided for you at [www.peginc.com](http://www.peginc.com).

want to check out the game before you drop your dough on the book? No problem. download the Test Drive rules.

With a One sheet, the Test Drive rules, and a few heroes, you can get a flavor for Rippers. We think you'll get a taste for it! And keep checking back for more one sheets for our savage worlds settings.

### SCARECROW (GOLEM)

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

**Skills:** Climbing d6, Fighting d8, Notice d4, Stealth d6, Survival d6, Taunt d4, Throwing d4

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

#### Special Abilities:

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Not affected by disease and poison.
- **Pumpkin Head:** Seeing one of these scarecrows requires a Fear check.
- **Scythe:** Str+d8.
- **Weakness (Fire):** Scarecrows do not take additional damage from explosives, but suffer +4 damage from fire and receive a -2 penalty to Fighting attacks against anyone brandishing an open flame.

# Rippers

Play the Rippers Facebook game.

Build a Lodge.

Fight the Terror.

Save the World.

## TAKE BACK THE NIGHT!

<http://apps.facebook.com/rippers>





# HARVEST HOME INTERLUDES

A Savage Worlds One Sheet™ Addition By Clint Black  
for use with the Harvest Home One Sheet.

*Rippers*

Keep the excitement in the Harvest Home wedding party with this new twist on the Interludes rules.  
Visit our Savage Website at [www.peginc.com](http://www.peginc.com) for the free basic Interludes rules.

Dramatic Interludes work great for long periods of time where different events can occur, but the GM can also use them for similar situations where differing events may come up even in a shorter period of time. As an example, we've provided the options below. Run an Interlude as normal (Each player gets a card and a benny or adventure card after the scene), but use the results from below. If more than one PC gets the same result, then they are all present at the same event.

## 2: THE LIBRARY

The hero (or heroes) are alone in the library when the doors slam shut and books begin flying off the shelves, hitting them. Anyone in the library must make a Vigor roll each round at -2 or suffer a level of Fatigue. It takes an action and a Strength roll at -4 to open the doors (up to two other characters may make Cooperative rolls). Otherwise, the effect lasts for 3 rounds. When the doors reopen, all the books are back on the shelf except one under a chair (Notice roll at -2). It is a book in old German on ancient rituals.

## 3-4: THE RED HERRING

The hero runs into Terrence sneaking around the house and hiding tied up bundles of grass and twigs in different locations. Terrence is highly superstitious but also a coward (why Allison broke off with him in the first place). He won't stand up for Allison to stop the wedding, but he did talk to a "gypsy woman" who gave him the bundles to place, telling him it would stop the wedding. The woman was fake, and the bundles do nothing except con a young man out of his money.



## 5-6: THE SPIRIT

The spirit of a previous victim appears to the hero hoping to provide a warning. Unfortunately, the horrible and demonic nature of its death is terrifying to those who see it (Fear -2). The Spirit can only appear very briefly (one round) and then disappears, but it does leave a clue written on the wall in frost, "Ware the harvest!" The frosty letters melt away quickly.

## 7-8: THE PRATTLER

The hero is caught up with one or both Huntingdons. They monopolize the discussion gossiping about anyone and everyone at the party and don't let the hero escape. On the plus side, the Huntingdons cattily mention how the Langs seem desperate for the wedding to happen quickly, adding as much speculation as to why as the hero will tolerate. None of the Huntingdons' speculations are correct.

## 9-10 THE BRIDE

The hero runs into the bride, Allison Graham, who maintains an excellent facade of happiness though sad at her situation (she has no love for Edgar). For whatever reason, Allison creates a strong bond with the hero (as a kindred sister, parental feelings, or even a love interest); the GM should use any hooks or Hindrances the character has to build this bond. In the discussion, she says that she hopes to change some of the decor of Sifby Hall as the Langs have peculiar tastes (but it would be improper to discuss them publicly).

## JACK: THE TOAST

The hero is asked to give a toast to Allison and Edgar. A particularly well done toast may impress one of the other guests, leading to a possible new sponsor for the Rippers.

## QUEEN: THE GIFT

One of the gifts is a strange and macabre wooden statue of a squat, squid-headed figure. Eventually, the party discovers it was brought by the Wilhelms, who bought it from an antique shop in Heidelberg. Edgar has been fascinated by such things since he was a child and they thought of him when they saw it.

## KING: MYSTERIOUS BLOODSTAIN

While wandering the estate, the party finds a large bloodstain somewhere in the fields or off the walkway paths—perhaps being lapped up by a stray animal. No bodies are found, however, and no one is missing. A hero who makes a Tracking check can tell that the body was dragged away (and, with a raise, that it was the size of a large goat). In truth, a local boy was caught in the fields spying on one of the Langs' ceremonies and killed. His remains were buried far from here, but the blood could not be sopped up in time.

## ACE: THE TRINKET

The hero finds what appears to be nothing more than a minor trinket on the floor (a glass marble, a rabbit's foot, a cheap locket with a bit of hair in it, etc.). The trinket is actually one of the charms Lord Lang uses to protect himself in case Lady Lang turns on him. The person holding it has Arcane Resistance against Lady Lang's magic, and if tossed in a fire, it instantly burns up and provides the same effect to everyone within a Large Burst Template for 2d6 rounds.

## JOKER: THE BLESSING

The hero runs into Reverend Gardener and at the end of their discussion, the reverend says a blessing for the hero (whether in appreciation or pity). The character is considered to have the Champion Edge until the sun rises and also gains both a benny and an Adventure Card (or two bennies if you're not using Adventure Cards).



