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Rippers



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Rippers

Horror Roleplaying in the Victorian Age

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10 March 1892

London, England.

My Friend,

We have worked well together many times before, but you have always been suspicious of my secrecy. Know that by telling you our history, I am directly disobeying the wishes of my own father. This is not theatrics; it is to emphasise the import of the moment we face. Simply put, if there is to be a future for humanity, I must allay your fears.

First, you must accept something on the faith of our friendship. In the beginning, the fiend we now know as Jack the Ripper was a hero.

When he was but a young man, "Dr. Jack" (I do not believe even my father knows his real name or background) had a chance encounter with a werewolf. After accidentally killing his attacker by impaling it on his silver tipped walking stick, Jack took its body back to his lab for research. Recalling the werewolf's incredible reflexes, Jack and his research partner grafted some of its nerve tissue onto the spinal cords of mice, and were amazed to find that the implant not only granted the mice increased agility, but ferocious aggression as well. Dr. Jack dubbed his discovery, Rippertech, which he defined as "technological enhancements ripped from the bodies of supernatural creatures."

Dr. Jack refined his techniques, and used the enhancements to extend his lifespan. Over the centuries, he took a number of other like-minded scientists under his wing including Victor Frankenstein, Dr. Henry Jekyll, the now infamous Dr. Moreau, a man called Griffin, and of course, my father. They dedicated themselves to the improvement of mankind through the use of this new technology.

Sadly, before they became aware of its effects, exposure to arcane energies corrupted almost every one of them. Frankenstein delved into the secrets of life, but the strange composite beings he created were irreversibly mad. Dr. Jekyll attempted to purge the supernatural energies from his soul with an experimental serum, but only succeeded in becoming the devilish Mr. Hyde. Griffin attempted to make himself invisible, but ended up transforming himself into a living ghost. Dr. Moreau, already expelled from England due to his questionable research into vivisection, used magical techniques to warp normal animals into tortured mockeries of the human form. Only Dr. Jack and my father remained in full control of their mental and spiritual faculties.

Horried at the new evils they had unleashed upon the world, they changed their goal from the utilization of the supernatural to its eradication. They recruited the strongest bodies, brightest minds, and steeliest wills to their side, and formed a secret order capable of defying these monsters directly and destroying them. They called themselves the Rippers, and for the first time in centuries, the forces of darkness trembled. Since that time, the organisation has spread. We have hunted the creatures of darkness wherever we have found them.

Then years of looking into the abyss finally caught up with Jack the Ripper, and the forces of Hell found what they had been looking for... they found a leader. Jack approached the more intelligent horrors of the world, offering them the opportunity to join together and destroy us under his leadership. They agreed, and now it is we who are hunted; this monstrous Cabal seems all but unstoppable.

Take heed of my words, friend, and I pray that you see in them my honesty and my fear. The forces of darkness are strong, organised and dedicated. For our very survival much less our success, we must be one force. In the name of all that is good, become one of us: join the Rippers and fight the darkness. Help us to save the world.

From Hell,

Johann Van Helsing

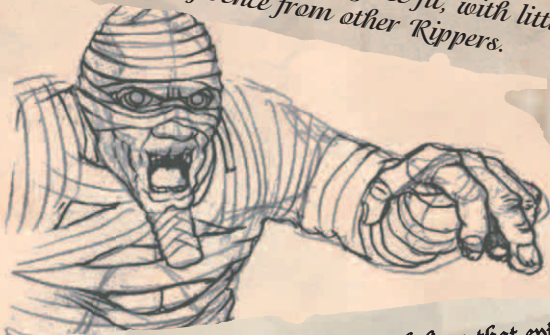
So you decided to answer the call—thank God. The ages-old struggle against evil rages on, but it is far from beaten. The world needs souls as brave and strong as you to fight the supernatural horrors stalking the night.

As a Ripper, you must protect the innocent world from the dark forces that threaten to destroy it. You will not be thanked, and none but us will know the sacrifices you make, but if you fail there is no hope for mankind. So read on... you have much to learn. What can I tell you of the horrors we face? I scarcely know where to begin.

Ripper Teams—Rippers operate in small teams or cells, usually numbering fewer than ten people and, for reasons of secrecy, having only a few contacts within the organization.

Teams are largely free to pursue their own agendas as long as they work toward the common goal of eradicating supernatural evil. Each team is required to submit regular progress reports to its lodge.

Grand Council—The leaders of the most influential Ripper lodges meet periodically at Van Helsing's mansion in London to discuss the status of the organization and plans for the coming year. The Grand Council is the only central authority in the organization—otherwise the various Ripper teams are able to run their lodges as they see fit, with little interference from other Rippers.



Monsters—First you must believe that evil is not a moral concept. It is a reality—it walks the earth. Vampires, werewolves, ancient mummies from the deserts, the blasphemous walking dead—trust me when I say that I have seen them all with my own eyes. God—the things these eyes have seen.

Suffice to say, the penny dreadfuls you buy in the street are not as fanciful as people suspect. These "works of fiction" are closer to the truth than you may expect. Monsters are out there, prowling in the night. We find them and kill them. And when we do* well, I'll come to that.

The Rippers

The Rippers is a secretive group operating around the globe. At the top of the Rippers' hierarchy is the imposing, almost legendary figure of Abraham Van Helsing. Below him are members of the Grand Council—heroic Rippers in their own rights—each of whom battles the darkness in their own corner of the globe and in their own way. Beneath these leaders are the Rippers themselves who each night take the fight to the enemy, laying down their lives in the battle for mankind's future.

Lodges—Each Ripper team operates out of one of the organization's secret bases known as "lodges". Lodges can be actual houses, or they can be hidden rooms in sewers, catacombs, caves, or similar remote places. The lodge is where the team receives its missions, conducts research, and collects its monthly stipend. Powerful Rippers may choose to start their own lodge.

The Cabal—Arrayed against the Rippers are the forces of darkness—the Cabal. This loose alliance of monsters and madmen is now dedicated to the eradication of the Rippers. Numerous factions have allied themselves with the Cabal, from zombie lords to vampires and werewolves.

Rippertech—The servants of darkness are fast and they are strong. You will learn only too quickly how dangerous even the weakest of them can be. You and I are only human, and to face such horrors we must be so much more.

There is something we can do. Steps we can take to give ourselves a fighting chance (and it so often comes to that). Over the generations a secret elite of scientific minds has developed medical procedures the like of which the world has never seen. These advances allow some brave souls to graft the tissues of the dead monsters into their own bodies! In doing so they take some measure of the creature's power for their own-ripping the strength of the servants of evil and using it against them.

Be warned, it is not without danger. Those who take such measures walk the razor's edge of insanity and too many pay a terrible price for becoming one with evil.

BECOMING A RIPPER

Welcome to *Rippers*, a game of supernatural horror, where players lead Victorian-era monster hunters—the Rippers—against a confederation of monsters and madmen known as the Cabal. These creatures are the werewolves, vampires, and other horrors that populate the peasant folklore and popular gothic stories of the Victorian age, and that stalk the earth preying on humanity.

The Rippers are human, but they are far from helpless prey. Some wield arcane biotechnology “ripped” from the very creatures they hunt. Others invest in the latest technology—incredible devices of iron and steel powered either by steam or, more recently, by electricity. Still others practice ancient magic, or perform miracles. A rare few rely on nothing more than their own cunning and courage.

Whatever the method, all are united in their dedication to eradicate the threat of the Cabal. The Rippers’ struggle against it rages on largely unknown to the wider world. It is time for you to take up the fight!

CHARACTER CONCEPTS

The *Rippers* world is similar to the real world, so the number of potential character concepts is virtually unlimited. With so many choices, you might feel overwhelmed, so the list below provides you with some common character types to get you started. This is not an exhaustive list from which you must choose. Rather, it is to give you some ideas about your hero’s background and what he or she did before joining the Rippers.

Spend a few minutes thinking about what kind of character you’d like to play. When you’ve made your decision, move on to Becoming a Ripper on page 3.

Acrobat: Circus acrobats and athletes sometimes don disguises to fight both crime and the terrors of the night. Dressed in colorful costumes and brandishing simple weapons like staves and throwing knives, these agile heroes defeat their enemies with a combination of speed, strength, and deadly skill. The best known Ripper acrobat is the crusading heroine known to most as “the Suffragette.”

Alienist: These doctors specialize in handling the criminally insane and healing the mind through the use of mesmerism or the recently developed technique of psychoanalysis. Their understanding of the fragility of the human mind can be of great use to unstable Rippers. Dr. Seward is one of Van Helsing’s original vampire slayers, and an alienist of considerable skill. A few alienists have disciplined themselves to the point where they can affect their surroundings through sheer willpower. These people are known as “sensitives” or “psychics.”

Clergy: Men and women of the cloth normally live lives of quiet contemplation. Sometimes, however, the forces of evil loom large, and these holy men are forced to take up the sword and do battle against the creatures of the night. Drawn from many different religions and denominations, these holy Rippers have the power to perform miracles through the strength of their faith. The most famous of these priests is Father Angus McBane.

Cowboy: Gunslingers, card sharps, lawmen, and other folks from the fading frontier some-

RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

times make their way into the ranks of the Rippers in search of adventure. The most famous Ripper cowboy was Quincy Morris, an amateur vampire slayer and one of Van Helsing's first recruits. Morris was cut down in 1876 during an unsuccessful attempt to destroy Count Dracula, but others of his ilk have joined the struggle.

Detective: While detectives might seem outclassed when confronted by vampires, werewolves, mummies, and similar terrors, their investigative minds are always an asset. Also, their keen eye for detail and ability to work in public as legitimate officers of the law gives them much more latitude than the typical Ripper.

Doctor: Because their specialized training allowed them to perform Rippertech implant surgery, medical doctors were once at the core of the Rippers. Since Van Helsing introduced strict limits on Rippertech implantation, their importance has declined somewhat, but they are still valued members of the organization, and they perform vital research work.

Explorer: Adventurers and explorers of all types can be found among the ranks of the Rip-

pers. Some come from "civilized" countries like England or the United States, while others hail from more isolated regions of the world like the deserts of Egypt, the Amazon jungle, or the mountains of Tibet. Expert at tracking, survival, and other wilderness arts, explorers (such as the fearless Allan Frazer) have proven an invaluable asset when stalking creatures of the night.

Gadgeteer: The Victorian age has seen the most incredible advances in technology, and the gadgeteer is a skilled inventor capable of designing and creating new and ingenious devices. They are responsible for the development of the Impaler, the Gatling Pistol, and many other technically advanced devices. Such inventions can be invaluable in the fight against the Cabal.

Officer: Britain and the other great imperial powers have military bases located around the globe. The military officers in these places frequently take it upon themselves to aid the Rippers. Some have a degree of autonomy and can bring the soldiers they lead with them.

Scholar: Archeologists, historians, and other scholars are vital to unlocking the secrets of the past and learning the forgotten lore necessary for victory. Far from being cloistered academics, many of these scholars are more at home crawling through forgotten tombs and dodging ancient traps than they are in a library or research facility.

Scientist: The Rippers employ many experts in electricity, mechanical engineering, gunnery and related technological fields. Their expertise makes them excellent researchers and planners, though they sometimes struggle in the field.

Slayer: When someone thinks of the archetypical Ripper, they picture the slayer. Trained from an early age to hunt vampires by Abraham Van Helsing's adopted son Johann, slayers are fast and athletic, but are also well educated and strong of spirit.

Vengeant: Men and women who have lost loved ones to creatures of the night always make willing Rippers. They often fight with a righteous fury that can only come from a burning desire for vengeance and a total disregard for their own lives.

Vigilante: Victorian-era superheroes, vigilantes dress in outlandish costumes and use their ingenuity to build crime-fighting and monster-hunting devices. The most famous of these heroes include New York City's "The Yankee," armed with a crossbow and a utility-belt filled with trick crossbow bolts, and London's "Spring-Heeled Jack," equipped with spring-loaded boots, glider wings, and a mask with a flamethrower built into the mouth.



MAKING CHARACTERS

Once you have an idea about your hero's background it is time to flesh out the details. Characters for *Rippers* follow the standard *Savage Worlds* character creation process, with a few minor alterations along the way.

1) TRAITS

To begin with, determine the traits that define what your Ripper can do.

Attributes

Your Ripper starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

Skills

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the skills in the *Savage Worlds* rules are available in *Rippers*.

Characters with an Arcane Background also have access to a special arcane skill. The available arcane skills in *Rippers* are: Faith, Psionics, Spellcasting, and Weird Science (see page 5 for more on powers).

One Knowledge skill is worthy of mention. Knowledge (Rippertech) is required to research, build and implant the Rippers' secret weaponry. If you want your hero to dabble in these arcane mysteries, be sure to put a few points in Knowledge (Rippertech). See page 23 for more on this gruesome aspect of the Rippers' work.

Languages

Your hero knows a number of languages equal to half his Smarts die. As the organization is based out of England, one of these languages should be English. List your known languages on your character sheet; you are able to speak, read and write each language you know (no roll is needed to communicate). Any permanent increase in your Smarts also gains you additional languages.

Secondary Statistics

Charisma: is +0 unless changed by Edges or Hindrances.

Pace: is 6", unless changed by Edges or Hindrances.

Parry: is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

Toughness: is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness.

Reason: *Rippers* introduces a new secondary statistic called Reason. You can find more information about how it works on page 15, but for now, mark it down as +0. Some Edges and Hindrances can affect your Reason as well as other, more sinister, influences.

2) SPECIAL ABILITIES

Next, decide if you want any Hindrances. You may use the points from Hindrances to gain one of the benefits below. You may choose one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each). The section on Edges and Hindrances on page 4 tells you what choices are available.

For 1 Hindrance point you can gain another skill point, or gain an additional £5 in starting funds. For 2 Hindrance points you can raise an attribute by one die type or choose an Edge.

Your hero gets one free Edge, plus any additional Edges you purchase with Hindrance points.

3) STATUS

The Victorian world in which *Rippers* is set is highly structured and hierarchical. Although the Rippers is an unconventional organization—open to all regardless of race, class, or gender—society at large does not share its egalitarian approach, and Victorians are forced to live and work within a rigid social structure.

Consequently, all characters have a Status, which reflects a hero's class as well as his or her standing within society. To start with, your hero has a Status of 5, which can be modified by Edges and Hindrances. For more on how Status works in the game, see page 17.



4) POSSESSIONS

Each character starts with a change of clothing suitable for her Status and £5 (equivalent to \$500 in standard *Savage Worlds* money). You'll want to spend some of your starting money on weapons, armor, and other equipment. See the Possessions chapter for a full equipment list. Characters of higher Status need to spend more than other characters to maintain their position.

5) BACKGROUND

Spend some time thinking about your character's background. What was your first encounter with the supernatural? Did you seek out the Rippers or did they come looking for you, and why? Coming up with a good background helps you figure out how to roleplay the character and

gives your GM some ideas for themes and complications to work into the campaign.

6) NAME

Finally, you need to give your hero a name. Often, Rippers have two or more names: a given name and one or more street names, which they take to keep their real identities a secret and to protect themselves and their loved ones from monstrous retribution.

Give your character a full name and decide whether you want a trade name for him or her, or whether you are confident you can protect your identity without adopting some kind of disguise.

NEW HINDRANCES

All of the standard *Savage Worlds* Hindrances are appropriate for a *Rippers* game, and function normally with the following exceptions:

Poverty & Young: In *Rippers*, your hero's starting Status is modified by -5 as well as the usual effects.

In addition, you can choose from the following list of new Hindrances.

Disowned (Minor)

Your hero did something shameful or scandalous in the past, bringing shame or embarrassment on your family. As a result, you have been disowned. Your family refuses to acknowledge you, and your hero's starting Status is modified by -3.

Orders (Minor)

Although your character is part of a Ripper team, he must also answer to his superiors. These leaders can be military commanders, civilian administrators, religious functionaries, or some other group, but your character is legally or ethically bound to obey them. Since this is a Hindrance, you should expect your orders to occasionally be nonsensical, inconvenient, or even dangerous.

Over-Sensitive (Major)

Your hero is highly strung, nervous, or otherwise of a sensitive disposition. Loud noises make him or her jump, and silence is unsettling. The result of such a jittery nature is that your hero's starting Reason is modified by -1.

RIPPING PSYCHOSIS (Major)

Rippertech has degraded your character's sense of right and wrong and he or she has just recovered from a psychotic episode. Your character begins play with a common Rippertech implant from the list on page 26. You gain the Benefits of the Rippertech, but must take all Side Effects and the full Reason modifier. You do not gain any of the Additional Benefits.

Remember, this makes another bout of psychosis far more likely. See the Setting Rules chapter for more information on Reason loss and Ripping Psychosis.

SUPERNATURAL WEAKNESS (Minor)

This hero has acquired a weakness to some material akin to those suffered by many of the monsters the Rippers fight. Perhaps your hero was cursed by a witch, or scratched by a monster in a previous encounter. Choose which weakness your hero has: Cold Iron, Wood, Silver, Sunlight, Salt, or Fire. You may take this Hindrance more than once, but must suffer a different weakness each time.

A hero with a supernatural weakness cannot use that substance and cannot stand to touch or be touched by it. Weapons made from it inflict +4 damage on the hero.

NEW EDGES

All standard *Savage Worlds* Edges are available in a *Rippers* campaign except for Arcane Background (super powers). However, the following Edges have different requirements from the standard *Savage Worlds* versions or operate differently in the *Rippers* world:

Champion: In the *Rippers* world, this Edge does not require an Arcane Background or the Faith skill.

Noble: A hero with this Edge also gains +5 Status

Rich: A hero with this Edge also gains +2 Status

Filthy Rich: A hero with this Edge also gains +3 Status

BACKGROUND EDGES

Linguist

Requirements: Novice, Smarts d6+

Your hero has an ear for languages and a rare talent for recognizing similarities between them.

POWERS IN RIPPERS

The following Arcane Backgrounds are allowable in *Rippers*. Each description lists the powers available to characters with that background. Other powers are only available with the GM's permission.

Arcane Background (Magic): Most characters with this Edge are members of the Rosicrucian Brotherhood. These wizards specialize in the study of Enochian sorcery, a form of angelic magic developed by John Dee and Edward Kelley in the 16th Century. The character begins play with 10 Power Points, and can choose three of the following powers: *barrier* (wall of fire or wind, Seasoned+), *bolt* (bolt of lightning), *boost/lower trait* (angelic invocation), *deflection* (whirling winds), *detect/conceal arcana* (glowing white light), *dispel* (sandalwood incense, Seasoned+), *light* (fire without heat), *stun* (thunderclap).

Arcane Background (Miracles): Most characters with this Edge are either priests or belong to the Order of St. George. The character begins play with 10 Power Points, and can choose two of the following powers: *armor* (glowing halo), *bolt* (ray of white light), *deflection* (guardian angel deflects the attack), *detect/conceal arcana* (mystic incense), *beal* (whispered prayer), *light* (sunlight), and *smite* (glowing weapon).

Arcane Background (Psionics): Most characters with this Edge are alienists, mesmerists, or psychoanalysts. The character begins play with 10 Power Points, and can choose three of the following powers: *boost/lower trait* (mesmeric suggestion), *deflection* (telekinetic shield), *detect/conceal arcana* (deep concentration), *puppet* (penetrating gaze), *quickness* (mesmeric trance), *speed* (time distortion), and *telekinesis* (hand gesture).

Arcane Background (Weird Science): Characters with this Edge are usually scientists or gadgeteers. The character begins play with 10 Power Points, and can build one device from the following list of powers (and suggested trappings): *armor* (invulnerable cloth), *blast* (experimental explosives, Seasoned+), *bolt* (electrified ammunition), *detect/conceal arcana* (spirit camera), *invisibility* (aethereal wave generator), *light* (portable electric light), and *smite* (electrified weapon).

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A character with this Edge starts with an additional two known languages and can make a standard Smarts roll (-2) to make himself understood in any language he has heard spoken for at least an hour.

STOUT-HEARTED

Requirements: Novice, Guts d4+

It takes a special sort of person to actively hunt down creatures that would send sensible mortals running for their lives. A character with this Edge gets a +1 bonus to all Guts rolls, and a +2 modifi-

er to rolls on the Fright Table (see page 16). A Yellow hero cannot take this edge.

DOWN TO EARTH

Requirements: Novice, Spirit d6+

Your hero is of sound mind and not prone to flights of fancy. Although the supernatural is still frightening, he or she has the good sense to remain rooted in reality. A character with this Edge is more likely to be able to deal with the many horrors of the Cabal and can better resist the harmful effects of Rippertech. Modify this hero's Reason by +1.

RIPPERS FACTIONS

As with any large organization, the Rippers has its internal politics, and power struggles often occur within or between the different factions. The main Rippers factions are described below, each with its own prominent personalities and ideas about how best to fight the Cabal. If you want your hero to support a particular faction, simply note it down on your character sheet. Belonging to a faction allows you to take a corresponding Faction Edge. A hero can only belong to one faction at a time. If you change your mind, you lose any previous Faction Edges, but are free to choose a new faction.

Masked Crusaders: A league of crime-fighters and monster hunters led by the gadgeteer hero known as "the Yankee." Other famous members include the demonically themed "Spring-Heeled Jack," and the acrobatic heroine who calls herself "the Suffragette."

Old Worlders: A motley band of mad scientists, woodsmen, and werewolf hunters (called Wolfen Jaeger) who frequent the dark forests and mountains of Eastern Europe. The Old Worlders are led by two of the most famous Rippers, Jonathan and Mina Harker. A hero must know a European language to become an Old Worlder.

Rosicrucians: An order of alchemists, wizards, and astrologers founded by Dr. Jack. The Rosicrucians helped to invent Rippertech, but now avoid its use and dedicate themselves solely to the pursuit of magical power. The Rosicrucian leaders keep their identities a secret, and lesser members only know them as the Innominato, or "nameless ones". A hero must know ancient Greek to become a Rosicrucian.

Slayers: A group of vampire slayers, who form the core of the organization. Once Dr. Abraham Van Helsing led the slayers personally, but he now considers himself too old to fight, so the mantle of leadership has passed on to his adopted son, Johann. However, as the Rippers organization continues to grow, Johann finds himself spending more and more time playing politics and less and less time in the field with his slayers. As a result, the American slayer Tara LaGrange is essentially responsible for the day-to-day leadership of the faction.

Order of St. George: A secret society of priests, monks, nuns, and monastic knights drawn from different religions and denominations. The Order forbids the use of Rippertech, but it gives its members access to numerous holy relics. Its most famous member is a grizzled Irish priest named Father McBane. A hero must know Latin to join the Order of St. George.

Witch Hunters: A fanatical group, members of this faction are dedicated to hunting down and destroying witches, Satanists, and other evil magicians. Witch Hunters tend to be fervently religious and favor fighting monsters by normal means and up close rather than resorting to Rippertech. Foremost among them is veteran witch hunter Serious Chapel, who leads the faction with righteous fury and encourages others to follow his example.

COMBAT EDGES

IMPROVISATIONAL FIGHTER

Requirements: Novice, Smarts d6+

Rippers often find themselves fighting with items not specifically designed for use as weapons: holy symbols, torches, or whatever else is at hand. A character with this Edge has practiced using such improvised weapons, and does not suffer the usual -1 attack penalty when wielding them. For more on improvised weapons see page 15.

FACTION EDGES

If you allied your hero to one of the factions on page 6, you may take the corresponding Faction Edge.

ALTER EGO

Requirements: Novice, Faction (Masked Crusaders), Agility d8+

A hero with this Edge keeps an additional Status score for their alternate persona. Any Status losses incurred when “in character,” are applied to that score instead of the hero’s actual Status. The Alter Ego’s Status can only recover through good publicity.

ANGELIC PACT

Requirements: Novice, Faction (Rosicrucians), Smarts d8+

A hero with this Edge has contacted a friendly spirit and bargained with it to intercede in his magic. When casting a spell with a duration cost, this hero can make a Spirit roll (subtracting the base Power Point cost of the spell from the roll). On a success, the angel pays the Power Point cost to extend the spell for one round. Otherwise the spell caster must pay the cost himself. On a 1 (regardless of the result of the Wild Die), the hero loses 1 Reason.

PEASANT LORE

Requirements: Novice, Faction (Old Worlders), Vigor d8+

This hero has studied the local folklore and superstitions of the country folk of the Old World.



When fighting a supernatural creature, the hero can recall a tale about the beast. With a successful Smarts roll (-2), the hero remembers one Special Ability of that monster.

RIGHTEOUS FURY

Requirements: Novice, Faction (Witch Hunters), Strength d8+

When fighting supernatural creatures, a hero with this Edge is overcome with a zealous rage and gains a +1 to all Strength rolls.

SONG OF ST. GEORGE

Requirements: Novice, Faction (Order of St. George), Spirit d8+

The beautiful hymns and arias sung or chanted by a hero with this Edge add +1 to all die rolls made by members of the Order. Two or more members of the Order can sing or chant in harmony to increase the modifier to +2. Singing and performing other actions incurs the standard -2 multi-action penalty.

STEAMER STUFF

Requirements: Novice, Faction (Slayers), Vigor d8+

When this hero has Rippertech implanted, make a Spirit roll (modified by the implant’s Rippertech modifier). On a success, reduce the Reason lost to this implant by 1 (to a minimum of 1).

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LEADERSHIP EDGES

Strategist

Requirements: Veteran, Command, Smarts d8+

Rippers in control of a lodge must control the Cabal's activities in the lodge's area. A hero with this Edge is cunning and careful and gets to redraw 1 card during each strategic mission (the GM has more about this in the section Fighting the Cabal, on page 71). After you have drawn a card, you may decide whether you want to keep the new card or the original.

Strategic Genius

Requirements: Heroic, Strategist, Smarts d10+

This hero is a master of planning and strategy. When drawing cards to resolve a strategic mission, a character with this edge can redraw 2 cards.



PROFESSIONAL EDGES

Accomplished Surgeon

Requirements: Novice, Healing d6+, Knowledge (Rippertech) d6+

A hero with this Edge is skilled with a scalpel and has a sound understanding of anatomy, both human and supernatural. Whenever this character implants a Rippertech enhancement, subtract the modified total of the Rippertech roll from the total damage done by the implant.

Alienist

Requirements: Novice, Healing d6+, Knowledge (Psychology) d6+, Persuasion d6+

A rare thing in Victorian times, a hero with this Edge is sympathetic to those who suffer from damaged reason. This hero may use a Healing roll for each month spent treating a patient. (See the Treatment rules on page 17 for details of treating insanity.)

Arcane Chemist

Requirements: Novice, Knowledge (Chemistry) d6+, Knowledge (Rippertech) d6+

Ripping and distilling extracts from monsters is something of a specialty for this hero. When making extracts, a Ripper with this Edge creates twice as many doses as usual.

SOCIAL EDGES

World Traveler

Requirements: Seasoned

This character is familiar with other nations and cultures, and doesn't suffer the standard Outsider penalty when traveling to a foreign country (see page 15 for more information on this penalty).

WEIRD EDGES

Gypsy Curse

Requirements: Veteran, Spirit d8, Persuasion d8, Taunt d8

This Edge is only available to full-blooded gypsies. The character can use an action to call down a curse upon a chosen enemy. The targeted creature must make a successful Spirit roll or become Shaken as if it failed a test of wills.

POSSESSIONS

Your hero starts play with a change of clothes and £5 (which may have been modified by your Edges and Hindrances). Your starting clothing is appropriate for your Status—cheap if the hero has a Status of 0 or less, common if the character has a Status of 1-5, and fine if your hero's Status is higher than 5. Any other gear you want, you'll have to buy.

Of course, your starting funds will soon run out. Rippers are paid a monthly stipend by their lodge (see page 19) as long as it can afford to, so ideally you should find yourself a well-funded lodge. Otherwise, unless you are independently wealthy (if you took the Rich Edge during character creation, for instance), your hero is going to have to find a way to earn some more cash. Some typical monthly salaries are listed below to give you an idea of how much you might earn.

Be sure to save some money for travel expenses and the odd bribe—you never know where your work for the Rippers will take you!

CURRENCY

The standard unit of exchange in *Rippers* is the British Pound Sterling, known to the lower classes as the "quid". The pound is divided up into 20 shillings, and each shilling is divided up into 12 pence. To keep *Rippers* Fast, Furious, Fun and to help you maintain your sanity, we rounded up the prices of all the items on the equipment list to the nearest shilling (0.05 pounds), allowing you to keep track of your money in decimal format. You're welcome.

In 1892, a pound was worth almost five American dollars. Adjusted for inflation, the pound had the purchasing power of around one hundred modern American dollars. Use this exchange rate (£1 = \$100) whenever you need to convert *Savage Worlds* dollars to *Rippers* pounds.

In Circulation

In 1892, pounds were available in large paper notes in various denominations, but these were rare. Coins were more commonly used and were widely available in the following denominations (each with its own name): 20 shillings (sovereign), 10 shillings (half-sovereign), 5 shillings (crown), 2 ½ shillings (half-crown), 2 shillings (florin), 12 pence (1 shilling, also known as a bob), 6 pence (sixpence), 4 pence (groat), 3 pence (threepence, pronounced "thruppence"), 1 pence (penny), ½ pence (halfpenny, pronounced "haypenny"), ¼ pence (farthing).

The farthing, halfpenny, and penny are copper coins used for most minor everyday transactions. The "thruppenny bit" (threepence), sixpence, florin, half-crown, and crown are silver coins and cover the rest of most people's expenditure. The half-sovereign and sovereign are gold coins and used almost exclusively by the wealthy.

Major expenses are often priced in guineas, to show the status of the item being purchased. A guinea is 21 shillings (1 pound and 1 shilling). Professional fees are priced this way and it is usual practice for the professional to keep the pounds, with the shillings being passed to his clerks or assistants.

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Armor

Personal Armor	Armor	Weight	Cost	Notes
Boilerplate	+3	15	£4	Protects front torso only; see notes
Chainmail Vest	+2	10	£3	Protects torso
Heavy Coat	+1	3	£2	Protects torso, arms, and legs
Leather Armor	+1	1	£1	Protects torso
Leather Costume	+1	3	£3	Protects full body

Weapons

Type	Range	Damage	ROF	Cost	Weight	Shots	Str.	Notes
Melee Weapons								
Axe	-	Str+2	-	£0.50	2	-	d6	
Baton	-	Str+1	-	£0.10	1	-	-	Wood
Bayonet	-	Str+1	-	£0.50	1	-	-	Str+2 if affixed to rifle
Dagger/Knife	3/6/12	Str+1	1	£0.25	1	-	-	Can throw
Great Axe	-	Str +4	-	£4	15	-	d10	Parry -1; 2 hands; AP 1
Great Sword	-	Str +4	-	£4	12	-	d10	Parry -1; 2 hands
Rapier	-	Str+1	-	£2	3	-	-	Parry +1
Ripper Claws	-	Str+3	-	£3	4	-	d8	Parry +1
Saber	-	Str+2	-	£2	4	-	-	
Sap	-	Str+1	-	£0.25	4	-	-	+6 damage on The Drop
Staff	-	Str+1	-	£0.05	8	-	-	Parry +1; Reach 1"; 2 hands
Sword	-	Str+3	-	£3	8	-	d6	
Sword Cane	-	-	-	£2.5	5	-	-	Walking stick + rapier
Torch	-	Str+1	-	£0.05	1	-	-	-1 attack
Walking Stick	-	Str+1	-	£0.50	2	-	-	Parry +1
Whip	-	Str+1	-	£0.10	2	-	-	Reach 1"; May be used to grapple
Wooden Stake	-	Str+1	-	£0.05	1	-	-	
Ranged Weapons								
Blunderbuss	5/10/20	1 -3d6	1	£2	12	1	-	+2 Shooting; 2 actions to reload
Crossbow	15/30/60	2d6	1	£3	6	1	d6	AP 2; 1 action to reload
Elephant Gun	30/60/120	2d10	1	£5	1	12	d8	AP 2; Snapfire penalty
Flintlock Pistol	5/10/20	2d6+1	1	£0.5	3	1	-	2 actions to reload
Gatling Pistol	12/24/48	2d6	3	£8	6	12	-	AP 1
Impaler	3/6/12	1d10+2	1	£10	12	1	d8	Str -4 to recover; 2 actions to reload
Machine Gun	24/48/96	2d8+1	3	£50	100	250	-	AP 2; May not move
Mini-Crossbow	10/20/40	2d6	1	£2	3	1	-	AP 1; 1 action to reload
Musket	10/20/40	2d8+1	1	£1	10	1	d6	AP 1; 2 actions to reload
Pistol	12/24/48	2d6	1	£1	3	6	-	AP 1
Rifle	24/48/96	2d8	1	£2	10	8	d6	AP 2
Sawed-Off Shotgun	5/10/20	1 -3d6 (2d10)	1	£4	8	1	-	+2 Shooting
Shotgun	12/24/48	1 -3d6 (2d10)	1	£4	12	1	-	+2 Shooting
Throwing Weapons								
Holy Water	3/6/12	Special	1	£0.10	1	1	-	Small Burst
Lamp Oil	3/6/12	Special	1	£0.05	1	1	-	Small Burst
Net	3/6/12	Special	1	£0.05	5	1	-	Entangle
Throwing Knife	3/6/12	Str+1	1	£0.05	1	1	-	+1 Throwing, -1 Fighting

Improvised Weapons

Small	3/6/12	Str+1	1	-	1	1	-	-1 attack
Medium	2/4/8	Str+2	1	-	3	1	-	-1 attack
Large	-	Str+3	1	-	6	1	d6	-1 attack

AMMUNITION

Ammo	Weight	Cost	Notes
Bullets, medium (lead)	5/50	£0.25/50	For pistols and shotguns (shotguns can use rock salt)
Bullets, large (lead)	8/50	£0.50/50	For rifles and shotguns
Quarrels (wooden)	1/5	£0.05/5	For crossbow and mini-crossbow
Shot and powder (lead)	5/50	£0.10/50	For black powder weapons
Stake (wooden)	1	£0.05	For impaler
Trick Bolt (binding, grappling)	1	£0.20	For crossbow and mini-crossbow
Trick Bolt (explosive, knockout gas)	1	£0.40	For crossbow and mini-crossbow

MUNDANE POSSESSIONS

Miscellaneous	Weight	Cost	Notes	Toolkit			
Brush or comb	0.5	£0.05		Toolkit	5	£5	Adds +1 to a specific skill
Camera	5	£0.20		Torch	1	£0.05	Sheds lights to 4", use as weapon
Candles, (dozen)	5	£0.25		Travel bag	2	£0.20	
Clothing, Cheap	5	£0.5		Umbrella or parasol	2	£0.40	
Clothing, Common	5	£1		Voltaic Cell	1	£0.05	Used to power electrical devices
Clothing, Fine	5	£2+		Winter Blanket	5	£0.15	
Cocaine	0.5	£1	Trait roll bonus; additive	Food			
Compass	1	£0.50		Beer, per quart	2	£0.05	
Fan	0.5	£0.05		Meal, common	1	£0.05	
Graphophone	10	£7	Record player and recorder	Meal, fine	1	£0.10+	
Hammer	5	£0.20	+1 to wooden stake damage	Cheap Biscuits or rations (1 week)	10	£1	
Holy Symbol	4	£1		Champagne, bottle	2	£0.25	
Lamp Oil	1	£0.05		Wine, bottle	2	£0.15	
Lantern	2	£0.15	Sheds light to 4"	Lodging			
Matches (gross)	0.5	£0.05		Cottage		£200	
Mirror	0.5	£0.10		House		£650	
Morphine	0.5	£0.10	Reduces wound penalties; addictive	Mansion		£1,000+	
Opium	0.5	£0.05	Causes fatigue; addictive	Room Furnishings, Quality		£15+	
Pickaxe	5	£1		Room Furnishings, Cheap		£2	
Pocket book or purse	0.5	£0.05		Weekly Rent, Common House		£0.25	
Pocket watch	0.5	£1		Weekly Rent, Cheap Tenement		£0.10	
Rope, hemp (10 feet)	2	£0.05		Monthly Income			
Rope, silk (10 feet)	1	£0.10		Laborer		£4	
Ruhmkorff's Apparatus	5	£5		Skilled Tradesman		£8	
Shovel	5	£1		Clerical Worker		£13	
Smoking Pipe	0.5	£0.05					
Spyglass or field glasses	1	£1					
Sunglasses	0.5	£0.20					

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EQUIPMENT NOTES

ARMOR

Though body armor is of little use against modern firearms, Rippers frequently do battle against opponents armed with little more than claws and teeth, and in such instances a little protection goes a long way.

Boilerplate: These heavy steel plates can be slipped into the lining of a heavy coat. They provide reasonable protection against firearms, but quickly dent and become useless.

Boilerplate must be worn with a heavy coat, but the Armor values do not stack (the combination provides 3 points of Armor for the torso, and 1 point for the arms and legs). Boilerplate cannot be worn with a chainmail vest (the result is too heavy and bulky to wear). If an attack does enough damage to penetrate the boilerplate and inflict a wound, the boilerplate is ruined and provides no further protection.

Chainmail Vest: For occasions when a heavy coat does not provide adequate defense, Ripper teams can armor themselves in chainmail vests. These vests can be hidden under a heavy coat, but the Armor values do not stack.

Heavy Coat: These long coats are made from stiffened leather and provide protection to the torso, arms, and legs.

Leather Armor: A lightweight leather vest protects only the torso, but even a small amount of armor can mean the difference between life and death.

Leather Costume: Some Rippers dress in outlandish skin-tight leather costumes. These costumes typically include a leather mask and thus provide protection for the entire body. They cannot be worn with any other armor.

WEAPONS

ARCANE WEAPONS

With the proper facilities, most melee weapons can be made of special substances, such as cold iron or silver. Double the cost of any such weapons.

NOTES ON SELECTED WEAPONS

Baton: The listed price assumes a baton specifically designed for combat, such as a policeman's truncheon. Makeshift clubs (such as chair-legs or thick branches) are free but count as Improvised Weapons (see page 15).

Blunderbuss: A blunderbuss is a black-powder shotgun. It can fire pellets (+2 to Shooting rolls, 3d6 damage at short range, 2d6 damage at medium range, and 1d6 damage at long range), or improvised ammunition, like rusty nails or broken glass (standard damage, but incurs the usual penalty for an improvised weapon).

Gatling Pistol: The Rippers' gunsmiths have invented a pistol with rotating barrels that acts as a sort of miniature Gatling gun. It has a Rate of Fire of 3 and causes recoil as usual. It can fire lead, cold iron, or silver ammunition.

Holy Water: Some creatures can be affected by holy water. The flask breaks on impact, splashing a Small Burst Template.

Impaler: Developed by the Rippers' gunsmiths, the Impaler fires wooden, silver, or cold iron stakes. Any creature Shaken or worse by a stake is impaled and remains Shaken and unable to perform any other action until it can make a Strength roll at -4 to dislodge the stake.

Lamp Oil: Though normally used to power a lantern (1 pint burns for 8 hours), lamp oil can also be used in combat. On impact, lamp oil splashes in a Small Burst Template. Any creature in the area must make an Agility roll or be covered with oil. If the affected area or an oil-soaked person comes into contact with fire, use the standard *Savage Worlds* rules for catching fire, with a base damage of 1d10.



Machine Gun: Designed by American inventor Hiram Maxim in 1885, the “Maxim” can fire up to 600 rounds per minute from cloth belts, but weighs over 100 pounds. In military use, it takes a four-man team to maneuver the gun and two more to fire it!

Mini-Crossbow: Sometimes called a “hand crossbow,” this is a pistol-sized version of a standard crossbow.

Net: A popular weapon for capturing monsters, the net is a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape. On a successful hit with a net, the target is entangled and must make a successful Agility or Strength roll at –2 to slip out or tear free. Success frees the target but uses the action—a raise frees it immediately, and the target can act as usual.

Ripper Claws: As Johann and the Harkers began their battle against evil, they found themselves at a serious disadvantage when fighting werewolves, vampires, and other creatures with claws and fangs. As a result, Johann developed what became one of the organization’s signature weapons. Ripper claws are a set of sharpened blades set into a metal housing and worn on the forearm like a bracer. A specially designed hand-grip improves the weapon’s responsiveness. Ripper claws cannot be disarmed, and provide the user with a +1 Parry bonus.

Sap: Sometimes called a “blackjack” or simply a “bag,” a sap is a small leather pouch filled with lead shot. It is considered an improvised weapon. If the user has The Drop on an opponent, the improvised weapon penalty does not apply.

Shotgun: A shotgun can fire pellets (+2 to Shooting rolls, 3d6 damage at short range, 2d6 damage at medium range, and 1d6 damage at long range) or slugs (2d10 damage). Slugs can be made of lead, silver, or cold iron, while pellets can be lead, silver, cold iron, or rock salt.

Sawed-Off Shotgun: A shotgun can have its barrel sawed down. Doing so reduces its range, but makes the weapon easily concealable within a long coat or bag.

Sword Cane: A sword cane is simply a walking stick with a rapier hidden inside it. A Ripper armed with a sword cane does not suffer any Status penalty for traveling armed (see page 18).

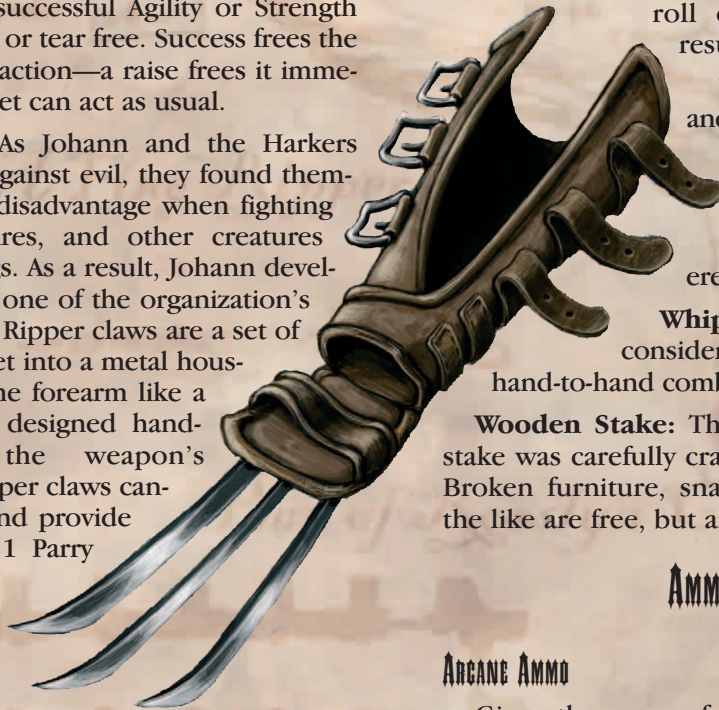
Throwing Knife: Throwing knives are considered improvised weapons in melee combat (–1 to Fighting rolls), but are perfectly balanced for throwing, providing a +1 bonus to Throwing rolls.

Torch: An unlit torch is treated as an improvised baton, so attacks with it are made at a –1 penalty. A lit torch can also set light to anyone struck by it but goes out on an attack roll of 1 (regardless of the result of any Wild Die).

Walking Stick: A well-balanced walking stick or cane makes an excellent weapon. Walking sticks not specifically designed for combat are considered improvised weapons.

Whip: The wielder of a whip is considered unarmed if attacked in hand-to-hand combat.

Wooden Stake: The listed cost assumes the stake was carefully crafted for use as a weapon. Broken furniture, snapped tree branches, and the like are free, but are improvised weapons.



AMMUNITION

ARCANE AMMO

Given the proper facilities, most ammunition can be made of special substances, such as cold iron or silver. Double the cost of any such ammunition.

CROSSBOW AMMO

Trick Bolt (Binding): Anyone hit by this crossbow bolt is entwined in thin metal cables, and can perform no actions except to attempt to escape. As an action, the target must make a Strength roll (–1). On a success, he breaks free but uses his action. On a raise, he can act normally.

Trick Bolt (Explosive): These crossbow bolts explode when they hit, causing 2d8 damage in a Medium Burst Template. Roll deviation normally if the shot misses.

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Trick Bolt (Grappling Line): These cross-bow bolts trail a fine, strong rope when fired, and can be used to scale vertical surfaces or bridge chasms. The firer cannot fire the bolt and climb or swing on the same round. Anyone hit by the Grappling Bolt takes 1d6 damage.

Trick Bolt (Knockout): When these cross-bow bolts hit, they release knockout gas. Any living creature within a Large Burst Template (including living supernatural creatures) must make a Vigor roll or fall Incapacitated for 2d6 rounds. Others can automatically awaken the sleeping person as an action, bringing the sleeper to his feet, but Shaken.

EQUIPMENT

Clothing & Housing: Your hero's clothing and accommodation can be one of three levels of quality: fine, common and cheap. A hero with a Status of 10 or higher must always buy the finest gear and the most expensive accommodation or lose 1 Status.

Cocaine: Victorians usually administer cocaine via injection. The drug provides a +1 bonus to all Trait rolls for an hour. Cocaine beverages are also available. *Vin Mariani* is wine laced with cocaine and used by many famous people of the day. *Coca-Cola*[™] (when it becomes available in 1894) is soda water mixed with various ingredients including coca leaves and cola nuts. In beverage form, the effect only lasts for 10 minutes. All forms of cocaine are highly addictive. A regular user of cocaine (GM's decision) gains the Major Habit Hindrance.

Hammer: Hammers can be used as improvised bludgeoning weapons and do Str+1 damage, but Ripper teams mainly use them to assist in pounding wooden stakes.

Lamp Oil: Lanterns in the *Rippers* world burn a variety of substances including vegetable oil, whale oil, kerosene, and even alcohol. Lamp oil can be used as an improvised weapon (see weapon notes above).

Lantern: Lighting a lantern requires an action. A pint of lamp oil burns for 8 hours. The radius of the light can be adjusted from effectively nothing all the way up to a 4" radius. A lantern can be used as an improvised weapon, but breaks on a successful attack, dousing the target in flammable oil. If the lantern is lit when

broken, the oil immediately ignites. Lanterns can also be targeted with called shots and, if broken, douse the bearer in oil.

Morphine: A shot of morphine deadens pain, reducing the penalty due to wounds or fatigue by 2. Morphine is also available in ingested form such as the popular *Mrs. Winslow's Soothing Syrup*. Ingested morphine only reduces wound penalties by 1. Morphine is addictive, and regular users (GM's decision) gain the Major Habit Hindrance.

Mirror: Some creatures of the *Rippers* world are rumored not to cast reflections.

Opium: Inhaled recreationally by those who like to lose themselves for hours, anyone who smokes a ball of opium must make an immediate Vigor roll or gain 2 Fatigue levels for four hours. After that time, the user can make a Spirit roll to recover 1 point of lost Reason. Opium is also available as laudanum which can be taken immediately as a cure for numerous minor ailments or dissolved into wine. Both forms of the drug are addictive, and regular users (GM's decision) gain the Major Habit Hindrance.

Ruhmkorff's Apparatus: This device is a portable electric light source. A backpack holds a primitive transformer called a Ruhmkorff coil, which is connected by wires to a hand-held fluorescent light bulb known as a Geissler tube. The apparatus sheds light in an 8" radius, and runs for up to 24 hours on a single voltaic cell.

Toolkit: This is a generic term to describe a satchel or other portable container filled with devices to help a specific skill. Toolkits include a doctor's bag (Healing), blacksmithing equipment (Repair), locksmith tools (Lockpicking), and the like. A character gets +1 to the appropriate skill roll if the GM decides that the toolkit could prove helpful (for example, a surgeon's blades wouldn't be much help when attempting to disarm a trap). If the skill roll is a 1 (regardless of the result on the Wild Die), the kit is used up and must be replaced.

Torch: A torch is simply a stick wrapped in tar-soaked cloth or some other slow-burning substance. Lighting a torch requires an action. A lit torch sheds light in a 4" radius for 4 hours. Torches can also be used as improvised weapons (see weapon notes above).

SETTING RULES

In addition to the standard *Savage Worlds* rules, *Rippers* adds the following rules. These are included to capture the feel of the Victorian world and represent the important facets of a Ripper's life.

IMPROVISED WEAPONS

The Rippers often find themselves fighting with objects that aren't intended for use as weapons. So desperate is the struggle that torches, silver candlesticks, broken chair legs, and other mundane items are frequently pressed into combat against the supernatural. Such improvised weapons cause the wielder to suffer a -1 Fighting or Throwing penalty. If the improvised weapon already appears on the weapon list on pages 10-11 (such as a torch or a wooden stake), use the listed stats. Otherwise, use the generic entry for a small, medium, or large improvised weapon. The GM is the final judge of an improvised weapon's effectiveness.

OUTSIDERS

The heroes in *Rippers* often find themselves traveling to distant lands. When outside his native country, a character automatically gains the Outsider Hindrance when dealing with the native population. Heroes who already have the Outsider Hindrance at character creation are misfits within their own society, but do not suffer from any additional penalties when going abroad. Characters with the World Traveler Edge

seem to fit in wherever they go, and are not considered Outsiders when traveling abroad.

After spending 1d6 months getting acquainted with the local culture, the character loses the -2 Charisma penalty, but still suffers from the other effects of the Outsider Hindrance. Full assimilation requires years of cultural immersion, at which time the character is considered a native of his new homeland and becomes an Outsider when he travels elsewhere.

REASON

Reason is a new secondary statistic, which starts at 0 but can be either positive or negative. It is used to represent your Ripper's state of mind. A positive Reason means your hero is sane and in full command of his faculties. As your Reason starts to slip, the hero becomes more detached, more isolated and less... human than his friends remember. One of the surest ways to lose your Reason is to dabble with the Rippers' most contentious technological advancements: Rippertech!

A hero's Reason modifies all Spirit and Spirit-based skill rolls and rolls on the Fright Table, as well as all Knowledge (Rippertech) rolls made during the creation or implanting of Rippertech. If you ever roll a 1 on any such check (regardless of the result of the Wild Die), your hero's Reason is reduced by 1. Any time you improve your hero's Spirit die type, you also add 1 to his Reason. As long as your hero has no Rippertech implants, his Reason cannot go below 0.

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INSANITY

The lower a hero's Reason, the greater chance there is of the poor unfortunate sliding into insanity. *Rippers* introduces an expanded Fright Table to reflect the additional traumas the Rippers face in their crusade against the Cabal. Although shocks and fright might make a hero twitchy or give her nightmares for a while, only those who dabble too freely with Rippertech risk permanent and terrifying madness.

Modify the roll on the Fright Table by the hero's Reason; subtract the monster's Fear modifier, and any Edges or Hindrances that may apply.

FRIGHT TABLE

d20 Effect

- 3 or less **Ripping Psychosis:** See below.
- 2-0 **Heart Attack:** The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If



successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

- 1-3 **Night Terrors:** The hero's sleep is so disturbed by nightmares that time spent asleep never counts toward recovering Fatigue levels. Unconscious characters recover normally.
- 4-6 **The Mark of Fear:** The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
- 7-9 **Major Phobia:** The hero gains the Major Phobia Hindrance.
- 10-12 **Minor Phobia:** The character gains the Minor Phobia Hindrance.
- 13-15 **Terrible Shock:** The hero loses 1 Reason.
- 16-17 **Panicked:** The hero immediately moves his full Pace plus running die away from the danger and is Shaken.
- 18-19 **Shaken:** The character is Shaken.
- 20+ **Adrenaline Surge:** The hero's "fight" response takes over. He adds +2 to all trait and damage rolls on his next action.

RIPPING PSYCHOSIS

Ripping psychosis is a disease of the mind, the body and the soul. Those who ignore Van Helsing's concerns about the use of Rippertech and rely on it too heavily risk losing their mind.

TEMPORARY PSYCHOSIS

If your hero suffers an attack of Ripping Psychosis, make a Spirit roll. Success indicates a momentary surge of anger: a red mist that descends on your hero. In combat he makes a single attack against the nearest individual (friend or foe), otherwise he smashes up whatever room he is in.

Failure means your hero loses control completely. In combat, you must always move toward the nearest potential target and attack. The next time a Joker is dealt (to any player or to the GM), the madness passes and your hero returns to normal, unable to remember what happened. In a non-combat situation the madness can be just as dangerous as your hero starts

to tear up his surroundings. Any attempts to stop him are met with a violent reaction and combat begins (using the rules above). Otherwise, after 1d6x10 minutes, the hero's madness subsides.

If the result of the Spirit check is a 1 (regardless of the Wild Die), your hero descends into permanent and violent Ripping Psychosis.

Jacob Krauss faces a monster with the Fear (-2) Ability. The Ripper has a couple of Rippertech implants and so has -2 Reason. His Guts check is modified by his Reason as well as the monster's Fear modifier, so he rolls Guts at -4 and fails, calling for a roll on the Fear Table. The same modifiers are in place for this roll and Jacob rolls a 1 on the d20. The hapless hero is headed for a bout of Ripping Psychosis and makes a Spirit roll (-2 for his Reason) to see how badly he loses it. His friends stand well back!

PERMANENT PSYCHOSIS

If a Ripper slips this far into madness, attempts to restore his devastated sanity are fruitless. The individual becomes a monster—a new target for the Rippers. Hunted and hated, the demented individual seeks out the Cabal and becomes a nemesis for his former team. Turn your character sheet over to the GM, you're done!

TREATMENT

The mind is an amazing thing and, given the proper care, it can recover from all but the most serious of shocks. Unfortunately, that care is hard to come by in Victorian society, where madness is a thing to be feared and punished.

If a deranged hero is lucky enough to be put into the hands of a talented alienist (one with the Alienist Edge), once per month the doctor may make a Healing roll modified by the hero's Reason to allow the Ripper to gain +1 Reason. Otherwise, the month is spent recuperating with no gain. Either way, the hero cannot take part in any missions.

In any other mental institution, the results are more certain. At the end of each month the hero gains +1 Reason automatically, but also must take another Hindrance as a result of the brutal regime.

Whatever the method, treatment can never raise a hero's Reason above 0.

STATUS

Status is of great importance in the *Rippers* world, with notions of propriety and good manners dictating behavior. It is important that people conduct themselves correctly, and woe betide any characters falling foul of the rules of "appropriate" behavior. A hero's Status reflects not only his position in Victorian society, but the esteem in which he is held, his ability to affect those around him, and gives a general indication of his wealth. Your hero's Status starts as 5, but can be affected by Edges and Hindrances as well as by his or her actions during the course of the game.

Note that Status is not a reflection of your hero's standing within the Rippers. That is shown by your Rank (Novice, Seasoned, and so on). Even the lowest-born individual can rise to prominence within the organization, but that doesn't mean he is going to be welcomed to the palace!

THE SOCIAL ORDER

Your character's Status reflects his or her current place in Victorian society and can be used to influence others. You can choose to use your influence as a modifier to interaction with NPCs. However, doing so can be risky; the overbearing type of individual who always wields his status like a blunt instrument can find that his bullying loses impact over time.

When making Intimidation, Persuasion, Streetwise, or Taunt rolls, you may choose to risk up to half your current Status (rounded down) in an effort to use your social standing to your advantage. For each point of Status you decide to risk, you gain a +1 modifier.

Where Status and Charisma overlap, you must choose one or the other. Sometimes a winning smile and cheery disposition aren't as effective as bellowing orders at the top of your voice! Decide which you want to use, but choose wisely: being ignored by the lower echelons is embarrassing and damages your credibility.

LOSING STATUS

If you fail at any test in which you risked your Status, you lose any points risked. If you roll a 1 (regardless of the result of the Wild Die), you lose twice the number of points you risked. The Victorian social order is a fragile thing and hav-

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ing the lower orders refuse to obey your commands undermines your position in it.

Of course, you cannot risk points you don't have, so if your Status falls to 1 or lower you may not use your Status in this way at all. You must try to improve your standing (see below) before you can realistically expect to impress people!

When NPCs have the opportunity to resist such rolls, the GM may opt to risk their Status in the opposed roll. The modifiers for each point risked are the same, as are the results of failure. Thus, while it is easy for a Duke to command a street urchin to fetch him a paper, it is harder to intimidate another Duke in the same way!

STATUS AND MONEY

A hero with high Status is generally wealthier than one of low Status, but is expected to spend more. If a character with a Status of 10 or higher pays for anything listed as cheap or common he or she loses 1 Status.

Any time your hero needs quick cash, he or she can sell some possessions (minor trinkets, unused household goods, and so on) by losing 1 Status to gain £10. In hard times, a loss of 2 Status can gain the hero £100 in cash, but requires the disposal of some substantial piece of property (family heirloom, valuable antique, or the like). In dire circumstances, a hero can opt to dispose of his or her land, property, or other family possessions. Such a drastic step costs your hero 4 Status, but yields £1,000 in quick cash.

CHANGES IN STATUS

A hero's Status isn't fixed, however, and it is possible (though not easy) to improve one's standing in society. Losing Status, on the other hand, is far easier, making the social ladder more of a greasy pole. In addition to the losses described above, your character's actions each month can have an impact on his Status, as shown in the table below.

Activity	Status
Borrowing money	-1 Step
Consistently shabby appearance	-1 Step
Persistently graceless	-1 Step
Making false allegations	-1 Step
Divorce, arrest, or other scandal	-1 Step
Caught traveling armed	-1 Step
Buying land or property (£500+)	+1 Step
Always polite (to those who matter)	+1 Step
Marrying well	+1 Step

LODGES

Rippers operate in small teams acting quite independently of the rest of the organization. The central meeting place for the teams in an area is the Ripper lodge: a secret place where Rippers gather to plan, conduct research, and experiment. Lodges vary tremendously depending on the Rippers who use them, but certain things are common to all.

LODGE STATS

The four defining aspects of the lodge are Influence, Membership, Resources, and Facilities.

Influence (In)

Every lodge has a degree of influence in the organization as a whole. Some are remote outposts, with just a few Rippers patrolling huge tracts of land and only occasional Cabal contact. Others are in the thick of things, battling continually for control of important arcane knowledge.

Influence governs the growth of a lodge and the Rippers who operate out of it. The more influential the lodge becomes, the greater the burden it is expected to shoulder in the struggle against the Cabal. Likewise, if they want to rise through the ranks of the organization, Rippers must find a lodge of sufficient influence to advance. Until a lodge attains some significance, Rippers at that lodge are restricted in the ranks they can achieve.

Importance

There are four degrees of Importance for a lodge: Local, Regional, National, and International. The number in parentheses is the modifier to the GM's rolls on the Adventure Generator. The Cabal Threat listed at the end of the description indicates the level of Cabal activity in the area, and is only used if the players are running the lodge. Roll the dice and note the total on the lodge sheet (the GM has rules for managing the Cabal Threat on page 71).

Local (-1): A lodge of minor importance is responsible only for the town or district of a city it occupies. These lowly lodges are usually in the most derelict parts of town or in remote, far-flung corners of the globe and are often little-used. Cabal Threat: 2d4.

Regional (0): As a lodge becomes more influential, it is expected to monitor Cabal activity over

a greater area. This lodge is one of the most influential in a large city or county. If there is not already a larger, more influential lodge in the area, this lodge is known by the name of the city or county in which it is located. Cabal Threat: 2d6.

National (+1): The lodge has risen to prominence and must monitor the action of those lodges beneath it throughout the country. Heroes running this lodge must help co-ordinate national efforts to combat the Cabal. Cabal Threat: 2d8.

International (+2): Great influence brings great responsibility. As one of the top lodges in the world, the Rippers who run it are notable figures in the organization. Part of their task becomes the monitoring of Cabal activity around the globe. Cabal Threat: 2d10.

Renown

Coming from an influential lodge can be beneficial. Rippers from this lodge gain +1 Charisma when talking to other Rippers. If a lodge achieves High Renown, this modifier increases to +2.

Seat on Grand Council

At the pinnacle of the organization is the Rippers' Grand Council. If a lodge reaches sufficient eminence, the leaders of that lodge are given seats on the Grand Council and take a hand in the planning of global strategy! The lodge continues to operate as one of international importance, but the heroes' responsibilities are much greater. Every Ripper knows the heroes' names and does anything possible to help them.

Rank Threshold

Rippers cannot rise to prominence operating from a backwater lodge. Until a lodge has reached a Rank Threshold, the heroes and any extras in the lodge cannot level up to the listed rank.

Influence Restriction

For a lodge to become truly influential, it must develop in all areas. When a lodge reaches an Influence Restriction, its Influence cannot improve until the value of all other lodge stats is equal to or better than the number in parentheses.

Membership (Mc)

Each lodge must maintain sufficient membership to cover its responsibilities. If the number of Rippers in a lodge falls too low, the group cannot effectively fight the Cabal in that area.

The Membership level indicates the number of active Rippers of a given rank (N for Novice, S for Seasoned, and so on) in addition to the char-

acters who belong to the lodge. Two members are needed for each facility in the lodge; unmanned facilities cannot be used. The remaining Rippers can accompany the heroes as extras on missions or be sent on missions of their own to help combat the Cabal.

Novice Rippers use Militia stats (see page 119).

Seasoned Rippers use Irregular stats (see page 119), but add one piece of common Rippertech.

Veteran Rippers use Soldier stats (see page 120), but add one piece of advanced Rippertech.

Heroic and Legendary Ripper NPCs should be created from scratch and leveled up accordingly.

Resources (Re)

Every lodge needs sufficient income to keep it running. Rippers draw on the lodge's funds in their struggle against the Cabal, so a lodge with little in the way of available cash cannot allow Rippers much leeway in their researches and cannot pay them to travel. The lodge also pays the Rippers their monthly stipend, dependent on their rank, so it is important that the Rippers keep their lodge well funded.

Ripper	Monthly Stipend
Novice	£10
Seasoned	£20
Veteran	£30
Legendary	£40

Much of this cash comes in the form of donations from wealthy benefactors, so Rippers must always be prepared to socialize with potential backers—though of course, those who finance the organization seldom know the true purpose of their investment.

The lodge's Resources level shows the amount of money the lodge generates, as well as the quality of its facilities. In addition to the monthly income, the Resources level determines the lodge's facility modifier, which starts at -4 (if a lodge has a Resources level of 0) and rises to +2.

Facilities (Fa)

At their most basic, lodges are nothing more than an occasional meeting place, though many have far more to offer. Each lodge's Facilities level indicates what is available to the Rippers.

Each facility requires two Rippers to keep it functioning. If there are insufficient members, the highest level facilities remain empty and cannot be used until additional members are recruited.

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Meeting Room: Almost every lodge contains a meeting room. If the lodge's facility modifier is -1 or worse, it is likely a sparsely furnished room (possibly rented above a shop or in the backroom or cellar of a pub). The higher the lodge's Resources, the grander the meeting room—from a bare room with wooden furniture, to a simple lounge with sofas, to a full bar with billiard tables.

Sleeping Quarters: A lodge with sleeping quarters may be nothing more than a bare communal room for traveling Rippers to use overnight. Lodges with more extensive (and expensive) facilities could have individual rooms and even private bathrooms.

Library: Among a lodge's most important facilities is the library. The higher its facility modifier (as determined by its Resources level), the broader the range and more extensive the collection of books the library can boast. The facility modifier applies to Investigation rolls made by Rippers conducting research at the lodge. Rippers often travel hundreds of miles to visit lodges with great libraries.

Ripper Lab: Until a lodge adds a Ripper lab, no extracts or implants can be created there, and Rippers must travel to other, better-equipped lodges to make use of Rippertech. Depending on the lodge's facility modifier, the lab could be rudimentary (resembling little more than a butchers' slab), or it could be fully equipped and well furnished with tools and parts. The modifier is added to all Knowledge (Rippertech) rolls made by Rippers using the lodge.

Medical Center: A lodge with a medical center provides a place where injured Rippers can recuperate without attracting attention from public hospital staff. The Medical Center adds the lodge's facility modifier to all Healing rolls in the lodge and to Vigor rolls made for natural healing.

Workshop: The Rippers undertake all manner of design and construction projects, making new gadgets, repairing their equipment, and conducting experiments. A well-equipped lodge containing a workshop allows the heroes to use the lodge's facility bonus on rolls to create or repair devices, modify equipment, or any other related roll (as determined by the GM).

Armory: If the lodge has an armory, the Rippers can create their own ammunition, design new firearms, and repair those they already have (using the facility modifier as usual). Given a supply of raw materials, the Rippers can prepare a ready arsenal of weaponry to equip their lodge for the fight.

Secure Cells: The addition of secure cells to the lodge's facilities allows the Rippers to contain captives (including supernatural creatures) for future use. The cells have a base Toughness of 12, modified by the lodge's facility modifier. Rippers can still choose to capture and imprison monsters without a secure facility, but the base Toughness is reduced to 8.

Training Room: Rippers need to practice, and training facilities are vital. When a Ripper at a lodge with training facilities uses an Advance to increase skills (not buy new skills), he may also increase an additional skill by one die type as long as it is not higher than the linked attribute.

Foundry: A lodge with a foundry can cast its own metals and create new devices and weapons from scratch. The foundry adds the facility modifier to all such rolls (meaning that the modifier is used twice in conjunction with the armory or workshop). With access to holy water, the Ripper smiths can forge their own cold iron to fashion into demon-slaying objects.

Operating Theater: If a Ripper reaches a lodge with an operating theatre within 2 days of receiving a permanent injury, a successful Healing roll removes the injury. In addition, the high tiered seating allows others to watch the procedures, meaning that Rippers using an Advance to learn the skills Healing or Knowledge (Rip-pertech) gain the skill at d6, instead of d4.

Alchemist's Lab: Unlike the workshop, which is equipped for all manner of scientific experiments, this lab is set up for alchemical research and equipped for investigations into the mystical and arcane. Magical experiments and studies benefit from the facility modifier in lodges with an Alchemist's Lab (in the same way as a workshop aids more mundane pursuits).

Reliquary: A lodge with a reliquary becomes a repository of blessed artifacts discovered by the Rippers of the region (not just of this lodge). Roll twice on the Relic Table on page 57 to see what's there. The lodge becomes a place of pilgrimage if some extremely holy item should be added to the collection. The lodge's facility modifier is added to Investigation rolls by characters researching relics.

Lodge Edges

Lodges are more than just a collection of rooms and, like heroes, often have quirks or special features that make them distinctive—represented by Lodge Edges. Whenever a lodge reaches level 15 in an aspect, it gains the corresponding Lodge Edge. For each additional level after 15, you may choose an Edge for another aspect.

Fame: Heroes from this lodge have gained some notoriety within the organization and seem to get all the plum assignments. The GM should add +1 to all rolls on the Adventure Generator to reflect the increased influence of these celebrities.

Sidekick: Each player should create a Novice character, who becomes their sidekick or student and who accompanies their hero as an ally. The sidekick is not a Wild Card, but may take Wild Card Edges during character generation. If the hero should die, the sidekick becomes the player's main hero (and becomes a Wild Card), and the player makes a new sidekick. Sidekicks, like characters, do not count towards a lodge's membership, but must still be paid a stipend as usual.

Mysterious Benefactor: A shadowy figure or organization aids the lodge by covering the costs

Lodge Table

Level	Influence	Membership	Resources	Facilities	Upgrade
1	-2 Charisma with other Rippers	2 servants, no Rippers. Lose 1 In/month	All facilities -4. Lose 1 Fa and 1 Me/month	-2 Charisma on recruitment missions	N/A
2	Local Importance	4N	£50 per month	Meeting Room	£100
3	-	6N	All facilities (-2)	Sleeping Quarters	£150
4	Rank Threshold (Veteran)	8N	£100 per month	Library	£200
5	Regional Importance	10N	£150 per month	Ripper Lab	£250
6	Influence Restriction (5)	12N	All facilities (-1)	Medical Center	£300
7	Renown	14N	£200 per month	Workshop	£350
8	Rank Threshold (Heroic)	16N	£250 per month	Armory	£400
9	-	18N	All facilities (+0)	Secure Cells	£450
10	Influence Restriction (9)	20N	£300 per month	Training Room	£500
11	High Renown	20N + 1d4S	£400 per month	Foundry	£550
12	National Importance	20N + 1d8S	All facilities (+1)	Operating Theater	£600
13	International Importance	25N + 1d8S + 1d4V	£600 per month	Alchemist's Lab	£650
14	Seat on Grand Council	30N + 1d8S + 1d8V + 1d4H	All facilities (+2)	Reliquary	£700
15+	Fame Edge	Sidekick Edge	Mysterious Benefactor Edge	Improved Facilities Edge	£800

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of all stipends, leaving more cash for lodge improvements and recruitment. The benefactor is secretive and resists attempts to socialize. The details and motives of the strange sponsor are left to the GM, but it is likely the individual has some secret to hide.

Improved Facilities: All the lodge's facilities are upgraded (adding a +1 to the lodge's facility bonus). In addition, each comes with its own staff of technicians, operators, or crewmembers (use Innocents stats on page 119), freeing up the entire membership of the lodge for field activities (no Rippers need be assigned to manning the facilities).

STARTING A NEW LODGE

When a team wants to start their own lodge, they must seek the permission of their superiors in the organization. All team members must be of Seasoned rank or higher to open a new lodge. Assuming they are permitted to go ahead, the Rippers need to use a Lodge Sheet (included at the back of this book) to keep track of the lodge's stats.

To begin with, a lodge has level 1 in all aspects. The team has 10 lodge points to spend, with each point they spend in an aspect increasing the level by 1. The lower the level in a particular aspect, the more basic the lodge is in that regard.

David, Earl of Essex requests permission to start a new lodge in the grounds of his family estate and Van Helsing approves. From his starting 10 points he invests 2 points into Influence, 2 into Membership, 4 into Resources, and 2 into Facilities, giving the new lodge In:3 Me:3 Re:5 Fa:3. The lodge is only of local importance as yet (Rippers from this lodge cannot advance to Veteran rank until the lodge becomes more influential). There are currently 6 Novice Rippers operating from the lodge, which generates £150 per month, but currently consists of just a meeting room and a communal sleeping area. David is going to have to invest some of his vast personal fortune to improve the lodge.

MAINTAINING A LODGE

Once the lodge is fully described, it is ready for the heroes to use. However, it must be maintained continually, or it falls into disrepair,

losing levels in all aspects (along with any benefits the higher level brought).

Each month the team must devote adequate resources to the lodge's upkeep. For the most part, the resource is cash, and constant supplies ensure the proper running of a Ripper lodge... at least for another month. Each aspect of the lodge requires separate attention.

Influence: The most stable aspect of the lodge, influence remains steady without any maintenance, though it is affected by declining membership and failed missions. If Membership is level 1, the lodge loses one Influence each month. See pages 71-72 for the effects strategic missions have on a lodge's Influence.

Membership: Rippers are often killed defending mankind, and others must be found to replace them. A lodge must also meet its financial obligations to the Rippers, or they become disaffected and leave. If the Rippers' stipends are not paid in full, the lodge's Membership is reduced by 1 (reducing the number of Rippers available). Having sufficient resources and undertaking regular recruitment adventures maintains healthy levels of membership.

Resources: As with any organization, Rippers must keep a steady supply of money coming in to continue to operate. The Resources level represents the countless small donations made by grateful citizens the lodge has saved over the years, endowments from the wills of dead Rippers, and so on. To supplement this cash, Rippers can undertake recruitment adventures to find wealthy sponsors. The more cash a lodge has, the greater the range of activities and facilities it can support.

Facilities: The various facilities all require maintenance. To keep things simple, each facility requires £10 per month to keep it operational. If this is not paid, the lodge's Facility level drops by 1, losing the most advanced facility.

IMPROVING A LODGE

Whenever a team of Rippers has sufficient time and resources, they may choose to upgrade their lodge in any of the four aspects. The cost required to upgrade is £50 multiplied by the new level. A lodge can be upgraded by several levels (for example, the team can pay for Facilities to be improved from 4 to 8 in a single upgrade), but the heroes must pay for each step along the way (so they must pay for 5, 6, 7, and 8 at the same time, a total of £1,300). Each Lodge Edge costs the team £800.

RIPPERTECH

From the organization's inception, the ability to tear elements of supernatural power from the creatures of darkness has been the Rippers' greatest asset, and its biggest liability. The subject of Rippertech is the single most controversial topic within the organization, with attitudes to its acceptability and use divided clearly into two camps.

Abraham Van Helsing and many of the religious or spiritual members are resolutely opposed to the proliferation of Rippertech. Van Helsing has seen too many valiant souls lost to the torment inherent in taking that which is monstrous into one's own body.

Many Rippers view Rippertech differently, though. They see the power of a werewolf or vampire and know they are no match for such supernatural ability. Rippertech offers the opportunity to even the odds and take on the minions of the Cabal on level terms.

So, despite Van Helsing's reservations, a certain amount of Rippertech is considered standard among the organization. The Rippertech enhancements below are such items, whose method of creation is well documented.

RIPPING

Before it can be used to create Rippertech, the necessary biological material must be removed from the donor creature. Usually the creature is one the Rippers have killed during a mission, but occasionally the team may try to bring back a live specimen and "farm" it for multiple uses. This is,

needless to say, incredibly difficult—most creatures are far from co-operative in this endeavor, and keeping a vampire or other supernatural creatures restrained can prove more trouble than it is worth!

Ripping the necessary raw materials from a creature requires a successful Knowledge (Rippertech) roll. Failure means no raw material is gathered, and the tissues were too badly damaged in the attempt to try again. The Rippers need a new subject!

Success on the roll indicates that enough raw materials were taken to create a single piece of common Rippertech (see the list of common enhancements on page 26). A raise means that the procedure yielded enough tissue for two common Rippertech enhancements or a single advanced enhancement.

If the creature is still alive when being ripped, the attempt is made at -2, as the beast must be restrained, sedated, and monitored. Failure indicates the creature takes a wound from the attempt (killing all but Wild Card monsters).

CREATING RIPPERTECH

The ripped tissue must be used the same day or it is ruined. Depending on the kind of creature the material was ripped from, the Ripper can create various pieces of Rippertech.

Each piece of Rippertech has a value in parentheses after its title. This is the Rippertech modifier, which reflects how dangerous an enhancement is to a Ripper's health and mental

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welfare. An enhancement also lists the Donors: the types of creatures from which the required raw materials can be obtained (any creature with a bite attack, for instance, can have its fangs ripped to create the Carnivorous Maxillae enhancement). After the Donors, the Rippertech lists the Benefits and Side Effects usually associated with the enhancement. Finally, the Rippertech lists any Damage suffered during surgery when the enhancement is implanted, along with any Additional Benefits that may be acquired by an exceptional Ripper.

Whatever the effects the enhancement provides, Rippertech can take one of two forms: Implants or Extracts. Unless the Rippertech description says otherwise, the creator can choose whether to make an implant or an extract.

RIPPERTECH IMPLANTS

The most powerful and dangerous Rippertech comes in the form of implants, which require some kind of medical procedure. These range from grafts or blood transfusions right through to major invasive surgery, replacing body parts

and even internal organs! Given the rudimentary nature of Victorian anesthetic and surgical practices, such measures are incredibly risky.

IMPLANTING RIPPERTECH

Once a Ripper has acquired the raw materials necessary to create an implant, a Ripper lab and a successful Knowledge (Rippertech) roll are needed to implant the Rippertech into another Ripper (a hero cannot implant Rippertech into his own body!). The roll is modified by the enhancement's Rippertech Modifier (the number in parentheses after its title, which also modifies the recipient's Reason if the implant succeeds), and the lodge facility modifier of the Ripper lab used for the surgery.

If the roll fails, the body rejects the implant and the raw materials are wasted. More must be collected before the Ripper can make another attempt. If the result of the Rippertech roll is a 1 (regardless of the result of the Wild Die), the Ripper attempting the implant has made a tragic mistake during the procedure. The intended recipient gains no benefit from the implant, but gains one of the Side Effects (GM's choice) as a permanent reminder of the disastrous surgery.



If the roll is successful, the body accepts the implant. There is still a price to pay, however. The hero's Reason is reduced by the implant's Rippertech Modifier, and the hero is affected by all the Side Effects listed in the Rippertech's description. For each raise on the Rippertech roll the recipient can choose one of the following options:

- * Reduce the Rippertech Modifier by 1 (so reducing the effect on the hero's Reason).
- * Ignore one Side Effect of the implant.
- * Gain one of the Additional Benefits listed (if any).

Regardless of how successful the surgery was, the hero must suffer the damage listed for the procedure.

Henrietta Fane is having Rippertech implanted. Her colleague rips sufficient raw materials for Retinal Grafts and gets a raise on her Knowledge (Rippertech) roll. With her new eyes, Henrietta can see in the dark; she uses the raise to reduce the Reason loss to 0. Because she only rolled one raise, she must take the Supernatural Weakness to silver as well as the damage from the surgery.

REMOVING AN IMPLANT

Some characters may have second thoughts after getting a Rippertech implant. They may want to reduce their chance of permanent ripping psychosis, or they might simply want a different implant. Removing an implant requires a Ripper lab and a successful Knowledge (Rippertech) roll modified by the implant's listed Rippertech Modifier and the Ripper lab's modifier as usual. A success removes the implant, but the hero suffers the implant's damage again for the surgery. On a failure, the patient takes 1 wound, and the Rippertech is not removed.

RIPPORTECH EXTRACTS

A slightly safer alternative to surgery, extracts allow a Ripper a limited measure of the powers afforded by Rippertech without some of the inherent dangers of infection, madness, or death! Any Rippertech can be made into an extract, unless the description shows that it is an implant only.

Despite their relative safety, a Ripper using an extract is still taking a dangerous chance. A poor-



Wheea there, guv'nor! Before you get carried away, you can't rip a creature for more organs that it has! Unless the monster can regenerate, the stuff is gone. Just because you're keeping the poor beast alive doesn't mean it has infinite limbs.

And while we're on the subject, your Ripper is also limited by his human anatomy. He can't have two brain implants, additional limbs, or more than one heart! If you want a new implant of a unique organ, you're gonna have to rip the old one out and rip yourself a new one!

Don't get me wrong, I want to see you ripping these creatures to shreds-the more you do, the more you become like me, ha ha!

ly prepared extract can sometimes be as lethal as an implant, but such things are rare. Of course, extracts are less effective than implants; they are only temporary and the benefits of some implants cannot be replicated in extract form.

Preparing an extract is much like preparing an implant. Having gathered the raw materials in the same way as above, the Ripper prepares them into a potion, pill, salve, or powder that distills the essence of the donor's powers for later use. This must be done in a Ripper lab and, again, a monster may provide sufficient raw material for one or two doses.

However, unlike implants, the Rippertech roll is not made until the recipient imbibes, ingests, applies, or inhales the extract to gain its effect. When a Ripper creates extracts, simply write down the extract on the recipient's character sheet. Note the creator's Rippertech skill die and the total modifier to be applied based on the Ripper lab facility modifier. When the recipient decides to use the extract, he or she uses an action to make the roll, applying the noted modifiers.

The individual using the extract gets to use his own Wild Die (regardless of who created the extract), but cannot use any bennies on this roll.

Failure means the extract is inert and has no effect other than to cost the hero his action. If the result on the Rippertech die is a 1 (regardless of the result of the Wild Die), the potion

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causes a violent allergic reaction. It has no beneficial effect and the recipient suffers the listed damage for that Rippertech.

A success indicates the extract was properly distilled and the recipient gains the Benefit and endures all Side Effects of the Rippertech. Note that a successfully created extract carries no Damage and no loss of Reason. Equally, there is no way to gain Additional Benefits or offset the Side Effects attached to the Rippertech when using extracts. The effects (including Side-Effects) of an extract last until the recipient is dealt a Joker in initiative or 10 minutes, whichever is shorter.

GOING TOO FAR

Rippers under the influence of multiple implants or extracts (or a mixture of the two) can gain immense powers. However, if two pieces affect the same trait, the recipient only benefits from the highest bonus (though he still suffers all Side Effects).

RESEARCHING NEW RIPPORTECH

Of course, the Rippers are never content with the array of implants and potions at their disposal and are always looking for a new advantage in their struggle against evil. Despite Van Helsing's dire warnings, the quest to devise new and better Rippertech is the on-going pursuit of many Ripper scholars and scientists.

RESEARCH

Write down what you are trying to achieve (use the common Rippertech enhancements as a guide). To design something new you need a library and a lab. The more expensively equipped both these facilities are, the better the chance of devising your new enhancement. Any Ripper lodge with a library (and certain private collections, at the GM's discretion) may hold vital information to aid your researches. After a week spent in the library, a successful Investigation roll allows you to use the library's facility modifier to assist in creating your new enhancement.

Likewise, experiments in various laboratories can aid the development of your invention. After a week spent in a Rippertech lab, a successful Investigation roll allows you to add the laboratory's facility modifier to your efforts.

Of course, you won't know what the library's or laboratory's modifier is until you have had a

chance to peruse the collection or perform your experiments. You can travel to many different libraries and laboratories before you decide you are ready to attempt the creation process, but you can only use the modifiers from one lab and one library in the actual attempt.

PROTOTYPE

When you are ready to create the prototype, the GM assigns a modifier based on your description, typically something as high as -8 or worse. You need to collect the raw materials you require from the donor. Then, make a Knowledge (Rippertech) roll, adding modifiers for the best library and laboratory you used during your research.

Regardless of the result of the roll, the attempt takes a week and costs £10. If you fail, the time and money is wasted and you must collect new raw materials (and possibly conduct further research) before trying again.

With a success, you have created a prototype. Ask the GM for the exact details of your creation. These may differ slightly from what you attempted, as working with supernatural tissue is never predictable, and the GM has to make sure your invention is balanced.

REPLICATION

Be sure to give your enhancement a memorable name. Anyone other than you attempting to create an implant or extract based on your design suffers a -4 penalty to their Knowledge (Rippertech) rolls. Some who learn of your enhancement may come looking for treatment directly from you!

COMMON RIPPORTECH

The Rippertech listed here is considered "standard" by the organization, and most everyone with the Knowledge (Rippertech) skill knows how they are made (though they must still roll to create them, as described above). Implants or extracts made from unique creatures like Mr. Hyde or Count Dracula may produce enhanced or different effects from those listed here, but must be researched and created individually using the rules for new Rippertech.

ACCELERATOR POTION (-2, EXTRACT ONLY)

This potent extract is usually created from the muscles or sinews of creatures whose speed and

reflexes the Rippers want to emulate. The thick brown sludge can be drunk or diluted with saline and injected.

Donor: Any creature with the Fleet Footed ability.

Benefits: This potion sends a surge of power through the recipient's legs. His Pace is doubled (though his running die is unaffected), and he can redraw any action card of 8 or less.

Side effects: If the recipient tries to run, he suffers 1d6 damage from atmospheric friction.

Damage: 1d8

Additional Benefits: None

ETHEREAL FORM (-2, EXTRACT ONLY)

This enhancement takes that part of a vampire's blood that causes it to cast no reflection and distills it into an extract which bestows invisibility.

Donor: Any vampire.

Benefits: A hero can drink this viscous potion to become invisible. Notice rolls and attacks against him suffer a -6 penalty.

Side Effects: The recipient must make a Spirit roll at the end of the extract's duration or it does not wear off, and the hero becomes permanently invisible.

Damage: None

Additional Benefits: None

BONE STIFFENING (-2)

As an implant, plugs of the donor's bones are grafted into the recipient in a painful surgical operation. As an extract the bones are powdered and inhaled or smoked.

Donor: Any creature with a Vigor of d10 or greater.

Benefits: Recipient gains +1 Toughness.

Side Effects: Recipient's Agility is reduced by 1 die type (to a minimum of d4).

Damage: 3d6

Additional Benefits: The recipient takes no additional damage from called shots.

CARNIVOROUS MAXILLAE (-2)

It is usually necessary to implant the entire jaw of a creature that attacks using fangs; a human jaw is not designed to attack in this way. This is serious surgery and the recipient's appearance is altered by the process.

Donor: Any creature with a Bite attack.

Benefits: Recipient can use fangs in combat for Str +1 damage and is never considered unarmed.

Side Effects: Recipient gains the Major Habit Hindrance (craving for raw meat).

Damage: 2d6+2

Additional Benefits: None.

CORPSE DUST (-2, EXTRACT ONLY)

By carefully drying the flesh of the undead, Rippers have perfected a technique of powdering that part of the monster resistant to damage.

Donor: Any creature with the Undead ability.

Benefits: Inhaled through the nostrils like snuff, the extract immediately heals 1 wound (if used on a Wild Card) or revives an Incapacitated Extra.

Side Effects: Recipient must make a Vigor roll (-2) or gain a Fatigue level for 1 day.

Damage: 1d6

Additional Benefits: None.

FIEND'S BLOOD (-3)

This seething mixture is usually bottled into vials for use as a combat potion. It has been known for Rippers to undergo full transfusions for a permanent effect, though this is rare.

Donor: Any demon.



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Benefits: Recipient gains the Frenzy Edge (or Improved Frenzy if he already had the Frenzy)

Side Effects: Hero gains the Supernatural Weakness (Cold Iron) Hindrance.

Damage: 2d4

Additional Benefits: None.

GILLS (-2)

This enhancement is typically implanted for ongoing effect. It can be distilled into a slimy, fishy brew for a short-term use.

Donor: Any creature with the Aquatic ability.

Benefits: Gills grant the recipient the Aquatic ability. He cannot drown, and moves at a Pace equal to his Swimming skill.

Side Effects: -2 Charisma if recipient is not wearing high collars.

Damage: 2d6

Additional Benefits: None.

HELLFIRE HEART (-3)

Few Rippers are prepared to take a demon's heart and implant it into their bodies. Hellfire Heart is more commonly boiled down into a potion, which remains scalding hot indefinitely.

Donor: Any creature with a Fire attack.

Benefits: A character with hellfire heart gains the ability to project a scathing gout of flame once per round. Place the Cone Template to the character's front. Every creature within the cone must make an Agility roll or suffer 2d10 damage.

Side Effects: To enter consecrated ground, the recipient must make a Spirit check or gain a Fatigue level until he leaves.

Damage: 2d10

Additional Benefits: The recipient never suffers any ill effects from extreme cold.

LIMBIC LACING (-4)

The creature's limbic system governs instinctive reactions. Rippers use it powdered or in pill form—though there are rare instances of full-body lacing—to heighten their instincts.

Donor: Any creature with Construct ability.

Benefits: Increase the recipient's Spirit by 1 die type.

Side Effects: The recipient gains the Cautious Hindrance.

Damage: 2d8

Additional Benefits: Recipient gains the Danger Sense Edge.

MUSCLE WEAVING (-4)

Few Rippers favor brute strength over other qualities, but many monsters do. An extract of monster muscles, which provides a brief rippling

transformation, is sufficient for most Rippers. Some prefer the more sculpted, reliable look.

Donor: Any creature with Strength d10 or greater.

Benefits: Increase the recipient's Strength by 1 die type.

Side Effects: If the hero ever rolls a 1 on a Strength roll (regardless of the result of the Wild Die) her body goes into spasm and she gains a Fatigue level, which can only be restored by an hour's rest.

Damage: 3d6

Additional Benefits: Recipient gains the Brawny Edge.

RETINAL GRAFT (-1)

With so many of their "activities" taking place after dark, this is a much-favored implant among Rippers. The extract reduces the donor's eyes to a milky sludge and is quite unpalatable, though effective for short periods.

Donor: Any hybrid or werewolf.

Benefits: Recipient can see in the dark (ignoring Darkness penalties).

Side Effects: Recipient gains one Weakness of the donor creature.

Damage: 1d8

Additional Benefits: While awake, the recipient is always considered Active to oppose Stealth rolls.

SKIN PATCHING (-2)

This drastic surgical step grafts ugly patches of skin over a Ripper's own. Despite this, many Rippers opt for the surgical implant rather than the disagreeable paste that must be applied to gain a temporary effect.

Donor: Any creature with Immunity.

Benefits: The recipient gains the same Immunity as the donor.

Side Effects: -2 Charisma.

Damage: 3d6

Additional Benefits: Recipient gains Armor 2.

TALONED HANDS (-2)

This undeniably useful enhancement regrettably carries the ever-present problem of being socially unacceptable, which explains why many Rippers favor gloves in all but the hottest weather!

Donor: Creature with a Claw attack.

Benefits: Recipient can use claws in combat for Str +1 damage and is never considered unarmed.

Side Effects: -1 Charisma.

Damage: 2d6

Additional Benefits: None.

DR. JACK'S LAB



The rest of this book is for the Game Master only.
If you ain't the boss, sod off!

RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

ORIGIN OF THE RIPPERS

Although the organization itself is barely 20 years old, heroes who fight monsters the way Rippers do have saved mankind from the shadows for centuries. Many of the legendary Rippers and the foes they still fight today have histories stretching back into that distant past. This is their story.

The Monastic Knights

The tale begins with the monks of the Hospital of St. John. This order, also known as the "Hospitallers," was founded during the Crusades by Benedictine monks dedicated to providing shelter and healing for pilgrims going to the Holy Land. One day, they took in a "pilgrim" who turned out to be a vampire. After losing many brethren to the creature, they defeated it and re-dedicated themselves to the destruction of the undead.

Now an order of monastic knights, the Hospitallers took their battle to the monsters spawned by the horrors of the Crusades. Unfortunately, they were unprepared to face these creatures, and losses were great. They were driven from one base after another including Jerusalem, Cyprus, and Rhodes, and were eventually reduced to renting the island of Malta from Emperor Charles V at the cost of one trained falcon per year (the so-called "Maltese Falcon").

The Hospitallers of Northeastern Europe, frustrated at the Order's inability to battle the undead, formed their own order called the Teutonic Knights. They concerned themselves with hunting witches and other, less powerful, creatures. After the horrors of the Inquisition, the Catholic faction abandoned its military mission, and the Lutheran faction died out everywhere except the Netherlands.

John Dee

With the invention of the printing press, alchemists, Quabbalists, and other practitioners of magic were able to share their ideas without having to copy their notes by hand. Despite this, they still lacked any sort of central organization and performed their experiments in secretive solitude, fearful of persecution should their activities be discovered.

All this changed in 1582 when Doctor John Dee, court astrologer to Queen Elizabeth of England, had a chance encounter with a werewolf,

accidentally slaying it with his silver-tipped walking stick. Horrified to see the corpse return to human form, yet simultaneously intrigued, Dee brought the body back to his lab for study. Though Dee was content to do nothing more than dissect the werewolf, his research partner, Edward Kelley, went further. Kelley removed body parts from the werewolf and implanted them into other animals. These animals assumed many of the werewolf's characteristics, gaining strength, speed, and cannibalistic ferocity. Kelley christened his invention *rippen-transfere*, roughly meaning "tear and transfer."

Disgusted, Dee ordered Kelley to stop. But the highly charismatic Kelley convinced Dee that this discovery could provide the money they needed to fund their research into angelic magic, which was Dee's primary field of interest.

Originally, the pair planned to sell their secrets to the Queen, giving England the ability to create "super soldiers" in exchange for vast sums of gold. Queen Elizabeth found the whole idea repulsive and dismissed it out of hand.

The Rosicrucians

Rather than taking their discovery to another monarch, Dee vowed to use his knowledge for the betterment of mankind. He went out and recruited like-minded individuals, organizing them into a secret fellowship of wizards, alchemists, and astrologers. He named the organization "The Brotherhood of the Rose Cross" to remind its members of their dedication to both peace (represented by the rose) and faith (represented by the cross).

Angered by what he viewed as weakness in Dee, Kelley abandoned the Rosicrucians and later died under "mysterious circumstances."

Once Kelley passed on, Dee assumed full-time leadership of the Rosicrucian Brotherhood and eventually discovered how to use *rippen-transfere* to extend his lifespan. Unfortunately, the technology slowly corrupted his mind. He eventually faked his own death, and started going by the pseudonym "Dr. Jack." Over the years he tried to move the Rosicrucians away from the study of magic, and concentrate more on what he saw as the "scientific" discipline of *rippen-transfere*.

Classmates From Hell

Over the years, Dr. Jack brought a number of young scientists and wizards under his wing. The list includes Victor Frankenstein, Dr. Henry

Jekyll, the now infamous Dr. Moreau, the mysterious Griffin, and Dr. Abraham Van Helsing. All of these individuals, except for Van Helsing, eventually used rippen-transfere, now renamed “ripping technologie,” to create frightening abominations.

Victor Frankenstein created an artificial life form from a combination of dead bodies and animal parts, and the creature ended up a serial killer. Dr. Henry Jekyll attempted to purge the evil from his body, but succeeded only in transforming himself into the sinister Mr. Hyde. Dr. Moreau became intrigued by the possibilities of plastic surgery and mutilated normal animals into half-human hybrids who worshipped him as a god. Griffin discovered a method of using the luminiferous aether to achieve true invisibility but used it for nothing more than common crime. Fortunately, Dr. Van Helsing seemed more interested in the theoretical underpinnings of the technology rather than its practical applications and managed to retain his ethical compass.

The Order of St. George

In 1798, the Hospitallers lost the island of Malta to Napoleon and were left with nothing more than the clothes on their backs and a handful of relics. The ancient order were forced to relocate to St. Petersburg and would have dwindled to nothing more than a social club, but for Victor Frankenstein. He chose that same year to begin his experiments into the reanimation of dead tissue, and his many attempts at creating the “perfect” creature sent hordes of “failed” experiments rampaging across Northern and Eastern Europe.

The Rosicrucians approached both the Hospitallers and the Teutonic Knights for assistance in fighting these terrible creatures. The two orders joined forces, calling themselves “The Order of St. George,” and helped the Rosicrucians combat the monstrous threat. Since then, the Order has expanded, taking in monks, nuns, hermits, and holy folk of many different denominations and faiths. Regardless of their personal beliefs, all members of the Order share a deep devotion to the protection of mankind from the horrors of the night.

Ripping Psychosis

Van Helsing became convinced that Ripping Technology led to inevitable corruption. Since science was a morally neutral pursuit, he argued, mixing it with magic seemed to degrade the ethical discipline necessary to prevent practitioners of magic from sliding down a path toward evil. He called this inevitable moral decay “ripping psychosis” and compared its effects to those of a serious mental disorder.

Convinced by Van Helsing’s theories, Dr. Jack broke away from the Rosicrucians, leaving them to study magic without his intervention. However, he and Van Helsing created a new organization dedicated to exterminating the monsters brought forth by his former students. They named this new secret society “the Rippers.”

The Rippers’ first true challenge came in 1876, when Van Helsing and a team of amateur vampire slayers attempted to defeat the notorious Count Dracula. Dr. Van Helsing destroyed Erzsebet Bathory and Dracula’s other concubines, while Dracula himself was nearly undone by Jonathan Harker and the American Quincy Morris, though he managed to escape.

Jack the Ripper

Realizing the dangers they faced, Dr. Jack urged the group to make use of Rippertech to give them an edge against their foes. He assured



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them that by avoiding the use of magic, the dangers of Rippertech could be dramatically reduced. To prove his point, he had numerous implants installed, none of which seemed to harm him in the least.

In truth, these implants weakened an already unstable mind and sent him over the edge. Worse yet, Jack started suffering from organ failure as the implants conflicted with each other and threatened to shut down his entire body. Somehow, he managed to keep all of this hidden from the Rippers for years, and began to search for fresh body parts to replace his own.

When a rampaging succubus presented an opportunity to go to London and mingle with prostitutes, Dr. Jack jumped at the chance and slipped away. Once in London, and mockingly calling himself Jack the Ripper, he began killing prostitutes with abandon, salvaging their body parts to repair his failing body.

The attention drawn to him by his spree and the fact he was nearly caught prompted Jack to be more careful, and he no longer restricts his murders to a certain area or victim type.

THE CABAL

Since his fall, Dr. Jack has made the destruction of the Rippers his aim. To this dark end he has bent his will, forging an alliance with the supernatural beasts he once pledged to destroy.

Jack knew if he could bring together creatures from around the world he could eventually overwhelm the Rippers. He traveled the globe learning all he could about these monsters; seeking out covens of witches, secret sects dedicated to evil magic, worshippers of foul gods, and every supernatural monster he read about.

The Cabal is his creation, and under its broad span are many smaller groups or factions. Rotting mummies, bestial werewolves, zombie masters, sorcerers, and witches rallied to support him in his nefarious scheme. Each has its own evil agenda and individual cruel goals, but this disparate collection of monsters and madmen are united in their hatred of the Rippers. As long as Van Helsing's band of heroes exists, the Cabal has a purpose.

Jack has continued to add new factions and horrors to his cause. In Europe, the Cabal has gained some political influence with the spread of the Night Guard. His greatest hope is to secure the support of the ancient vampires, whose abilities far exceed his own, but his attempts have failed thus far.

VAN Helsing's Heroes

Yet, for all his efforts, the Rippers keep fighting, extending their organization to match him at every turn. The legendary Abraham Van Helsing has committed himself to the defeat of Dr. Jack, his one-time mentor. Under Van Helsing's guidance, the Rippers take the fight to the Cabal; the two organizations locked in a secret struggle to the death.


With every success, the Rippers are emboldened and the Cabal threatens to disintegrate as the various monsters and villains fall to in-fighting and power struggles. But Jack knows the Rippers face their own internal divisions over the use and abuse of his ages-old discovery.

If the organization follows Van Helsing's instructions to shun Rippertech, the humans have no chance against their supernatural enemies. If the Rippers ignore his pleas and embrace Rippertech, they are damned. For Dr. Jack, the downfall of the Rippers is just a matter of time and continued pressure.

THE RIPPERS WORLD

Their efforts to defeat the Cabal take the Rippers all over the world. This guide provides you with all the information you need to help your players lead their team around the globe. Within each section you'll find details on national politics, important cities and towns, ancient ruins, Ripper lodges, and the like.

SAVAGE TALES

Occasionally, you'll see this symbol  followed by a number and a small block of text. This means there's a Savage Tale that has something to do with this location (the number gives you the page reference). In the mountains of Tibet, for example, the heroes might visit the Dalai Lama. If they follow up on this hook, you'll run the Savage Tale, **Shangri-La**.

Make sure to read the Savage Tale before you mention the lead to your group. Some have special requirements that should be fulfilled before you run the adventure.

TRIALS AND TRIBULATIONS

Each region suggests the kind of environmental conditions travelers may encounter as well as the type of creatures that can be found there. There are no tables for random encounters. You decide what the characters face as they travel through the *Rippers* world.

THE ATLANTIC OCEAN

The Atlantic Ocean is a dangerous place prone to violent storms, menaced by stray icebergs, and

plagued by terrifying ghost ships. However, the Rippers is a global organization and, if the heroes are to travel the world, they must cross the Atlantic at some point.

ENCOUNTERS

Storms: A storm lasts 1d6 hours. For each hour of the storm, the ship suffers 1d10 damage. The ship's pilot can reduce the damage by 2 if he can make a successful Boating roll.

Icebergs: Drifting in the North Atlantic shipping lanes, icebergs are mostly submerged and can be difficult to spot. A ship's pilot must make a Notice roll to detect an approaching 'berg. An iceberg is treated as a heavy weapon in the event of an impact, and inflicts 2d10 points of damage.

ATLANTIS

Atlantis was once a massive island in the Atlantic Ocean where humanity created its first civilization: a civilization based on Enochian magic. The Atlanteans used their magic to transform the island into a heaven on earth, and mythological paradises like the Garden of Dilmun and the Elysian Fields are merely faded memories of the Atlantean Utopia.

Atlantean religion was based on the worship of the sun, which protected them from the demons of the night. And yet, eons ago, the priests turned away from the light and began making bargains with demons and other evil spirits. The demons taught the Atlanteans an alchemical formula supposed to bestow immortality. Instead, the elixir killed the imbiber,

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bringing the person back from the dead as a vampire! Already though, hundreds of thousands of Atlanteans had taken the formula, giving them a ravenous desire for blood and souls. To satiate their hunger, the Atlanteans began a war of conquest, attacking and feeding upon the “less advanced” civilizations throughout the world.

Around 11,000 years ago, the buildup of aetheric energies from such a massive concentration of vampires altered the Earth’s magnetic field. An immense earthquake plunged the whole island to the bottom of the ocean and caused a worldwide flood. The ocean currents killed any Atlanteans trying to escape, forcing the rest to hide in the remnants of their shattered city.

The Atlantean priests used magic to shapeshift into aquatic creatures, hoping they would be protected against the ocean currents. Instead, the disrupted magical field transformed them into Old Ones—hideous tentacled monstrosities.

Trapped in the dark, with no humans to feed upon, the other Atlanteans themselves began to change. They went mad from hunger and mutated into part humanoid, part aquatic monsters. Now thousands of the feral vampires prowl the darkened halls of the lost city, waiting for their chance to return to the surface world.

■ **Atlantis** (page 85): The team travels to the lost city of Atlantis, unlocks its terrible secrets, and finally catches up with Dr. Van Helsing and Jack the Ripper.

THE PACIFIC OCEAN

The “Peaceful Ocean” is a deceptively beautiful place. Though it is not subject to the wild weather patterns of the Atlantic, it is vast and thought to be inhabited by a variety of deadly sea monsters. Again, ocean travel is bound to be a part of the heroes’ story, and journeys across the Pacific can be as dangerous and charged with excitement as across any other region.

ENCOUNTERS

The sea monsters of the Pacific include creatures descended from the dinosaurs, as well as more modern horrors like the giant squid. Though it is possible they have been living in the oceans all along, more likely they are escapees from the Underworld.

■ **Sea Monster:** Treat sea monsters as Giant Monsters (see page 124), but replace their ability to throw objects with the Aquatic ability.

LINCOLN ISLAND

Lincoln Island (long. 150 deg. 30 min., S lat. 34 deg. 57 min.) was once the secret harbor for the *Nautilus*, but a volcanic eruption caused most of it to sink beneath the waves. The only part of the island that now remains above the water is a small rock outcropping no more than twenty feet in diameter.

■ **Beneath the Waves** (page 84): The team travels to Lincoln Island and attempts to raise Captain Nemo’s sunken submarine.

AFRICA

With the end of the slave trade, the European powers no longer looked to Africa as a source of cheap labor but as a source of real estate and natural resources. With Britain’s occupation of Egypt in 1888 and Uganda in 1890, the colonization of Africa is well under way.

ENCOUNTERS

■ **Heat:** See the *Savage Worlds* rulebook for rules on handling the equatorial African sun.

■ **Sandstorms:** These desert storms last 1d4 hours, and everyone not in a protected structure must make a Fatigue check every hour. Those who have some protection get a +1 or +2 bonus to the roll, depending on the degree of protection. A character Incapacitated by a sandstorm must make a Vigor roll, or become smothered with sand and begin to suffocate.

■ **Tropical Diseases:** Malaria, sleeping sickness, and other tropical diseases can be far more dangerous than the agents of the Cabal. In general, exposure to a disease requires a Vigor roll, with failure resulting in the victim contracting the illness and gaining a Fatigue level. Native Africans and their descendants tend to have natural resistances to these illnesses, and get a +1 bonus to the Vigor roll. Additional Fatigue checks must be made periodically at the GM’s discretion until the character either recovers from the illness or dies. Some of these diseases may be acute and run their course over a few days or weeks, while others may be chronic but treatable. Malaria, in particular, can be held at bay by drinking tonic water (water treated with quinine).

Egypt

The Ottoman Turks have ruled Egypt since 1517. The Suez Canal, completed in 1869, connected the Mediterranean with the Indian Ocean, turning Egypt into a major trading center and a country of great strategic importance.

In 1882, the Egyptian military rebelled against the Ottoman rulers and what they perceived to be an excessive European presence. The British, under the pretense of protecting trade, crushed the rebellion and seized control of the Egyptian government, though in theory the country still belongs to the diminishing Ottoman Empire.

Out in the desert, a centuries-old evil has plans of its own. The ancient Egyptian priest Sosra, also known as the god Imhotep, is raising an army of undead followers and fanatical cultists. Once his forces have grown powerful enough, he intends to expel the British, kill those Christians and Muslims who refuse to worship him, and take control of the country as its god-king. Until then he works with the Cabal.

Cairo

Cairo is the capital of Egypt and its largest city, home to nearly a half-million people and still growing. Though most Egyptians are Arab Muslims, Cairo is home to many Westerners.

Strange Locales

Al's (In:5 Me:3 Re:3 Fa:5): The Rippers have a single lodge in Cairo, a rather non-descript saloon known as *Al's*. The bar is owned and operated by the famous explorer Allan Frazer. Since Muslims do not drink alcohol, his clientele is almost entirely European. Allan does not conceal his identity, but his fearsome reputation has kept him safe from the minions of evil...so far.

The Western Sun Café: Despite the name, this place is not a café, but an opium den, and many Westerners who have ventured inside are never seen again.

■ **The Scarab** (page 95): An Egyptian priestess captures foreigners, turning the women into mummies and keeping the men as her concubines.



Saqqara

The necropolis of Saqqara lies almost due south of the Great Pyramids of Giza. It is one of the oldest funerary complexes in all of Egypt. For the past several years, agents of the god Imhotep have used the necropolis as a base of operations for their raids upon the surrounding countryside.

Strange Locales

Pyramid of Imhotep: This step-pyramid was built to house the remains of Imhotep, Egyptian god of medicine. The pyramid is buried beneath the sand and lost to history.

■ **Pyramid Power** (page 77): An ancient scroll leads the Rippers to the lost tomb of the god Imhotep, where they learn his history and the secret of the antediluvian pillars.

South Africa

Not long ago, the Transvaal and the Orange Free State were under control of the British. However, the Boers (descended from Dutch, German, and French settlers) rebelled against the British and defeated them, declaring an independent South African Republic under the leadership of Paul Kruger.

This situation infuriates the British for a couple of reasons. First, Kruger's government does not give the right to vote to English-speaking uit-

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landers, including the many British who settled there during the period of British rule. The second and more important reason is that South Africa's rich supplies of gold and diamonds make it too valuable to abandon. The British have been trying to start a rebellion amongst the English-speaking Afrikaners, but so far they have refused to rise up against the Boers.

Strange Locales

Blood River: Located just outside the town of Dundee, Blood River (also known as Ncome River) was the site of a battle in 1838 in which a group of only 464 Boers, armed with rifles, defeated an army of 12,000 Zulu warriors, killing over 3,000 of their enemies without losing a single man.

The terrible slaughter that took place on that day has stirred up a great deal of dark magic, and the Cabal's necromancers sometimes come to this place to animate new minions. Blood River Zombies have a Fighting skill of d8 instead of the usual d6.

Mgungundlovu: This ruin was once the home of the Zulu king Dingane, who ordered it burned to the ground rather than allowing it to fall into the hands of the Boers after the battle of Blood River. Columns completely covered by glass beads supported the roof of Dingane's dwelling, and the intense heat of the fire transformed the beads into minor relics. A bead can be crushed while casting a spell with a fire-related trapping, providing a +4 bonus to the Spellcasting roll. Locating a bead takes at least a day of digging and a successful Knowledge (Archeology) roll. The Rosicrucians are apparently aware of the power of these objects, as they are currently negotiating rights to excavate the site.

ANTARCTICA

The continent of Antarctica is covered in a massive ice sheet over a mile thick. Those areas not covered by ice are either barren rock, or ice shelves with no land under them whatsoever. Though no one lives in Antarctica, it still has secrets to reveal...

ENCOUNTERS

Aside from the Samat and the Damned Thing, little lives in Antarctica, and nothing grows besides mosses, lichens, algae, and a few scrag-

gly species of grasses on the coasts. The real hazard to travelers is the weather.

Cold: See the *Savage Worlds* rules for how to handle the extreme cold of Antarctica.

Windstorms: Antarctica gets very little precipitation, so these "storms" actually consist of snow kicked up by powerful winds and are similar to a desert sandstorm. Use the same rules as a desert sandstorm (see page 34), but apply a -2 penalty to the Fatigue roll.

THE SOUTH POLE

Millions of years ago, before the rise of mammals, certain dinosaurs evolved into a race of sentient humanoids known as the Samat. The Samat wiped themselves out in an ancient magical catastrophe—the Earth underwent a pole shift, and their capital city became the new South Pole. Over the intervening millennia, their cities became buried under miles of ice and rock, and since no human has been to the South Pole, mankind knows nothing about them.

Strange Locales

Samat Tombs: When the Samat began freezing to death, they placed themselves in magical hibernation, and their tombs lie scattered beneath the ice of the South Pole. Several thousand years ago, an Old One found the remains of the Samat capital, excavated much of the capital city, and is attempting to revive the Samat so it can learn their secrets.

■ **Liche House** (page 102): A monster called "The Damned Thing" preys upon explorers attempting to reach the South Pole and uses their blood to resurrect the Samat from their hibernation.

ASIA

In the aftermath of the Opium Wars, Asia is undergoing a period of forced Westernization. The situation is further aggravated by a series of disasters, including the first Sino-Japanese War, an earthquake in Japan, and a devastating plague in China.

ENCOUNTERS

Ancient Vampires: The Cabal has only a minor presence in Asia. Most encounters are not

with the Cabal but with the minions of the ancient vampires who secretly control the global opium trade.

■ **The Black Death** (page 99): The ancient vampires of the Far East devise a terrible solution to Cabal incursions, but it goes horribly awry.

CHINA

When Qing Emperor Xianfeng died in 1861, his only heir was his 6-year-old son Tongzhi. Since he could not rule, the Empress Dowager Cien and Tongzhi's concubine mother Dowager Cixi ruled as regents in his place. In 1875, when Tongzhi was only 19 years old, he died of smallpox, and the title of emperor passed on to Guangxu, the four-year old son of Cixi's sister. The two women continued to rule as co-regents until Empress Cien died in 1882. Now Empress Dowager Cixi controls China, though the Emperor Guangxu is quite reform-minded and plans to introduce parliamentary rule in the near future.

In 1892, things are not going well for Cixi. Her government bureaucracy is hopelessly corrupt, and the country is still recovering from its 1885 defeat in the Sino-French war. In 1894 China invades Japan, but loses to the Japanese in 1895.

SHANGHAI

As a result of the Opium Wars in the mid 19th-century, the Chinese city of Shanghai was opened to foreign trade and settlement. At first, the Chinese government forbade native Chinese from living in the city with the foreigners, but that restriction was eventually lifted, and the city is now divided up into Chinese and foreign districts. The foreigners of the so-called "International Settlement" come from many countries, but most are British and American. The Shanghai Municipal Council governs the International Settlement, which is not under control of the Chinese Empire.

Strange Locales

Yuyuan Garden: This elaborate garden dates from the Ming dynasty and contains over thirty different halls and pavilions. The rooftops of the buildings form an elaborate stone dragon. In a time of great trouble, legend has it, the dragon shall wake and save Shanghai. Scrolls in an old Buddhist monastery nearby actually contain the incantation that can bring the stone dragon to life in defense of the city

■ **Stone Dragon:** Treat this creature as a Dragon with the Construct ability (see the *Savage Worlds* rulebook).

The Jade Buddha Temple (In:12 Me:5 Re:12 Fa:5): This temple is a Ripper lodge operated by the Order of St. George and houses two famous porcelain-and-jade Buddha statues, one sitting and the other reclining. These statues are actually relics: anyone who meditates or leaves an offering before one of the statues gains an "instant benny" that can be used for any Knowledge check. The benny must be used immediately or it is lost. Secret passageways below the temple also house a library and Ripper lab.

■ **Insidious Mr. King** (page 100): The Suffragette has tracked the notorious opium smuggler Mr. King to Shanghai, but finds he is no mere crime lord.

HONG KONG

The British military took control of Hong Kong Island and the Kowloon peninsula during the Opium Wars. Though the British are technically leasing Hong Kong from China, it is effectively a Crown Colony. This major shipping point is also the center of the global opium trade. The major opium trading families in Hong Kong (the Russell, Perkins, and Forbes families) are all controlled by feuding vampire lords and are at constant war with the Chinese vampire Mr. King.

INDIA

In 1610, the British East India Company established a trading post at the Indian town of Surat, hoping to gain a portion of the valuable Indian spice trade. Over the next 150 years, they drove out their competitors, and by 1769 they controlled all European trade in India.

Through a system of alliances with local princes known as the Raj, the East India Company built up its own military and took control over more Indian territory. After a rebellion in 1858 and a series of financial scandals in 1874, the British Crown took control of the East India Company's assets, and India became a Crown Colony. In 1877 Queen Victoria was pronounced Empress of India, and the colony became the "Jewel in the British Crown."

The Crown tends to view India as a natural resource to be exploited, and has done little to

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improve the everyday lives of its people. Though independence for India is still many decades away, its people have already started clamoring for more local control.

BOMBAY

The Indians call this city “Mumbai,” after its patron god Mumba Devi, but foreigners use the name “Bombay,” a corruption of the Portuguese words for “the good bay.”

Historically, many skilled Indian tradesmen made their homes in Bombay, and when the American Civil War disrupted the global cotton trade and the Suez Canal opened India to ships from the West, Bombay became a major textile center. However, the city is under Crown control and segregated, with the British living in the better parts of the city.

Strange Locales

Flora Fountain: This fountain, depicting the Roman goddess of flowers, was constructed in honor of Sir Bartle Frere, governor of Bombay from 1862-1867. Unbeknownst to most people,

the statue of Flora is alive and at war with the statue of Laxmi in the Mahalaxmi temple. Though the statues rarely get up and wander around town, they do have human followers who war with each other.

❖ **Statue of Flora:** Treat the Statue of Flora as a Wild Card Animated Statue (see page 120).

Mahalaxmi Temple: The oldest Hindu temple in Bombay, Mahalaxmi houses a golden statue of Laxmi, the Hindu goddess of wealth. During the yearly Navratri festival, the temple is decorated with offerings of flowers. These flowers have not only given life to the statue of Laxmi, but also animated the jealous statue of Flora at the nearby Flora fountain.

❖ **Statue of Laxmi:** Treat the statue of Laxmi as a Wild Card Animated Statue (see page 120).

TIBET

In 1892, Tibet is under the control of China but, now that Britain controls India, they have taken an interest in the country. The Crown has sent numerous Indians into Tibet to act as explorers, traders, and spies. In 1893, Britain manages to establish a trading post in the town of Yadong. The Rippers have invested heavily in Tibet, as they are determined to stop the Cabal from gaining a foothold in greater Asia.

LHASA

Lhasa, also known as the “place of the gods,” is the capital of Tibet. Built in the Lhasa River valley, most of the city is situated in the mountains, thousands of feet above the river.

Strange Locales

Potala Palace (In:12 Me:6 Re:6 Fa:14): The Red Palace is the home of the Dalai Lama and a Ripper lodge run by the Order of St. George. It houses an extensive collection of magical relics, a library devoted to mysticism, and a small Ripper lab.

■ **Shangri-La (page 112):** The Dalai Lama of Tibet can help the team reach enlightenment if the Cabal doesn't kill him first.

Jokhang Temple: Jokhang temple is the most sacred place in all of Tibet. Above the entrance to the temple is a golden wheel with eight spokes, flanked by two deer. The wheel represents the movement of karma and is a relic. Any visitor can meditate before the wheel to change his Reason to a new random number. Roll a d4

to determine the new score. On an odd number the new score is positive, and on an even roll the new score is negative.

AUSTRALIA

For many years, the British banished their criminals to America, but after the American Revolution, they needed a new place to send these outcasts. They settled on Australia. Over the years, over a hundred thousand prisoners were sent "down under." With the discovery of gold in 1851, voluntary settlers flooded into Australia, and the place quickly became much like the American West, complete with railroads and boomtowns. By 1892, the country is independent in all but name, with its own elected legislators and state constitutions.

ENCOUNTERS

Until recently, there was no Cabal activity in Australia, but in 1891, Dr. Jack made approaches to the oppressed aboriginal people. The official government policy toward the aboriginal people is that they are to be "civilized" and converted to Christianity, but they frequently clash with the colonists. Many have been killed or forced from their ancestral lands by gold miners and sheep herders.

The aborigines have a long tradition of mysticism and a deep affinity with nature, and until now have resisted the temptation to resort to black magic. If their situation does not improve, however, it is only a matter of time before this changes.

Strange Locales

Bill's Lodging House: This lodging house is very popular with visitors, though it doesn't seem to get much repeat business.

■ **Hare and Burking** (page 100): Blind serial killer William Hare operates an inn and occasionally kills his lodgers so he can sell their bodies to a local medical school.

EUROPE

Despite the global power of England, the future of Europe is still very much in doubt. Prussia has come to dominate the German Empire, Italy has been united, and the formation of Austria-Hungary has moved the balance of

power in Eastern Europe away from the Ottoman Empire. With alliances constantly shifting and anarchist terrorism on the rise, Europe is headed down a path that eventually leads to a war of unimaginable scale.

ENCOUNTERS

The Rippers fight most of their battles against the Cabal in Europe. The evil Night Guard, as well as the majority of vampires, are based in Europe, though almost any Cabal creature can be found here.

AUSTRIA-HUNGARY

The Austro-Hungarian Empire consists of the Kingdom of Hungary and a number of other lands collectively known as "Austria." Emperor Franz Joseph and the popular and beautiful Elisabeth of Austria (known as "Sisi") rule both Hungary and the lands of Austria. Elisabeth is a former Ripper and is a skilled equestrian and acrobat. Although Sisi retired a decade ago, she still practices her skills, and her palace is filled with gymnastics equipment.

Prince Rudolf, the couple's only son, committed suicide along with his mistress Baroness Marie Vetsera in 1889, leaving the future of the Empire in doubt.

BUDAPEST

Budapest is the capital of Hungary and a major Cabal stronghold. As a result, the Harkers have chosen the city to act as the base of operations, and they maintain an impressive lodge here.

Strange Locales

Castle Buda (In:12 Me:6 Re:10 Fa:10): The Budapest lodge is located inside Castle Buda, a 203-room structure overlooking the Danube River. As the Harkers are advocates of steam-age technology, the Budapest lodge is equipped with coal-burning furnaces, steam boilers, a gun smithy, and a metal shop. The place is loud, humid, and noisy, with visitors constantly being assaulted by the sounds of grinding gears, clanging alarm bells, and hissing steam. Needless to say, the Wolfen Jaegers stay far away from this place and maintain their own lodge deep in the forests of the Carpathian Mountains.

■ **Mr. Hyde and Seek** (page 79): The Harkers capture Mr. Hyde and think they have scored a major victory, but Dr. Jekyll has other plans.

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PRAGUE

Though part of the Austro-Hungarian Empire, the people of Prague are Czechs and Jews, not Austrians or Hungarians. As a consequence, the “Bohemians” of Prague are unwilling subjects of the Empire and longing for independence.

Strange Locales

Castle Prague/Monastery of St. George (In:13 Me:10 Re:10 Fa:4): Operated by the Order of St. George, the Prague lodge is located inside Prague Castle, a miniature city of over 700 rooms complete with streets, plazas, and even its own cathedral and monasteries. The lodge is hidden away beneath the cellar of the aptly named “Monastery of St. George.”

■ **Moth to a Flame** (page 104): Melmoth the Wanderer has a proposition for a hero whose Reason is in tatters.

Old-New Synagogue: This is where the parts of the Golem were stored until Victor Frankenstein found them and took them back to Geneva.

The Astronomical Clock: This elaborate clock was originally built in the 15th century. It is said that the town officials blinded the clock-maker after he finished its construction, so he could not duplicate it. In revenge, the clock-maker dismantled the gears. It was over fifty years before the town could find another clock-maker willing to repair it.

The clock is extremely elaborate, decorated with figures representing the twelve apostles, as well as Vanity, Greed, Death, and Lust. A golden astrolabe indicates the position of the sun and moon, and a silver and black ball indicates the phase of the moon. A second disc shows the current sign of the zodiac.

As might be surmised, the clock is a relic. The time on the clock can be adjusted from inside the clock tower, allowing anyone inside to travel up to one day into the past or future. However, this travel is not without risk. All those present must make Spirit rolls or be struck irrevocably blind.

VIENNA

The capital of Austria, Vienna is filled with grand buildings. The city is also home to intellectuals, composers, artists, and other important cultural figures, as well as the Emperor and his consort. The city has an active nightlife, and is especially renowned for its masquerade balls—making it a haven for vampires.

Strange Locales

Hofburg: The Imperial Palace holds several “relics” in its treasury, including supposed pieces of nails from the True Cross and a thorn from the Crown of Thorns. Only one of the nails is a real relic, and can be used to stake vampires, automatically destroying such a creature on a successful called shot to the heart. None of the royal family, including Sisi, knows about the nail’s power.

Riesenrad: Built for a world exposition, this giant Ferris wheel is cursed. Anyone who rides the Riesenrad must make a Spirit roll or suffer from recurring nightmares involving falling from a great height. On a roll of 1 (regardless of the result of the Wild Die), the victim loses 1 Reason per month and begins sleepwalking. If the afflicted individual’s Reason ever reaches –4, the poor soul leaps to his or her death from the top of a building, bridge, or other high place, waking just before impact! Any improvement in Reason that brings the sufferer’s Reason above 0 cures them of the affliction.

Spanish Riding School (In:12 Me:8 Re:15 Fa:10): The white Lipizzaner stallions trained here are famous the world over, but the school is merely a cover for a lodge. Sisi trains some of these horses herself and gives them as gifts to Rippers who have provided valuable services to the Empire. The Riding School also holds fancy dress balls with thousands of invitees. Vampires have made numerous attempts to infiltrate these balls in order to destroy the lodge, but so far have been unsuccessful.

Thomas’s Barbershop and Margery’s Pie Shop: These unassuming establishments are operated by English expatriates and are located across the street from each other.

■ **Demon Barber** (page 98): A barber is possessed by the spirit of a famous serial killer.

Zentralfriedhof: This large cemetery is home to dozens of vampires and is the burial place of many Austrian nobles.

FRANCE

In 1892, France no longer has a monarchy, and is ruled by a democratically elected government known as the “Third Republic.” During the time of the *Rippers* campaign, France goes through a number of Presidents and Prime Ministers. Presidents include Marie François Sadi Carnot (1887-1894) and Jean Casimir-Périer

(1894-1895). Prime Ministers include Charles de Freycinet (1890-1892), Émile Loubet (1892), Alexandre Ribot (1892-1893), Charles Dupuy (1893), and Jean Casimir-Périer (1893-1894).

Despite this political instability and recurring troubles with anarchist terrorists (frequently supported by agents of the Cabal), the country is going through a period of cultural and artistic growth later known as the *Belle Epoque*.

PARIS

In 1892 Paris is known as the “Sin Capital of Europe,” with casinos such as the Casino de Paris, cabarets like the notorious Moulin Rouge, and countless brothels. It also plays host to such artistic giants as writer Emile Zola, composer Claude Debussy, the famous actress Sarah Benhardt, and a whole host of painters including Monet, Suerat, Renoir, Gauguin, and Pissaro.

Despite these accomplishments, and a successful hosting of the World Exhibition in 1890, Paris is rocked with political turmoil with liberals, conservatives, socialists, and anarchists all fighting for control of the city. To make things even more confusing, the Cabal has become involved in the conflict, with vampire anarchists throwing bombs at government buildings, and werewolf assassins attacking promising artists (despite stories to the contrary, the late Ripper Vincent Van Gogh did not cut off his own ear, it was bitten off by a werewolf).

Strange Locales

Eiffel Tower: Built for the World Exhibition, the Eiffel Tower incorporates an antenna built at the behest of Cabal scientists to gather and transmit supernatural energies. The tower drains away life force from the people of the city, and transmits it through the air to the city’s vampires. The vampires absorb this stolen life force, eliminating their need to feed directly upon the living, and greatly reducing the risk of discovery. Of course, the tower creates tremendous aetheric disturbances, and these are indirectly responsible for both the social unrest and artistic flowering in Paris. The Rippers know that something is wrong, but they have not yet discovered what. When they do, they must face the vampires and dismantle the “psychic battery” energizing the tower.

Templar Headquarters: The Templars relocated their base of operations to this building in Paris after being expelled from the Holy Lands. It is now a museum.

■ **Red Cross** (page 109): The ghosts of the Templar knights protect powerful but tainted holy relics.

GERMANY

The German Empire is dominated by the state of Prussia. The current Emperor, Wilhelm II, forced the powerful chancellor Otto von Bismarck to resign in 1890. His successor, Count Leo von Caprivi, was originally appointed to act, like Bismarck, as both president and prime minister. In 1892, he resigned his position as Prime Minister, retaining his presidential powers, but did not work well with Count Botho zu Eulenburg, the new Prime Minister. In 1894, the Emperor dismisses them both, replacing them with Prince Chlodwig zu Hohenlohe-Schillingsfürst.

Like the rest of Europe, Germany is going through a period of political turmoil. The monarchy is dying, the power of Prussia is waning, and the common people are demanding more rights. In these volatile times, the Cabal works to destabilize the situation and gain influence in the new order.

The Night Guard, who are based out of Prussia, want a powerful authoritarian government and are not pleased with Caprivi’s bowing to socialist pressure. They are scheming to replace him with a strong leader who can restore order to Germany. From this power base, the Night Guard plan to extend their influence throughout Europe and beyond. They work as willing members of the Cabal as long as it suits this purpose.

Strange Locales

Castle Frankenstein: Though Frankenstein claimed to be from Geneva, his castle is actually located just outside the city of Darmstadt.

■ **New Moon** (page 105): A cure for lycanthropy is hidden in Castle Frankenstein and guarded by The Golem.

BERLIN

Berlin has a population of nearly two million people, and is rapidly catching up with the industrial revolution. Aided by the reforms passed by Chancellor Bismarck during the later years of his administration, the city has gone from being an old feudal-style capital to a major industrial and banking center. Much of the city’s economic development is due to the investments of its sizable Jewish community and,

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unfortunately, those who have failed to share in the economic growth have tended to focus their resentment against them.

Strange Locales

Brandenburg Gate: Originally built in 1791, the Brandenburg Gate is adorned with a statue of a woman driving a chariot with four horses. The gate is a relic, and anyone passing through the center arch (usually reserved for royalty) gains 3 power points and the ability to use the *puppet* power (which affects all targets in a Large Burst Template) once in the next 24 hours. A character without an Arcane Background uses his Smarts (-2) as his Arcane Skill.

Granitschale: This 8-ton polished granite bowl, created by Christian Gottlieb Cantian, sits outside the Königliches Museum. It is an evil relic used for the performance of human sacrifices. Draining the blood of a human sacrifice into the bowl provides a spellcaster with a considerable power increase. For the next 24 hours, the priest gains a +2 bonus to all Spellcasting rolls. Sacrificing additional victims provides another +2 bonus per victim, to a maximum bonus of +8.

ICELAND

Iceland, still a colony of Denmark, has been through a series of natural and man-made disasters over the last couple of centuries, including a Danish trade monopoly, pirates, disease outbreaks, and even volcanic eruptions. As a consequence of these hardships and the naturally harsh climate, the Icelanders are hardy and stoic people. As with many other colonies throughout the world, they are slowly gaining independence from their mother country and have gained their own constitution and the right to elect their own legislative body.

Strange Locales

Mount Sneffels: Snæfellsjökull glacier is an extinct volcano. One of its many lava tubes leads to the Underworld.

■ **Frankenstein Unbound** (page 82): Victor Frankenstein is not dead, but enslaved and forced to build an army of prehistoric constructs.

ITALY

Italy is a constitutional monarchy ruled by King Umberto I. The country has an elected

parliament, but voting is restricted, and the senators are chosen by the king. Umberto recently united the various Italian city-states into a single nation, with the sole exception of the Vatican, which he considers a gaping hole in his otherwise unified country. The current premier is Giovanni Giolitti, a liberal with a reputation for corruption. He took over the government from conservative Francesco Crispi, but despite his efforts, he is unable to hold on to the country. Crispi is reappointed Premier in 1893.

Like much of the rest of the world in 1892, Italy is exceptionally unstable. Disease and famine are serious problems, food riots are common, and the lack of literacy and voting rights among most of the population make it a nation ripe for revolution.

Strange Locales

Mount Vesuvius: When Mount Vesuvius erupted in 79 AD, over three thousand people died and the entire city of Pompeii (along with its neighbor, Herculaneum) was buried beneath a mountain of volcanic ash, mud, and lava. The tremendous death and suffering generated during the event created serious aetheric disturbances, the residual effects of which can still be felt in 1892. The rocks found there are made of a substance known as tephrite. Ripper scientists researching the volcano unearthed a small cache of tephrite ash that actually radiated magic. This substance has remarkable destructive properties, exploding when it comes into contact with the undead in the region and, even more remarkably, seems to regenerate when exposed to moonlight.

■ **Feast of Blood** (page 98): The ashes of Varney the Vampyre have remarkable destructive power, but when exposed to the light of the full moon, the monster is reborn.

Ruins of Pompeii: These ruins were first unearthed in the 1600s, and much of the city still lies buried despite extensive looting. The volcanic ash preserved the bodies of the dead, and the aetheric disturbances caused by the mass deaths animated some of them into a strange type of mummy. Many of these "ash mummies" still lie waiting beneath the surface for someone to dig them up. The Cabal has heard rumors of these creatures and plans to infiltrate a group of evil cultists who worship the creatures as gods to see if they can be recruited into the ranks of the Cabal.

Ash Mummies: Treat these creatures as Servitor Mummies (see page 132), except they are not vulnerable to fire. Varney's ashes affect them as if they were vampires.

ROME

Until 1870, Rome was the capital of the Papal States, but is now the capital of a unified Italy. Built on seven hills, Rome is filled with legendary architecture and many lost relics from ages past. Vampires are the most numerous monsters in the city, and many of them are members of the anarchist movement attempting to depose king Umberto.

Strange Locales

Roman Catacombs (In:5 Me:6 Re:12 Fa:4): The Rome lodge is run by the Rosicrucians and is hidden deep within the catacombs of St. Sebastian, running parallel to the ancient Roman road known as the Via Appia. These catacombs lie approximately fifty feet underground, and several secret doors protect access to the lodge itself. The lodge is lit by electric lights and includes an extensive magical laboratory and library, but no Ripper lab.

Antony and Cleopatra (page 93): An ancient vampire has been releasing poisonous snakes into the catacombs in an attempt to attract the reincarnation of her long-lost lover.

The Coliseum: In ancient times this Roman amphitheatre hosted gladiator fights, naval battles, animal "hunts," and Christians being torn apart by lions. According to some estimates, as many as 10,000 people met their ends within its walls, and many of their ghosts still haunt the place today.

THE VATICAN

This tiny but influential country is located within the borders of the city of Rome. The current Pope, Leo XIII, knows of the Rippers and is sympathetic to the Order of St. George.

Strange Locales

Papal Palace (In:14 Me:4 Re:14 Fa:4): The palace houses the Pope's official residence and a small lodge of the Order of St. George. Pope Leo despises both Rippertech and sorcerous pow-

ers, and does not allow the use or research of either within the walls of the palace.

Enter Sandman (page 96): A dangerous ghost attacks a sleeping character.

Vatican Museum: The Vatican's extensive museum vaults hold many ancient and powerful relics. Getting permission to use these relics is extremely difficult, and Ripper teams have been known to mount secret raids on the museum vaults in order to "borrow" specific relics.

OTTOMAN EMPIRE

The Ottoman Empire is widely known as the "Sick Man of Europe," having been in decline for decades and has lost much territory, including Egypt, Hungary, Montenegro, Romania, and Serbia. In 1892, Sultan Abd al-Hamid II rules over Turkey, Armenia, Persia, and the other remnants of his empire from his residence in Istanbul and is rarely seen in public.

In 1894, when Armenians protest their treatment by the Empire, a series of coordinated massacres takes place. Over 100,000 Armenians are killed in these genocidal attacks, and tens of thousands flee the country. These massacres arouse outrage in the rest of Europe, and earn Abd al-Hamid the nicknames "Red Sultan" and the "Great Assassin."



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Strange Locales

Uruk: This ruined city in Persia was once the home of the great hero Gilgamesh.

■ **Return of the King** (page 110): A team of German archeologists has gone missing in Uruk.

ROMANIA

The Ottoman states of Wallachia and Moldavia were granted autonomy and merged to form the state of Romania in 1859. In 1877 Romania gained its independence from the Ottomans. King Carol I (Charles of Romania) has ruled the country since 1881, but he and Queen Elizabeth are childless, so their nephew Ferdinand is next in line to the throne.

Unlike the rest of the world, the existence of vampires and werewolves is taken for granted in Romania. The country's peasants are immensely knowledgeable about the creatures and terribly superstitious. The Romanian government privately acknowledges the country has a monster problem, but the Night Guard essentially con-

trols the military, and King Carol has refused to cooperate with the Rippers for fear of retaliation by the Cabal. As a result, the Rippers must be even more secretive than usual in Romania for fear of official reprisal, though they can often count on the support and gratitude of the common people.

BUCHAREST

The history of the capital of Romania is shrouded in mystery, but according to one story, Count Dracula founded it in 1459. Now, the city is still small by western European standards, with a population of just over 200,000, but it is a place of high culture and learning, and the Romanians call it *Micul Paris* or "Little Paris."

When Dr. Van Helsing first defeated Dracula in 1876, the peasants of Wallachia thought the monster was gone for good, but when the Count reappeared in 1888, they staged a revolt. The Night Guard stamped out the rebellion and, unlike in most of Romania, the populace in and around Bucharest has been effectively tamed. The people there are now completely in Dracula's thrall, and turn a Ripper team over to Dracula's Cossacks at the first sign of suspicious activity.

■ **No Mask** (page 106): An enchanted play called *The King in Yellow* drives people insane, but its real function is to transport people to Hell.

Strange Locales

Castle Poenari: Once the capital of Wallachia, the ruins of Castle Poenari are now the headquarters of the Cabal and the lair of Count Dracula.

■ **Castle Dracula** (page 90): After escaping Atlantis through the Infernal Mirror and surviving the terrors of Hell, the team arrives at the true Castle Dracula.

RUSSIA

The Tsar of Russia is Alexander Alexandrovich Romanov III. His father, Alexander II, was assassinated after announcing a move toward constitutional reform. Alexander III is determined not to make the same mistake. The schools teach only Russian, the only state-sanctioned church is Eastern Orthodox Christianity, and the only form of government permitted is autocratic rule. Unsurprisingly, these policies have made him extremely unpopular with every ethnic minority in Russia.



Alexander dies in 1894 and is replaced by his eldest son, Nicholas II.

St. Petersburg

St. Petersburg is the intellectual and cultural center of Russia. It benefited greatly from the economic reforms of Alexander II, and has become quite wealthy. Factories provide jobs to many of the poor. Banks and other financial institutions have sprung up around the city, and the Hospitaller Knights keep the forces of darkness from encroaching on the city's newfound and still fragile success.

Strange Locales

Ministry of Internal Affairs: Tsar Alexander maintains a semi-secret police force called the Okhrana, headquartered in St. Petersburg. The Okhrana know about the Rippers, and monitor the activities of the Hospitallers and other Ripper groups. What their agenda is remains uncertain.

Hospital of St. John (In:2 Me:4 Re:5 Fa:4): This rather unassuming building is a Ripper lodge and the headquarters of the Hospitaller Knights, one of the many branches of the Order of St. George.

■ ■ **The Debauched One** (page 96): A young Rasputin offers his services to the Rippers.

UNITED KINGDOM

The most powerful country in the world, the United Kingdom is ruled by Queen Victoria, though the real power lies in the hands of Parliament and Prime Minister Gladstone.

Queen Victoria's husband, Prince Albert of Saxe-Coburg-Gotha, died in 1861, and since then she has rarely appeared in public. The elderly queen's withdrawal from public life has increased the profile of her children, most notably, Bertie (Edward VII, who eventually inherits the throne) and his wife Alexandra.

Prime Minister William Gladstone is a liberal and a deeply religious man. He founded the Church Penitentiary Association for the Reclamation of Fallen Women to help reform and provide support for former prostitutes. Some people suspect him of involvement in the Jack the Ripper killings, but this is not true. Gladstone has instituted numerous reforms during his many years in public office, including ending the sale of military commissions and extending the right to vote.

Elected for the last time in 1892 (having been Prime Minister 1868-74, 1880-85, and again in 1886), the 80-year old Gladstone replaced Lord Salisbury. Queen Victoria is quite fond of Lord Salisbury, as she had favored the previous Conservative Prime Minister, Benjamin Disraeli. She found the men's sense of humor and amicable demeanor a welcome relief from the dour Gladstone. In 1894, Gladstone resigns after an unsuccessful attempt to create an Irish parliament, and Salisbury is re-elected Prime Minister.

■ ■ **The Little People** (page 103): Photos of "fairies" appear in the latest issue of the *Strand*.

Strange Locales

Malkin Tower: This farm in Pendle was the home of the famous Lancashire witches. It is now little more than a ruin, though locals report strange happenings still.

■ ■ **The Crucible** (page 97): Serious Chapel is captured by a coven of hags—reincarnations of the famous Lancashire witches—who plan to sacrifice him to the dark gods and regain human form.

Rosslyn Chapel: This famous Scottish church has associations with the Freemasons, Templars, and many other mysterious groups.

■ ■ **Broken Masonry** (page 74): Dr. Van Helsing is missing, and clues lead to Rosslyn Chapel in Scotland. Unfortunately, the devil-worshipping Freemason cult hiding below the chapel doesn't like visitors.

LONDON

With a population of over four million people, London is the largest city in the world, the capital of the world's largest empire, and the headquarters of the Rippers. It is a place teeming with adventure and danger.

Much of London was destroyed in the great fire of 1666. When the Industrial Revolution swept through England, factories sprung up in London and, as the population soared, the city was quickly rebuilt in a haphazard fashion. Those who could afford it moved to the suburbs, while the poor were crammed into tenement apartments in the inner city with a population density of nearly thirty-six thousand people per square mile. Fires were still common. Sewage flowed untreated in the streets and cholera epidemics killed over thirty thousand people. Gin mills provided cheap drink to help people forget their problems. Crime was rampant and law enforcement was negligible.

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In recent years, things have started to improve. The city now has its own publicly funded fire department, and the introduction of electric lights has reduced the risk of fire. After the "Great Stink" of 1858, the city started building a proper sewer system. Combine that with the introduction of flush toilets, and by 1892 most of the city is cesspool free. The Temperance movement and the British East India Company have increased the popularity of tea, and many gin mills have shut down. The formation of Scotland Yard has helped keep crime in check (though they have fewer than fifty detectives and sometimes have to hire consultants to help with tough cases). The city is quickly becoming a better place to live, but it still has a long way to go.

■ **A Pair of Jacks** (page 107): Spring-Heeled Jack is accused of unspeakable crimes and needs help to clear his name.

■ **Artificial Light** (page 94): Professor Challenger has invented a lamp capable of simulating sunlight.

Strange Locales

221B Baker Street: This unassuming town house is the residence of Sherlock Holmes, the world's greatest consulting detective.

■ **Watson, the Needle!** (page 113): Dr. Watson reveals that Sherlock Holmes has become a burned-out drug addict.

Cleopatra's Needle: This sixty-eight foot tall carved red granite obelisk was originally part of a matched set, and stood at the entrance to the great temple in Heliopolis. It was brought to London, while its mate was sent to New York City and erected in Central Park in 1881. Standing on the bank of the Thames, the Needle has become a favorite spot for evening strolls and visitors to London. In fact, it is actually a powerful magical source.

Cultists working for the Cabal have enchanted both needles to allow instant teleportation between the two. They have used the needle to discreetly send representatives to the Americas, where they work tirelessly to awaken mummies in Peru and other South American countries.

Speaker's Corner: This corner of Hyde Park is where the people of London traditionally go to air their grievances. It is also where lunatics go to rant about conspiracy theories. The Rippers know that occasionally these theories have a grain of truth, and sometimes go to Speaker's Corner to pick up rumors that might not be known to the general public.

Van Helsing Mansion (In:14 Me:11 Re:12 Fa:15): The London lodge is a mansion owned by Abraham Van Helsing himself. It is the most elaborate of all the Ripper lodges with several extensive libraries, magical research labs, ripping labs, an infirmary, a heavily defended relic vault, chemistry labs, physics labs, stables, classrooms, and private rooms for visiting Rippers. The mansion has nearly a hundred chambers, but most of it is located underground, and it is rather plain looking from the outside to avoid drawing too much attention to itself.

■ **Raffle Tickets** (page 108): Jewel thief A.J. Raffles attempts to rob the London lodge.

■ **Third Eye** (page 112): Michelson and Morely, co-discoverers of the luminiferous aether, can perform brain surgery giving people the ability to see aether.

Buckingham Palace: Located at the end of a wide avenue leading from Trafalgar Square, Buckingham Palace is the official London residence of Queen Victoria. Although both the Queen and the Prime Minister know about the existence of the Rippers, they keep Parliament in the dark, occasionally diverting small amounts from the military to help fund particular missions of interest to the Crown. High-level Rippers are, on rare occasions, invited to the palace, where they discreetly meet with the Queen and Prime Minister.

NORTH AMERICA

Across the Atlantic, only the United States is a major battleground in the war against the Cabal. There are persistent stories of ancient Aztec priests returning from the dead to perform blood sacrifices in remote parts of Mexico, but if there is any truth to these stories, the priests are not involved with the Cabal... yet.

ENCOUNTERS

The Cabal is beginning to extend its influence into North America. The magic of voodoo practitioners means that encounters in North America are most likely to be with Zombies, Mambos, Houngan, and Bokor.

UNITED STATES

The President of the United States in 1892 is Benjamin Harrison, a Republican and former

Civil War general; though later in the year he loses the election to his predecessor, Democrat Grover Cleveland.

The country is currently going through one of its periodic bouts of isolationism and avoids involvement in global issues to concentrate on its own affairs. With the upheaval in Europe and other parts of the world, this policy is probably a mistake, but the Americans, insulated by oceans on either side, can ignore the problems until they reach a disaster of global magnitude.

Strange Locales

Leeds Point: This small town in New Jersey is the supposed birthplace of the demon known as the Jersey Devil.

▣▣ **Jersey Devil** (page 101): The Jersey Devil must be stopped before it can reproduce.

Salem: This town is best known for its famous witch trials, but the Cabal is smart enough to stay far away.

New York City

The population of New York City is over one million people and, in many ways, the city is a “mini-London” with crowded tenement apartments, factories, and a high crime rate. However, New York suffers from the added complexity of being a haven for immigrants from around the world.

Strange Locales

Cleopatra’s Needle: This tall carved red granite obelisk is the mate of the needle in London, taken from the great temple in Heliopolis. It was brought to New York City in 1881 and erected in Central Park. Like the London obelisk, it retains some magical properties from ancient times, and is a powerful old relic.

The Cabal’s enchantments allow users to instantly teleport from one to the other. The Cabal sometimes uses the needle to travel back to Europe without drawing unnecessary attention.

New York Sewers (In:6 Me:5 Re:8 Fa:13): The New York City lodge is actually a walled-off portion of the city’s sewer system. Despite this, the base is clean, dry, and well-lit with electric lights, though it is hardly luxurious. The Yankee built the base to help his fight against crime, and the facilities reflect that. The base is equipped with a bowyer’s workshop, a chemistry lab, and extensive training areas. The Yankee makes a point of having visiting Rippers “prove” themselves by hunting down one of the many alligators that infest the sewers.

▣▣ **Lair of the Wurm** (page 99): The Yankee’s well-stocked potion lab transforms a sewer gator into a poisonous wurm.

New Orleans

Located at the mouth of the Mississippi River, the exotic port of New Orleans is a stronghold of the voodoo cults. Rippers here fight more than their fair share of zombies in addition to other horrors.

Strange Locales

LaGrange Mansion (In:5 Me:3 Re:6 Fa:6): The New Orleans lodge is a sprawling mansion owned by Tara LaGrange and purchased with the remnants of her family’s once-vast fortune. It has no arcane research facilities, but has an extensive Ripper lab.

▣▣ **White Zombie** (page 114): The ghost of Allan Quartermain gets between Tara LaGrange and Baron Samedhi.

St. Louis Cemetery #1: This famous cemetery is below sea level, and all of the tombs are located above ground. The dead here rarely rest in peace.

SOUTH AMERICA

The jungles and mountains of South America hide many ancient religions and foul beasts. Many parts of its vast interior have yet to be explored by civilized man. And, though the Cabal has yet to establish a foothold on the continent, there are evils enough in South America.

Encounters

Cabal encounters are few in this region. Visitors are more likely to find lost tribes of cannibals, forgotten races of serpent-men, dinosaurs, and other vicious predators. Rumors of Inca and Aztec gold or relics may also bring conflict with undead conquistadors and ancient South American mummies.

Brazil

Brazil is a country under martial law. In 1889, Marshal Deodoro da Fonseca overthrew emperor Dom Pedro II and founded the United States of Brazil. Fonseca’s coup was largely financed by the country’s coffee-growers, who have a major influence on the government. For the most part, the Rippers focus on the unexplored interior.

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Strange Locales

Fernando De Noronha Islands: These tropical islands are located approximately 200 miles off the coast of Brazil. As they are essentially uninhabited, Dr. Prometheus has chosen them as the perfect location for the creation of his new worker-beasts.

■ **A Snake in the Garden** (page 81): The team tracks Dr. Prometheus to Brazil and convinces his creations to rebel against him.

Amazon Jungle: Many fearsome creatures live in this primal forest, including lost tribes and forgotten dinosaurs.

THE UNDERWORLD

The Underworld is a huge network of underground tunnels, caverns, and subterranean oceans that span the entire globe and plunge all the way down to the center of the Earth. Some strange physical law maintains a comfortable temperature within these passages, and magnetic energies light the caverns with a subterranean equivalent of the aurora borealis.

Encounters

Prehistoric creatures inhabit the Underworld, including dinosaurs, giant apes, and even primitive humans. Somehow, these creatures made their way beneath the surface of the Earth and continued to live on while their surface cousins died out.

🦖 **Dinosaurs:** Treat these creatures as Giant Monsters (see page 124), but without the ability to throw objects.

🦍 **Giant Apes:** Treat these creatures as Giant Monsters (see page 124).

🐉 **Sea Monsters:** Treat sea monsters as Giant Monsters (see page 124), but replace their ability to throw objects with the Aquatic ability.

HELL

Hell is not so much a place as it is a state of existence. Like all supernatural things, Hell is composed of luminiferous aether, and because the aether is with the physical world, Hell is literally all around us. Furthermore, Hell is shaped by the failures and fears of those who occupy the physical world—it is the worst of all possible worlds.

Encounters

Since Hell is not part of the physical world, it obeys different laws than the reality with which most are familiar:

All Hope Abandon: Due to the heat and overwhelming gloom, a character must make a Fatigue check for each day spent in Hell. Fatigue levels gained in Hell are not regained until the character leaves. Characters who become Incapacitated from Fatigue lose the will to live and die from despair in 1d4 days unless removed. Those who die in Hell become Damned Souls.

Demons: Any creature described as a demon can be encountered in Hell, including Bone Horrors, Candyman, Devil Dogs, Horned Gods, and Winged Fiends.

Hell's Hate: While in Hell, the Rippers are unable to earn or spend bennies. Demons are immune to this effect.

Hellfire: This awful substance is composed of burning aether. Anyone who comes into contact with Hellfire takes 2d10 points of damage each round. Any character Incapacitated by Hellfire is utterly consumed, leaving nothing but a Damned Soul (in other words, don't bother checking the Knockout Table!).

Damned Souls: The inhabitants of Hell (including the demons) are damned to remain here until Judgment Day. Even if destroyed and reduced to dust, they are made of aether, not physical matter, and eventually reform to continue their imprisonment. Damned souls can sometimes interact with the physical world if properly summoned, but they are still in Hell and there is no true escape.

Hell is London

As the worst of all possible worlds, Hell takes on the worst characteristics of the worst place on earth. As London is the largest city in the world and rife with disease, poverty, and crime, to the Rippers Hell looks an awful lot like the slums of London, but magnified to the most grotesque degree.

Strange Locales

The Corpse Factory: This macabre place is where demons dismantle the souls of dead Rippers to create bloodline Rippertech.

■ **The Harrowing** (see page 89): The team must follow Dr. Jack into Hell, where they learn the ultimate price of Rippertech—eternal damnation.

RUNNING RIPPERS

So you know the history and you know the world, now it's time to start thinking about how to run your campaign. The sections in this chapter give you a wealth of ideas to incorporate into your game. Use the things you like and leave the rest, they are intended as prompts to help spark your imagination. It's your game after all!

Rippers is a game of Victorian horror, and you want to make sure you capture the two aspects together. The setting is the Victoriana of our imagination, rather than a slice of real Victorian life. It's a game, not a history lesson, so it just has to have the right atmosphere.

EVERYDAY LIFE

All you need are the broad strokes to set the tone. Steam trains and gas lamps, horse-drawn hansom cabs and fog-filled cobbled streets capture it perfectly. Technology is making rapid advances all the time, so there are always new wonders to witness, like moving pictures, electricity, and the automobile.

Make sure the NPCs in your world are polite to each other and to the heroes (at least until provoked). Victorian society thrives upon civility. Players not acting appropriately should be penalized with frequent Status losses. As their Status slips, they should also find themselves being treated with less respect. They are of course still expected to give it—especially to those in authority (and this is a time when it is perfectly acceptable for a policeman to give someone a firm slap for being “cheeky”).

DEAD OF NIGHT

Don't forget that *Rippers* is also a horror game. This is the spooky, eerie horror of an old

movie or a good ghost story rather than simply blood and guts (though there's some of that too!). Much of the horror should come from the growing realization that the heroes are overwhelmed in the face of supernatural creatures and that the only hope of matching their foes—the use of Rippertech—damns them for eternity.

The monsters of the Cabal frequently operate at night, either due to supernatural weaknesses or to keep their existence or lairs secret. This means the Rippers also exist in the twilight, giving ample opportunity for night-shrouded mysteries. The dark makes everything seem worse, and this should be true for your heroes. Ordinary objects take on sinister shapes and sounds are strangely amplified.

Then of course, there are the actual things that go bump in the night. Try to be evocative and describe the creatures rather than naming them. “A crooked old man shuffles awkwardly toward you. Pale skin hangs limply on misshapen bones and the stale stench of soil and decay assaults your senses,” sounds better than, “You see a zombie.” It also gives your players some clues how to react, but keeps them in the dark as to what exactly they are facing.

Not every creature is there for the heroes to beat down and hack up for spare parts. That's why there are no random tables that give you encounters scaled to your team's level. Sometimes, the best course of action is for them to beat a hasty retreat. If a party is too confident about the monsters they face, much of the horror of the game is lost, so don't be afraid of hitting them with something heavy now and again.

TRAVELING

In the course of their adventures, Rippers must travel around the globe by whatever means they can find, so a significant portion of their time may be spent in trains, on hot air balloons or horseback; ocean liners and tramp steamers, or traveling by cart, coach, or carriage.

Many of these trips pass without a hitch, but occasionally the heroes find that the journey to the adventure *becomes* the adventure. Below is a selection of distractions and events to break up the tedium of long-distance travel and give you some hints for ways to torment your players. Used occasionally, these diversions should ensure your players realize that the world is still a very big place in Victorian times; traveling is a time-consuming and dangerous necessity.

Roll a d20 on the Diversion Table below, once for the journey and once for each additional week the journey lasts. Alternatively, simply choose a result.

DIVERSIONS

1. **Delay:** a serious hold-up means the heroes' journey takes twice as long as expected. Decide what the cause is and what takes so long to resolve.

2. **New Friends:** During the journey the heroes manage to make a new acquaintance, who proves to be useful in some way to their goals.
3. **Fortuitous Find:** Someone on the trip has something the heroes want. How they get it is up to them; just decide how they learn of the object.
4. **Bad Weather:** Conditions worsen causing delays. In the wilds or at sea, this could be very dangerous.
5. **Theft:** Something important to the heroes' mission (research notes or a special key, for example) is stolen during the trip. Decide who took it and why.
6. **Fine Conditions:** The heroes make good time on their journey, arriving earlier than expected.
7. **Cancellation:** Whether it is the entire journey or just one leg of it, a cancellation interrupts the heroes' travel plans. They must wait or make other arrangements
8. **Wild Animals:** At some point, wild creatures come alongside the heroes, tracking their progress. If the journey is in the wilds and the creatures are predators, they attack.
9. **Forced Friendliness:** The heroes find themselves compelled to travel with an unwelcome companion. Perhaps he is simply irritating, or maybe he is an enemy the heroes must tolerate due to the public place.
10. **Travel Sickness:** One of the heroes, or someone they are traveling with, falls ill. This may be only unpleasant or uncomfortable, or it may be very serious.
11. **Malfunction:** The team's means of transport suffers some kind of breakdown and must be fixed. This is generally merely an inconvenience on land; at sea or in the air, it could be fatal.
12. **Death:** One of the passengers dies during the journey. Whether it is a natural death or foul play is suspected, the heroes are drawn into the matter, which may drag on after they have reached their destination.



Ripper Hospitality

13. **Lend a Hand:** An incident occurs en-route and the heroes must get involved. This could be very minor (an argument between two fellow travelers, for instance) or could be something very important (perhaps a passenger's child vanishes at a rest-stop).
14. **Official Problem:** One of the officials (ticket inspector or coach driver, for example) has a problem with one of the characters, or one that the team can help with.
15. **Red Tape:** There is an administrative problem with the heroes' travel documents. Perhaps they have the wrong stamps in their passports or their visas are incorrect. Of course, it could be a ruse by an enemy to delay or imprison the heroes and prevent them from achieving their goal.
16. **Atrocious Conditions:** The Rippers get less than they bargained for and have to travel third class, share a cabin, sit on the floor, or otherwise suffer an undignified journey. If anyone important sees the way they traveled, the heroes lose a point of Status each. Of course, they could always complain!
17. **Chance Meeting:** Someone making the same journey turns out to be involved in the struggle between the Rippers and the Cabal. Which side the individual is on determines whether the trip is pleasant and informative or tense and fraught with danger.
18. **Little Wager:** Whether it is an all-night poker game in the first class dining room, or a bet on how long the horses can go before tiring, the heroes are expected to put some money on the line and gamble with one or more of their fellow passengers.
19. **Important Passengers:** Someone on the voyage has to protect their identity. Maybe they lock themselves away from the other passengers, arousing suspicion, or maybe they are heavily disguised. The heroes can choose to respect their anonymity or discover who the mysterious personage is.
20. **Eventful Journey:** This is just one of those journeys. Roll twice on this table and apply both results. Try to weave the different elements together so the heroes find they have to untangle a couple of threads to make sense of what is happening. That should keep them guessing until the journey is over.

When Rippers travel abroad, they invariably stay at the local lodge. For one thing, it saves on expensive hotel bills, but it also allows the heroes to discover local customs, pick up rumors, and learn of developments in Cabal activity. If the lodge's facilities are extensive, there is also the opportunity for conducting research or learning new ripping techniques.

Lodges are generally secret by nature, so some inside information may be required to find the local lodge. Once there, Rippers may be required to prove who they are before being welcomed. Once trusted, however, the facilities of the lodge are usually at the visitor's disposal, including research and medical facilities, ammo and additional allies, and a place to sleep.

Sometimes the heroes take off in an unexpected direction. If they decide to visit a lodge you have not prepared, you can create a quick lodge "on the fly" by rolling 4d10 and assigning one die result to each aspect of the lodge. The chart on page 21 shows what each result means. For more important Lodges, just choose the values they have in each aspect from the chart, and fill out a lodge sheet.

Influence Restrictions and Rank Thresholds are ignored for quick lodges. Assume that some catastrophe that explains the contradictions has befallen the lodge (a Cabal attack reduces the lodge's membership, failure in some task costs the lodge some benefactors, and so on).

Note that this means most random lodges do not have access to the more advanced levels (and prevents some backwater lodge from having International importance!). Of course, Rippers of high Status can't be expected to stay in any old dive. If a hero stays at a Ripper lodge with a Resources level lower than his or her Status, the hero loses a point of Status as a result. The warm welcome may turn chilly, however, if a stuck-up Ripper opts to stay at a hotel rather than share a room, and the team may find that the usual support does not materialize. Rippers must always try to be diplomatic while traveling!

Some of the main Lodges around the globe are detailed in the chapter on the Rippers World (pages 33-48).

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ADVANCED RIPPORTECH

The standard Rippertech allows heroes a wide variety of common enhancements. Included here are a number of more specialized upgrades, which may need additional research or require hunting a particular monster. The rules for creating and implanting this Rippertech are the same, but the upgrades are in the GM's section to keep them secret from the players.

Ancient's Heart (-4)

The Ripper's heart is replaced with the dried heart of a mummy, leaving him with no perceptible heartbeat. As an extract, slivers of Ancient's Heart can be left to dissolve on the tongue.

Donor: Any mummy.

Benefits: The recipient becomes immune to disease and poison. Powdered or liquefied as an extract, it is a universal antidote.

Side Effects: Recipient becomes aloof and distant, suffering -2 Charisma.

Damage: 3d6

Additional Benefits: Recipient ages at 1/5 usual rate.

Blood of the Damned (-2)

With several pints of blood infused, the recipient's blood mixes with that of the demon to form a permanent implant. Syringes of the stuff can be carried as extracts.

Donor: Any demon.

Benefits: Recipient takes no damage from fire.

Side Effects: Hero gains the Bloodthirsty Hindrance.

Damage: 1d8

Additional Benefits: Recipient suffers no ill effects from high temperature.

Demon Hide (-2)

The tough hide can be stitched to a Ripper's body in large, ill-fitting patches. Alternatively, it can be reduced to an oily cream and applied to the areas to be protected (one extract covers two hit locations).

Donor: Any demon.

Benefits: The scaly hide of a demon provides the recipient with Armor 2.

Side Effects: The patches of skin become red and inflamed when the recipient gets agitated. At the start of each combat (or whenever the hero gets excited), roll Spirit or he starts shaking, causing a -1 penalty to all Agility and Agility-based skill rolls.

Damage: 3d4

Additional Benefits: If the recipient catches fire roll 1d6. On a 6, the fire goes out causing no damage.

Demon Horns (-3)

This implant requires great personal sacrifice as they are nearly impossible to hide once the operation is complete. Powdered, the horns can be inhaled or mixed with liquid as an extract.

Donor: Any demon with horns.

Benefits: Recipient can use horns in combat for Str+2 and is never considered unarmed.

Side Effects: Recipient suffers -2 Charisma. With a raise, this penalty can be reduced to -1, but never negated altogether—you have *horns*!

Damage: 2d6

Additional Benefits: Provided the recipient moves at least 6" in the same action as attacking, he can gore for +4 damage.

Grave Brew (-2, Extract Only)

This noxious grainy brew is created from the parts of the undead that Rippers can do nothing else with. Drinking it requires a Vigor check or the recipient throws up and the brew is wasted.

Donor: Any creature with the Undead ability.

Benefits: The recipient gains +2 to all Spirit and Spirit-based trait tests.

Side Effects: Recipient's teeth and nails turn black and fall out, causing -2 Charisma.

Damage: 1d8

Additional Benefits: None.

Hag's Heart (-3)

Implanting a witch's heart causes an immediate surge of magical energy. As an extract, the surge is temporary (the Power Points gained cannot be restored once used).

Donor: Any witch.

Benefits: The implanted heart of a witch gives any character with an Arcane Background an extra 10 Power Points.

Side Effects: The recipient breaks out in warts, gaining the Ugly Hindrance.

Damage: 2d6

Additional Benefits: The recipient gains the Power Surge Edge.

Hecate's Tears (-1, Extract Only)

The raw materials for this extract—witch tears—are incredibly hard to collect, and a plentiful supply is needed to provide enough to create this potion.

Donor: Any witch.

Benefits: Salty witch's tears grant the recipient the Arcane Resistance ability.

Side Effects: None.

Damage: 1d4

Additional Benefits: None.

HELLMIND (-4)

If even a small portion of the demon's brain is implanted, it quickly grows, shriveling the host's brain and replacing it. Dried pieces of Hellmind can be eaten to provide short-term effects.

Donor: Any demon.

Benefits: Recipient's Smarts is increased by 1 die type.

Side Effects: Hero gains a Supernatural Weakness (Holy Symbol) Hindrance.

Damage: 3d6

Additional Benefits: When in combat with a demon, the recipient can act on the demon's card instead of his own.

HOUD'S HEART (-3)

Implanting the heart is a major surgical procedure, so most Rippers opt for the extract, which is a thick, pungent syrup poured onto a handkerchief and inhaled.

Donor: Any werewolf or dog hybrid.

Benefits: Treat any running roll less than 4 as a 4.

Side Effects: Recipient has a tendency to chase things that run away.

Damage: 3d6

Additional Benefits: Recipient recovers Fatigue levels twice as rapidly as normal.

INFERNAL FASCIA (-2)

The tough membrane around demons' organs can either be grafted into a Ripper, or boiled down into a stringy mass and compressed into pellets.

Donor: Any demons.

Benefits: Recipient takes no additional damage from called shots.

Side Effects: Recipient suffers double damage from cold and cold-based attacks.

Damage: 2d6

Additional Benefits: Recipient can ignore wound modifiers to Vigor rolls on the Wound Table and Injury Table.

LYMPH GRAFT (-4, IMPLANT ONLY)

Vampiric lymph nodes provide complete immunity to aging when implanted and are a highly sought-after Rippertech enhancement.



Donor: Any vampire.

Benefits: Unless killed by accident, disease, poison, or violence, the recipient is immortal!

Side Effects: The recipient becomes melancholic and gains the Quirk Hindrance (gloomy outlook).

Damage: 2d8

Additional Benefits: Recipient gains immunity to disease.

MESMERIC EYES (-2)

Implanting requires the direct replacement of both eyeballs. The extract requires ingestion of the soft jelly at the center of the eye.

Donor: Any vampire.

Benefits: Once per day, the recipient can use the *puppet* power on any target in his or her line of sight. The recipient uses her Spirit die in the opposed roll.

Side Effects: Ordinary people find the recipient disturbing, giving him -2 Charisma.

Damage: 1d10

Additional Benefits: Recipient can make eyes glow for +2 bonus to *puppet* roll or Intimidation rolls.

RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

MOON CLAWS (-2)

An implant involves replacing both the recipient's hands! As an extract, the recipient must eat two fingernails taken from the donor.

Donor: Any werewolf.

Benefits: Under moonlight, the recipient can choose to grow claws, which erupt from under the skin. In combat, the claws do Str+2 damage. The transformation takes an action.

Side Effects: During the transformation, the recipient must make a Vigor check or be Shaken by the change.

Damage: 3d6

Additional Benefits: The recipient can initiate the transformation at any time.

PARASITIC HEART (-4)

The black heart of a vampire can be placed inside a human chest, where it begins to pump again. Extracts are a thick black liquid that must be imbibed or injected.

Donor: Any vampire.

Benefits: The recipient can take an action to drink blood from an Incapacitated living creature. This restores one wound to the recipient. The victim must make a Vigor roll or die.

Side Effects: Major Habit (craving for blood).

Damage: 2d8

Additional Benefits: After drinking from a victim, as fresh blood courses through the undead heart, the recipient gains supernaturally height-

ened senses. On the next action, the recipient draws an extra initiative card and acts on the best.

Pelt (-2)

Werewolf fur can be grafted onto a human in mangy patches or rendered into the most disgusting viscous slime as an extract.

Donor: Any werewolf.

Benefits: The recipient gains the ability to assume the form of a wolf once per day as if using the *shapeshift* power.

Side Effects: The recipient smells bad when wet, causing -1 Charisma.

Damage: 2d6

Additional Benefits: The recipient can perform the transformation twice per day, or once for twice as long.

PHARAOH'S SCALES (-2)

The shriveled skin of a mummy can be grafted onto the recipient in dry, scaly patches. As an extract, the desiccated skin is dissolved in acid in a corked phial, allowing the noxious fumes to be inhaled later.

Donor: Any mummy.

Benefits: The recipient gains the Improved Arcane Resistance Edge.

Side Effects: -2 Charisma.

Damage: 2d6

Additional Benefits: The recipient is permanently protected by *conceal arcana*.

PEROMONES (-2)

The glands of some creatures can be implanted for a permanent effect or squeezed to extract an oily secretion which the recipient can smother over himself.

Donor: Any hybrid or werewolf.

Benefits: Recipient gains +2 Charisma.

Side Effects: The recipient has greatly increased sex drive.

Damage: 1d8

Additional Benefits: Others can sense the recipient is angry, giving him +2 Intimidation.

SINNER'S SPINE (-4)

Dr. Jekyll found a way to implant a zombie's spine into his patients: a secret the Rippers learned by catching the unfortunates on whom he



experimented. As an extract, the spine must be ground to bonemeal and mixed to a paste (to be taken orally).

Donor: Any creature with the Undead ability.

Benefits: The recipient gains +2 to recover from being Shaken.

Side Effects: Recipient walks with shuffling gait: Pace -2, running die reduced to d4.

Damage: 3d6

Additional Benefits: Recipient takes only half damage from arrows, bullets and other piercing weapons.

THE ETERNAL MIND (-4, IMPLANT ONLY)

Pieces of vampire brain can be grafted into the recipient, granting him the wisdom of the ages, and insights beyond his experience.

Donor: Any vampire

Benefits: The recipient can choose Edges regardless of Rank (all other conditions must still be met).

Side Effects: Recipient has nightmares (GM decides when) and must make a Vigor roll after each episode or gain a Fatigue level.

Damage: 2d10

Additional Benefits: Recipient gains +2 to all Common Knowledge rolls.

THIRD NIPPLE (-1)

It is said that witches have a third nipple to provide blood for their familiar. The implant is obvious enough. As an extract it is dried to resemble jerked beef, and chewed. It tastes revolting!

Donor: Any witch.

Benefits: The recipient gains the Beast Master Edge.

Side Effects: Recipient gains the Mean Hindrance.

Damage: 1d10

Additional Benefits: Recipient gains the Beast Bond edge.

WITCH'S BILE (-1, EXTRACT ONLY)

This vile concoction must be imbibed (requires a Vigor check or the recipient throws up and the potion is wasted) or injected (requires one action to raise a vein).

Donor: Any witch.

Benefits: The recipient may rearrange two initiative cards for any friend or enemy (including himself) as he sees fit, but must do so before anyone acts. The effect of this potion is instantaneous and wears off as soon as the character finishes switching cards. Outside of combat, this potion can grant visions of

REASON IN RIPPERS

One of the main additions to the *Savage Worlds* rules is the Reason secondary statistic. Keep a close eye on the Reason score of your players' heroes—it has a major impact on the game. Reason modifies Spirit rolls, which means it is difficult for those with fragile Reason to recover from being Shaken. Such characters may find they are using all their bennies to get back in the action. Resist the urge to give these players more bennies—this is one of the risks of relying on Rippertech.

Low-Reason characters also have difficulty using arcane skills—which is why the Rosicrucians and the Order of St. George shun the use of Rippertech. Most importantly, the Reason modifier affects the Guts rolls and rolls on the Fright Table, so a hero with -1 Reason or worse is vulnerable to ripping psychosis (though only if faced with a monster with Fear -2).

Of course, it is possible to walk the fine line between sanity and madness using Rippertech.

Multiple raises on creation rolls can make Rippertech with low Reason costs, so good research is vital. Edges can also help characters endure the punishment Rippertech causes.

Treatment is available for characters suffering from the loss of their Reason but it should not be an easy option. Talented Alienists are few and far between and their methods do not bring certain results. The typical asylums, which are much easier to find, can damage a hero more than the Reason loss itself. Whenever a Ripper undergoes treatment in such an establishment, make sure they roleplay the additional Hindrance they pick up to ensure they don't take treatment too lightly.

Encourage your players to use their Reason as a guide to playing their characters. At -1, a hero is twitchy and nervous, but otherwise unaffected. At -2 the poor soul starts to become distracted and is easily upset or angered. A hero with -3 Reason can be cold and unfeeling or prone to emotional outbursts. If a hero's Reason slips to -4 or worse, the character becomes unpredictable and violent. He may talk to himself or unseen others and is close to the brink of insanity!

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the future—the content of such a vision is determined by the GM.

Side Effects: The recipient becomes nauseous and gains a Fatigue level for 1 hour.

Damage: 1d6

Additional Benefits: None.

ZOMBIE PATCHES (–2)

As an implant, pieces of necrotic flesh are sewn onto the recipient. Alternatively, these gross patches can be dried and chewed as an extract or burned and the smoke inhaled.

Donor: Any zombie.

Benefits: The tough zombie skin provides the recipient with +1 Toughness.

Side Effects: –1 Charisma. The recipient exudes the smell of the grave.

Damage: 2d6

Additional Benefits: Raises on Attack rolls against the recipient cause no extra damage.

MAKING NEW RIPPORTECH

Your players are bound to try to research new and improved Rippertech, regardless of how dangerous it might be. The following guidelines should help you balance the risks and rewards of Rippertech and guide their studies.

Each time they research something new, decide if you want to use a Research Adventure to put obstacles in their way and encourage them to travel. Hints of wonderful facilities in foreign lodges or rare components in far off lands can draw the heroes into further adventure and get them to experience more of the *Rippers* world.

DESIGNING ENHANCEMENTS

When your players want to devise some new Rippertech, they should prepare a design based on the way existing Rippertech is set out. Work through their design and see if what they have in mind seems balanced.

Start with the Rippertech's Benefits. Depending on how powerful the basic effect is, give the enhancement a Rippertech modifier (this is the Reason cost of the enhancement and also reflects how difficult it is to make). This penalty should always be quite high (–6 or worse). If the enhancement has Additional Benefits, the modifier should be –8 or worse

depending on how powerful you consider the Additional Benefits to be.

The more versatile or useful a Rippertech enhancement is, the higher the penalty should be. For a more specific or restrictive function, the penalty can be lower.

Remember, the players are going to be adding the modifiers from Ripper labs, libraries and who knows what other sources, so if in doubt, err on the side of caution and make the penalty higher.

BALANCING

Next, check to see what efforts your players have made to balance the cost and effect, and alter the modifier accordingly. If the new Rippertech is restricted to an implant only, allow +1. If it can be an extract only, for example, allow +2 (as extracts have more limited effects). If there is a Side Effect add +1 if it is minor or +2 if it is quite debilitating.

Don't forget, there are other ways to limit the effectiveness. A new implant may cause a great deal of damage, or an extract can be noxious, repellent, or unpalatable (this may be worth a +1 modifier, if it might make the recipient sick).

RAW MATERIALS

Finally, think about what donor might be required. More powerful Rippertech should come from more powerful monsters. If the heroes are ripping pig hybrids, they shouldn't be getting raw materials for anything better than some kind of attack (or maybe an iron constitution). If they research Rippertech that can only be acquired from Dracula, it really ought to be something special.

LAST THOUGHTS

If the players keep researching Rippertech you feel would break the game, just keep adjusting their designs to something you find acceptable. If they don't like what they discover when they make their Investigation rolls to finish researching an item, they don't have to build it. Let them research something else.

Remember, this is not a hard and fast "points buy" method. The Reason loss should always be weighed against the other risks and rewards. As GM, you have final say in what is allowed in your game.

RELICS

Relics are objects imbued with mystical powers. Rippers cannot simply make these items—they gain power from the great individuals who once possessed them, from veneration, and from the passage of time.

BLESSED, CURSED, AND MAGICAL ITEMS

If a character with a negative Reason score attempts to use a blessed item, or if any character with a positive Reason score attempts to use a cursed item, he must make a Spirit roll each round or take 2d6 points of damage. Magic items can be used by both the pure and the corrupt to equal effect.

RANDOM RELIC TABLE

- Blessed/Cursed/Magic Vestments:** These robes weigh no more than normal clothing and protect the torso, arms, and legs. Roll a d6; on a 1-2 the vestments are blessed, on a 3-4 they are cursed, and on a 5-6 they are magic. Blessed or Cursed vestments provide Armor +3 against supernatural attacks (including magic and Fighting attacks from monsters). Magic vestments provide Armor +2 against any attack.
- Hermetic Chest:** This ornately carved chest is magically sealed. Anything placed into it is preserved until removed.
- Holy Bible:** Martyred priests carried these blessed bibles. When the bearer is the direct target of a spell or arcane effect, he may use his Spirit die to resist the arcane skill roll. If successful, the effect is directed back at the caster (or negated if redirection is inappropriate).
- Cold Iron Flask:** This is a cold iron cylinder with a lead stopper. When opened, any demon or ghost within a Small Burst Radius must make a Spirit roll or be pulled into the jar.
- Lab Journal/ Prayer Book/Psychoanalytic Journal/Spellbook:** This magical book contains the formula required to use a new power chosen by the GM. If a character with the appropriate Arcane Background (Weird Science for Lab Journal, Miracles for Holy Prayers, Psionics for Psychoanalytic Journal, Magic for Spellbook) spends 1d20 days reading and deciphering its secrets, the character learns to use the power.
- Large Blessed/Cursed/Magic Weapon:** Large weapons include swords, staves, and similar items. They inflict Str+4 damage, and wounds they cause can only be healed naturally.
- Lion's Tongue:** Anyone who inhales smoke from this ornate silver pipe and makes a successful Spirit roll can project his mind back into the body of someone who lived in the past. The GM can use the Lion's Tongue to run Savage Tales set in the Middle Ages, Classical Greece, or even the time of ancient Atlantis. The pipe might even project the character's minds into another Savage Setting.
- Magic Wand/Psychic Battery/Relic of the Saints/Tesla Battery:** If a character with the appropriate Arcane Background (Magic for Magic Wand, Psionics for Psychic Battery, Miracles for Relic of the Saints, Weird Science for Tesla Battery) carries this item, the character gains 10 additional Power Points.
- Martyr's Cross:** The holy symbols of those who have died in battle against evil sometimes become enchanted. Supernaturally evil creatures cannot approach within 4" of a character holding this cross without making a Spirit roll.
- Ouija Board:** If two people using this relic make successful Spirit rolls, the board (in a voice rather like the GM's) answers a question of their choosing. The answering spirit is mischievous and misinterprets the question whenever possible. If the board is used more than once per week, or if Spirit rolls are failed, the users instead summon up an angry ghost (see page 124), who immediately attacks.
- Rippertech Research Notes:** If a character with Knowledge (Rippertech) reads these notes, the character learns how to make a new, previously unavailable Rippertech device. The GM should decide the type of device and its powers.
- Rod of Transformation:** This magical device is the bane of shapeshifters. If struck by the rod, a wolfman or werewolf must make a Spirit roll or instantly revert to human form!
- Scroll:** Reading the words written on this scroll requires a successful arcane skill roll, and activates a single power chosen by the GM. If the character using the scroll does not have an Arcane Background, he uses the default skill of d4-2.
- Scrying Crystal:** Gazing into this crystal ball and making a successful Spirit roll grants the gazer visions as determined by the GM.

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15. **Small Blessed/Cursed/Magic Weapon:**

Small weapons include daggers, holy symbols, and similar items. They inflict Str+3 damage, and wounds they cause can only be healed naturally.

16. **Soul Mirror:** If a character looks at his reflection in the mirror, the reflection “comes to life.” It has a base Reason of 0, but completely ignores the owner. If the character is injured, the injury appears on the image in the mirror instead. If the character suffers from an episode of Ripping Psychosis, the image loses a point of Reason instead. The image even ages in place of the character, but cannot heal or regain lost Reason. If it suffers more than three wounds, has a Reason of -4, or ages more than 100 years, it shatters, and the effects are immediately transferred back to the original character.

17. **Veteran's Badge:** These old medals were given to soldiers who secretly fought the horrors in wars long past. All friendly allies within 12” of the wearer are inspired by it and add +1 to their effective Toughness.

BLOODLINES

The success of Rippertech has caused some of the more astute members of the Cabal to look at augmenting their own minions. The monsters keep the origin of these enhancements secret from the Rippers—the truth is that these upgrades come from “Hellish Rippertech” made from the very souls of dead Rippers! Using special rituals, these aethereal Rippertech devices are “merged” with the monster's essence, increasing its powers and leaving no visible trace of modification.

The Rippers have encountered these enhanced monsters and have assumed that the augmentations are due to some genetic improvement. They call them Bloodlines and are keen to learn the Cabal's new secret.

BLOODLINE ABILITIES

Acrobat's Muscles

Muscles torn from the soul of a dead acrobatic hero increase the recipient's Agility by 1 die type.

Flayed Flesh

The pristine skin of a damned Ripper is taken by an undead monster to provide immunity to salt.

Friendly Face

Only useable if the Rippers have all reached Veteran level and have lost a team member. This ghastly creation is made from the face of that dead hero. Team members suffer -4 to their attack rolls and each loses a point of Reason when the recipient is killed.

Priest's Heart

The highest sacrilege: the heart torn from the soul of a damned priest increases the recipient's Spirit by 1 die type.

Priest's Spine

To strengthen resolve, the spine of a faithful (though damned) priest is extracted. The recipient is unaffected by holy symbols.

Ripper's Soul

This is the ultimate bloodline ability and involves imbedding a Ripper's soul into a monster. The damned Ripper is lost forever, and the recipient becomes a Wild Card.

Rosicrucian's Will

A monster taking on the aethereal essence of a magician's will gains +5 power points.

Scholar's Brain

The brain of a damned scholar grants the recipient 1 die type increase to Smarts.

Slayer's Skin

The skin flayed from a damned slayer increases the recipient's Vigor by 1 die type.

Silver Tongue

By devouring the tongue and larynx of a Ripper, the monster gains the ability to talk in the voice of the damned Ripper. The recipient gains +2 to Intimidation, Persuasion, and Taunt rolls against the Ripper's former colleagues.

Slayer's Spirit

The distilled spirit of the slayer is like nectar to demons. The recipient gains immunity to cold iron.

Vengeant's Rage

The essence of anger torn from a vengeant's soul increases the recipient's Strength by 1 die type.

Wolfen Jagger's Heart

Even the fierce forest men find themselves in Hell. Their proud hearts provide the recipient with immunity from silver and wolfsbane.

ADVENTURES

Rippers lead strange and complicated double lives, juggling the roles of monster hunter and respectable member of Victorian society. They must be versatile individuals, able to adapt to a range of situations. They may be researching forbidden lore in a remote monastery one day and tracking a werewolf through dense forests the next, before changing into evening wear for *the* social function of the year! The tables of the Adventure Generator in this chapter cover this range of possible activities.

The next chapter provides you with numerous Savage Tales—ready made adventures for you to run, including the Plot Point adventures that help you play the main story of *Rippers*.

ADVENTURE GENERATOR

The tables that follow provide the typical encounters of the Rippers' everyday lives and take place between the Plot Points and other Savage Tales. At the start of each session, or whenever the team has completed a task, ask the players what they want to do next. Choose the option from the Adventure Generator that best fits their aims and roll on the tables that follow. This should create the outline of a scenario tailored to your players' plans. Don't forget to add any modifiers from the Ripper lodge's Influence level.

Note that you do not roll a Savage Tale result on the Adventure Generator. If you want to run a Savage Tale, just go ahead. These tables are for the day-to-day missions the Rippers face.

In addition to fighting monsters, the Rippers must gather clues to the movements of their enemies, recruit new members to the organization, and develop or discover new Rippertech and other hidden knowledge to aid the struggle. Most of the things they frequently do fall into one of the following five categories.

Hunting

The Rippers have decided to track down and kill or capture a creature. They must be aware of the monster before they can choose to hunt it. If the team is searching more generally for *any* monster, it counts as an Investigation.

Investigation

The heroes are out looking for clues to a mystery. The puzzle may be mundane, such as a missing person case, or it could be supernatural. Either way, it involves the Rippers leaving the comfort of their lodge and seeking answers to the mystery in the field.

Recruitment

The spread of the Cabal and the dangers inherent in an average Ripper mission mean they are always in need of additional support for their Ripper lodge. These may be people of

If your players surprise you with something really strange, you will have to wing it! Alternatively, roll up a random adventure anyway and have a senior Ripper hand down the order to carry out the scenario you have devised instead! This should buy you the time to create a tailored scenario based on your players' original wishes.

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influence and wealth, or they may be potential monster hunters with exceptional abilities.

Research

The characters may be trying to create new Rippertech, learn magic, or discover a creature's weaknesses. Although research adventures tend to involve less direct activity than an investigation, extensive travel and exposure to some danger may still be required to find the necessary research materials.

Socializing

Rippers must always be aware of their position in society; sliding down the social ladder means surrendering influence and becoming isolated from potential contacts. The heroes must take great pains to socialize with those who support their efforts. Attending the right parties can be as important as a day spent training or researching magical lore.

When you are planning an adventure for Rippers, you are likely to be bursting with ideas. Don't let the tables stifle your creativity; feel free to change the results of any roll and choose an entry. They are just here to help you create compelling tales of horror.

HUNTING ADVENTURES

When evidence comes to light that a creature is at large, the heroes should make every effort to

combat the beast. This kind of mission is largely aimed at preventing the spread of the Cabal's influence, but also gives the heroes access to raw materials for Rippertech experiments. Roll on the tables below to flesh out the adventure.

1) LOCATION

First, determine where the monster is. If the team is in a relatively desolate spot, such as the Egyptian desert, modify your roll by -2. In bustling areas, such as London, modify it by +2.

d8	Location
1	Wilderness
2-3	Remote
4-5	Rural
6-7	Urban
8+	City

Wilderness: Whether the English moors or the Egyptian desert, the adventure takes place in the middle of nowhere. The heroes must travel to get there and, when they finally arrive, are largely on their own.

Remote: The adventure takes place far from help, perhaps in an isolated farmhouse or an eerie castle. The characters and the inhabitants of that locale are the only people for miles around.

Rural: The heroes must pursue their quarry out in the countryside, away from large settlements. Small agricultural communities are the only habitations in the area.

Urban: A sizeable town or city is the setting for the adventure. Choose whether the story is based in a residential area or a business district. This helps you decide the types of building that might be around, the hours people keep, and so on.

City: The story is based in a slum or other very overcrowded area of the city. Keeping things quiet is very difficult, and there are plenty of opportunities for innocent bystanders to be threatened, and for other distractions.

2) VICTIM

Though some minions of the Cabal prowl aimlessly, most have some malign purpose behind



their actions. Roll on the Victims Table (on page 62) to find who is threatened by the hunted creature and decide why.

3) DETAILS

Now you know what the heroes are hunting, where and why, you must fill in the details. What do they find there, what reward do they receive, and who else do they meet?

To ensure that the adventure is not too straightforward, throw in some red herrings or a side plot to keep the heroes guessing. Roll twice on the Distractions Table (on page 70) to give you some ideas or create your own events.

INVESTIGATION ADVENTURES

The Rippers are constantly scanning the newspapers and listening to society gossip for rumors of the weird or reports of unusual events. Any indications that some new fear has manifested itself in their current location should get the players itching to get involved.

1) SOURCE

First, discover where the Rippers get their information.

d6	Source
1	Newspaper Report
2	Society Gossip
3	Myth
4	Criminal Case
5	Orders
6+	Consulted

Newspaper Report: The various newspapers always carry reports of strange occurrences, and Rippers everywhere monitor the press carefully for suspicious articles.

Society Gossip: The rumor-mill keeps turning, and what seems like innocent or titillating gossip to the gossipers hints at a mystery worthy of investigation.

Local Legend: The strange myths and folklore of the regions Rippers visit are not always simple superstition. The heroes learn of some peculiar phenomenon that requires an explanation.

Criminal Case: The Rippers encounter the mystery through an involvement in a criminal case. Whether the heroes are victims, suspects, or involved in some other capacity, the crime is the lead-in to the adventure.

Orders: Sometimes the heroes are simply instructed to undertake some task. The more important the heroes are, the higher the individual must be who does the ordering—right up to Johann Van Helsing himself. Of course, there are other authorities outside the organization to whom the Rippers may be beholden. Perhaps the orders come from the military, the Church, or a government.

Consulted: The Rippers learn of the mystery from a good old-fashioned paying customer. Consulting detectives (the Victorian term for private detectives) are commonplace, and one of the Rippers' friends or previous customers has passed their names on to the needy soul.

2) PROBLEM

Next, roll 1d6 to determine the nature of the mystery.

d6	Problem
1	Missing Person
2	Crime
3	Scandal
4	Betrayal
5	Mysterious Creature
6+	Strange Phenomenon

Missing Person: The investigation centers on a missing individual. Maybe the person has been kidnapped, maybe he or she has run away from something, or has left to join some cause. Decide whether the person has left of their own will or not, and how happy they are to be found.

Crime: The heart of the mystery is a crime that needs to be solved. Pick a crime and figure out how it took place. Crime roleplaying is great fun to play, but hard on the GM. You need to make the mystery complex enough to be mysterious, but not impossible to solve.

Scandal: The investigation centers on a delicate situation of some sort. The scandal can be minor, such as an inappropriate love affair, or major (a royal personage in a compromising position, for instance). The heroes could be engaged to conceal the event or to bring it into the open, possibly making powerful friends or enemies along the way.

Betrayal: The root of the problem turns out to be a betrayal. Maybe a public servant turns to treason or a policeman reveals the whereabouts of a witness to the Chinese gangs in London. Alternatively, perhaps the Rippers themselves are sold-out by another member of the organization or by a supposed ally. Whatever the detail,

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To create a simple conflict, roll 2d4 to see who is threatened, by what, and why.

VICTIMS

d4

- 1 **Innocent:** The target is an innocent, but why has he been targeted? Perhaps he has some talent the Cabal wants destroyed, some secret knowledge it wants to deny to the Rippers, or is heir to a fortune that greedy relatives seek to control.
- 2 **Socialite:** A wealthy bright young thing has tired of socializing and is in trouble. Perhaps he joined a secret society, acquired a manuscript prized by the Cabal, or dabbled in the arcane and got more than he bargained for.
- 3 **Relative:** A Ripper receives an urgent message from his family. Perhaps the Cabal has targeted them as a warning. Of course, it may be pure coincidence, but you don't have to let the players know that!
- 4 **Associate:** The victim is a fellow Ripper or a friend, perhaps targeted because he may aid the heroes. The individual could make a handy ally or, if the group suffers casualties, a future player character.

THREATS

d4

- 1 **Haunting:** The victim is being haunted. Perhaps there is some task the spirit wants performed, or maybe it is seeking justice. The Rippers must find a way to appease it or fight it off, so decide how they can lay it to rest.
- 2 **Mundane:** The church, governments, and secret societies each have their own agenda. The victim is somehow directly in the way of one of these groups. But what are their goals and what will they do to achieve them?
- 3 **Beast:** The enemy is an ordinary beast (though it should appear malign and cunning at first). It may be of unusual proportions or hideous appearance, but there should be a rational explanation for its existence—escaping from a private collection, perhaps.
- 4 **Monster:** Decide what the Cabal has sent and its purpose. This may simply be to kill the victim, but there is usually more to the Cabal's machinations. It aims to destroy any knowledge that can be used against it, so maybe it's not the victim but something in his possession the Cabal is after.

this sort of breach of trust is always serious and hard to deal with.

Mysterious Creature: The investigation leads to a supernatural creature. This need not be a Cabal creature (though it may be). Perhaps the creature has arrived recently, or perhaps it was only recently discovered. Roll on the Threats Table (shown left) to see what danger the heroes face.

Strange Phenomenon: Pick an odd event. Whether it is spontaneous combustion, meteor strikes, or rains of frogs, the heroes must look into it and find the reason behind it.

3) CAUSE

Roll to find out what lies behind the problem the Rippers are to investigate.

d6	Cause
1	Accident
2	Misunderstanding
3	Common Criminals
4	Rippers Rival
5	Secret Society
6+	Cabal Activity

Accident: The center of the problem is simply an accident. The missing person was knocked down by a runaway carriage and is unconscious in hospital, or the scandal involves the heir to the throne accidentally killing a rival in a brawl. However the accident occurred, the heroes won't know the truth until the mystery has been solved.

Misunderstanding: The incident was sparked by some kind of misunderstanding. Maybe minions of the Cabal suspect an innocent of being a Ripper and kidnapped him, or thieves stole worthless china they thought valuable. Whatever the misunderstanding, the heroes still have to solve the mystery to find out how it started and may have to fight the forces of darkness to get at the truth.

Common Criminals: The investigation leads back to a non-supernatural criminal. Maybe it is just street thugs (in which case their scheme should probably be sloppy or ill-prepared), or perhaps an organized crime syndicate (whose plans are more elaborate, better funded, and much better prepared). Though there is no Cabal involvement, the criminals can be just as dangerous and the heroes should proceed with equal caution.

Rippers Rival: The investigation leads the heroes back to a Ripper colleague. The individ-

ual may come from a different lodge in a different country or may be a close and valued friend. Regardless, the heroes must decide (based on the nature of the investigation) what action should be taken. Do they protect the Ripper or not? What consequences may there be for hiding the truth or handing over their colleague?

Secret Society: There are many secret societies in the Rippers world, including Freemasons, religious sects, and secret government organizations. Whoever is behind the plot wishes to remain unknown; decide what the organization is and to what lengths it goes to maintain its anonymity.

Cabal Activity: Whatever is going on is the work of minions of the Cabal. They may be minor thugs operating on their own or it may be part of some major Cabal plot.

4) Complication

Finally, roll to find some additional complication that slows or distracts the Rippers from their tasks.

d6	Complication
1	Bad to Worse
2	Ripper Accused
3	Unwanted Attention
4	Innocents Imperiled
5	Disaster Strikes
6+	Escalation

Bad to Worse: The initial investigation is beset by problems. Roll twice on this table to find out what the Rippers discover as they probe deeper into the puzzle.

Ripper Accused: Whatever the Rippers are investigating, one of the organization is implicated in the affair. Decide whether it is one of the heroes or another Ripper under suspicion. If it is another Ripper, decide whether he or she is actually responsible.

Unwanted Attention: The Rippers are a secretive bunch and they do their best to keep a low profile. Somehow, the investigation brings unwelcome scrutiny or publicity. Perhaps they attract the attention of a reporter or become minor celebrities among the bored young aristocrats they have helped in a difficult situation. As a result, the Rippers find they are followed, recognized in the street, or have their pictures in the papers. Unless the Rippers take steps to repair the damage or protect their identity, the Cabal knows who they are and sends minions to find them. They may also jeopardize their families, their lodge, and other Rippers.

Innocents Imperiled: During the investigation, a group of innocent civilians ends up in danger. Perhaps a party of schoolboys emerges into the street in front of a werewolf, or a pair of nuns find themselves at the mercy of the kidnappers. The heroes must try to save the innocents (even if they fail) or lose the right to use bennies for additional experience at the end of the adventure.

Disaster Strikes: In the middle of the investigation, some unrelated incident of great importance takes place. Perhaps a war is declared, or perhaps there is an outbreak of some disease that interrupts the course of the investigation. Roll twice on the Distractions Table on page 70.

Escalation: Whatever the Rippers are investigating proves to be bigger than previously expected. The problem is still the same, just on a grander scale.

RECRUITMENT ADVENTURES

The dangerous nature of the work and the often tragic results of the Rippers' access to arcane wisdom, mean there is always a need to find and recruit new members. These are individuals with special talents or resources the Rippers can use.

Recruitment adventures tend to be heavy on role-playing and should not come down to a single Persuasion roll. The benefits to the lodge of successful recruiting are well worth the effort required to secure the ally.

1) INTENDED RECRUIT

The Rippers often find potential recruits in the course of play. If they are just looking for a recruit, or if a superior is ordering them to take the mission, roll to determine who has been identified as a potential member. Use the roles described on pages 1-2 to decide what the individual is like.

The new recruit uses the militia stats (see page 119) with the changes shown below.

d10	The Person
1-2	Scholar (any 2 Knowledge skills d8)
3	Detective (Investigation d10)
4	Alienist (Alienist Edge)
5-6	Officer (Knowledge: Battle d10)
7	Doctor (Healing d10)
8	Scientist (Knowledge: any Science d10)
9-10	Sponsor (see causes page 64)

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Sponsor

This person has been selected purely for their money or connections. Modify the roll for the next step by +2. The sponsors are peripheral members of the Rippers, rarely accompanying the heroes on missions, but providing support when called upon. They must be continually courted however, and kept up to date on the lodge's work. Each month, the heroes must maintain all of their contacts with social calls, lunches, or dinners in their gentleman's club. This endless round of engagements helps keep the heroes both busy and poor, limiting the number of contacts they can recruit. If Rippers neglect their recruits, the individuals become disillusioned and no longer support the lodge.

2) Causes for Recruitment

Recruits are chosen on the basis of what they can offer. It is not enough simply to be brave or strong. The individual must be able to further the group's goals in some other way.

d8	Cause
1-2	Sensitive
3-4	Tough
5-6	Connected
7-8	Wealthy

Sensitive: This individual is particularly sensitive to the effects of the spread of the Cabal. He or she can sense the presence of the Rippers and detect the minions of the Cabal. These recruits give the players advance warning of attacks by the servants of darkness and the actions of the Rippers. Give the recruit an Arcane Background, d6 in an arcane skill and 10 Power Points. He or she only has the *detect/conceal arcana* power.

Tough: The recruit has fought monsters in the past and lived to tell the tale. He or she is made of sterner stuff than most and would be a valuable addition to the organization. If successfully recruited, they can call on the new recruit as needed (he or she joins the team as an extra) and, should one of the heroes die, the recruit makes an excellent replacement. Advance the recruit to the same rank as the heroes.

Connected: Roll d6 to determine the recruit's connections. Feel free to create extra connections but remember that the heroes must socialize with each connected or wealthy recruit every month.

1 Priest: The priest has connections within the Church and can make contact once

per month with one specialist priest (blessed with Powers).

2 Policeman: As long as the heroes are in the same city as their Lodge, this recruit can call upon the services of five local constables (see page 119 for the constables' stats). They can accompany the heroes or assist in legal matters.

3 Soldier: This individual is an officer and a gentleman and is able to summon a detachment of 3d6 soldiers (see page 120). Wherever they are in the world, the heroes can wire this recruit to send a small detachment to help them. The troops arrive from the nearest base as soon as possible.

4 Aristocrat: By recruiting an aristocrat the heroes have access to his or her wide circle of friends and acquaintances. Characters who choose to use Status modifiers during interaction can drop this contact's name to gain an additional +1 to their roll. The recruit can always name a contact for any non-scientific matter. If all the heroes in the team have a Status below 5 at any time, all aristocrat recruits are lost.

5 Industrialist: Having this individual as a recruit gives the heroes access to his wealth and expertise. The industrialist provides £25 each month to the lodge for the Rippers' work and can provide a contact for any scientific subject the heroes may need help with, providing a +1 bonus to all scientific research.

6 Secret Society: The new recruit is a member of some secret organization and can call upon the services of one alienist or a psychic (gifted with Powers).

Wealthy: This person has been chosen because they are incredibly wealthy. Each month they have £100 to spend on the Ripper's lodge, its researches, and the activities of the heroes. This is in addition to the cash the lodge generates (determined by its Resources level). If the lodge routinely spends more than this, the Rippers must recruit more wealthy patrons. Remember, these contacts withdraw their support (and their cash) if they are ignored; the team must invest significant time maintaining these contacts (using socializing adventures to court their benefactors).

3) Complications

Finally, roll d6 to find out what complication the heroes face as they attempt to convince the intended recruit to join the Rippers. Remember

that these adventures are opportunities for role-playing. The heroes must make an argument to convince the individual; the discussion should not be settled by a single Persuasion roll!

These obstacles often result in the intended recruit not living up to expectations and the Rippers going home empty-handed. This means that the heroes must work for the contacts they want, and ensures that the organization remains a small and secretive group, fighting evil from the shadows of Victorian society.

d6	Complication
1	Servant of the Cabal
2	Ridicule
3	Insanity
4	Charlatan
5	Attack
6+	Missing

Servant of the Cabal: The recruit turns out to be either a monster or one of the Cabal's minions. Once the Rippers become aware of this, the mission turns into a Hunting Adventure. Roll on the Hunting tables to complete the adventure.

Ridicule: The individual mocks the whole idea, making him or her very hard to convince. Only first-hand evidence is convincing, and even then the potential recruit looks for ways to denounce it all as nonsense.

Insanity: When the heroes are on the brink of success, this recruit goes mad! The heroes must deal with the gibbering wreck and should seek help for the poor soul. Decide whether or not he or she is able to recover sufficiently to be useful to the heroes.

Charlatan: The heroes find this individual is not what they expected. The reasons for recruitment were false. Decide if the would-be recruit was keen to join (in which case the team must try to put the charlatan off) or not.

Attack: The heroes are attacked by a monster intent on killing the recruit. Although a deadly encounter, the attack should make it easier to convince the recruit (should he or she survive).

Missing: The recruit is not there and there is clearly something wrong. This adventure now becomes an Investigation mission (roll on the Investigation tables).

4) DETAILS

Once you have the outline of who the characters are trying to recruit and why, fill in the details you need to round out the adventure. Where does the recruit live, how open are they to the goals of the Rippers, how are they likely to react? Finally, throw in a distraction from the table on page 70.

Research Adventures

The Rippers are not always hunting and fighting monsters. Often they need to find out secrets, reveal weaknesses, or devise new Rippertech. All this requires research and, rather than collapse this vital aspect of their work into downtime between games, or a single roll, the characters must occasionally play out these studies. Use the Rippertech research rules (on page 26) for other types of research as well, but note that large libraries, private collections, museums, and universities can all have facility modifiers for non-Rippertech research.



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1) Object

The object of a research mission is usually defined by the characters. Once the players decide what it is they are looking for, use the following tables to define the adventure. This ensures the research process is not simply a matter of time: the Rippers have to work to get what they need.

2) Requirements

Roll to see what the Rippers need before they can finish their research. If they opt to conduct their research without meeting these requirements, impose an additional -2 or -4 penalty on their research rolls.

- 1 Additional Information
- 2 Better Facilities
- 3 Scholarly Insight
- 4 Specialist Knowledge
- 5 More time
- 6 Unique Material

Additional Information: The Rippers' research only highlights how little they know. Far from completing their research, the team realizes it has only begun. Roll twice on this table and apply both results (rolling this result again means further rolls—this could turn into a very big task)!

Better Facilities: In order to discover what they are seeking to learn, the heroes are going to need better tools for the job. This may be a better library, more advanced workshop, or a better-equipped lab. Whatever their needs, the team must travel to a lodge with a better facility modifier to overcome this problem. The better the modifier of their own lodge, the harder it is for the Rippers to find better facilities.

Scholarly Insight: The team's researches require a deep understanding not available in their current location. Depending on what they are trying to learn, they may have to conduct research into who might be able to help them with their original researches! The sure thing is that whoever holds this knowledge is located either in a great university, a large museum, or in a major place of religious study. Decide who the team must find and where he is.

Specialist Knowledge: As above, but the information required is known by an expert in a practical field. The heroes must track down the most accomplished doctor, lawyer, engineer, or military officer, for example, to find out what

they need to know. Again, the team must travel to find the answers they seek. Decide how far they need to go, and who they are looking for when they arrive.

More Time: The heroes have everything they need to hand; they just didn't anticipate how long the research would take. The task takes twice as long as usual. Often, this is nothing more than an inconvenience. Occasionally, it is of great importance.

Unique Material: There is something special needed in the research, something that cannot be easily obtained. Perhaps the team needs to find a supply of cold iron, or even a specific artifact. Whatever it is, there is no substitute for the material and the Rippers must either go and find it or suffer a -8 to their research rolls! The quest to find the unique material becomes a separate research or investigation adventure in itself.

3) Findings

Next, roll to find what else the heroes learn in the course of their research.

- 1 Interconnectedness of Things
- 2 Dire Warning
- 3 Forbidden Knowledge
- 4 Secret History
- 5 Scientific Discovery
- 6 Magical Lore

Interconnectedness of Things: The Rippers make several discoveries, linking discreet aspects of their problem in a unified theory. Roll twice on this table, and add +1 to the Results roll below.

Dire Warning: The team discovers dark hints about some potential research which they have yet to undertake. Whether they heed the warnings or use them as clues to making new discoveries depends on the players, but they have been warned!

Forbidden Knowledge: In the course of their research, the heroes learn a secret Man Was Not Meant To Know. Choose a Savage Tale you don't plan to run for a while and give the team some vague insight as to how the adventure might be solved. When the tale comes up, they should remember the eerie forewarning.

Secret History: The team's research relates to some aspect of the Cabal or to the Rippers. This could be a monster's back-story revealing its weaknesses, or a secret about a fellow Ripper. The insight could be useful to the team or it could just be some juicy gossip!

Scientific Discovery: In the course of their research, the team makes an important scientific breakthrough. Usually this means refining, developing, or miniaturizing existing technology, but occasionally it is a completely new discovery.

Magical Lore: In addition to anything else they find, the Rippers discover some clues to a magical secret. This could be a new power or an old relic, but it is a hook to an adventure rather than the thing itself.

4) Results

Finally, roll to see what the outcome of the heroes' efforts are. At the end of the adventure, the heroes conducting the research get to make their Investigation roll as usual.

- 1 Disappointment
- 2 New Tangent
- 3 Forgotten Wisdom
- 4 Deeper Understanding
- 5 Revelation
- 6 Success

Disappointment: The research turns up evidence that it has been tried before unsuccessfully. The heroes must make their Investigation rolls for this research at -4.

New Tangent: The research takes the Ripper off in another, unexpected direction. They may not discover what they originally set out to discover, but what they do find should have some practical application further down the line.

Forgotten Wisdom: The heroes' research leads them to discover how things used to be done in times gone by. They find a better way of doing whatever they were trying to achieve, increasing its effectiveness or decreasing its costs (assuming they make their research rolls).

Deeper Understanding: The process of researching the topic reveals a new world of possibilities. The next research the team undertakes is quicker or easier.

Revelation: In the course of their studies the team finds a dazzling new insight. Instead of discovering what they intended, they stumble across an entirely different invention. Decide what it is the heroes have found out.

Success: The heroes manage to achieve their aim and successfully research the object of their endeavors. The additional material makes their studies easier, and the heroes gain a +2 bonus to their Investigation rolls for this research.

Socializing Adventures

Every month the heroes must take the time to court the contacts that fund the lodge or lend their support. If the heroes neglect any contact in a month, the individual withdraws his or her support for the Rippers.

1) EVENT

Roll 1d12 to see what event the heroes can attend.

1	Sporting
2-3	At Home
4-6	Party
7-9	Club
10-11	Concert
12+	Ball

Sporting: A rare few sporting events are important enough to be considered social events rather than as spectator entertainment. Fox hunting, game shooting, and horseracing are good social occasions for the wealthy. Prize-fights, dog racing, and cockfighting are lower-class pursuits. Wagers and drinking feature pretty heavily at most of these events, regardless of social level!

At Home: Polite society involves calling on friends and acquaintances when they arrange "at home" days. These are relatively formal events of a small scale, perhaps just two or three visitors at a time. Well-to-do folk (anyone with a positive Status score) should have at home days of their own, allowing several contacts to come calling for brief meetings. Decide who is receiving guests, then find out who else may be there when the heroes arrive.

Party: Parties are the lifeblood of polite society and allow a host to gather a diverse group of acquaintances at one time. Whether they are the wild hedonistic bashes of the young aristocracy, the formal polite dinners of their parents, or a riotous drunken brawl in a London pub, a party is a great way to renew friendships, maintain contacts, and forge new alliances. Decide what the occasion is and where it takes place (the lower the heroes' Status, the less impressive the surroundings).

Club: Social clubs are plentiful in big cities, and gentlemen in particular are frequently members of a club, which they can visit to enjoy male company and escape domesticity for a while. Many (though not all) are exclusively male, but

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all demand a membership fee be paid to take advantage of the club's facilities (which should always include a bar, a dining room, and a reading and smoking room, but may be far more extensive).

Concert: Occasionally, the Rippers find time to take in a show of some kind. While the opportunities for socializing are reduced by the necessity of watching the performers, so too are the chances of making an embarrassing mistake.

Ball: A ball is a grand affair with a large guest list, and Rippers must have a Status of 5 or better to merit an invitation. Often balls are held for some particular cause or to mark an important date. Select a reason for the function and decide on a suitably impressive venue. If none of the heroes are respected enough to be invited, choose a different social event! Otherwise, the lowlier Rippers must find some way to get inside.

2) Results

Roll to see what happens to the Rippers in attendance. You can roll once for the team, or once for each character, depending on how eventful you want the occasion to be!

d6	Results
1	Faux Pas
2	Status
3	Crime
4	Allies
5	Information
6+	Benefactor

Faux Pas: One of the Rippers makes a bad social blunder. Roll again to see what the team misses out on as a result of the slip. The nature of the mistake depends on the situation and who is involved. Each entry below includes the result of a faux pas.

If you roll this result, keep looking for opportunities to trip the heroes up during the adventure. Don't limit them to a single mistake either. Often it is when the heroes try to recover a perceived error that they truly make a mess of things.

Status: The heroes manage to earn themselves a little respect and improve their standing by attending the event. Each character who makes it through the situation gains +1 Status. If this is the result of faux pas, the heroes lose 1 Status instead through the embarrassment.

Crime: During the event, a crime of some sort takes place. Decide the nature and severity of the crime. Roll again or choose to see what the

heroes gain if they solve or thwart the crime (ignore Crime or Faux Pas results).

If this is the result of a faux pas, the heroes commit or are suspected of committing a crime—be alert to the heroes' actions. If they say or do anything criminal, or that could be misconstrued as being criminal, they are challenged. Roll again to see what they lose as a result of the furor (ignore Crime or Faux Pas results).

Allies: The heroes manage to impress an individual over the course of the event. Roll on the tables for Recruitment adventures to find out more about the individual. If this is rolled as a faux pas, the team has alienated a potential ally. Depending on the severity of the indiscretion, the individual may be merely offended, or may be outraged and even decide to oppose the team, in which case the team makes an enemy!

Information: The heroes learn something of value to their current ambitions or some handy snippet of information that helps them in the future. If this result is rolled after a faux pas, it means the team has picked up false information.

Benefactor: Ripper lodges are continually in need of funds, and at this social event the heroes make a friend with cash. Decide the amount of money the benefactor has available, how often he can donate, and how frequently the team has to court him to keep the contributions coming. Usually the benefactor provides 1d4 x £25 per month, and the heroes must meet with him or her monthly.

If the team makes a faux pas, the result means an existing benefactor withdraws his support. The heroes' social inadequacies are so immense he wants nothing more to do with the organization. Reduce the lodge's Resources level by 1.

3) Details

Now you have the basics of the social event, roll 1d20 to add a little drama to proceedings.

1	Sudden Death
2	Hidden Purpose
3	Villainous Guest
4-5	Unexpected Offer
6-7	Amazing Collection
8-9	Scandal
10-11	Embarrassing Mishap
12-13	Secret Admirer
14-15	Inside Information
16-17	New Invitation
18	Bad Company
19	Smitten
20+	Royalty

Sudden Death: Someone at the event dies a natural but sudden death. No one saw anything suspicious, the person just collapsed. The heroes, of course, don't know this and may not believe it, even if the doctors tell them so. Decide who dies and how, and think of a couple of strange circumstances the other guests can start to speculate over, just to fuel your players' suspicions!

Hidden Purpose: The host has gathered the group together for some other purpose than simply to socialize. Perhaps the group is to be beneficiaries of his will, or maybe the guests were all present at a previous event when someone died, and the host has decided to solve the case. Decide what the mysterious purpose is and the dramatic way in which the host intends to announce it.

Unexpected Offer: During the course of the event, the heroes are presented with an offer of employment by another guest or by the host. Decide what the job is to be (or roll on the Investigation adventures tables to determine the nature of the offer) and what the heroes' reward might be.

Villainous Guest: The Rippers arrive at the social function to find an enemy is already in attendance. As this is the Victorian era, it is not acceptable to start anything violent here (-2 Status for any infraction), and the heroes must handle things carefully. A social event is usually crowded with innocent civilians, and the antagonists usually resort to one-upmanship and contests of skill (playing cards for huge sums of money, for instance), or veiled threats through gritted teeth. Of course, the Rippers can always leave the event, but lose 1 point of Status if they do.

Smitten: A hero's and an enchanting guest's eyes meet across a crowded room, and the character is instantly smitten. These feelings may or may not be returned, but the hero should start making plans to woo the woman or arrange some scheme to force the man to approach her. It is possible that this is a Cabal honey trap, and the object of desire could be luring the hero into temptation to take advantage of him or her in some way.

Scandal: The event is a memorable one but for the wrong reasons. A noted aristocrat starts a scene, or some otherwise hidden secret is revealed. This may be mundane and boring (the daughter of a duke is unmarried



and pregnant), or it may be shockingly important (monsters exist in the world and a secret group of fanatics track them down and kill them). Whatever the scandal, decide whether or not the heroes are involved in it or are the cause of it. If you already rolled a faux pas, the scandal could be absolutely terrible and definitely involves a mistake the heroes have made.

Embarrassing Mishap: A hero does something very clumsy such as spilling a drink, breaking a priceless object, or calling a lady by the wrong name. Whatever the nature of the incident, the hero loses -1 Status and draws a lot of attention. In the future, those who attended the event always bring it up when the hero's name is mentioned!

Bad Company: The party turns out to be one of the worst the heroes have ever attended. Every guest is dull, even the ones the heroes *need*. The result is a -2 modifier to Charisma as the Rippers stifle yawns. Anyone leaving the event early loses 1 point of Status.

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Inside Information: The heroes learn (either first hand or by overhearing someone else's conversation) some vital clue. The clue should be a hint rather than explicit instructions, so the team has legwork to do to reveal the true meaning of the information. It may be a stock market tip or details of a secret collection of rare tomes. Either way, the heroes gain this information regardless of whatever else happens.

New Invitation: The team's ready charm means they are invited to another social event next week. Once they accept, they really ought to turn up, so provide plenty of obstacles to try and make them forget! If they fail to show without first making excuses, each hero failing to attend loses -1 Status.

Secret Admirer: One of the team attracts an admirer. This is not necessarily a romantic infatuation (though it could be). It may be an impressionable individual desperate to become a Ripper. Regardless, the hero is pursued relentlessly, and the admirer becomes more and more irritating as time passes.

Amazing Collection: The heroes' gracious host happens to be fanatical about something and has a world-class collection. This could be rare African musical instruments or it could be Amazonian tree frogs (stuffed and mounted of course). Whatever the nature of the collection, the owner is an expert in the subject and, once a hero has been his or her guest, is happy to help in the future, should they require assistance in his field.

Royalty: The gathering is attended by royalty of some kind and the celebrity rubs off. All the heroes in attendance gain +1 Status, simply for being able to say they attended. Any Status losses at the event for any reason are doubled!

DISTRACTIONS

Not every event in the Rippers' lives revolves around the Cabal. This section lists a number of distractions you can use to add something unusual to your game sessions. You can either pick one, or roll a d20. If you roll one you have already used, take the next unused entry.

1. A border skirmish breaks out between two countries. Tensions are high, and Ripper teams may be mistaken for enemy spies.
2. A distant relative of a team member dies, and leaves the character a considerable sum of

money (1d10 x £100) if he spends the night in a haunted mansion.

3. A famous Ripper leaves town on an important mission, and asks the team to run the local lodge for a few weeks.
4. A friend or relative of a team member suffers an unexpected but non-supernatural death.
5. A group of amateur monster hunters approaches the team and asks to join the Rippers. They mean well, but prove to be dangerously incompetent.
6. Something begins mutilating the region's livestock, and the locals believe it to be the work of Martians. A strange cult springs up dedicated to establishing communication with Mars.
7. A mysterious ally sends perfectly preserved, usable monster parts to the team through the post. The ally is actually a mad doctor who has tainted the parts so that they increase the chance of developing ripping psychosis (the Reason loss cannot be reduced).
8. A paranoid national government is distrustful of the Rippers and begins a secret project to enhance its soldiers. While on a mission, the heroes cross swords with a military "recycling team." If the project can be exposed to the other governments sponsoring the Rippers, it is shut down due to political pressure.
9. A reporter secretly chronicles or photographs a battle between the team and a group of monsters. The story must be killed before it appears in the local newspaper.
10. A common pickpocket accosts a team member. Spotting the pickpocket requires a Notice roll. Treat the thief as an Irregular (see page 119).
11. Contaminated water causes a cholera epidemic and kills thousands of people.
12. The Ripper with the lowest Vigor catches a cold, leaving the character Fatigued for 1d4 days.
13. Rampant inflation increases all costs by 50%. The price increase lasts for 1d6 weeks before returning to its previous level.
14. Soaring unemployment causes rioting.
15. The characters hear rumors of some type of fantastic creature inhabiting the local wilderness. The rumors are false though, and any investigation leads nowhere.
16. The leader of the local government knows about the Rippers, but believes they are dangerous madmen. If possible, he has the team arrested on some charge (real or imagined).
17. The heroes find Rippertech for sale on the black market. A little investigating reveals that

another team has been illegally selling potions to the local crime syndicate. Attempting to stop the flow of potions brings tension between the Rippers, retribution from the irate criminals, and unwanted attention from law enforcement.

18. The Rippers hear rumors about a lost sect of monastic warriors called the Knights of Lazarus. When the heroes find the Knights' secret base, it turns out they are all lepers. They are willing to join the Rippers, but their illness makes them of limited usefulness.
19. The supernatural energies surrounding the heroes disrupt the local weather patterns, and inclement weather follows the team everywhere it goes for at least a week. The freak weather includes rain, snow, hail, and even frogs falling from the sky. Despite the team's best efforts, they must let the weird weather run its course.
20. The team witnesses a bank robbery. While they probably have the firepower to stop the crime, they cannot easily do so without compromising their mission.
21. The work of monsters has been blamed on some minority group. If actions are not taken to defuse the situation, random members of the group are killed and put up on public display to serve as examples for others.
22. A new novel is released that seems to describe the actions of the characters and details an organization exactly like the Rippers in all but name. Coincidence or catastrophe?
23. While on a mission, a character recognizes a friend or family member, either as an ally or an enemy. The person may or may not recognize the Ripper (especially if the character wears a mask or costume).

FIGHTING THE CABAL

Once the Rippers have started running a lodge, they have access to numerous allies in the form of other Rippers. The team's struggle against the Cabal takes on an additional dimension as they must use the resources at their disposal to reduce the Cabal threat in their area.

The following rules cover missions in which the players' characters are not involved and allow the players to send teams of subordinate Rippers into the field. These strategic missions



all take place in addition to any adventures the players' team has and are a fast, furious, fun way of playing out the lodge's role in the war on the Cabal.

It is rare for the Cabal and the Rippers to engage in a pitched battle, but if they do, use the standard Mass Battle rules from the *Savage Worlds* rulebook. These rules cover small covert missions of the kind the heroes themselves undertake.

THE CABAL THREAT

The Cabal Threat can range from 1 to 20. Depending on the Influence of the team's lodge, the players must roll from 2d4 to 2d10. The result is the starting Cabal Threat.

SUCCESS AND FAILURE

If the team manages to reduce the threat below 1, they have pacified the Cabal in their area and the lodge gains 1 Influence. When the lodge reaches a new level of importance, roll again for the new Cabal Threat level.

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If the threat ever rises above 20, the Cabal has overrun the team's area and the lodge loses 1 Influence. If the lodge ever goes below 1 Influence, heroes are removed from control of the lodge. They can run another lodge in the future, but may have to leave the area!

TAKE BACK THE NIGHT

Each month the players assign Rippers from their lodge to strategic missions against the Cabal.

As the leaders of the lodge, the team must decide which of the lodge's Rippers is to undertake a strategic mission and which should accompany the players' characters. The team can assign any number of their members to different missions (forming teams of just 1 Ripper if they so choose). Each mission is resolved by drawing cards from the deck.

If the team assigns no missions for a month, the Cabal Threat increases by 2. This discourages them from taking all their allies with them on every mission.

Remember also that, if two Rippers are not kept at the lodge for each facility, unmanned facilities cannot be used.

RESOLVING MISSIONS

Shuffle the action deck at the start of each mission. The number of cards drawn depends on the number and rank of the Rippers assigned to the task.

Each Ripper on the mission	Draw 1
If all are Seasoned	Draw 1
If all are Veteran	Draw 2
If all are Heroic	Draw 3

If the players have come up with a clever plan or trap, or if there is some strategy to their missions, they may draw an additional card at the GM's discretion.

The four suits represent the following aspects of the mission.

- ♣ Danger
- ♥ Bravery
- ♠ Problems
- ♦ Rewards

When the cards are revealed, count the number of red and black cards to determine the success or failure of the mission (the suits can help to create a story of the team's adventure).

FAILURE

If there are more black cards drawn than red cards, the mission failed. The Cabal Threat increases by 1. Furthermore, if the mission fails and there are more Clubs than Hearts, half of the team is killed (round down).

SUCCESS

If there are more red cards than black cards, the Rippers win and the mission is a success. The Cabal threat decreases by 1. If the mission is a success and there are more Diamonds than Spades, half the team advances 1 rank (round down).

STAND-OFF

If the number of red and black cards is equal, half the team is killed and the survivors advance 1 rank.

TRIUMPH AND CATASTROPHE

If the cards are all red, the mission ends in triumph. All the Rippers in the team advance a rank and the Cabal Threat is reduced by 1. Check the suit of the highest card and take the corresponding reward.

♥ Bravery: A new Ripper (Novice) is recruited as well.

♦ Rewards: In addition, the team recruits an extra benefactor (who brings £50/month to the lodge).

If the highest cards are the same in both suits (King of Hearts and King of Diamonds, for example), take both effects.

If the cards are all black, the mission ends in catastrophe. All the Rippers on the mission are killed and the Cabal Threat increases by 1. Check the suit of the highest card and take the corresponding hit.

♣ Danger: Increase the Cabal Threat by another 1. Also, a Wild Card monster sets up a lair in the heroes' area.


♠ Problems: Word spreads of the disastrous mission. The lodge loses 1 Influence.

If the highest card is the same in both suits (you have drawn the Ace of Clubs and the Ace of Spades, for instance), the mission is affected by both catastrophes.

JOKER'S WILD

The Jokers are wild, so if one is revealed, it counts as any suit and rank of the team's choice.


SAVAGE TALES

This chapter contains more than thirty ready-made Savage Tales for you to run. Some of these adventures relate to a particular place or person. Throughout this book, the symbol  followed by a page reference directs you to the corresponding Savage Tale. These references are for your information only; read through the adventure and see if you are ready to run it for your players.

Some scenarios are intended to be run at particular times and are triggered by certain events. Each Savage Tale lists any trigger events or special circumstances at the start, so you'll know if you need to wait before running it.


GETTING STARTED

To ease your players into their new roles as Rippers, we suggest you start with the The Hyde Park Horror, below. This should give them a chance to try out some of their new-found abilities, as well as providing some veiled clues that will be useful in the future.

 **The Hyde Park Horror:** Start your campaign with this quick hunt, in which the heroes receive a mysterious warning.

PLOT POINTS

If you have bought some of our other Savage Settings, you will be familiar with the concept of Plot Points, in which case skip on to Completing the Campaign, below. Plot Points are the key parts of the major *Rippers* storyline: the chapters that must be played to finish the campaign. Any


Savage Tale marked with Jack's razor  is a Plot Point. They should be played in the order they are presented here, but don't rush through them too quickly. Between each Plot Point, the heroes should have many adventures (using the Adventure Generator, the other Savage Tales in this chapter, or your own devious imagination).

COMPLETING THE CAMPAIGN

Playing through the Plots Points in order (except **A Snake in the Garden** and **Frankenstein Unbound**, which are interchangeable) draws your players into the center of a global mystery and, if they are successful, leads to the death of Jack the Ripper and the downfall of the Cabal.

Of course, there is no need for your *Rippers* campaign to end there. The Cabal is weakened by Jack's death, but there are still monsters in the world, and fiends loyal to the Cabal still seek to destroy the Rippers. There are also terrors older and more mysterious even than the ancient vampires and the Atlantean Old Ones... a Ripper's work is never done!

HYDE PARK HORROR

 Start your heroes off with a simple hunt. The clues they discover in this tale mean nothing to them at this stage, but become relevant later in the campaign. The adventure opens with the Rippers at a refined dinner. If the characters are new to the organization, this may be the dinner at which they accepted the call to join. If they have been members for a while, they may be socializing with a lodge sponsor.

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Regardless, use this opportunity to let the players introduce their characters to one another. Give each player a few minutes to describe (in secretive tones, naturally) his character and how he came to join the Rippers. Shortly thereafter, dinner ends and the characters rise to leave.

It has been an interesting evening, and you prepare to return to the lodge for one last brandy. Donning bats and topcoats, you make your way into the street. Thick fog has rolled in, and the streetlights cast an eerie glow.

From ahead comes the sound of slow footsteps ringing across the cobbled street, and eventually two figures loom out of the swirling haze. The pair moves slowly, but gradually they become more distinct, and you can make out a burly young man supporting a frail old woman.

As they approach, the team can see the two are gypsies and notice the old woman is blind. She surveys the group with cloudy-white sightless eyes before addressing the heroes, accurately stating the number of people present. She asks that they cross her palm with silver. Regardless of whether or not they do, she raises her hand dramatically and hisses, "Beware the son of two fathers!"

Before the heroes can question her further or take their leave, hurried footsteps sound from behind them and a short, plain-looking man looms out of the fog, walking purposefully.

As he draws level with you, the gypsy woman suddenly turns and gestures at the man, spitting an unintelligible curse. A flicker of rage crosses his face, then a demonic surge of anger seems to contort his plain features. With a bestial growl, he knocks the old crone to the ground and takes off running into the fog.

If the heroes do not give chase, the old gypsy's son does. Almost as soon as he disappears into the fog the team hears a strangled, horrible cry. If they now go after the gypsy, they find him dead—his neck snapped. The mysterious man can be heard running toward a nearby park.

The man is a messenger and a servant of Dr. Jekyll and is one of his small army of Hydes. The gypsy woman's *detect arcana* revealed the thing for what it is and triggered a transformation.

Use the standard *Savage Worlds* chase rules to resolve the foot chase.

➤ **Hyde** (see page 126)

If the Hyde escapes, the heroes must make Tracking rolls to follow him to his flophouse in the seediest part of town. If the team catches him in the park, he turns to fight. The park is deserted at this time of night, but the darkness and thick fog impose the usual penalties due to restricted visibility. Gunshots summon the police very rapidly, so the heroes need to dispatch the villain quickly and quietly. If they do so, they recover the following message.

Omega arrives tomorrow. I am assured the biosphere will be finished on time. All is proceeding to plan. J

Returning to their lodge, the heroes find the gypsy woman's warning does not mean anything to any of the other Rippers. Neither does the message carried by the mysterious stranger, but the team are congratulated for intercepting it. Anything that disrupts the Cabal's activities is a success, though the fact they felt safe to bring the message through the lodge's territory means the heroes must redouble their efforts!

The heroes' first hunt is over. The clues they found in fact hint that Johann Van Helsing is something other than he seems, and that the Cabal is constructing some kind of device. The exact nature of the biosphere becomes clear later, but for now the heroes must reach Seasoned rank to move on to the next Plot Point. It's time to get ripping!

BROKEN MASONRY

➤ Once the heroes reach Seasoned rank, they are summoned to the Van Helsing mansion.

INTRODUCTION

The team stands in the drawing room of the impressive London Ripper lodge awaiting Johann Van Helsing's arrival.

Eventually, Johann Van Helsing enters the room. He is a young man with dark hair and dark eyes, and looks vaguely Eastern European. He is dressed in a long leather coat and appears unarmed. He does not even bother to introduce himself and begins speaking immediately.

"My friends, I am afraid I bring grave news. My father has vanished, and I can only fear the worst. At last report, he was traveling to Scotland. Unfortunately, he was less than forthcoming about his reasons for going there. You have access to the library here, and my father's books, but you should not tarry, and travel to Scotland at the first opportunity. If you require assistance we have several mercenaries you can take with you. Do you have any questions?"

Johann knows nothing more of Dr. Van Helsing's reasons for going to Scotland. If pressed he shrugs and says "I suggest you examine father's notes if you wish to learn more." If asked why he is not going on the mission, he explains that, in his father's stead, he is now in charge of the entire global organization.

If the players are suspicious of this urgent mission, they are free to decline and go off on their own adventures. The Rippers even send other teams to investigate the disappearance. None are ever seen or heard from again.

If the team accepts the backup, Van Helsing provides them with four Whitechapel Irregulars.

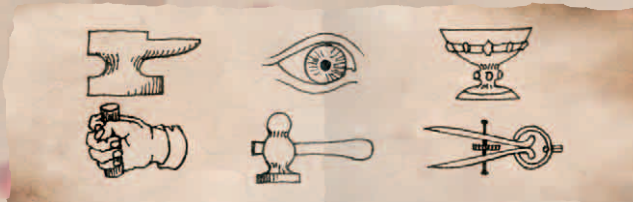
❖ 4 Irregulars (see page 119)

VAN HELSING'S NOTES

Searching the great man's papers is an education. Densely packed handwritten notes cover every conceivable topic. Allow the players to read the Origin of the Rippers section (pages 30-32) or give them an edited version. Every four hours, an Investigation roll is needed to discover the references to Rosslyn Chapel in Scotland.

Anyone making a Common Knowledge roll knows that Rosslyn Chapel is an unfinished church, and as a result it is shaped like the letter "T" rather than the more traditional cross shape. On a raise the character remembers that the chapel is closely associated with the Freemasons.

Dr. Van Helsing's books and research notes can provide them with additional valuable clues. The characters automatically find the following strange symbols in Dr. Van Helsing's notes:



Beneath the symbols is a scribbled note.

"I have found the key, but only John knows the location of the pillars. I will go to the chapel and test the key on the column. If I am correct, I might be able to pry the secret from them. If not, I will need to confront my old friend at last."

If the characters further browse Dr. Van Helsing's reference books on the chapel, each player can make an Investigation roll for each additional four hours of reading. A success reveals the first clue, a raise or second success reveals the second.

- 1) According to legend, when the church was being built, the master mason left his apprentice in charge. The apprentice carved a pillar far more beautiful than anything the master could accomplish. The master was so envious of his apprentice that he beat the young man to death with his hammer. The Apprentice Pillar is the most beautifully carved object in the entire chapel, and some people believe a great treasure is hidden within or beneath it.
- 2) The Templar knights were disbanded in the 14th century for heresy, including the worship of a severed head known as the "Baphomet." Many of the knights were executed, but some of the survivors fled to Rosslyn Castle, taking the Baphomet with them. They joined forces with the Freemasons and, according to some legends, they hid the Baphomet beneath the Apprentice Pillar.

ROSSLYN CHAPEL

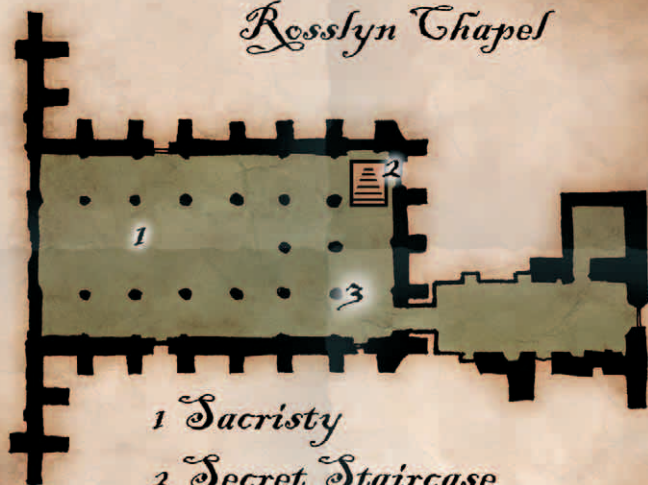
After a 400-mile journey by train and carriage, the team finds itself in the town of Rosslyn. The old castle is a ruin, but the chapel is a functional Episcopalian church, so the team can choose to check it out during Sunday services. They can also schedule a tour of the place with the local Freemasons (who are actually evil cultists), or they can break in at night while it is unoccupied.

The interior of the chapel is filled with carved images of angels, devils, dragons, and strange creatures commonly known as "green men." The carvings show a mixture of Christian, Celtic, and Norse influences.

Examination of the Apprentice Pillar with a successful Notice roll reveals that strange symbols are mixed into the carved Viking dragons decorating the base of the pillar. These symbols are Masonic secret signs, and are the key to revealing the hidden chambers below.

RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

Rosslyn Chapel



- 1 Sacristy
- 2 Secret Staircase
- 3 Apprentice Pillar

If the characters touch the symbols indicated in Van Helsing's notes in the proper order (left to right, top to bottom), a wall in the chapel slides into the floor with an audible scraping to reveal a hidden staircase. If they do this while other people are around, it is sure to create quite a stir. If they do it while touring the chapel with the local Freemasons, they are immediately attacked.

☛ 4 Evil Cultists (see page 124)

THE HIDDEN TEMPLE

The staircase leads down into a secret temple used by the Freemason cultists and their Templar allies, designed to resemble the ancient Temple of Solomon. It is occupied by men dressed in white tabards adorned with red crosses, worshipping a silver facsimile of a bearded human head, which sits upon a blood-stained stone table.

The Bearded Head is actually a reliquary housing the severed head of John the Baptist, which the Templars discovered during the Crusades. The Templars used its holy power to subdue a demon and named the creature "Baphomet" as an insult to their foes. Over the centuries, the demon corrupted the knightly order, and when the knights brought the head to Scotland, it corrupted many of the Freemasons there as well.

As soon as the cultists become aware of the intrusion, their leader shouts:

"It seems Dr. Van Helsing is not the only Ripper who knows the antediluvian key. And you follow your master like puppies. He promised we would not be disturbed by more posturing Rippers. His fool's errand for the pillars of Atlantis is of no interest to us and, for your violation of his oath and of the sanctity of this temple, your lives are forfeit."

If the team does not leave immediately, one of the cultists grabs the head and uses it to summon Baphomet. The demon appears amid a cloud of fire and smoke, and the cultist shouts "Baphomet, by the power of the Bearded Head, I command you to slay my enemies!"

☛ 8 Evil Cultists (see page 124)

☛ **Baphomet:** Treat Baphomet as a Horned God (See page 125)

☛ **The Bearded Head:** Anyone who holds the head can use it to summon Baphomet. Doing so requires an action and an opposed Spirit roll against the demon. If the summoner fails the check, the demon still appears, but is under no compulsion to obey the summoner. If the head is destroyed (Toughness 8, blunt), the demon dies instantly. Keeping the head is a bad idea, but the team can do so. If Baphomet is slain, the head has been too defiled by its presence to ever bind another demon.

Rosslyn Chapel: Vaults



- 1 Stairs up to Sacristy
- 2 Stone Table with Bearded Head

Dead Ends

If the team manages to capture and question the cultists, they know a little about the Pillars of Atlantis. Specifically, they know the Freemasons originally acquired the pillars from Egypt, that the pillars contained indecipherable ancient secrets from the time before the biblical flood, and that Dr. Jack took the pillars away for safe-keeping and study years ago.

When the team reports back to Johann, he is relieved his father safely left Rosslyn, and assumes he is chasing Dr. Jack and the pillars. If the heroes want to pursue it further, he warns them not to overlook their other duties.

Pyramid Power

When the team next completes a successful research adventure they find (in addition to their other discoveries) an ancient papyrus scroll.

Introduction

The scroll shows a map of the Saqqara Necropolis, one of the oldest tomb complexes in all of Egypt. Clearly shown on the map are two stone pillars covered with Masonic symbols identical to the ones found in Rosslyn Chapel. These pillars mark a previously unknown pyramid, due south of Djoser's step pyramid. This lost pyramid is labeled the "Pyramid of Sosra."

Background

In 2500 BC, Sosra was a priest and advisor to the Pharaoh Djoser. While wandering through the desert, Sosra discovered two curious stone pillars. One pillar was made of marble, and highly resistant to fire. The other was fashioned from mud-brick, and remarkably resistant to water. Carved upon these pillars was some of the magical knowledge of Ancient Atlantis from the time before the great flood. Sosra used this knowledge to create

the first pyramid and taught his techniques to the craftsmen who oversaw its construction. These craftsmen went on to become the Freemasons.

Sosra also learned many medical secrets from the pillars, including a secret formula used by the Atlanteans to obtain immortality. Sosra used this formula on himself but soon learned he needed to consume human blood in order to rejuvenate his body. This limitation displeased him, so he developed the process of mummification, which preserved the body and eliminated the hunger for blood.

Sosra had himself mummified alive and became the first undead mummy. He taught the technique to others and eventually many pharaohs, priests, and even servants became mummies as well. Sosra grew so powerful the ancient Egyptians eventually came to worship him as Imhotep, the god of medicine.

The dark gods, not willing to be outsmarted, cursed Sosra and the other mummies with paralysis. They fell to the ground as if dead, and their followers dutifully entombed them according to their ancient rituals.

With the formation of the Rippers, the dark gods saw a new challenge, and they lifted their curse upon Sosra. When a grave robber dug up his tomb in 1883, Sosra awoke, slew the vandal, and promptly re-buried his pyramid to protect



RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

Sosra's Tomb



- a - Entrance Chamber*
- b - Antechamber*
- c - Main Chamber*
- d - Upper Pyramid (solid stone)*
- e - Side Chamber*
- f - Sosra's Library*
- g - Sosra's Tomb*
- h - Atma's Tomb*

the Ring of Thoth. He then began to awaken other mummies who might be sympathetic to his cause. Now, served by a growing army of servitor mummies and fanatical cultists, Sosra plans to conquer all of Egypt and, eventually, the world.

The Dig

When the team arrives, they find that the area marked on the map shows nothing but bare sand. If they want to find this missing pyramid, they must dig for it. If they did not bring enough allies to dig up the pyramid, they can travel to Cairo and get help.

Moving enough sand to uncover the entrance to the pyramid requires 400 man-hours of work. Because of the heat, diggers cannot work more than 8 hours each day. So, for example, a team of 10 diggers takes 40 hours (5 days) to uncover the entrance.

Unfortunately, Freemason cultists lie hidden in tombs throughout the Necropolis. Each night, they sneak out and attack the dig crew. There are three groups of four cultists each. If the heroes decide to hunt them down, they need to make a successful Tracking roll to locate each group.

🕯 12 Evil Cultists (see page 124)

Tomb Raiders

Eventually the team uncovers the entrance to a small step pyramid. Unlike the more modern pyramids at Giza, most of the chambers in Sosra's pyramid are underground.

The tomb is covered with hieroglyphics on the floor, walls, and ceiling. Anyone with Knowledge (Hieroglyphics) can read them, and they tell the story of Sosra up to the time of his death. The story of the two strange pillars is depicted on the walls of Sosra's tomb and library.

Entrance Chamber

The door to the pyramid is a solid stone block mounted on a counterweight, and sealed with a surprisingly sophisticated lock. Dismantling it requires 20 man-hours of work with a pickaxe or 20 minutes and a Lockpicking roll (-2).

Antechamber

The walls, floor, and ceiling of this room are inscribed with curses and magical wards. If anyone enters the chamber, Sosra (currently hiding out in a Freemason lodge just outside the Necropolis) becomes instantly aware of the team's presence, and he heads straight for the pyramid. He slays any workers still remaining outside then waits for the team to exit.

Main Chamber

This chamber held the bodies of servants, minor wives, and others deemed useful in the afterlife. A dozen upright sarcophagi line the walls of the room, and a 20-foot diameter circular pit sits in the center of the chamber. All but one sarcophagus is empty. If anyone enters this room, the last remaining mummy animates, comes shambling out of its coffin, and attacks.

☞ **Servitor Mummy** (see page 132)

☞ **Funerary Items:** Heroes with an eye toward looting can seize 1d6 x £50 in gems, jewelry, and other portable funerary items.

Traps

A series of threads crisscross the corridors at various points. Each of these tripwires is -2 to Notice and if not properly disarmed with a successful Lockpicking check, causes a huge stone to drop from the ceiling, blocking the corridor. Anyone below must make an Agility roll or suffer 2d10 damage. Clearing the obstacle requires 10 man-hours of work with a pick-axe.

Sosra's Library

Hundreds of papyrus scrolls are stored here in carved niches. Several more are spread out on the many gold lecterns around the room. While most detail methods of pyramid building, one shows a clear drawing of the Atlantean pillars apparently glowing next to the same Masonic symbols from the Apprentice Pillar. Hieroglyphics around it roughly translate as follows:

"When I used the ancient key, the pillars glowed like moonlight. When my slaves moved the pillars to my new temple, the light grew brighter. I believe they are somehow drawing Ba [soul energy] from Atlantis itself, and the closer the pillars are brought to the sunken island, the more powerful they become. I could use this light to guide me to Atlantis itself!"

A Notice roll detects a relatively modern note, inscribed on vellum, which reads:

"I have hidden the Ring of Thoth in the safest of all possible places—in my beloved's arms. With her protecting it, no one will be able to use it against me."

Sosra's Tomb

This room is at the bottom of a 20-foot diameter cylindrical pit. It contains a collection of

canopic jars, a pair of jackal-headed statues, and an elaborately decorated stone sarcophagus (Sosra removed the other treasures years ago). The canopic jars hold Sosra's internal organs, but destroying them does not harm him in any way. The sarcophagus, once Sosra's resting place, is now empty. If anything is disturbed in this chamber, one of the statues animates and attacks.

☞ **Minion of Set** (see page 127)

Atma's Tomb

In this area is a plain stone sarcophagus containing the remains of Sosra's beloved Atma. She is mummified and withered, but still strangely beautiful. She is also undead and attacks immediately if her coffin is opened. If defeated, the team notices she is wearing a distinctive ring.

☞ **Atma:** Treat Atma as a Royal Mummy (see page 131)

☞ **The Ring of Thoth:** This small ring is set with a carving of an ibis (the beak of which is actually a needle). The ring itself is hollow, and contains the antidote to the Atlantean immortality formula. If this formula is injected into Sosra or any mummy or vampire (requiring a successful touch attack), it is destroyed and crumbles into dust. There are three doses of the formula in the ring and analysis reveals (at the cost of one dose) no additional doses can be made.

Sosra Returns

If the team leaves the pyramid and has set off the wards in the antechamber, Sosra is waiting for them. At first he appears to be alone, but with an unearthly cry, servitor mummies burst forth from the surrounding sands.

☞ **Sosra:** Treat Sosra as a Royal Mummy (see page 131) with the Invulnerability ability and no weaknesses. The only way to destroy him is with the Ring of Thoth.

☞ **4 Servitor Mummies** (see page 132)

MR. HYDE AND SEEK

When the team next upgrades its lodge, the heroes are invited to visit the Harkers at Castle Buda to see a successful lodge in operation. After a few days spring this on them.

Mina Harker approaches the team and removes her mask. Her clothing is ripped and bloodstained, and she smells of gunpowder.

RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

Obviously, she has just returned from a mission and seems very excited about something.

'Ladies and Gentlemen,' she says smiling, 'I have wonderful news. We have captured Dr. Jekyll!'

Unknown to the Harkers, Dr. Jekyll allowed himself to be captured so the Cabal could discover the location of the Rippers' secret base. The capture was observed by an invisible man, who followed the team back to the lodge. Soon the Cabal launches an assault on the castle, but in the meantime, the team has a chance to interrogate Dr. Jekyll.

Mina takes them to the castle infirmary, where Jonathan is being treated for a broken leg. Dr. Jekyll lies on a nearby bed under heavy sedation as a nurse picks bullets out of his stomach. Once the nurse finishes treating the doctor's wounds, he is locked in a cell but is not otherwise restrained (once he was a friend of the Harkers, and they do not want him mistreated). Mina asks the heroes to assist in interrogating the doctor once he regains consciousness. "After my encounter with the Count," she says, "I have no desire to be alone with such a villain."

HYDE IN SHEEP'S CLOTHING

Because he is sure Harker and the other Rippers are going to die once the assault begins, Dr. Jekyll is surprisingly talkative. "Mina Harker," he begins with a smile, "Getting along smashing-ly without Dr. Van Helsing, I see."

The heroes should jump at the mention of the missing doctor. If not, Mina picks up on it and proceeds to interrogate him about Van Helsing's whereabouts. She is obviously uncomfortable questioning him, and the heroes must take the lead if they want to get any useful information out of him. Mina forbids torturing him. This is a good opportunity for heavy use of Intimidation, Persuasion, and Taunt rolls. Dr. Jekyll is an evil genius and confident of his escape, so he plays with his captors.

There are several important clues the heroes can pick up by talking to Dr. Jekyll. Each success and raise reveals one of the following:

- * A few years ago, Dr. Jack showed his students two stone pillars he supposedly retrieved from Scotland.
- * One he placed in the care of Dr. Prometheus, while the other was given to Frankenstein. (He smiles at Mina's shock at the mention of the name: Frankenstein is supposed to be dead!)

- * Dr. Jekyll was obviously hurt by this snub, though he won't admit to it. Goading him about it (successful Taunt roll) automatically gains an additional clue.
- * Dr. Jack has also vanished. All Jekyll knows is that it had something to do with the stone pillars. Perhaps Jack and Van Helsing are together, he jokes.
- * With Dr. Jack missing, Jekyll attempted to contact Dracula in the hope of taking Jack's place as the Cabal's leader. Dracula was supposed to be in England somewhere, but the mysterious Count was nowhere to be found.
- * To improve his chances of leadership, Dr. Jekyll resolved to kill all the key Rippers—starting with his old friends, the Harkers.

When Mina hears Dr. Jekyll's last statement, she looks hurt and shakes her head. "Dracula himself couldn't defeat us, and you thought you could do it *alone*? I thought you were a genius." At that moment, the sound of a gunshot echoes through the castle's halls. Dr. Jekyll sneers and replies menacingly "My dear Mina, I never said I came alone."

THE UNSEEN

A Cabal hit squad of four unseen intruders has broken into the castle and allowed four of Dr. Jekyll's "Hydes" to enter. Although they plan to kill everyone, they take special care to focus their attacks on the Harkers. In addition to Jonathan and Mina, there are also a half-dozen Novice Rippers in the base. The staff of the lodge's facilities are untrained and flee at the first sign of trouble.

The team's first objective should be to reach Jonathan, who is holed-up in the infirmary. When the fighting starts, Dr. Jekyll assumes his Hyde form, attempting to escape when no one is looking.

🐾 **Dr. Jekyll** (see page 123)

🐾 **4 Hydes:** (see page 126)

🐾 **4 Invisible Men:** Use standard Invisible Man stats (see page 127), but make them Extras instead of Wild Cards

🐾 **Jonathan Harker** (see page 116). Jonathan starts the combat with 2 wounds

🐾 **Mina Harker** (see page 116)

🐾 **6 Novice Rippers:** Use standard Militia stats (see page 119)

Post-Mortem

If the Harkers survive the battle, they thank the heroes for their help. The next day they relocate the lodge to a logging camp in the forests of Transylvania.

A SNAKE IN THE GARDEN

The heroes have discovered that Dr. Prometheus has one of the pillars. Run this adventure when they decide to track him down. If they opt to go after Frankenstein first, run Frankenstein Unbound on page 82.

A successful Investigation roll (–8) reveals a company by the name of Prometheus Ltd. that supplies several pharmaceutical companies and exotic animal emporiums in London from its offices in Brazil. Each day spent searching adds +1 to the roll. The company owns a cargo steamer named the *Omega*, which makes regular trips to the docks on the Thames.

Stake Out

Staking out the docks is simple enough. A few days after an order goes through, the *Omega* steams in. The ship is crewed by ape hybrids and hybrid wranglers. If the team manages to dispatch the wranglers, the hybrids surrender and offer to take the Rippers to their hated creator, on the understanding the team kills Prometheus.

🐾 12 Ape Hybrids (see page 126)

🐾 5 Hybrid Wranglers (use the Paid Lackey stats on page 130)

Fernando de Noronha

The *Omega* takes the team across the Atlantic Ocean to the Fernando de Noronha archipelago. There the ship weighs anchor, and from the deck the team can see a collection of crude huts surrounding a walled compound. The compound is heavily protected by wranglers, overseers, and Dr. Prometheus himself. In addition, eighty dog, cat, pig, and fish hybrids live in the nearby village, still loyal to Dr. Prometheus...for now.

The apes insist a frontal assault is suicide but offer to help fight if the team can obtain the allegiance of at least two other hybrid strains. With that, they put the team ashore and wait on the *Omega*.

The Hybrid Village

The hybrid village is divided up into four quarters, each housing twenty hybrids of a single type. The team must gather as many allies as possible before the battle.

Dog Hybrids

No matter what the team says or does, the dog hybrids remain loyal to the doctor. Indeed, unless the heroes watch them closely, they secretly warn the doctor of the upcoming attack, providing him with a +2 bonus to his Battle Roll on the first turn of the battle.

🐾 Dog Hybrids (see page 126)

Cat Hybrids

The cat hybrids are derived from jaguars, and are strong, stocky creatures with spotted coats. They are proud hunters, and agree to an alliance only if the team concedes the jaguars are superior warriors, necessary for success, and so on. All this flattery requires at least one successful Persuasion roll and some decent roleplaying.

🐾 Cat Hybrids (see page 126)

Pig Hybrids

The pig hybrids are crude, filthy creatures derived from wild boars. They are intrigued by the thought of overthrowing the doctor, but don't believe the Rippers can accomplish it. Instead, they attempt to capture the team and turn them over for recycling. If the team can fight off the first group of four, the others are too frightened to make a second attempt and, with a successful Intimidation roll, the team might be able to bully the creatures into joining the rebellion.

🐾 Pig Hybrids (see page 126)

Piranha Hybrids

These creatures, created from the piranha of the Amazon River, value strength and ferocity over all other things. They agree to fight against the doctor if a Ripper can best the Piranha's champion in single combat. The fight is, of course, to the death, but the heroes can nominate a different character if the first one doesn't survive.

🐾 **Piranha Hybrid Champion:** Treat this creature as a Wild Card Animal Hybrid (see page 126).

🐾 Piranha Hybrid (see page 126)

RIPPERS — HORROR ROLEPLAYING IN THE VICTORIAN AGE

THE BATTLE OF PROMETHEUS ISLAND

First, determine which side has the larger army. Each hybrid and Ripper is worth one "man." Each wrangler is worth one man, each overseer is worth two men, and each Omega Beast is worth three men.

There are a total of 20 ape hybrids, 20 cat hybrids, 20 pig hybrids, and 20 piranha hybrids. In addition, the compound holds 20 wranglers, five overseers, five Omega Beasts, and any of the 20 dog hybrids from the village (Dr. Prometheus does not fight in the battle). Make sure to subtract any casualties the heroes may have inflicted. The Rippers must subtract -2 from their Battle Rolls because of the fortifications provided by the compound.


THE MAD VETERINARIAN

Assuming the Rippers win the battle, they make their way into the compound and locate Dr. Prometheus cowering in his operating theatre. Despite his great knowledge, he is vulnerable to the attacks of the Hybrids and tries to talk his way out of the situation.

"Please, I'll tell you whatever you want to know! You want the Atlantean pillar, right? The pillar is here—I can take you to it. Promise to let me go and you can have it."


If the team has already been to Iceland and defeated Frankenstein's Monster, then Dr. Prometheus is telling the truth and the mud brick pillar is in a locked vault in his lab. Otherwise, Prometheus is lying and the pillar was removed by Dr. Jack and Dr. Van Helsing, who took it with them when they went in search of the lost city. In either case, Dr. Prometheus attempts to escape at the first opportunity and rebuild somewhere else.

A Notice roll also discovers notes on the creation of a gill implant of a tremendous scale, as if Prometheus planned to breed a whale hybrid. If questioned about it, he reluctantly reveals it was special research for Dr. Jack.

 **Dr. Prometheus** (see page 123)

If the heroes think to check shipping records a successful Investigation roll discovers that the research results were sent to Iceland on the *Omega* two weeks before the campaign began.

FRANKENSTEIN UNBOUND

 Run this adventure when the characters decide to pick up Frankenstein's trail in Germany. All attempts to find Victor end in disappointment. He genuinely appears to be dead.

Instead, an Investigation roll and 1d4 days of work turns up some old newspaper stories about a geology professor named Lindenbocker, who claimed that the extinct lava tunnels beneath the Snæfellsjökull glacier in Iceland lead to an underground world filled with prehistoric monsters. Some people believed him, but most seemed to think he was insane. Recently, however, people have reported seeing strange lights and hearing monstrous growls coming from the glacier at night, but no one has been able to determine the source of the disturbances.

According to the articles, Professor Lindenbocker lives in Berlin, and he can be located with a successful Streetwise roll. If interviewed, he can be persuaded to tell the team the exact location of the entrance to the tunnel system. He warns them to bring fresh water, electric lanterns, and a *lot* of rope.

SNÆFFELS

Once in Iceland, after a short overland journey, the team reaches the glacier and the location described by Professor Lindenbocker.

The crater drops over 200 feet straight down, though the sides are rough and craggy. Descending the crater requires a Climbing roll. On a failed check, the character falls 2d10 x 10 feet. If characters are roped together, the next person in the chain can attempt to stop the fall by making a Strength roll at -2. If that person fails, they are dragged along for the trip, and so on.

Assuming the team reaches the bottom alive, they can enter the tunnel system. The tunnels seem to go on forever, and it takes the heroes four days travel to reach the hidden base.

VICTOR'S FATE

The monster's base is a series of expansive caverns. These caves smell like rot and are filled with the butchered remains of giant ape-men, woolly mammoths, and even dinosaurs. In every chamber are dissection tables, electrical generators, and other scientific equipment.

A Notice roll spots great plans on one wall depicting a giant round beast made from parts of deep-sea fish and obviously capable of withstanding great pressure.

Toiling away in the largest cave is Victor Frankenstein. He is wearing leg irons and is shackled to the cave floor by long iron chains. As the team enters, he is sewing together some hideous abomination. When he becomes aware of the team, he turns to face them, revealing a wrinkled yellow face with black lips and cloudy white eyes. Beneath his open lab coat, stitches crisscross his body—he is a construct! He manages a weak, withered smile and exclaims, “Please tell me you are here to kill me!”

FRANKENSTEIN'S TALE

Frankenstein is deranged and evil, but not dangerous. He relates as much of his story as the heroes want to hear.

If questioned why he wants to die, Victor explains:

“I have been to Hell; this is worse, and I am ready to return. My greatest creation was born there, though has yet remained hidden. One day, it will be revealed and my genius shall be legend.”

Should the heroes question Frankenstein about the strange plans, he reveals it was a project for Dr. Jack, based on Dr. Prometheus' research. The creature was called biosphere and was built to carry people beneath the waves.

If the team asks him about the pillar, he insists that, in return for information, the Rippers must kill him and burn his body to ashes. If the team agrees, he informs them that Dr. Jack separated the pillars to ensure no one could learn more of the Atlantean secrets than him, and buried one pillar in the glacial ice. Victor describes the location so the team knows exactly where to find it. He also warns them that the Monster took several abominations with it to the surface just over a week ago, and should be returning soon.

🐉 **Victor Frankenstein** (see page 135)

THE MONSTERS ATTACK!

The heroes make the return journey through the tunnels but, when they get halfway up the crater, two ape-like monsters appear at the edge. They remain at the top and hurl boulders and massive chunks of glacial ice down upon the

team. If the heroes can protect themselves, the monsters climb into the crater and attack.

🐉 **Prehistoric Constructs:** Treat these creatures as Giant Monsters (see page 124), but give them the Construct ability. They look like weird combinations of giant apes and dinosaurs.

THE PILLAR

When the team gets to the location provided to them by Frankenstein, the Monster is waiting for them. If the team has already been to Brazil and faced Dr. Prometheus, one of the Pillars of Atlantis is still buried here. The Monster is perceptive and intelligent and tries to reason with them.

If the heroes tell it what they know about the pillar and agree to leave the monster alone, it lets them take the artifact. Of course, when the monster learns Frankenstein is dead, it hunts the team to the ends of the earth, seeking revenge.

The pillar is made of a strange kind of marble, which glows faintly (the glow intensifying as the pillar is brought closer to Atlantis). It is covered with strange Atlantean writing, impossible to decipher without its twin, containing many secrets of the Atlantean race.

If the team has not yet been to Brazil, Dr. Jack and Dr. Van Helsing took the marble pillar to help them find Atlantis, and there is nothing but an empty hole in the ice. The monster leaps out from behind a boulder and savagely attacks.

THE BATTLE

If the heroes end up fighting the Monster, they face a difficult battle. This area is covered with ice (running requires an Agility roll or the character falls and is Shaken) and littered with huge volcanic rocks (these provide Heavy Cover, and the creature hides behind them to protect itself from firearms and explosive attacks).

FRANKENSTEIN'S MONSTER

The being created by Victor Frankenstein has no proper name. Victor calls it “the creature,” or “the daemon,” while it has been known to call itself “Adam.” In the Monster's tortured mind, it dreams of destroying all natural life on earth and replacing it with new “perfect” life-forms like itself.

🐉 **Frankenstein's Monster:** Treat the creature as a Wild Card Monster (see page 128), but give it Smarts of d10 and the Regeneration ability. It is still vulnerable to explosives, but only takes +2 damage from such attacks.

BENEATH THE WAVES

✓ Run this Savage Tale the first time the heroes, having recovered one of the pillars, wonder how exactly they can reach Atlantis.

The team may have learned that Dr. Jack had the biosphere created and deduced he planned to use it to get to Atlantis. Now the heroes need to find a way to reach the lost city. If they research undersea vessels, they learn of the one ship in the entire world capable of making the trip: the *Nautilus*.

Unfortunately, Captain Nemo died decades ago; the *Nautilus* was scuttled at Lincoln Island, which later collapsed into the ocean in a volcanic eruption. The infamous submarine now lies beneath a hundred feet of water.

Despite this setback, all the team needs to do to get the vessel to rise to the surface is dive to the sunken submarine, get inside, and pump the water out of its ballast tanks. Equipped with a boat, diving suits, and steam-powered air

pumps, the Rippers should embark for Australia and mount an expedition to the remains of Lincoln Island.

JAWS

After descending nearly one hundred feet, they set foot on the shattered remains of what was once an underground harbor. The submarine rests on its side, surrounded by piles of volcanic rock.

The main hatch of the *Nautilus* is rusted shut, so opening it requires an action and a Strength roll (-2). While the team is trying to get the hatch open, they attract the attention of a man-eating shark!

🦈 **Great White** (see the *Savage Worlds* rulebook)

FINDING NEMO

Once aboard the submarine, they must drain the ballast, which can be done either from the wheelhouse (on the top of the sub) or the duplicate set of controls in Captain Nemo's quarters. Since the team won't know this, they must do a room-by-room search. But they are not alone. The undead Captain Nemo remains aboard the stricken vessel and hunts the living who come for his ship.

PRINCE DAKKAR

Before he became the world's most notorious terrorist, Captain Nemo was Prince Dakkar of India. After his wife and children died during a rebellion against the British, he developed a hatred of all humanity and built the *Nautilus* to escape from mankind, living beneath the sea with his crew of outcasts and sympathizers. His voluntary exile did nothing to diminish his hatred for the British, and he began sinking their ships in revenge for his family's death. His desire for vengeance brought him back from death and he now stalks his ruined ship as a foul undead creature.

🦋 **Captain Nemo:** Treat the undead Captain Nemo as a Wild Card Zombie (see page 137), except give him Shooting d6, an electric rifle, and 20 rounds of ammunition.

🔋 **Electric rifle:** Captain Nemo invented this device to help him hunt underwater. It is powered by a tank of compressed air, worn over his shoulders like a backpack.



The rifle fires spherical steel capacitors, which release a powerful electrical charge on impact, doing 2d10 points of damage. If used underwater, anyone within a Small Burst Radius of the impact point must make a Swimming roll or take 2d8 damage.

THE NAUTILUS

The *Nautilus* is the only vehicle of its kind in the entire world—an electrically powered submarine. It is armor plated, 230 feet long from stem to stern, 30 feet wide, and lavishly decorated—though time and water damage have turned it into a mere shadow of its former glory. Surprisingly, its electrical systems are still functioning, as the generators are able to draw energy from the surrounding seawater.

Acc/Top Speed: 10/20 (50 mph)

Toughness: 20 (4); **Crew:** 10 + 50; **Cost:** £147,500

Notes:

- * **Air Supply:** The compressed air tanks on the *Nautilus* can hold 15,000 man-hours of air. Divide by the current number of crew and passengers to determine how long the air supply lasts.
- * **Heavy Armor:** The *Nautilus* is covered with thick iron plates. Many of these plates have rusted, but they still provide adequate protection.
- * **Electric Armor:** The *Nautilus* has a double hull, and the exterior hull can be electrified, doing 2d6 damage per round to any creature in contact with it, or in the water and within 4" of it.
- * **Spur:** When submerged, the *Nautilus* can ram other vehicles with its bow spike, causing 2d10 points of damage to the target.

ABOARD THE NAUTILUS

☞ **Diving Suits:** These twelve suits are fitted with backpack-mounted canisters of compressed air (good for four hours). If for some reason the team can't get the *Nautilus* to the surface, these suits provide a means of escape. The team can keep the suits, but refilling an air canister costs £1.

☞ **Library:** The library is two stories high and boasts 12,000 volumes on a diverse range of subjects. Eerily, despite the shock of the eruption, all the books are still shelved (the undead Captain Nemo takes pride in his collection). The books add a +1 bonus to any lodge library.

☞ **Artwork:** The salon is filled with paintings, valuable pearls, and similar treasures. Unfortunately, these items have been badly damaged by the shock of the eruption. Even in poor condition, the items are worth about £1,000. If the team does not operate its own lodge, the Rippers' leadership donates these items to museums or sells them to help fund the organization.

Captain's Quarters: This room contains a redundant set of controls to operate the sub, including the switches that activate the water pumps and drain the ballast tanks.

Wheelhouse: This is the main control room for the *Nautilus*, including the switches that activate the water pumps and drain the ballast tanks.

ATLANTIS

➤ Run this adventure when the team is ready to set out for Atlantis.

BACKGROUND

Dr. Jack learned the secrets of Atlantis from an Old One long ago. Having acquired the Pillars of Atlantis, he spent decades studying them, but could not discover how to activate them.

Dr. Van Helsing learned their secrets and offered to tell Dr. Jack, but insisted on going with him. Warily, Jack agreed and they set off for Atlantis in Jack's biosphere. When one pillar is activated, its twin also glows so, no matter which pillar the team has found, it has already been activated.

Dr. Jack intends to free the Atlantean vampires using ancient artifacts called Infernal Mirrors. If he can do this, Count Dracula has promised to unite the vampire lords and join forces with the Cabal, leading the Atlanteans in an all-out war against humanity!

Van Helsing knows this, but has discovered the Atlanteans had a cure for ripping psychosis. He plans to use it on Jack and destroy the Infernal Mirror, crippling the Cabal at a single stroke.

THE PYRAMID

Johann insists on accompanying the team. "If father is there," he explains, "I must find him, be he living or dead."

The team must patrol the Atlantic Ocean with an activated pillar, carefully checking the intensity

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of its glow. When the glow reaches its highest point, they are directly above the lost city.

The team travels to the ocean floor, guided by the pillar, which blazes with magical light. Atlantis lies all about them, stretching for miles in every direction. Ruined buildings in a mixture of ancient Greek and Egyptian styles lie toppled and crumbling. Steaming vents slowly release lava into the ocean, giving the place an eerie red glow. Large parts of the city have been destroyed by the constant flow of molten rock. In the center of the ruins is a massive pyramid, still intact, with a base measuring 750 feet square. A large crystal window reveals an air pocket within. The entrance is large enough to pilot the *Nautilus* inside.

The Old Ones

Surfacing within the pyramid reveals a makeshift harbor, created by the presence of the air pocket the heroes spotted from outside. As the team sails the *Nautilus* into the pyramid, they receive a telepathic message.

"WE ARE THE PRIESTS — THE PROVIDERS — THE OLD ONES — FOR UNTOLD AGES OUR PEOPLE HAVE EATEN NAUGHT BUT FISH — NOW YOU BRING US WARM BLOOD!"

Suddenly, several tentacled horrors swarm out of the darkened waters and attack the sub.

🐙 **3 Old Ones** (see page 129)

Once the Old Ones have been defeated, driven off, or evaded, the team can enter the air pocket and dock the sub alongside a stone platform. The air, though stale, is breathable from this point forward, so diving suits are not required. In the center of the platform an ancient stone staircase descends into darkness.

CITY OF THE DEAD

The ruined city is pitch dark, stretches for miles in every direction, and is inhabited by tens of thousands of bloodthirsty Atlantean vampires who haven't eaten anything but fish for the last 13,000 years. For every hour the team spends searching the city, roll on the following table (+1 per hour spent searching).

d10 Encounter

- 1–2 **Collapse:** A random hero must make an Agility roll to avoid being hit by falling masonry or suffer 2d6 damage.
- 3 🐙 **Implant:** The team discovers an ancient Atlantean implant. Choose a piece of common Rippertech. This ancient item requires no surgery—held next to the recipient's flesh, it burrows itself in, destroys the old organ, and starts working immediately. The implant does no Damage, has no Side-Effects and no Additional Benefits, but its Reason modifier remains unchanged.
- 4 🍷 **Potion:** The team discovers an ancient Atlantean potion. Choose a common extract. These potions work like standard Rippertech extracts but are always successful when used.
- 5 📖 **Relic:** The team discovers an ancient Atlantean relic. Choose an appropriate item from the Relic Table on page 57.
- 6 🐙 **Old One** (see page 129)
- 7–10 1d4 🐙 **Atlantean Vampires** (see below)
- 11 **Dr. Van Helsing, I Presume?** (see page 87)

Atlantean Vampires (Vampire)

The once-noble Atlanteans have, over the ages, degenerated into part-humanoid, part-

aquatic monstrosities. Led astray by their priests—now the ghastly Old Ones—and buried beneath the waves, the surviving Atlanteans have become ravenous vampiric mockeries of their former selves. Because they degenerated into vampires, Atlanteans *do* have reflection.

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

Skills: Fighting d6, Guts d6, Notice d6, Stealth d6, Survival d4, Swimming d8

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

Special Abilities:

* **Aquatic:** While in water Atlantean Vampires have a pace of 8.

* **Bite:** Str+1

* **Fear:** Anyone who sees an Atlantean Vampire must make a Guts roll.

* **Frenzy:** Atlantean Vampires can make 2 Fighting attacks each round. If they do so, each attack suffers a -2 penalty.

* **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called shots; ½ damage from firearms and other piercing weapons.

* **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.

Dr. Van Helsing, I Presume?

Eventually the team finds Dr. Van Helsing, battered and bloodied, examining a large ring made of some strange stone. The ring is covered with Masonic symbols like those found on the pillars and in Rosslyn Chapel.

It is clear from his disheveled appearance that Dr. Van Helsing has been in a bitter struggle. He is bleeding from numerous wounds but managed to disarm Jack and fight him off. Jack's cursed razor lies discarded some distance from the ring (which is, in fact, an Infernal Mirror).

Van Helsing is relieved to see the team, but appears somewhat pensive when he realizes Johann is with them. "Since you are here," he says gravely, "it is time I told you everything." He then reveals not only the history of Atlantis, but his own history as well.

Dr. Van Helsing has a mysterious past, mainly because there is no such person: he is actually Edward Kelley! After faking his own death, Kelley

The Infernal Mirrors

Each of these Hellish inventions is a large ring, ten feet in diameter and decorated around the circumference with carved Masonic symbols. Touching the symbols in a particular order activates the mirror, opening a portal to another mirror. Each destination mirror has a different code. As it activates, the surface of the mirror, originally dull and solid, begins to ripple and brighten. It appears to fill with blood and the surface seethes and bubbles, indicating the mirror is activated.

Anyone stepping through an activated mirror emerges instantaneously at the mirror corresponding to the code. Anything passing through the mirror transforms into aether. Once the entire body has crossed the plane, the aethereal character is transported to the destination and reforms on the other side of the mirror. Each trip is a one-way affair. To get back through the mirror, the user must enter the code to the new destination.

These cursed devices were created in Hell by the first Atlantean to be tainted by the immortality serum. Before the Atlantean cataclysm, they allowed the ancient race to travel quickly to the great capitals of its empire. The first mirror remained in Hell; the others were brought back to the world of the living. One was installed in Atlantis, one in Egypt and one in Rome.

In time, the Roman mirror fell into the hands of Dracula, who took it to his castle to study. His researches revealed, however, that vampires (lacking a reflection) could not pass through the mirror. Infuriated that he could not use the device himself, he now jealously guards it, and access to Hell through it is strictly in his gift.

The Egyptian mirror changed hands several times over the millennia, and many myths and legends hint at the mysterious disk. Eventually, the Templars obtained it and returned it to Europe. They brought it with them to Britain and stored the artifact in the dungeons beneath Rosslyn Castle. Over time, the order lost its purpose and fell to occultism. The castle crumbled to ruins and the fourth mirror was lost, lying buried and forgotten in the remains of the crypts. The key to open the mirror was carved into the Apprentice pillar—a hidden code to a forgotten relic.

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learned how to extend his lifespan and change his appearance with angelic magic, and wandered Europe for hundreds of years. Eventually, he returned to the Rosicrucians and became a “student” of Dr. Jack.

After Dee’s other students all went insane, Kelley finally realized the folly of combining magic with science and reorganized the Rippers into a monster-hunting organization. Unfortunately, his attempt to fight fire with fire failed, and now even Dr. Jack has descended into madness.

Despite realizing the error of his ways, he also knows there is no other way for a normal human to defeat powerful creatures like vampires and werewolves. Resigned to this fate, he continues to study Rippertech and considers himself hopelessly damned as a result.

After confessing his secrets, he tells the team that he has indeed created a cure for ripping psychosis from the blood of an Atlantean vampire. He attempted to administer it to his former friend before he could activate the mirror, but Jack resisted. The two fought, and Jack escaped.

“He is beaded to the pyramid so he can reach the surface and return to Castle Dracula. You must stop him—Johann and I will remain here and attempt to destroy the Infernal Mirror. We cannot allow Jack and Dracula to free the creatures in this city. Take the cure with you; if you can administer it, he will not only be cured, but it will render him unconscious for several days.”

He hands them a syringe filled with clear liquid.

☞ **Infernal Mirror:** The Infernal Mirror is one of four identical devices created in Hell.

☞ **The Cure:** Van Helsing has managed to create a single dose of the cure. Administering the cure requires a successful touch attack. Any creature with a negative Reason is immediately restored to 0 Reason. Any supernatural weaknesses are lost. In addition, the target is immediately rendered unconscious for 1d4 days while the cure takes effect.

JACK’S BACK

Unbeknownst to Jack and Van Helsing, the biosphere was devoured by the ravenous Atlanteans soon after it arrived. As stunned as he is to realize this, Jack is pleased to see the *Nau-*

tilus docked in its place, and he takes the submarine. When the team arrives at the pyramid, they see the *Nautilus* pulling away. Through the crystal window, they also see dozens of Old Ones swarming toward the submarine.

The Old Ones quickly overwhelm the submarine and crush it like a tin can. Jack the Ripper is dead and the *Nautilus* is destroyed! There is nothing to do but return to Van Helsing and Johann.

JOHANN’S SECRET

Johann Van Helsing is not a human, but an artificially created life form called an *homunculus*. Johann was grown from scratch in a Ripper lab in Hell by none other than Victor Frankenstein. Created to act as a “spare” body for Dr. Jack, Victor considers Johann to be his greatest achievement. Johann and Dr. Jack have separate life forces, but they share a single soul. When the *Nautilus* implodes and Dr. Jack dies, his soul is transferred fully into the “spare” body, and his twisted personality overwhelms Johann. Seizing his discarded blade, he mortally wounds the unsuspecting Van Helsing, opens the Infernal Mirror, and steps through.

With Jack’s death and the destruction of the *Nautilus*, the only way out of the lost city is through the Infernal Mirror. Of course, by the time the team reaches the mirror, Johann has already attacked Dr. Van Helsing and escaped into Hell. The heroes arrive to find Abraham Van Helsing near death.

VAN HELSING DIES

As the team reaches him, Van Helsing is slipping away. He speaks as he gasps for breath.

“Johann has been possessed by Dr. Jack...He opened the mirror, and escaped. He entered a code that took him straight to Hell; I copied it down...He will recuperate there until he is able to return to Castle Dracula and complete his plan. You must stop him...you must not let him use this mirror...it isn’t too late to save him...Please!...”

With that final plea, the great Dr. Van Helsing dies. Wounds caused by Jack’s cursed weapon cannot be healed by supernatural means, so the heroes are powerless to prevent this. In his hand is clutched a piece of paper with scribbled Masonic symbols—the code to Hell!

DISABLING THE MIRROR

If the outer circle of stone is breached, the Infernal Mirror explodes in a shower of blood, rendering it useless forever. Of course, this requires a Ripper to remain in Atlantis, alone forever, and do the deed—an act of true heroism.

Alternatively, if the relevant symbols are removed, the artifact can be prevented from linking to a particular destination. So, if only the Rosslyn symbols remain intact, the mirror in Atlantis can only link to that destination.

If the Rippers fail to disable the mirror in Atlantis, Jack begins devising a new plot to release the Atlantean vampires as soon as he recovers.

POST MORTEM

The heroes must choose whether to follow Jack through the mirror, or cut their losses and regroup. If they step through to Hell, start immediately on the Savage Tale The Harrowing. If they enter the code they used in Rosslyn, a portal opens to a different mirror, buried beneath the ruins of Rosslyn Castle. They must dig their way out of the rubble-strewn crypt, but now have unlimited access to an Infernal Mirror and can take time to prepare before pursuing Jack to Hell.

THE HARROWING

Run this Savage Tale when the team feels ready to open the gateway to Hell. Jack has been recovering his strength following his sudden transference into Johann's body. Just before the heroes arrive in Hell (no matter how long it takes them), Jack feels fully recovered and departs for Dracula's castle.

THROUGH THE LOOKING GLASS

The Rippers step through the mirror and find themselves standing in what appears to be an alley located somewhere in the London slums. After a few seconds however, they realize that their first impressions are not entirely correct.

The sky glows with an evil reddish light that barely illuminates the darkened streets. Dark clouds slowly rain down ash and soot upon the city below. The air smells of sulfur and burns the lungs. Some of the nearby buildings appear to be on fire, but the fire doesn't seem to spread. A

dozen yards away, demonic stray dogs feast on something unspeakable.

4 Devil Dogs (see page 123)

ON THE RIPPER'S TRAIL

Wandering around Hell is futile—the factories and slums seem to go on forever. If they want to find a way out, they must track Jack to a place called the Corpse Factory.

Jack the Ripper is something of a celebrity in Hell, and the damned know where he's been resting. Convincing the damned to help is another matter. They are consigned to remain here for all eternity, so the best they can hope for is a small reprieve from their suffering. Alcohol, tobacco, and similar luxuries can convince a soul to say where Jack is hiding out, as can a raise on a Persuasion roll. Status and Intimidation are useless in Hell: the targets have nothing to lose!

Whatever the method, the team learns Jack is in a place called the Corpse Factory. Wandering around the streets of Hell is extremely dangerous. Demons patrol the city, keeping the sinners in line, and they show no mercy to the living. The heroes may be able to pass for damned souls, but if not they have a fight on their hands. For each hour the team spends in Hell, roll on the following table (+1 for each hour spent searching).

d12	Encounter
1-2	No Encounter
3-6	1d12 4 Damned Souls: Treat Damned Souls as Misguided Minions (see page 128), but give them the Ethereal ability.
7-8	1d4 4 Bone Horrors (see page 120)
9-10	1d4 4 Winged Fiends (see page 136)
11	2d4 4 Devil Dogs (see page 123)
12	1d4 4 Horned Gods (see page 125)
13+	The Corpse Factory (see below)

THE CORPSE FACTORY

The Corpse Factory is a huge smog-belching building, and looks more like a gothic cathedral than a factory. Inside, damned souls toil at the construction of Hellish Rippertech. The souls of hundreds of Rippers (anyone who has ever used an implant or potion) are piled in grotesque heaps

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and are being recycled into infernal implants and potions. Because they are immortal souls, however, the missing body parts “grow” back after a few days of agony. Be sure to stage a few conversations with allies who died during the campaign. The tortured souls warn the team against using Rippertech, explaining how it has damned them to Hell for all eternity.

A work gang of demons walks the factory floor, cracking great whips. The devices under construction are Bloodline enhancements (see page 58). If the heroes thought Bloodlines were rare genetic mutations, they now know the Cabal has started to enhance its minions by “ripping” the Rippers. The war is escalating!

🐉 **4 Horned Gods** (see page 125)

The Ledger

The Corpse Factory foreman has an office on the second floor. Jack fled here from Atlantis to repair his injuries and rest after the shock of switching bodies. Work orders for his recuperation, and all other work conducted in Hell, are entered into a giant ledger on the foreman’s desk. A Notice roll while reading the ledger also finds the work order for creating Johann, dated thirty years ago. Reading this provides the team with the information marked “Johann’s Secret” on page 88.

Of course, the factory foreman is protective of his client list and job records, and the team must trick or kill him to browse the enormous tome. If the team looks far enough back (and makes another Notice roll), the records still exist detailing the creation of all four Infernal Mirrors, complete with the Masonic codes required to activate each gate. The ledger cannot tell the Rippers where the mirrors are now, only where they were originally.

The ledger exacts a terrible price of those who read it. Any damned soul browsing its pages (including living Rippers with Rippertech) loses any benefit gained from his sins. Side Effects and Reason loss remain unchanged, but all benefits from Rippertech are lost. For this reason, Dr. Jack has not read the ledger (and so does not know the codes to all four mirrors): to do so would kill him as all his sins caught up with him at once.

🐉 **Factory Foreman:** Treat the factory foreman as a Wild Card Horned God (see page 125)

The Rippers must then retrace their steps to the alley with the Infernal Mirror and activate it to escape from Hell.

CASTLE DRACULA

✂ Before dying, Van Helsing told the heroes Jack would return to Castle Dracula when he was healed. Run this adventure when the Rippers decide to follow him here.

BACKGROUND

Many of the ancient vampire lords have yet to join forces with the Cabal, mainly because they do not recognize the Rippers as a threat and are disdainful of other creatures.

Dracula and Dr. Jack devised a plot to unite the vampires around the world under Dracula and, in alliance with the Cabal, wage a full scale war—first against the Rippers and then humanity as a whole. If the Atlantean vampires could be released and brought under Dracula’s control, the other ancient vampires would follow him; the balance of the struggle against the Rippers would tip dramatically in the Cabal’s favor.

If the Rippers have destroyed the mirror in Atlantis, this plan has been foiled. Otherwise, Jack still has to discover the code to return to the undersea portal.

BOOK OF THE DAMNED

If the Rippers learned the codes to use the Infernal Mirror, they can step through it into Count Dracula’s castle. Otherwise, they must locate and approach the castle by other means (perhaps by talking to Renfield, for example).

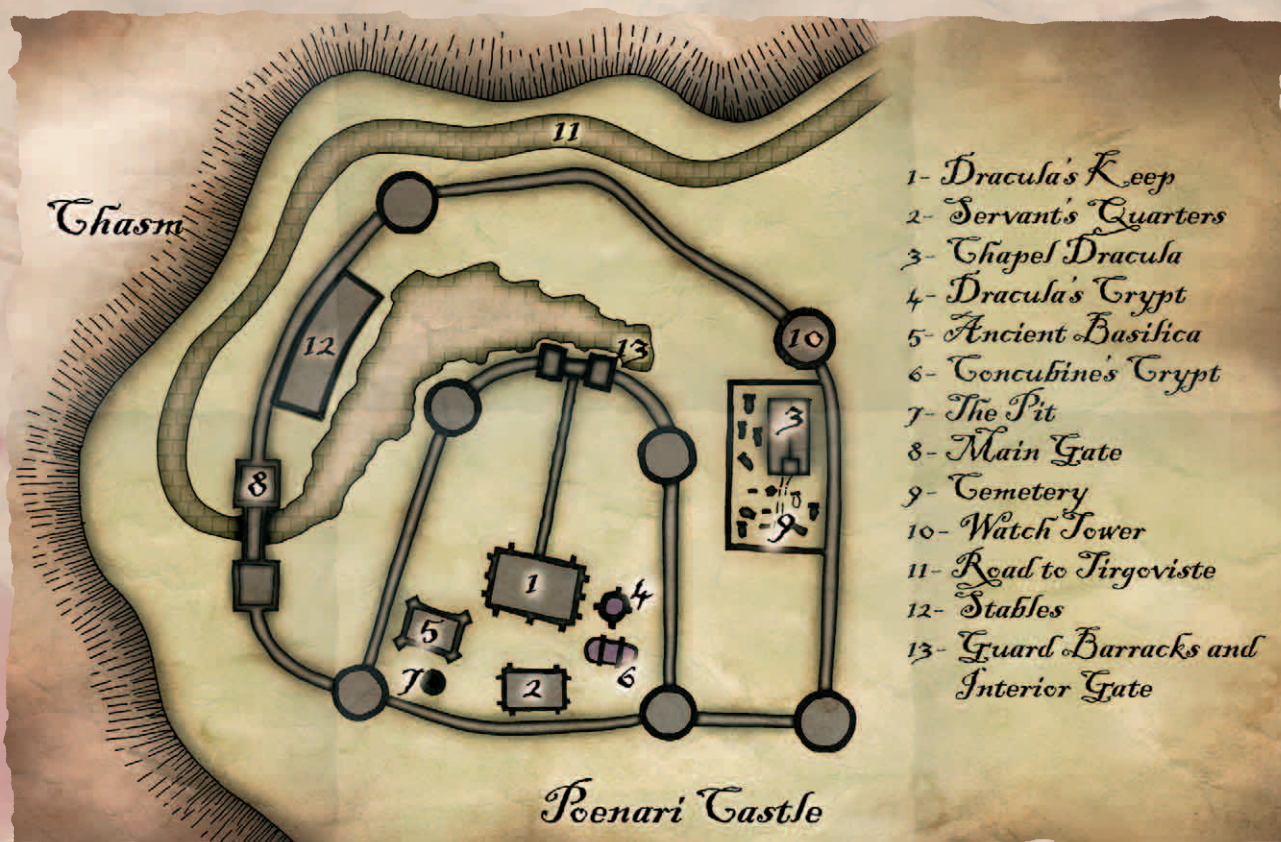
The mirror opens up into an ancient Roman basilica. Five Cossack Guards are on duty in this building at all times, and have orders to capture and interrogate any unexpected visitors.

🐉 **5 Cossack Guards** (see page 122)

Dracula’s Secret

Upon the altar lies an ancient tome bound in human skin. The book’s title, “The Book of the Damned,” is tooled into its leathery cover. It contains Count Dracula’s entire history (see page 122). A successful Notice roll reveals the following passage:

“So we decided to reward Prince Vlad. As a true predator of men, we did not make him a mere vampyre, but a creature like ourselves. Garlic, wooden stakes, not



even sunlight holds terror for him. He is fallen, and ere a mortal cleaves off his skull with a cold iron blade, he shall exist among them for ages eternal."

POENARI CASTLE

When Count Dracula decided to move to England in 1876, he kept the location of his true castle a secret from the Rippers. The “Castle Dracula” where he met Jonathan Harker was a completely different fortress located in Transylvania. The *Infernal Mirror* takes the team to Dracula’s true abode, called Poenari Castle and located near the town of Tirgoviste in the Romanian province of Wallachia.

Both Dracula and the possessed Johann are here. Dracula was furious with Jack for failing to release the Atlantean vampires. The allegiance of the other vampire lords seems to have slipped from his grasp and, in his anger, he threw his former ally into the pit in the castle grounds. The alliance between them thus shattered, an enraged Jack wants revenge. He is prepared to help the Rippers defeat Dracula in exchange for his freedom from the pit.

If the heroes have the ripping psychosis cure, they can use it on him (requiring a touch attack) to drive out Jack's personality and restore Johann to normal. However, it also renders him unconscious for days, so they may want to wait until Dracula has been defeated before administering it.

DRACULA'S KEEP

This is where Dracula stays during the evenings. If encountered here, his concubines and a dozen guards are with him. Dr. Jack's former guestroom was here, and he has hidden a spare cursed scalpel (Str+4, wounds may only heal naturally) in this building.

SERVANT'S QUARTERS

This is where Dracula keeps his servants and his “cattle,” on whom he feeds.

♣ **20 Misguided Minions** (see page 128)

DRACULA'S CRYPT

This building is where Dracula lies during the day (though sunlight does not harm him, he still needs his rest). If confronted here, he rises up from his coffin and defends himself.

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CONCUBINE'S CRYPT

Dracula's concubines rest here during the day. The first among Dracula's brides is the infamous Lizzie Borden. According to a popular children's rhyme "Lizzie Borden took an axe, and gave her mother forty whacks. When she saw what she had done, she gave her father forty-one." Lizzie was arrested and tried for the gruesome murders, but acquitted. Dracula admired her audacity and transformed her into the leader of his concubines (the other two are simply attractive local women). At night, they are always with their master in the keep.

🦇 **2 Concubines:** Treat these creatures as Concubines (see page 121). However, like Dracula, they are more demon than vampire. Replace the usual concubine weaknesses with those of Count Dracula (see page 122).

🦇 **Lizzie Borden:** Treat Lizzie Borden like Dracula's other Concubines, but make her a Wild Card and arm her with a Great Axe (Str+4).

THE PIT

This thirty-foot deep hole is divided up into several different cells. Dracula throws his prisoners here and leaves them to die from exposure. The walls of the cells are smooth stone and cannot be climbed without some kind of equipment. Currently, there are three prisoners here.

The first prisoner is a local man named Vasil Moskaluk. Before being abducted by Dracula, he was an officer in the army and chauffeur to the postmaster general of Bukovina in Austria-Hungary. Dracula decided he liked the man's driving skills and tried to make Vasil into his personal driver. Vasil resisted Dracula's *puppet* power, so the Count left him in the pit until he either dies or decides to serve. Vasil is eager to escape and can help the team fight the Count if necessary.

🦇 **Vasil Moskaluk:** Treat Vasil as a Soldier (see page 120), but give him Driving d8. He has no gear.

The second prisoner is Nadja, a beautiful young gypsy woman who came here looking for her sister Elena, who is now one of Dracula's concubines. Nadja does not want to face the Count—she says he is *marhime* or "unclean"—but she does so if there is no other way to put her sister to rest.

🦇 **Nadja:** Treat Nadja as a Gypsy (see page 119) but give her the Attractive Edge. She has no gear.

The third prisoner is Johann, who is temporarily in control of his mind. He is glad to see the heroes and tells them what happened while Jack was in control.

Wracked with remorse over the death of his father and driven to insanity by the realization that his life has been a lie Johann Van Helsing is a broken man. Despite this, he still has the heart of a Ripper!

He explains that Jack wants to kill Dracula, so even if he loses control during the battle, Jack won't turn on them until Dracula is dead. The team can give him Van Helsing's cure for ripping psychosis, which destroys Jack's personality, but Johann is useless for 1d4 days. Johann knows the cure causes unconsciousness, and he resists any attempts to administer it to him.

🦇 **Johann/Jack the Ripper:** Johann's stats are on page 118. If dealt a face card for initiative, Dr. Jack immediately assumes control. Treat the possessed Johann as a Wild Card Saucy Jack (see page 131), but give him Johann's Rippertech implants. If Dr. Jack is dealt a face card, Johann regains control. Regardless of his personality, he has no equipment, but Jack knows the whereabouts of his cursed scalpel, and he makes straight for it.

CEMETERY

The bodies of hundreds of Dracula's victims are buried in a mass grave in this small cemetery. At his command, up to thirteen of them can rise up as zombies to defend him each night.

🦇 **13 Zombies** (see page 137)

WATCH TOWER

This building contains a secret passage leading to Dracula's Keep. If cornered by the Rippers, he attempts to escape to this tower to fly away in bat form. The watchtower is guarded by a half-dozen of Dracula's servile wolfmen.

🦇 **6 Wolfmen** (see page 137)

ROAD TO TIRGOVISTE

It is quite likely the heroes have not fared well during their adventures in Atlantis and Hell and, if they came straight to Castle Dracula, they may want to retreat and return after they've had a chance to rest and recuperate and gather some allies. Also, if the team reads the Book of the Damned, they learn of the need for cold iron weaponry, which they may have to acquire before taking on Dracula.

STABLES

The stables house Dracula's hearse, as well as the two shadowy horses that draw it. The hearse is a large carriage, and anyone inside enjoys complete protection from sunlight. The shadowy steeds have the same stats as normal horses, but have the Undead ability.

GUARD BARRACKS AND INTERIOR GATE

Dracula keeps a detachment of human guards on hand to dispatch his opponents during the daytime. The guards patrol the castle in groups of four.

🐾 **40 Cossack Guards** (see page 122)

THE FINAL BATTLE

Eventually the team encounters Dracula, accompanied by his concubines, several squads of guards, and possibly reinforced by wolfmen and/or zombies. If the battle appears to be going badly for Dracula, three vampire lords arrive to assist their kin. Each is accompanied by five Winged Fiends. This is not an easy battle and, unless the team knows Dracula's secret, they may well lose.

🐾 **Count Dracula** (see page 122)

🐾 **3 Vampire Lords** (see page 134)

🐾 **15 Winged Fiends** (see page 136)

POST MORTEM

If Dracula is defeated, Johann either attacks the surviving Rippers and attempts to escape (if Dr. Jack is in control), or takes the cure (if he is Johann), destroying Dr. Jack forever. With its leadership gone, the Cabal loses direction.

After Dr. Van Helsing's death, Johann becomes the official leader of the Rippers, if he survives. Seeing the punishment that awaits the Rippers in the afterlife, he has his implants removed and forbids any further research into Rippertech. Instead, he orders the organization to focus on the angelic magic of the Rosicrucians, the miracles of the Order of St. George, and the advanced technologies being developed by the Harkers and the other Old Worlders. There are still monsters out there, but the Rippers cannot sink to their level—they must defeat their enemies with brains, faith, and a little bit of luck! It is time for the Rippers to take back the night for humanity.

ANTONY AND CLEOPATRA

If the team visits the catacombs beneath Rome, they learn of a plague of snakes in the tunnels and crypts. The poisonous asps in the catacombs are the work of Cleopatra, queen of ancient Egypt.

BACKGROUND

In 31 BC, Mark Antony, Triumvir of Rome, marshaled his forces against his rival Octavian. Aided by his lover, the Egyptian queen Cleopatra, Antony met Octavian in a massive naval battle. Cleopatra retreated, unwilling to risk her life over the Roman throne, and Antony followed her, leaving his troops to surrender.

Cleopatra and Antony returned to Egypt, where they hoped to live out the remainder of their lives in peace, but Octavian's armies followed them and laid siege to Alexandria. Despairing and believing the promises of the dark gods who promised them immortality, Mark Antony threw himself upon his sword, and Cleopatra allowed herself to be bitten by a poisonous asp. The dark gods brought them both back as vampires. Rival Vampire Lord Marcus Junius Brutus destroyed Mark Antony, but Cleopatra had a vision he would eventually be reincarnated, and she would meet him in the catacombs beneath Rome. She has been releasing poisonous asps in the catacombs, hoping to lure her lover to her.

INTO THE DARKNESS

The team can find Cleopatra's lair by making a successful Tracking roll. Each attempt requires 1 hour of searching. For each hour spent in the catacombs, there is a 50% chance of being attacked by 1d6 poisonous snakes.

POISONOUS SNAKES

Attributes: Agility d10, Smarts d4 (A), Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6

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

Special Abilities:

* **Bite:** Str+1

* **Poison:** Anyone at least Shaken by a snake's bite must make an immediate Fatigue check. If the check fails, the character gains a Fatigue

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level and must roll again. This continues until the character dies or succeeds.

- * **Size -2:** These poisonous snakes only weigh a few pounds each.
- * **Small:** Attacks against these creatures suffer a -1 penalty.

THE OSSUARY

Cleopatra has built a throne room from the bones within the catacombs. Human bones are plastered into and completely cover the walls, floor, and ceiling. Bone furniture decorates the chamber, fire flickers from bone torch lamps, and pure clean water fills a bone bathtub in the center of the floor. An immense throne of bone stands at one end of the room. Lush drapery and cushions add a bit of color to the room's otherwise gruesome décor.

One of the heroes is (of course) the reincarnation of Mark Antony. Cleopatra recognizes him immediately, pledges her undying love to him, and offers to take him back to Egypt to "live like the gods." She does not immediately reveal she is a vampire, but the hero probably figures it out rather quickly when she tries to bring her "true love" into undeath with her.

Even if the team kills Cleopatra, Brutus comes looking for Mark Antony's reincarnation.

♣ **Cleopatra:** Treat Cleopatra as a Wild Card Concubine (see page 121), but give her the ability to sire new vampires as if she was a Vampire Lord.

♣ **Marcus Brutus:** Treat Brutus as a Vampire Lord (see page 134).

ARTIFICIAL LIGHT

Professor George Edward Challenger has invented a Ruhmkorff's apparatus equipped with an ultraviolet Geissler tube. This tube sheds light resembling natural sunlight to such a degree that it can actually burn vampires.

On a Common Knowledge roll, a character recalls that Challenger is a genius, but has a violent temper and has several lawsuits pending against him. On a successful Streetwise roll, the team learns that the Cabal has gotten wind of his invention and wants him dead. To make sure there are no mistakes, they have sent an entire squad of Night Guard to take him down.

When the team arrives at his office, Challenger is incredibly rude and obnoxious,

refusing to part with his invention until he has improved its energy efficiency. If they leave and wait for him to perfect the device, the Cabal kills him after a tremendous battle, and the technology is lost forever.

Getting Challenger to listen to reason is an exercise in futility and might even degenerate into a brawl. The only way the team can possibly convince him to part with the device is to come clean about the Rippers and allow him to join the organization. He insists on a tour of the local lodge, and constantly critiques the security, laboratory facilities, training programs, and so on.

POST MORTEM

If the team is successful in convincing Challenger to join the Rippers, the Cabal does not know where to find him. He continues to work on his device for 6 months, improving the efficiency so it can be used 10 times before completely draining the battery. At this point, he declares the device "perfect" and allows the Rippers to issue it to their field teams.

Challenger costs a lodge £100 per month (plus the cost of each invention he creates)! The prestige of having the surly inventor as a member increases the lodge's Influence by 1. If he is ever unpaid, he leaves at once in a rage and the lodge loses 1 Influence.

If the team cannot convince him to join the Rippers, they are only left with two other options: overpower him and take the invention by force, or break into his office at night and steal it. If the team somehow manages to retrieve the device, the Night Guard goes after Challenger first, then comes after them.



PROFESSOR CHALLENGER

Professor George Edward Challenger is a brilliant zoologist, but his appearance can be quite intimidating. He is a bear of a man with a temper to match, and dresses in a long black frock coat and top hat.

Though best known for his outlandish beliefs that dinosaurs are not extinct, he is also quite knowledgeable in luminiferous aether theory. Professor Challenger knows a little about the Rippers, but he does not belong to the organization.

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

Skills: Climbing d6, Fighting d6, Healing d6, Investigation d6, Knowledge (Zoology) d10, Knowledge (Luminiferous aether) d10, Repair d6, Shooting d6

Status: 10

Charisma: -2; **Pace:** 6; **Parry:** 6; **Reason:** +0; **Toughness:** 9

Hindrances: Mean, Overconfident

Edges: Brawny, Scholar

Gear: Walking Stick (Str+1; Parry +1), Zoology Books

🐞 **8 Night Guard** (see page 128)

🐞 **Night Guard Officer** (see page 128)

🐞 **The Challenger Apparatus:** In its current state of development the device uses up a great deal of power and drains an entire voltaic cell in a single use. The apparatus lets out a flash of artificial sunlight in a Cone Template, automatically burning anything underneath with a Weakness (Sunlight) for 2d10 points of damage. The devices cost £10 to produce and weigh 25 pounds each. Challenger builds the devices by hand and can produce one each month.

THE SCARAB

Visitors to Cairo's *Western Sun Café* find it is actually a front for a group of evil cultists creating new mummies to serve in Sosra's army.

BACKGROUND

After Sosra awoke from his long slumber, he was disgusted at how his ancient homeland's importance had declined and resolved to conquer the world, restoring Egypt to majesty. He traveled the land locating other mummies subservient to him or sympathetic to his cause. It soon became apparent that very few remained from ancient times—far too few to bring his plans to fruition.

Sosra instructed the Scarab, a powerful priestess in life, and one of the first mummies he awoke, to create new servitors. The Scarab, unwilling to use native Egyptians as servitor mummies, set up an elaborate trap to capture foreigners for her master.



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THE WESTERN SUN

When the team enters the *Western Sun Café*, have each character make a Notice roll to realize all the people in the café are women. On a raise, the character detects the faint smell of exotic spices and burning opium. All of the other customers in the café are female cultists known as the “Children of Isis,” while several servitor mummies are concealed behind the screens at the back of the room. For every five minutes a character spends in the café, he must make a Fatigue roll. As soon as a character becomes Incapacitated, or if the team attempts to leave the café, the cultists spring their trap.

The cultists aim to capture the heroes, but they are prepared to kill anyone escaping from the café.

🐛 **10 Children of Isis:** Treat the Children as Evil Cultists (see page 124), but replace their sabers with nets.

🐛 **3 Servitor Mummies** (see page 132)

THE CHILDREN OF ISIS

The basement of the *Western Sun* is an elaborate Egyptian temple dedicated to Isis. The room also houses mummification gear, including large wooden boxes filled with natron (a mixture of salt and baking soda), bandages, dissecting tools, canopic jars, and the like.

Any captured Rippers are dragged into this chamber and shackled to iron rings set into the floor. The cultists allow the prisoners to languish for several hours before the Scarab deigns to speak with them.

If the heroes cannot escape from this dire situation, they are destined to become members of Sosra’s growing army. If there are any male characters on the team, she picks out the most attractive one and offers him the chance to be her concubine instead of becoming a mummy.

🐛 **The Scarab:** Treat the Scarab as a Royal Mummy (see page 131), but give her the *puppet* power, and the ability to change shape into the form of an old man, a beautiful woman, a hideous mummy (her true form), or a foot-long scarab beetle. Regardless of her form, the Scarab always uses the same statistics.

☞ **Atlantean Immortality Formula:** If this substance is injected into a character, the person dies and becomes a vampire after 1d4 days. Nor-

mally, the Children of Isis mummify the character before the potion takes effect, causing the person to become a Servitor Mummy instead. Mummies animated by the Children are under the mental control of the Scarab. At any given time, the Scarab has 1d4 doses of the formula on her person.

THE DEBAUCHED ONE

Nineteen year-old Grigory Efimovich, better known as Rasputin—or “the debauched one”—and is a spy for the Cabal. Grigory is not even a monk, but a believer in an obscure sect of the Russian Orthodox faith known as the *Kblysty* or “Men of God,” a sect with a number of unusual beliefs.

Grigory makes himself useful to the team, healing their injuries and following them to the farthest corners of the world. He avoids fighting whenever possible and prefers to remain behind at a lodge, saying he needs “more experience.” All the while, he tries his best to gain influence over the Rippers, constantly suggesting questionable courses of action likely to get them killed.

He spends his time indulging in his various leisure activities and reporting back to his superiors, until the team eventually catches him in the act. He tries his best to talk his way out of the situation using his hypnotic eyes but, failing that, fights his way out of the lodge and flees to the nearest center of Cabal activity.

🐛 **Rasputin:** Treat Rasputin as a Wild Card Mad Monk (see page 127), but give him Faith d8, 30 Power Points, and the following powers: *healing* (lay on hands), *greater healing* (lay on hands accompanied by a glowing light), and *puppet* (hypnotic gaze).

ENTER SANDMAN

Run this Savage Tale after the team pays a visit to the Vatican. One character starts having terrible nightmares. At first the character remembers nothing, but just wakes up screaming in the middle of the night.

After a few days (or weeks or even months), the character starts remembering the dream: a strange creature dressed in tattered rags enters the room. It approaches the bed, and the sleeper wakes up

with a start. The creature then throws a handful of sand into the hero's eyes, which fill with blood and melt out of their sockets. The character then wakes up screaming. After a few visits, these dreams get progressively more vivid, until they seem completely real. You might want to play them out, especially if the Ripper decides to attack the creature. No matter what happens, it is just a dream and the hero wakes up unharmed. The disturbed sleeper loses 1 point of Reason, however, so vivid are the visions.

This disturbing pattern continues for several more days (or weeks or even months), at which point the Sandman finally shows up in person. You should run this like the previous visits, but allow the other heroes to awaken and witness the Sandman's attack.

The Sandman: Treat the Sandman as a Ghost (see page 124), but give it a Spellcasting of d8 and the ability to use the *stun* power (throwing sand) at no Power Point cost. Anyone stunned by this power is also blinded and suffers a -6 penalty to attack rolls. At the end of the battle, a blinded character must make a Vigor roll, or his eyes melt away and he becomes blinded permanently!

No matter how much investigating they do, the Rippers can never learn any more information about it. Some things are just meant to remain a mystery.

THE CRUCIBLE

Serious Chapel goes missing while investigating a coven of witches executed in 17th century England. The Rippers must find and free the legendary monster hunter.

THE PENDLE WITCH PROJECT

As part of his crusade against witchcraft, Serious Chapel visited Pendle inquiring about the Lancashire Witches. The locals revealed strange lights were sometimes seen at the ruins of Malkin Tower farm, a famous local



landmark where the witches once congregated. He went to investigate and was captured by the hags.

A successful Streetwise roll locates someone who spoke to Chapel. After his disappearance, people are afraid, and it takes a successful Persuasion, Intimidation, or Taunt roll to get the person to reveal the strange goings-on at the farm.

The locals are right to be afraid; the hags use their powers of illusion to move about the town undetected, sowing confusion in their wake. In addition, the hags have recently made contact with the Cabal. There are currently two wolfmen living in Lancashire, and their activities might throw the Rippers off the proper trail.

2 Wolfmen (see page 137)

MALKIN TOWER

If the team investigates Malkin Tower farm, they find a locked trapdoor at the base of a ruined wall. Beneath it is a staircase descending into a torch-lit room. The floor of the stone chamber is marked with a bloody pentagram, and a dark-stained stone altar marks its center. Serious Chapel is hog-tied and lying atop one of the hag's beds—really just a 'nest' of rotten furs and sticks. At any given time, both James and John and 1d10 of the hags are in the lair.

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The hideous coven flies into a rage at any intrusion and wildly attacks the would-be rescuers. If the team doesn't save Chapel, Chattox and Demdike fight over who has the honor of sacrificing him. The dark gods show their pleasure at the death of a famous Ripper by returning the witches to human form. The witch who actually sacrifices him becomes a Wild Card; the others are Extras.

The newly reborn Witches immediately make contact with the wolfmen and offer their services to the Cabal.

♣ **Alizon Device, Elizabeth “Squinting Lizzie” Device, Anne “Old Chattox” Whittle, Anne Redferne, Alice Nutter, Katherine “Mouldheels” Hewitt, Jane Bulcock, Isobel Robey, Elizabeth “Old Demdike” Southernns, Jennet Preston, Margaret Pearson:** the members of the coven are Witches (see page 136).

♣ **James Device, John Bulcock:** Treat these reincarnated warlocks as Ogres (see the *Savage Worlds* rulebook).

♣ **Serious Chapel** (see page 115)

♣ **Fancie and Tibb:** Fancie is Old Chattox's familiar. Tibb is Old Demdike's familiar. Both demons appear as mangy brown dogs. Both creatures use the statistics for Devil Dogs (see page 123).

DEMON BARBER

The barber Thomas Bean has been possessed by the spirit of a deadly serial killer named Sweeny Todd—the “demon barber of Fleet Street.” Bean has no connection to the Cabal.

The church next door to his barbershop boasts an extensive series of catacombs, some of which run directly below his shop. The possessed Bean cut a hole in the floor of his shop and created a rotating trapdoor. He then bolted a barber chair onto either side of the trap door and set up an elaborate mechanism. At the pull of a lever, the trapdoor spins, flipping the chair upside down and dumping his unfortunate client down a 30-foot pit into the catacombs below (2d6+5 damage). If the customer somehow survives the plunge, the barber rushes down through his basement and finishes off the unfortunate with his cursed razor.

Thomas then cuts up the victim and removes the flesh. He delivers the meat, via the catacombs, to his girlfriend Margery, who owns a pie

shop across the street. The human flesh is used as pie filling and sold as veal pies. This exact modus operandi was used by the original Sweeny Todd, but over a hundred years have passed since Todd was executed, and his crimes have faded from memory. Most people believe him to be an urban legend.

Once the Rippers begin digging deeper into this mystery, a character can make a Common Knowledge roll to recall the story.

♣ **Thomas (incarnation of Sweeny Todd the Demon Barber):** Treat the Demon Barber as a Saucy Jack (see page 131), but without any Rippertech. Replace his cursed scalpel with a cursed straight razor that uses identical statistics. Instead of hating women, he hates the wealthy, and does +2 damage against anyone with the Rich Edge or with Status of 10 or higher.

♣ **Margery the Cannibal:** Treat the pie shop owner as a Misguided Minion (see page 128). She would not normally do such horrible things, but has been completely hypnotized by Thomas's weird charisma.

FEAST OF BLOOD

Run this Savage Tale if the heroes conduct a research or investigation adventure after discovering the weird ash on Mt. Vesuvius.

The ashes retrieved from Mt. Vesuvius are in fact the remains of a powerful nosferatu named Sir Frances Varney of Ratford Abbey (a.k.a. Marmaduke Bannerworth). Varney had the unusual ability to regenerate when exposed to moonlight and could recover from any injury, no matter how severe. Several decades ago, the monster experienced a flash of his former humanity and jumped into the volcano to end his accursed existence. Amazingly, he can still regenerate from his ashes and eventually reforms if exposed to the light of a full moon.

♣ **Varney's Ashes:** The vampyre's ashes explode if they come into contact with another vampire; a handful of ash inflicts 3d6 damage to all vampires in a Medium Burst Template. There are currently enough ashes for 10 uses. If exposed to moonlight for a full night, enough of the ashes regenerate to provide an additional use. If even a handful of ash is exposed to the light of a full moon, the ashes explode with a burst of arcane energy (doing 2d10 damage in a Large Burst Template) and immediately reform

into the vampyre. If the ashes are broken up into separate piles, only a single pile retains Varney's "soul" and special properties, with the remainder becoming mundane ash.

Varney the Vampyre: Treat Varney as a Wild Card nosferatu (see page 128) with the Regeneration ability when exposed to moonlight. Unlike most creatures with the Regeneration ability, Varney can regenerate from any injury, no matter how severe. Varney savagely attacks the person responsible for recreating him. His moment of redemption is passed and he becomes the monster he once was, working for the Cabal.

THE BLACK DEATH

Run this Savage Tale if the team is in China in 1893. They intercept a message that reveals the vampires in the Far East are planning to slaughter the Cabal's servants there.

The Chinese vampire lords do not take kindly to Cabal incursions into their territory, and in 1893 they infest the Yeti strongholds in Tibet with plague-ridden fleas, hoping to drive the creatures away. The plan fails, as the fleas cannot tolerate the extreme cold of the Cabal's mountaintop strongholds. Instead, the fleas infest rats and make their way to China, causing an epidemic and killing over 100,000 people in 1894. The vampires are the only individuals who know the role of fleas and rats in plague transmission. Unless the heroes can do some research and make the connection, it remains a mystery to the rest of the world until French doctor Paul-Louis Simond discovers its cause in 1898.

BLACK DEATH

The bubonic plague, or "Black Death," is initially spread by fleabites and carried by rats. Those with the plague can also develop pneumonia, making them highly contagious and able to spread pneumonic plague through the air.

Symptoms of the plague include fatigue, swollen lymph nodes, and necrosis of the extremities. In addition, those who develop the pneumonic plague suffer from a severe cough.

Anyone exposed to plague must make a Vigor roll or contract the disease. After a 1d6 day incubation period, the character must make a Vigor roll every day or suffer 1 wound. If a character

rolls a 1 on the Vigor roll (regardless of the result of the Wild Die), the character not only suffers a wound, but also develops pneumonic plague and becomes contagious.

Those with bubonic plague must make 4 Vigor rolls before the disease runs its course, but those with pneumonic plague must continue to make Vigor rolls until the disease eventually kills them, or they are healed by magic or Rippertech.

POST MORTEM

If the team can get word to the Yeti that vampires tried to eradicate them, the ensuing in-fighting keeps the Cabal out of China and Tibet for years.

LAIR OF THE WYRM

If the team visits the New York City lodge, they find the entrance barricaded and a makeshift camp outside the doors. The Yankee approaches them, and explains his predicament.

"Maybe you've heard rumors about alligators in the sewers? The rumors are true, because we put them there to eat the sewer rats. Much to our dismay, it seems one of them has been swimming in the runoff from our potion lab and has gained tremendous supernatural powers. Yesterday it decided to set up a lair in our lodge, but we could not harm the creature and it drove me out with its fiery breath. Several of my men were killed, but I believe others are still alive and in hiding. I need to slay this beast before it devours the rest of my men. I won't leave them to die, but I can't do this alone!"

There are two remaining constables and four militia members scattered throughout the lodge, but the beast is actively hunting them down.

The Yankee (see page 118)

4 Militia (see page 119)

2 Constables (see page 119)

Mutant Sewer Gator: Treat the mutated albino alligator as a Drake (see the *Savage Worlds* rules). The monster has contracted ripping psychosis, is repelled by holy symbols (-2 to attack), and takes +4 damage from cold iron weapons as if it were a demon. If the heroes do not make the

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connection between its fiery breath and demonic influence, the Yankee makes the suggestion after several rounds of combat.

HARE AND BURKING

At a small guesthouse, the team makes an unpleasant acquaintance.

The owner of the inn, a charming though unattractive old blind man named Bill Hare, offers the Rippers as much free booze as they can drink. He has poisoned their drinks with a powerful sedative, making it twice as intoxicating as normal.

If the team doesn't seem to be drinking enough, Bill challenges one of the heroes to a drinking contest. For each round of the contest, the character must make a Vigor roll at -2 or gain a Fatigue level. Bill has developed an immunity to the poison, so he doesn't suffer the -2 penalty.

Bill's goal is to get one of his guests to pass out. He offers to put this character in a "private room," then sneaks in to the room at night and attempts to smother his victim with a pillow. The drunk and sleeping hero must win an opposed Notice roll (-2) to awaken when Hare sneaks into the room. If he fails, he wakes automatically when attacked, but is so surprised that he begins the fight Shaken.

The pillow does Str+1 damage each round, and the character automatically takes damage unless he can win an opposed Strength roll to pry Hare off of him, in which case he resorts to a straight fight using whatever items are available.

Though Mr. Hare might at first seem to be an assassin sent to kill the heroes, he has nothing to do with the Cabal. Instead, he sells the remains of his victims to medical schools for dissection in anatomy classes. He only makes a few quid for each body, so he specializes in volume! If the team catches Bill, he offers to dispose of any human bodies they might generate during the course of their missions, and even offers to pay them a few shillings for their trouble (depending on the freshness of the body).

Bill Hare: Treat Bill as a Saucy Jack (see page 131) but without the Rippertech, cursed scalpel or hatred of women.

INSIDIOUS MR KING

If the team visits China sometime after reaching Veteran level they receive a visit from a Ripper known as "the Suffragette."

She explains that she is a supporter of the Temperance movement, and that includes not just alcohol, but other drugs like opium and hashish. When she broke up the opium ring in San Francisco, she learned that it was part of a global crime syndicate ruled by a mysterious man named "Mr. King." She traced Mr. King back to Shanghai, and hopes to take him down but has recently discovered some disturbing news.

Mr. King is a three-thousand year old vampire sorcerer and is protected by a small army of undead minions. The Suffragette is normally a loner, and asking for help makes her visibly uncomfortable—especially if all or most of the heroes are male.

PIPE DREAMS

A Streetwise roll reveals that Mr. King often visits a nearby warehouse to deliver instructions to his minions. With a raise on the roll, the team learns that Mr. King's vampire minions are "Chinese hopping vampires," a local variety of bloodsucker that suffers from rigor mortis, causing them to move with a stiff, almost jumping gait.

The local lodge has information on these vampires, but requires both an Investigation roll and Knowledge (Chinese) to translate the ancient documents, which are carved on tortoise shells.

Hopping vampires are kept at bay by sticky rice, and can be killed by a strong blow to the head. A powerful vampire named Xi Din, a sorcerer and the tyrannical king of the Shang dynasty, first spawned them several thousand years ago. In 1122 BC, Din faced an attack by his rival, Wu Wang. When Din's own army turned against him and sided with Wu, Din made a dark pact. To seal the bargain, he committed suicide by setting himself ablaze and emerged from the flames as a vampire to take his revenge.

MR. KING

In the centuries since, Xi Din, under the alias of "Mr. King," built himself a huge criminal empire. When the opium wars began, Xi Din

sided with the British. He now works for the Forbes family of Hong Kong and eliminates any Chinese officials who attempt to block the trade in opium.

On any given night, there are 2d6 hopping vampires present at the warehouse receiving opium shipments, but the team must stake out the warehouse for 1d6 days before Mr. King makes his appearance. If they attack the hopping vampires, add 1d6 days to the delay for each attack.

If the team is victorious, the Suffragette burns the warehouse down and takes her fight to Mr. King's British and American competitors in Hong Kong.

Xi Din: Treat Xi Din as a vampire lord (see page 134). He can use his *puppet* power at no Power Point cost. He does not suffer extra damage from wooden weapons, but takes +4 damage from fire-based attacks, and suffers a -2 penalty to Fighting attacks against anyone carrying an open flame.

Hopping Vampires: Treat the hopping vampires as nosferatu (see page 128), but give them the *Lame Hindrance*. Hopping vampires are not affected by salt, but take +4 damage from called shots to the head, and take normal damage from piercing attacks directed at their heads. They are also repelled by sticky rice, and suffer a -2 penalty to Fighting attacks against anyone carrying a pound or more of it.

The Suffragette: (see page 118)

JERSEY DEVIL

While in America, the heroes learn of some disturbing happenings in Leeds Point.

According to local legends, Ms. Shrouds of Leeds Point was a witch and had a child with the Devil. She hid the deformed child in her attic for several years until her neighbors, alerted by the unearthly shrieks, decided to investigate and discovered the creature. Ms. Shrouds was put to death for consorting with demons, but before they could do anything about the child, it grew wings and flew away. For decades, the strange creature, known to locals as the "Jersey Devil," has been raiding crops, devouring livestock, and killing household pets.

Unknown to the local populace, the Jersey Devil moved back into the Shrouds House a few years ago and now lives in the attic where it has

been cavorting with demons. It became pregnant and has recently laid its eggs. If the heroes do not stop them from hatching, a plague of the devils descends on the surrounding countryside.

Shrouds House

A character knows the legend of the devil on a successful Common Knowledge check. Learning the location of the Shrouds House requires an Investigation roll.

Inside the attic is the Jersey Devil and its brood. Much of the house has collapsed and getting up to the attic requires a successful Climbing roll. The devils are strange looking creatures, with horse-like faces, bat wings, and long legs with cloven hooves.

Jersey Devil: Treat the Jersey Devil as a Wild Card Winged Fiend (see page 136).

6 Baby Devils: Treat the "baby devils" as Winged Fiends (see page 136).



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LICHE HOUSE

The newspapers are full of the latest failed expedition to the South Pole. Many explorers have vanished in Antarctica, but a survivor was found, raving mad. Before succumbing to frostbite, he revealed his expedition was attacked.

BACKGROUND

The last several expeditions to the South Pole have all failed, and the members of the expeditions have vanished. The explorers are alive, but prisoners of a terrible monster. The creature—actually an Old One—left Atlantis many centuries ago in search of magical knowledge and discovered an ancient temple in Antarctica. This temple, built millions of years ago when the world was a much warmer place, housed the frozen remains of a race of reptilian humanoids called the “Samat.” The Old One attempted to release the Samat from their magical hibernation, but it lacked the necessary scientific knowledge.

Stymied, it scoured the globe, searching for the knowledge necessary to thaw out the Samat. It was this Old One who told Dr. Jack about the Atlantean vampires trapped in lost Atlantis in return for some clues as to how to free the Samat.

THROUGH THE DEEP SNOW

If the characters try to follow the path of an expedition, they find the going extremely difficult. It takes 2d6 days to reach the remains of a camp, where they find diaries referring to attacks by “the Damned Thing.” After another 2d6 days, they reach a frozen temple. During the expedition, the team must contend with the extreme cold (see the *Savage Worlds* rulebook).

Then, 1d4 days after leaving the camp, the Damned Thing attacks. It usually attacks during snowstorms for concealment (inflicting an attack penalty of -4). If the damned thing can incapacitate a hero, or if it is wounded, it burrows through the ice (with a victim if possible) and flees through an icy cold underground river to the safety of the temple.

❧ Damned Thing: Treat the Damned Thing as a Wild Card Old One (see page 129).

HOUSE OF THE DEAD

The ancient stone temple is of a style unknown to history, carved with strange biomorphic designs and depictions of snakes, dragons, and dinosaurs. The bodies of scores of snake-men are arranged in neat little rows and fill the interior of the temple. Large boilers of magical construction draw power from geothermal vents and pump warm air into the temple, slowly melting the blocks of ice.

Several blocks have been cut open with saws, and the serpent men within have been removed and dissected, their bodies still splayed open on rows of operating tables.

Most of the members of the Antarctic expedition are here as well, but they are all incapacitated and connected to strange intravenous devices. These ghoulish contraptions drain their blood and pump it into the bodies of frozen reptile men. Witnessing the hideous sight forces those present to make a Guts roll.

If the Damned Thing is here, it makes telepathic contact with the team, telling them:

WE REQUIRE YOUR WARM BLOOD TO REANIMATE THE SAMAT FROM THEIR FROZEN TOMBS. IF YOU DO NOT STRUGGLE, IT WILL BE PAINLESS!

Faced with such a statement, any sane person should either run or attack. Regardless of the team’s actions, the Damned Thing has already managed to successfully animate a handful of the Samat, and the creatures step out of the shadows and attack.

❧ 3 Samat: Treat the Samat as Serpent People (see page 132).

ALIVE!

Of the twenty-four members of the original expedition, fourteen are in the temple, with the remaining victims of the Damned Thing. They are grateful for the rescue, but need immediate food, water, and medical attention.

If the team can get the expedition back to civilization alive, the explorers are happy to join the Rippers as allies once they recover (add them to the players’ lodge membership). The heroes also benefit from an immediate +5 Status! Celebrity has its benefits.

THE LITTLE PEOPLE

Photographs of “fairies” begin appearing in the *Strand Magazine*. They are weird enough to pique the heroes’ interest.

These photos show two girls playing with some sort of invisible being, supposedly evidenced by levitating flowers, rocks, and similar objects. There are also photographs of stunted, ugly, gnome-like people living in an underground village. If the heroes have encountered evil henchmen before, they recognize the “gnomes” as belonging to the same race.

Convincing the newspaper editor to reveal his source requires a successful Persuasion roll and some good roleplaying. If successful, the editor tells them the names of the girls: Elizabeth and Emily Cottingley of Bradford in West Yorkshire.

FAIRY TRAP

The girls’ parents readily admit they submitted the photographs to the newspaper, but insist the girls took the photographs themselves. Emily (who is sixteen and an apprentice photographer) and Elizabeth (who is only ten), both swear the photos are genuine. Emily even offers to take the team to the grove where they first met the invisible fairy, who she calls “It.” But she warns the team, “They don’t come to us if there are grown-ups around, so I suggest you hide.”

If the team uses appropriate stealth, It appears to the girls after a few hours. They spend a while playing with their invisible friend, and then ask him to take them back to the “gnome village.” It takes the girls to a cave not far from the grove and dispels the illusion covering the entrance.

Inside the cave is a village occupied by a score of Little People and protected by more illusions. While the girls see charming gnomes, the team see hideous proto-human dwarf-men. The girls see tea and scones, but the Rippers see the feast for what it really is—human flesh!

If the heroes do not interrupt the feast, they discover the Little People’s plan. Through trickery, these beastly creatures have corrupted the Cottingley girls. At a few magical words from It the pair transforms into wildmen and attempts to devour the team.

20 The Little People: Treat the Little People as Henchmen (see page 125)

It: Treat It as a Wild Card Henchman (see page 125), but it is permanently invisible, causing attacks against it to suffer a –6 penalty.

Elizabeth and Emily Cottingley: Before the feast, Elizabeth and Emily should be treated as Innocents (see page 119). After the feast, they become Sasquatch Wildmen (see page 135).

INNOCENCE LOST

Hopefully the team doesn’t end up killing the Cottingley girls, or they must deal with the local authorities and suffer a heavy Status loss. Searching the Little People’s village reveals a map showing dozens of similar villages throughout the world.

In addition, the team finds a series of communications between the Little People and agents of Dr. Jekyll in Budapest, offering the dwarves unlimited supplies of human flesh in exchange for their service as bodyguards and servants.



MOTH TO A FLAME

Run this adventure soon after a Ripper first experiences a bout of ripping psychosis. Soon afterwards, he receives a mysterious letter addressed to himself. The letter reads:

My friend,

Meet me in the chapel of the Monastery of St. George in Prague on any evening at one hour past Midnight. I believe I can be of some assistance. JM

If the team investigates, no one at the monastery is named “JM,” and nobody knows anything about the letter. At the appointed hour, a mysterious hooded figure appears out of thin air, kneeling before the altar. The figure is dressed in the simple robes of a monk and, if the hero is there, he rises and approaches the Ripper. Removing his cowl, the apparition greets the hero. He explains:

“My name is Brother John Melmoth, and I come here to offer you a great gift. Over two hundred years ago, I sold my soul to the Devil in exchange for long life and magical power. Now I grow tired of that gift and wish to pass on to judgement—but I cannot die. I offer you my powers, and all I ask is that you sell your soul to the Dark One. It is but a small price to pay, for I sense that you have defiled your body with evil—you are already damned, and your chance of salvation is small. Will you accept what I offer?”

Even though everything Melmoth says is true, the chance of the hero accepting his “gift” is probably rather small. If by some chance the gift is accepted, the hero gains Melmoth’s Arcane Background Edge (including an unlimited supply of Power Points) and his indestructibility. In exchange, the Ripper is damned and is no longer able to earn or gain any benefit from the use of bennies! In addition, the souls of the character’s descendents are damned to Hell as long as the character lives. A character thus cursed remains so until he can find someone to take his place.

If the team attacks, Melmoth proves invincible. After a few rounds of combat, he laughs at the team, and disappears in a puff of smoke and brimstone. He is desperate to find a taker, though, so tries again with the next Ripper to

have a bout of psychosis (even if the individual has already turned him down).

♣ **Melmoth the Wanderer:** Treat Melmoth as a Wild Card Evil Priest (see page 124) with an unlimited supply of Power Points. Melmoth can be Shaken or even wounded, but he cannot become Incapacitated or die until he brokers the sale of a soul to the Devil. Melmoth does not get bennies, and he cannot benefit from their use.

BANE

Several weeks after their encounter with Melmoth, Father McBane contacts the team, telling them about his history (see page 117), the curse upon his family, and the need to kill the monk. If the team explains Melmoth’s curse, McBane becomes visibly upset. “Melmoth cannot die until someone willingly damns themselves in his place? Then I’ll have to drag him down to Hell alive and screaming!” If the team has a copy of *The King in Yellow* or some other method of reaching Hell, McBane asks to use it.

If by some chance one of the team has accepted the curse, he is happy that the curse has been lifted, but disgusted that the hero would willingly sell his soul to the Devil.

McBane leaves the meeting more determined than ever to find and defeat his ancestor—unfortunately, he never succeeds.

♣ **Father Angus McBane** (see page 117)

THE SECRET SERVANT

If the heroes ask the Harkers for details of their attack against Dracula, they learn that the Harkers’ friend Dr. Seward is treating Dracula’s former henchman, Renfield, at his asylum.

It was claimed Renfield died during Van Helsing’s first battle with Dracula, but Renfield actually escaped from the Count’s mental control and offered his services to the Rippers—the story of his death was simply a ruse to prevent the Count from returning to exact revenge. Renfield is locked up in Dr. Seward’s asylum, no longer a slave to Count Dracula and willing to help the Rippers, but still insane and extremely dangerous.

Renfield is a mine of useful information. He knows the name and history of the major Cabal servants, can highlight many of their weakness-

es, and has an uncanny ability to guess the Cabal's next move. He also knows the whereabouts of Poenari Castle.

Trying to interrogate Renfield is hard work, though—his utterances are as much psychic precognition as they are knowledge of the Cabal, and he is prone to rambling one minute and ranting the next. Seward is reluctant to allow access to his patient too regularly, worried that the Cabal may learn of his existence.

The doctor himself is a useful ally. Seward is an experienced and talented alienist and his regime at the asylum is better than most. Rippers losing their Reason can find treatment at Seward's asylum.

If the heroes start to rely too heavily on Renfield or Seward (visiting the asylum more than once in a month), the Cabal learns of the asylum and mounts a raid on it to kill both troublesome individuals. If Renfield dies, Seward blames the team and refuses to treat any of the heroes.

♣ **Dr. Seward:** Treat Dr. Seward as a Wild Card Soldier (see page 120), but give him Smarts d10, Healing d10, and the Alienist Edge.

♣ **Renfield:** Treat Renfield as a Wild Card Henchman (see page 125). Renfield only eats living food—he prefers bugs, but has been known to eat rats. This unusual diet provides him with great strength and the Improved Frenzy Edge.

NEW MOON

During a research adventure, the team learns that Paracelsus, one of the founders of the Rosicrucians, developed a cure for lycanthropy hundreds of years ago. Sadly, he took the cure to his grave but may have left some helpful clues in his old lab notes. Victor Frankenstein obtained the notes over one hundred years ago and left them in his old castle three miles south of Darmstadt. The mansion stood abandoned for decades, but recently the owner has started renting it to thrill-seekers keen to experience the residence of the infamous Dr. Frankenstein, whose legend is well known in the area.

CASTLE FRANKENSTEIN

Locating the notes requires an extensive search of the castle while sharing it with an annoying group of bored aristocrats, who have come there to party. Frankenstein hid the notes

in a locked iron box in a secret compartment hidden in the library. Paintings around the castle give hints to its location. Inside the box is an alchemical journal written in coded Latin.

Recovering the notes requires several successful Investigation and Notice rolls, as well as a Lockpicking roll (–2) to open the box. From the moment the team recovers it, however, the house guests are stalked and mercilessly attacked by the Golem.

THE GOLEM

“Golem” is a Hebrew word which means “embryo” or “shapeless mass.” According to ancient tradition, certain Rabbis were able to bring clay statues to life by marking them with one of the names of god, known as “Shem.”

Rabbi Loeb of Prague created the Golem in the 16th century to protect the Jews from persecution, but the creature eventually went mad and had to be deactivated. Its parts were stored in the attic of a synagogue and later discovered by Victor Frankenstein, who brought the parts of the golem back to his family mansion, where he reanimated it. The Golem, though made of clay, became the prototype for his original Monster and, before Victor left in pursuit of his creature, he ordered the Golem to guard the journal.

The Golem somehow misunderstood the instructions and killed anyone who knew where the journal was hidden. It killed all of Victor's surviving family in the castle. Since no one has found it since then, the creature has remained dormant until now.

The thing itself is a clay statue with a vaguely humanoid shape and, though it is sentient and completely dedicated to following its orders, it is not particularly intelligent. A nearly indestructible being, the Golem is powered by a “Shem Hameforash,” a series of quabbalistic symbols written upon the soft clay of its forehead.

♣ **The Golem:** Treat the Golem as a Wild Card Animated Statue (see page 120), but replace its weakness to explosives with the Invulnerability ability. The only way to destroy it is to first deactivate it by erasing the Shem inscribed in the soft clay of its forehead (requiring a called shot at –6, which causes at least a Shaken result).

POST MORTEM

If the team can deactivate the golem, the Order of St. George is keenly interested in

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returning it to Prague so that it can guard the lodge beneath the Monastery of St. George. The team can decipher the alchemical journal if their lodge has an alchemist's lab. After a successful research adventure, they can produce the lycanthropy cure.

☞ **Lycanthropy Cure:** Treat the cure as a Rippertech extract with no Reason loss or Side Effects. The raw materials for the potion include £1 of wolfsbane, £5 of silver, and the blood of a wolfman or werewolf. Otherwise it follows all the usual rules for making extracts.

The lycanthropy cure can only be administered to someone in werewolf form. The werewolf must be restrained with silver chains under the light of a full moon, and the werewolf must be coerced into drinking the potion. Once the werewolf ingests the cure, he must make a Spirit roll. If the roll fails, not only does the cure not work, but the victim remains in werewolf form forever. If the roll succeeds, the victim is cured and returns to human form, but suffers 3d6 damage in the process.

NO MASK

During a socializing adventure, the team overhears a discussion about a new book called "The King in Yellow." The team can borrow a copy of the play, which opens with the following words:

*"Along the shore the cloud waves break,
the twin suns sink behind the lake, the
shadows lengthen in Carcosa. Strange is
the night where black stars rise, and
strange moons circle through the skies,
but stranger still is lost Carcosa. Songs
that the Hyades shall sing, where flap the
tatters of the king, must die unheard in
dim Carcosa. Song of my soul, my voice is
dead, die thus, unsung, as tears unshed,
shall dry and die in lost Carcosa."*

Anyone who reads further must make a Spirit roll or lose 1 Reason and become enslaved by the play. Such a character does everything possible to distribute copies of it—the player continues to control the character, but the GM can dictate his actions regarding the play.

HAIL TO THE KING

If a reader resists and continues with the play, he learns about the King in Yellow, the demon who first introduced the Atlanteans to

the vampiric "immortality formula" (give the team the appropriate background information from the Savage Tale Atlantis). If a character reads the play to its conclusion—ending with the words, "No Mask? No Mask!"—it opens a portal to a plane of Hell known as Carcosa. The reader is pulled through and dropped into the King's throne room. The portal remains open for 4 rounds, so others can follow the reader through.

The throne room resembles an ancient Greek amphitheater, and the King sits impassively on his throne, armed with a scythe. He greets visitors with a polite, "Welcome my friends. You need no masks here!"

The King in Yellow is pleased to see intruders and offers them a chalice, promising to release them from his power if they "remove the mask of mortality to reveal the immortal beneath." If anyone should drink the formula, it immediately kills the hero (unless the character is immune to poison), transforming him into an NPC vampire. The vampire immediately attacks the remaining heroes but, when it is slain, the King is true to his word and opens a portal back to Earth to let any survivors go free.

If none of the heroes drink the formula, the King becomes enraged and attacks. If the team can somehow defeat him, a portal opens and allows them to return home—otherwise there is no escape from Carcosa.

☞ **The King in Yellow:** Treat the King in Yellow as a vampire lord (see page 134). The King is dressed in tattered yellow robes, armed with a scythe (Str+3 damage, reach 1"), and appears to be wearing a skull-like mask (actually, it is not a mask—without his robes he appears as a blood-drenched skeleton). Since the King is permanently damned to Hell, if defeated he reforms after 1d4 days.

☞ **Nightmare:** If necessary, the King summons a pale horse to run down escaping Rippers. Use the standard horse stats, but the creature has the Undead ability.

CURTAIN CALL

Once the true danger of the play is clear, the Rippers convince most governments to ban it, and burn copies by the thousand. Some people remain intrigued (assuming it must be good to be banned) and a few copies survive, ensuring the King has new subjects for many years to come.

A PAIR OF JACKS

When the team begins an investigation adventure, they find the London newspapers are full of reports that the noted vigilante known as Spring-Heeled Jack is accused of molesting a number of women. He is wanted by both the City and Metropolitan Police forces.

Spring-Heeled Jack is not guilty—he has been framed. The real culprit is a demon taking advantage of Spring Heeled's reputation as a womanizer. The demon has red and blue scales, bat wings, a lion's mane, devil's horns, clawed hands, cloven hooves, and fiery breath. Originally summoned by a coven of witches in Paris, it came to London for the express purpose of defaming Spring-Heeled Jack.

INTERVIEWING VICTIMS

Interviewing any of the victims requires a Persuasion roll and a good reason to talk to them (like claiming to be a police officer or a newspaper reporter). Talking to the victims makes it immediately obvious that the assailant is not human.

SUICIDE JACK

The team tracks the real Jack down, hiding at a local flophouse, his costume hidden beneath the floorboards of a nearby abandoned building. Jack is adamant that he is not the culprit but, because of the large reward on his head, he refuses to don his costume again until the real criminal is caught.

Unless the team can raise his spirits, Spring-Heeled falls into a deep depression and commits suicide.

♣ **Spring-Heeled Jack** (see page 117)

UNDER COVER

The best way to locate the demon is to patrol the streets of the Clapham district and wait for it to strike again. If there are any men in the group, the chance of encountering the demon is 1 in 8 for each night of patrolling. If the entire group is made of women (or the men are dressed as women) the chance of encountering the creature increases to 1 in 6. Each night there is also a 1 in 4 chance of attracting the attention of the

police, who take the team in for questioning. Heroes in drag when arrested are treated with suspicion at the station and lose 1 Status.

♣ **Constables** (1d4 total, see page 119)

♣ **Jack the Demon:** Treat Jack the Demon as a Horned God (see page 125), except that it can fly (Pace: 3; Climb: 1) and can leap up to 20 feet in a single bound.

POST MORTEM

Even if the demon is defeated, the team cannot simply reveal the truth—popular opinion has turned Spring-Heeled Jack into a villain. Once the attacks cease, the police apprehend a local vagrant and pin the crimes on him to close the case. Jack swears off women, makes some changes to his costume, and goes back to fighting monsters and the corrupt aristocracy. In time his reputation grows, though the authorities claim that this “new” vigilante is an imitator and that the vagrant in prison is the real Jack.

THE PHANTOM SHIP

During an ocean voyage, the heroes discover an enchanted pirate ship—a faded relic of the golden age of piracy. Its pirate crew are not ghosts in the normal sense, but are actually flesh-and-blood men who are suffering under a terrible curse that forces them to relive one fateful day over and over again.

TIME LOOP

Each day at dawn, the crew (led by quartermaster Nevarro) mutinies against the captain, kills him, and throws his body overboard. Then they turn pirate, attacking the first ship they find, killing everyone aboard, plundering the cargo, and sinking the vessel. The crew spends the evening drinking and gambling, but at midnight the curse sets everything back the way it was. The sailors remember nothing of the previous day, and are unaware of the passage of time—showing genuine surprise at steam ships, revolvers, and other technological advances.

The source of the curse is the dead captain, murdered without absolution and doomed to purgatory. He is aware of the curse, telling the heroes the crew is deserving of their fate and must suffer with him until he is forgiven. He for-

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bids the heroes from attempting to break the curse. No matter what happens to the captain during the day, he reappears on board the ship at midnight like the others.

BREAKING THE CURSE

If the team confronts the mutineers about the curse, providing evidence to back up the story (such as modern weaponry or a newspaper), the crew stops and listens in amazement. Quartermaster Nevarro admits he is truly sorry for killing the captain, and wishes to swear his repentance on a holy relic. Only a true relic will suffice, but if the team can provide one he confesses his sins, and the ship breaks apart and sinks in 1d4 rounds.

Captain Sanchez wants the crew to suffer, denying them the opportunity he never had, so he makes every attempt to stop the Rippers from bringing such a relic to the ship. If they succeed, Sanchez screams his rage as he vanishes beneath the water along with the vessel.

40 Phantom Pirates: Treat the crew of the Phantom Ship as Night Guard (see page 128), except give them flintlock pistols instead of rifles.

Quartermaster Nevarro: The quartermaster is a Wild Card, but otherwise identical to the pirates.

Captain Sanchez: Treat the captain as a Wild Card Night Guard Officer (see page 128), but give him a flintlock pistol and remove the horse and Riding skill.

RAFFLE TICKETS

One of the lodge's contacts learns of a plot to steal his most prized possession—a huge diamond of immense value. During a socializing adventure, he approaches the team and asks that it be stored at the lodge for safe-keeping. Unfortunately, A. J. Raffles and “Bunny” Manders, a pair of highly skilled jewel thieves who have done work for the Rippers in the past, learn of the relocation. Raffles can't seem to restrain himself where gems are involved, and he decides to “have a go” at the lodge.

Raffles and Manders case the lodge for several days dressed as vagrants. To help preserve the illusion they might even approach the heroes asking for handouts.

After they have a fairly good idea of the team's comings and goings, they try for the lodge when it is at minimal occupancy. They stealthily pick the lock, enter the room with the gem, disable any traps protecting it, and make off with it. After escaping from the house, they travel to a shabby tenement and change out of their disguises.

If Raffles is caught, he confesses and hopes the Rippers don't kill him (he is a famous athlete, after all). If the heroes cannot prevent the crime, very little evidence is available to lead them back to Raffles and Manders. Both wore gloves, so the new science of fingerprinting is useless, and they are very careful to leave nothing behind at the crime scene. If the Rippers cannot recover the diamond, they lose 1 Status each. The benefactor, convinced it was an inside job, withdraws his support in outrage, costing the lodge -1 Resources.

Knowing the Rippers or the police are certain to check with local fences and pawnshops, Raffles arranges to travel to France and sells the goods there (using yet another set of disguises).

PLUGGING THE LEAK

Probably the only chance of tracing the crime back to the pair is to investigate the people who knew about the gem and follow the information back to Raffles and Manders. This requires good roleplaying and lots of Intimidation, Persuasion, and Taunt rolls.

The housekeeper saw the gem being brought into the lodge and let it slip to her husband, despite her promise of confidentiality. Her husband works as a groundskeeper at a local cricket field. Raffles was practicing his batting there and made an off-hand remark about some purple diamonds recently stolen from a local boxing champion (Raffles was responsible for that heist too). The groundskeeper mentioned the huge diamond in the lodge and, from that moment, it was only a matter of time until Raffles went after the gem.

CONFRONTING RAFFLES

Though Bunny carries a revolver, Raffles does not believe in killing and tries to escape if discovered. If captured, he puts up little resistance, offers to return the gem (if he hasn't sold it already), and offers his services to the Rippers as a full-time agent.

**A. J. RAFFLES**

Mr. Arthur Justice Raffles is a highly skilled cricket player and appears to be the quintessential English gentleman, but this is merely a cover for his true calling—thievery. Raffles is the best jewel thief in all of Britain. Along with his accomplice and chronicler “Bunny” Manders, Raffles has done occasional “retrieval” work for the Rippers, but knows nothing of the organization’s real aims.

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

Skills: Climbing d6, Gambling d6, Lockpicking d12, Notice d6, Persuasion d6, Repair d8, Stealth d12, Streetwise d8

Status: 15;

Charisma: +0; **Pace:** 6; **Parry:** 2; **Reason:** +0; **Toughness:** 5

Hindrances: Greedy (Major)

Edges: Alertness, Danger Sense, Sidekick (“Bunny” Manders), Thief

Gear: Lockpicking Kit (+1 to Lockpicking rolls)

**“BUNNY” MANDERS**

Bunny was a down-on-his-luck journalist until he asked his old college chum A.J. Raffles for a loan. Raffles, also broke, led him into a life of thievery instead.

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

Skills: Gambling d4, Lockpicking d8, Notice d4, Persuasion d4, Repair d6, Shooting d4, Stealth d8, Streetwise d6

Status: 2;

Charisma: +0; **Pace:** 6; **Parry:** 2; **Reason:** +0; **Toughness:** 5

Gear: Lockpicking Kit (+1 to Lockpicking rolls), pistol

**RED CROSS**

A research adventure hints at the arcane significance of the old Templar Headquarters in Paris. If someone with an Arcane Background and no Rippertech enters the building, the ghost of a Templar knight appears as soon as that person is alone.

The ghost is wearing spectral chainmail, over which is a white tabard marked with a red cross. The ghost carries a glowing sword in one hand and a battered shield in the other. He addresses the character in medieval French but simply disappears if the character cannot understand him.

The ghost reappears whenever the character returns with a translator or recording device.

Roughly translated, the ghost says,

At last a person of occult power and goodly virtue. I beg you to put my soul to rest. Hidden beneath the stones of this building are holy relics defiled by my corrupted brethren. I beg you to find and cleanse or destroy these relics, so that I may pass on to my judgment.

He leads the way to a particular spot and instructs the character to pull up the stones and dig. Then he vanishes. If the team does as requested, the ghosts of the corrupted Templars immediately attack them.

If they fend off the ghostly attacks and keep digging, the Rippers find a locked wooden chest set with iron bands. Once opened, the chest reveals a golden cup (a reliquary for a wooden goblet inside it), and a rusted iron spearhead. If the team destroys the relics or has them blessed by a priest (eliminating the powers), the ghostly Templars are laid to rest. Otherwise, the ghosts of the untainted Templars haunt them until they fulfill their duty.

🦋 **6 Templar Knights:** Treat the Templar Knights as Ghosts (see page 124)

🦋 **The Holy Lance:** This weapon pierced the side of Jesus, and once it was a potent relic. The Templars used it to perform human sacrifices for hundreds of years, and it is now hopelessly tainted. Any time the Holy Lance inflicts a wound on a Wild Card or Incapacitates an Extra, it heals its wielder of a wound. Each time the weapon is used in this way, the wielder loses −1 Reason.

🦋 **The Holy Grail:** The Holy Grail is the cup used at the Last Supper. The Templars used it to catch the blood spilt from human sacrifices, tainting its considerable power with great evil. If a character drinks from the Grail when it is filled with human blood, any permanent injuries the character has are instantly healed. Drinking from the Grail causes −4 Reason loss, so using it is very dangerous.

**REDEMPTION OF THE WOLF**

After a series of hunting adventures to eradicate a pack of werewolves, the heroes come across a creature unlike any other they have faced—a werewolf undergoing a personal crisis.

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The Rippers discover a werewolf pair or pack, but any hunting adventures result in one of the beasts escaping. It should become a recurring creature in the heroes' story, evading all attempts to destroy it. Each encounter with the werewolf gets more difficult, as it reveals a new ability each time the heroes fight it. A Smarts roll alerts the Rippers to the fact that the thing seems to be advancing at the same rate as they are.

This is, of course, what is happening. The creature set itself against the team and vowed to see them dead. Once a dedicated minion of the Cabal and an accomplished Ripper-slayer, the werewolf journeyed to Hell to be fitted with what the Rippers call bloodlines—in fact Hellish Rippertech.

Since the werewolf was enhanced, however, it has been experiencing flashes of its former humanity. Whenever it is in a position to kill a human, the creature makes a Spirit roll. Failure indicates it is unable to deliver the killing blow and loses its action.



The tortured creature is tormented by visions of the terrible deeds it committed. It reveals the origins of its Hellish Rippertech in return for being put to rest once and for all.

Once the heroes learn of the existence of monstrous Rippertech, they may attempt to “redeem” other creatures who show unusual abilities and, while this is possible, most monsters show no vestiges of remorse and have no wish for redemption.

RETURN OF THE KING

The Rippers are hired by a prestigious University to undertake an investigation adventure. They must find a missing expedition of archaeologists in the deserts of the Middle East.

Tracking down the party requires several Streetwise and Investigation rolls, but eventually leads the Rippers to the ruined city of Uruk. Located in the least hospitable region of the Iraqi desert, summer temperatures can rise to over 140 degrees Fahrenheit. The crumbling remains of the mud brick city cover several square miles of open desert. What is left of the dig site is easily visible—a gory splash of color in the drab desert.

The Dig Site

Jutting up from the sand in the middle of a dry riverbed is a stone tomb. Around the tomb are the corpses of the dig team, around 20 bodies in all. The bodies are a mix of Europeans and Iraqis, and they all appear to have been horribly dismembered (a Healing roll determines they were torn limb from limb). Flies swarm around the bodies and the hot desert air makes breathing in the sickening stench all the more difficult. Witnessing the carnage requires a Guts roll.

A successful Notice check spots a battered and bloodstained leather folder under one of the bodies. The folder contains a copy of the Epic of Gilgamesh (the story of an ancient Sumerian demigod) and a journal. The journal confirms the Rippers have found the archeologists they were seeking; the last entry reads:

This dry riverbed could only be the old path of the Euphrates River, which means this tomb must be none other than the grave of the hero-god Gilgamesh! I shall order the dig team to open it tomorrow.

Upper Tomb

Examining the partially excavated site, the heroes find the Upper Tomb consists of a single chamber holding a sarcophagus and decorated with bronze statues. At the opposite end of the room is a stone staircase leading down. Between the entrance and the staircase is the Bull of Heaven, a terrible demon from Sumerian mythology (a successful Knowledge (Archaeology) roll allows a character to recognize the creature). As soon as it sees the heroes, the bull lowers its horns and charges!

The Bull of Heaven (Demon)

The creature is incredibly strong and tough enough to shrug off most injuries. If the team tries to find the creature's weaknesses, a Notice roll (-2) shows the bull does not go near the bronze statuary. The Bull of Heaven's function is to hunt down those who have offended the dark gods of the ancient past (this includes anyone with Rippertech and any who disturb the tombs of their servants). It appears as a white bull with bronze horns, fiery nostrils, and cloven hooves.

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

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d8, Swimming d8

Pace: 8; **Parry:** 7; **Toughness:** 13

Special Abilities:

- * **Armor:** The Bull of Heaven's thick skin gives it 2 points of Armor.
- * **Hardy:** The Bull of Heaven does not take wounds from multiple Shaken results.
- * **Horns:** Str+1
- * **Ill Omen:** Anyone attempting to spend a benny within a Large Burst Radius around the Bull of Heaven must spend 2 bennies instead. If the character does not have 2 bennies, he may not spend a benny.
- * **Earthquake:** As an action, the Bull of Heaven can stomp its hooves upon the ground to cause a minor earthquake. This requires all creatures within a Large Burst Template to make an immediate Agility check (-2) or be Shaken.
- * **Size +3:** The Bull of Heaven weighs over 2,000 lbs.
- * **Weakness (bronze):** The Bull of Heaven is vulnerable to bronze. It takes +4 damage from bronze weapons.

Lower Tomb

Descending into the lower tomb, the heroes see thirteen waist-high stone pedestals arranged throughout the room, a clay tablet resting atop each one. The tablets are covered with triangular markings. At the far end of the chamber, a mummified human sits upon a throne of lapis lazuli. The man's hands and arms are covered in blood.

In a deep and threatening voice, he orders the interlopers to fall down and worship him. If they do not, or if they disobey any of his orders, he attacks. If they serve him, he explains his plans, and sets about conquering Iraq.

Gilgamesh: Treat Gilgamesh as a Wild Card Servitor Mummy (see page 132) with the Invulnerability ability. He only takes +2 damage from fire instead of the usual +4, and only suffers a -1 penalty when attacking someone who carries fire.

Examining the Tablets

Anyone who makes a Common Knowledge roll at -2 recognizes the markings on the tablets as an ancient form of writing called cuneiform. Anyone who actually has an appropriate Knowledge skill can read the tablets on a successful skill check, recognizing them as a copy of the Epic of Gilgamesh.

The epic is the tale of how Gilgamesh, who ruled in 2500 BC, attempted to learn the secret of immortality and failed. A Smarts roll suggests these tablets are most certainly the original, but most copies of the epic only have twelve tablets, while this has thirteen.

If the party can translate the tablets, the last one recounts the final part of the tale.

Gilgamesh would not give up the dream of eternal life. He traveled to Egypt, where he met the god Imhotep. The god taught Gilgamesh how to obtain eternal life through the vampire formula of the ancient Atlanteans. He taught Gilgamesh how to have himself mummified alive so as to cheat the dark gods and avoid the hunger for blood. Gilgamesh did so, but the dark gods grew angry with Gilgamesh for cheating them. They cursed him to lie helpless for a thousand years and more, until someone broke the seals of his tomb. When he awakens he will crush any who dare to rule his kingdom in his stead.

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A Common Knowledge roll allows a character to realize the tablet implies Gilgamesh plans to kill the Sultan of the Ottoman Empire and reclaim the throne of Iraq. If Gilgamesh survives this Savage Tale, he attempts exactly that. He must be stopped and the Rippers must stop him!

SHANGRI-LA

A hero seeking arcane wisdom learns of the Potala Palace during a research adventure. As the team travels through the Far East, they can take the opportunity to rest at the Dalai Lama's monastery.

Among the Tibetans at the monastery, the team encounters two Englishmen. One is old, short, and heavily muscled, while the other is young, tall, and lithe. The older man introduces himself as "Holly" and the younger man is his adopted son "Leo." The two have come to Tibet to seek enlightenment by studying under the monks.

If a character with the Arcane Background (Miracles) Edge spends a month studying with the monks and makes a successful Spirit roll, he gains a permanent one-time bonus of +5 Power Points. The character can spend several months studying if he cannot make the roll on the first attempt. If a character without an Arcane Background spends a year studying with the monks, he can make a Spirit roll at -2 to gain the Arcane Background (Miracles). His Faith skill starts at d4.

KARMIC DEBT

If the characters spend more than a week or so at the monastery, they get an invitation to meet the Dalai Lama himself. He introduces himself as one of the Grand Masters of the Order of St. George and then explains his problem.

Contrary to what many people believe, the Yeti of Tibet are not spirits or animals, but evil humans cursed into animal form for the crime of cannibalism. The leader of the Yeti has been recruited by the Cabal and has been leading attacks against the monastery for the last several months.

The Dalai Lama wants the attacks to stop, but does not want the Yeti killed. He believes their bestial forms are a sort of "living reincarnation," a second chance to undo the Karmic damage of their unspeakable crimes.

The team can either wait for the Yeti to attack or track them back to their mountain lairs. In either

case, they must confront the Abominable Snowman himself if they want the attacks to stop. There are many possible solutions to this problem. The team can kill the Snowman (this upsets the monks and they refuse to train the characters), they can somehow negotiate an end to the hostilities (if the team has played the Black Death Savage Tale, this should be quite straightforward), or they could come up with a more creative solution like causing an avalanche and cutting off the Yeti's isolated valley from the rest of Tibet.

❧ **Holly and Leo:** Treat Holly and Leo as Irregulars (see page 119). Although studying to gain Arcane Backgrounds they do not have them yet; at the moment they are merely students.

❧ **The Abominable Snowman:** Treat the Snowman as a Wild Card Yeti Wildman (see page 135).

❧ **12 Yeti:** These creatures are Yeti Wildmen (see page 135).

❧ **12 Tibetan Monks:** Treat the monks as Constables (see page 119) with the Song of St. George Edge. Their chants provide a benefit to any friendly character within earshot, not just members of the Order.

❧ **Dalai Llama:** Treat the Dalai Lama as a Wild Card Constable (see page 119) with the Song of St. George Edge. His chant provides a +2 bonus to any friendly character within earshot.

THIRD EYE

While researching new Rippertech, the heroes discover a startling theory. Dr. Edward Morely and Albert Michelson, co-discoverers of the luminiferous aether, have found that the world we perceive with our senses is in fact an illusion.

Instead, the world of the luminiferous aether is the "real world" and, by reconnecting some of the nerve endings in the human brain, the human eye can be made to see the true nature of reality, effectively allowing people to "see" magic.

Any character volunteering to undergo this surgery gains a permanent form of the *detect arcana* power. The power has no Power Point cost and can be activated at any time with a simple Spirit roll. The process is identical to Rippertech implant surgery, but the "third eye," as Morley calls it, has no Reason loss or apparent Side Effects and causes only 2d6 damage. If none of the heroes agree to the surgery, one of their major allies does.

After a few weeks, the altered nerve endings heal and grow stronger, and the recipient starts to see the true nature of reality. At first they simply see strange flashes of light, colored auras around people, and the like. With each passing day the visions get stronger, and they begin to see the demons that occupy the aether in the world.

These demons use their powers to cause accidents and other misfortunes, which their victims ascribe to “chance.” Even though the recipient can see these monsters, he has no power to affect them. At one point, the team witnesses a man being trampled to death by a horse, but those with the “third eye” see a demon whisper in the animal’s ear, driving it into a murderous rage. After each such event, the affected characters must make a Fear check. Unless the third eye surgery can be reversed, a constant barrage of such images drives the character irreversibly mad.

Morley and Michelson are horrified by the unforeseen problems and readily agree to reverse the surgery. Just before the characters are sedated, however, the veil of illusion is torn asunder and they become fully aware of the nature of reality. The characters realize that the demons are merely illusions as well, and the creatures reveal themselves as a mass of huge, ravenous worms feeding upon the souls of the living and driving the universe toward its eventual destruction. At that moment, one of the worms becomes aware of those with third eyes and immediately attacks them. Those without third eyes see the others engaged in combat with invisible enemies.

Aethereal Worm: Treat this creature as a Giant Worm (see the *Savage Worlds* rulebook).

POST MORTEM

Those who survive the attacks of the aethereal worm can be sedated and given surgery to reverse the process, but they must make a Spirit roll at -2 or their Spirit is reduced by a die type.

WATSON, THE NEEDLE!

If anybody mentions Sherlock Holmes, a Common Knowledge roll reminds the Rippers the great consulting detective has not been heard of for some time. If they ever decide to meet with Holmes, they are met instead by disappointment.

Dr. Watson sadly informs the team that Holmes is “not feeling well,” and cannot assist them. If the heroes can persuade Watson to take them into his confidence, or if they simply burst into Sherlock’s room, they make a surprising discovery.

Holmes is sitting in an armchair, half-naked and high on cocaine (injected directly into his bloodstream). Visible track marks cover both his arms, and he makes little effort to communicate with visitors.

“By Jove!” Watson exclaims, “I don’t know what to do with him. He started injecting himself with cocaine because he said it helped him calm his mind, but now it’s all he does. I’ve tried destroying his needles and syringes, but somehow he keeps getting more. I can’t watch him day and night – I have a practice and patients to attend to. Is there any way you can help me get him off this dastardly stuff?”

ENTER MORIARTY

Professor Moriarty, the so-called “Napoleon of Crime,” fell to his death over a waterfall while fighting Sherlock Holmes. He is now a ghost and began haunting 221B Baker Street a few months ago, where he takes great delight in “gaslighting” Holmes. The great detective’s logical mind could not acknowledge the existence of the supernatural, and he decided that insanity was the only logical explanation for his experiences. He turned to injected cocaine as a means of managing his mania, but he quickly became addicted. When Watson took away his needles and supply of cocaine, the ghost used its powers to bring more drugs into the room, manifesting them within the walls.

At this point, Holmes is almost a lost cause. Moriarty’s spirit cannot rest until Holmes dies or fights him in hand-to-hand combat and defeats him for a second time. Getting Sherlock to fight back against Moriarty requires convincing Holmes that what he is experiencing is neither the result of madness nor a manifestation of the supernatural—he cannot fathom the existence of an actual ghost.



SHERLOCK HOLMES

Once considered the world’s foremost detective, Sherlock Holmes has descended into an abyss of drug addiction from which he cannot escape. Holmes knows about the Rippers, but he does not belong to the organization.

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Note: Holmes is always in a constant state of Exhaustion (-2 to all rolls).

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

Skills: Climbing d6, Fighting d6, Investigation d12, Lockpicking d8, Notice d12+2, Persuasion d6, Shooting d6, Streetwise d10, Swimming d6, Tracking d12

Status: 7

Charisma: +0; **Pace:** 6; **Parry:** 5; **Reason:** -1; **Toughness:** 6

Hindrances: Major Habit (cocaine)

Edges: Alertness, Sidekick (Dr. John Watson)

Gear: Pistol (12/24/48, 2d6, AP 1), 20 bullets



Dr. JOHN H. WATSON

Dr. Watson began his career as a doctor in the British military. While stationed in Afghanistan he sustained a serious injury and was subsequently discharged. Returning to England, he needed a roommate to help make ends meet while he started his private practice, and met Sherlock Holmes.

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

Skills: Fighting d8, Healing d8, Investigation d4, Notice d4, Shooting d8

Status: 8

Charisma: +0; **Pace:** 4; **Parry:** 6; **Reason:** +0; **Toughness:** 5

Hindrances: Lame

Edges: Healer

Gear: Pistol (12/24/48, 2d6, AP 1), 20 bullets

Professor James Moriarty: Treat the undead Professor Moriarty as a Wild Card Ghost (see page 124). He is Invulnerable to attacks from anyone besides Holmes. In addition, Moriarty can make small objects (like syringes) aethereal and manifest them elsewhere.

WHITE ZOMBIE

An investigation or research adventure regarding voodoo leads the team to New Orleans. If the heroes should visit the New Orleans lodge, Tara LaGrange, the lodge's leader, tells the team a mysterious spectral being is haunting the place.

TARA'S HAUNTING

The ghost appears as an African big game hunter, but it seems either unwilling or unable to communicate with her. It is actually the spirit

of the famous hunter Allan Quartermain, but he refuses to enlist a woman's assistance. If a male Ripper spends enough time in the lodge, Allan's ghost appears to him in the middle of the night.

"I am Allan Quartermain. On my last visit to Africa, I was killed in battle, but returned as a ghost, for I have not yet destroyed my hated foe Sagbata. In life he was known as Sumanguru, but in death he became a powerful wizard. He is in the new world now, masquerading as the Voodoo Loa Baron Samedhi. I know where to find him, but I cannot harm him. Go to his lair and destroy him, and I shall rest in peace. Tell Tara I am sorry I did not give this mission to her, but she is a beautiful woman and I could not bear the thought of her coming to harm."

House of Horrors

He describes a certain tomb located in St. Louis Cemetery #1 and vanishes. Tara is outraged that Quartermain wasn't willing to entrust his information to her and insists on going with the team.

The tomb described by Quartermain's ghost is locked, and inside is a secret passage leading underground to the lair of the Baron Samedhi.

BARON SAMEDHI

Baron Samedhi is a powerful Loa in the voodoo religion, but this creature is an imposter. In life, his name was Sumanguru, and he was a tyrannical sorcerer-king who ruled over Mali in the 11th Century AD. After his people rose up and slew him, Sumanguru's evil was such that he returned from the dead. Eager to protect his new form, Sumanguru fled his homeland and wandered Africa using his powers to impersonate Sagbata, Lord of Smallpox. When slavers brought Africans to the New World, Sumanguru followed. When Sagbati evolved into Baron Samedhi, Sumanguru took up the role.

Baron Samedhi: Treat Baron Samedhi as a Wild Card Houngan (see page 125) with the Undead special ability. Change his type from Witch to Zombie.

Allan Quartermain: Treat the undead Allan Quartermain as a Wild Card Ghost (see page 124), but give him Shooting d12+2, and arm him with a spectral elephant gun and 20 rounds of ammunition.

Tara LaGrange (see page 117)

20 Zombies (see page 137)

ENCOUNTERS

RIPPER HEROES



SERIOUS CHAPEL

Serious Chapel is a stern-looking man who dresses in a curious mix of outdated Puritan clothing and modern garb. Like many Rippers, Chapel has more than a few skeletons in his closet.

Chapel is actually the notorious Cotton Mather, a minister, author, scientist, and witch hunter who died in 1728. Several days after his death, Mather mysteriously returned to life. He decided that his second chance at life was an opportunity for him to do penance for his involvement in the Salem witch trials.

He now trains others to hunt, and focuses his energies on investigation, risking his own life to ensure he never endangers another innocent person.

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

Skills: Healing d6, Fighting d8, Guts d8, Intimidation d10, Investigation d8, Knowledge (Religion) d8, Knowledge (Witches) d8, Persuasion d8, Shooting d8, Taunt d6, Tracking d6

Status: 5

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

Hindrances: None

Edges: Improved Arcane Resistance, Improved Sweep, Strong Willed

Gear: Great sword (Str+4), black powder pistol (2d6+1, 1 shot, 2 actions to reload), 20 shots



ALLAN FRAZER

Allan Frazer began his career as a tomb robber. In 1883, a twenty year-old Allan and his partners in crime were combing through the Saqqara Necropolis when a tremendous sandstorm swept over them. After the dust settled, a previously buried step pyramid stood before them. Carefully removing the seal, they entered the tomb, only to discover the mummy of the Egyptian god Imhotep inhabited it!

Imhotep killed all of Frazer's companions, and the explorer barely escaped with his life. Thankfully, the famous big game hunter Allan Quartermain found Frazer wandering alone and delirious in the desert and recruited him into the Rippers. Despite Frazer's best efforts, the encounter with the mummy left him so traumatized he was unable to locate the pyramid again. It is now once more buried beneath the sand.

After Quartermain disappeared on an expedition into the African interior, Frazer became the leader of the Rippers' African operations. He can usually be found in his bar, Al's, in Cairo.

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

Skills: Boating d4, Climbing d6, Driving d4, Fighting d8, Guts d8, Riding d6, Shooting d8, Survival d12, Taunt d8, Tracking d10

Status: 2

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

Hindrances: None

Edges: Great Luck, Improvisational Fighter, Level Headed

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Gear: Pistol (2d6, AP 1), 20 bullets, shotgun (1-3d6), 20 shells, saber (Str+2), torch (Str+1, fire damage)

Rippertech:

Corpse Dust: (1d8-1, 2 dose)



JONATHAN HARKER

After helping Van Helsing defeat Count Dracula, Jonathan Harker trained with the witch hunter Serious Chapel and returned to Eastern Europe to finish off Dracula once and for all. The Count has proven elusive, however, and the Harkers now find themselves battling werewolves more often than vampires.

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

Skills: Fighting d8, Guts d8, Investigation d6, Knowledge (Real Estate) d6, Knowledge (Vampires) d6, Knowledge (Werewolves) d6, Shooting d10. Harker has Trademark weapon.

Status: 6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Reason:** -3;

Toughness: 7

Hindrances: None

Edges: Block, Trademark Weapon (Impaler)

Gear: Leather Armor (+1), Impaler (1d10+2),

10 silver spears, 10 wooden spears, silver dagger (Str+1), wooden stake (Str+1)

Rippertech:

Fiend's Blood: (d8, 1 dose)

Retinal Graft: sees in dark; Supernatural Weakness: silver



MINA HARKER

At first Willimina Harker followed Van Helsing out of gratitude for saving her from Count Dracula, but over time she embraced his cause. She has evolved into a powerful werewolf hunter with skills that equal or even exceed those of her husband. Despite this, she still wants to retain her place in "polite" society. When on missions, she calls herself "The Avenger" and wears an ivory mask in the shape of a skull to protect her identity.

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

Skills: Fighting d8, Guts d8, Investigation d6, Knowledge (Vampires) d4, Knowledge (Werewolves) d4, Persuasion d6, Shooting d8

Status: 12

Charisma: +2; **Pace:** 6; **Parry:** 7; **Reason:** -1;

Toughness: 6



Hindrances: None

Edges: Attractive, Block, Rock & Roll

Gear: Leather armor (+1), Gatling Pistol (2d6, AP 1, ROF 3), 20 silver bullets

Rippertech:

Mesmeric Eyes: Can use *puppet* once per day.



Spring-Heeled Jack

A noble cheated out of most of his inheritance by a scheming cousin, Jack used what money he had left to build himself a "super suit." With a built-in flamethrower, spring-loaded boots, and glider wings, Jack gets his revenge by stealing from his cousin and other corrupt aristocrats. While he gives much of the money to the poor, he keeps the rest for himself. He is also a notorious womanizer and hell-raiser who plays hard and fights harder!

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

Skills: Climbing d6, Fighting d8, Gambling d4, Intimidation d6, Lockpicking d8, Weird Science d6, Repair d6, Stealth d8, Streetwise d8, Taunt d8

Status: 2

Charisma: +0; **Pace:** 6; **Parry:** 7; **Reason:** +0; **Toughness:** 6

Hindrances: Poverty

Edges: Acrobat, Arcane Background (Weird Science), Dodge, Noble, Quick

Gear: Spring-Heeled Boots (Jack's boots are loaded with steel springs, allowing him to jump distances of up to 20 feet vertically or up to 40 feet horizontally.)

Powers: Spring-Heeled Jack has 10 Power Points and can use the following powers: *Blast* (Flamethrower Mask), *Fly* (Glider Wings).



Tara LaGrange

Born in New Orleans in the year 1875, Tara LaGrange grew up in a family disgraced by their defeat in the American Civil War. As a teenager she vented her frustrations by waging an "unladylike" guerilla war against Northerners and freed slaves, until one of the "carpetbaggers" turned out to be a vampire count. The count was about to transform her into his concubine when she was rescued by the Yankee. After being saved by a Northerner and learning of the Yankee's own checkered past, Tara gave up her evil ways and was trained to be a slayer.

Though she is still something of a loose cannon, in just a few short years her skills have allowed her to rise to the top of the organization. She is outranked only by Johann and Dr.

Van Helsing himself, putting her on a par with Serious Chapel and the Harkers. She is also the senior Ripper of the Slayers faction when Johann is otherwise engaged.

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

Skills: Fighting d6, Guts d8, Knowledge (Vampires) d4, Lockpicking d6, Notice d6, Repair d4, Shooting d10, Stealth d8, Streetwise d4, Taunt d6

Status: 10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Reason:** +1; **Toughness:** 6

Hindrances: None

Edges: Stout-hearted, Champion, Combat Reflexes

Gear: Leather Armor (+1), crossbow (2d6, AP 1, 1 round reload), wooden stake (Str+1)

Rippertech:

Grave Brew: (1d10+1, 2 doses)



Father Angus McBane

Father McBane's real name is James Melmoth, and he is the descendant of an immortal and evil monk named Brother John Melmoth. Brother Melmoth sold his soul to the Devil several centuries ago in exchange for long life and magical power. He now lives an accursed existence and cannot die unless he can convince someone to take his place.

Because of Brother Melmoth's misdeeds, McBane's family now labors under a dreadful curse damning their souls to Hell while Brother Melmoth lives on. Father McBane took up the fight against evil in the hopes of finding and somehow destroying Melmoth, but to date he has been unsuccessful.

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

Skills: Faith d8, Fighting d8, Guts d8, Knowledge (Religion) d6, Persuasion d6, Shooting d6, Taunt d6

Status: 7

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

Hindrances: None

Edges: Arcane Background (Miracles), Champion, Holy Warrior

Gear: Baton (Str+1), holy symbol

Powers: Father McBane has 30 Power Points and can use the following powers: *Armor* (glowing halo), *bolt* (ray of light), *deflection* (guardian angel deflects attack).

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THE SUFFRAGETTE

When the Suffragette was a child, her mother—a naturalized Chinese immigrant—was murdered while trying to vote in a local election. In response, her despairing father drank himself to death. She now champions the cause of minority and women's rights and campaigns against the evils of alcohol, opium, and other drugs.

She trained extensively in Chinese martial arts, but as she began her fight against crime, she discovered that vampires ran the global drug trade. This discovery led her to the Rippers, and she has become one of the organization's most respected members.

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

Skills: Fighting d10, Guts d8, Investigation d8, Knowledge (Vampires) d6, Notice d10, Taunt d8

Status: 5

Charisma: +2; **Pace:** 8; **Parry:** 10; **Reason:** -2;

Toughness: 7

Hindrances: None

Edges: Attractive, Improved Block, Improved Dodge, Quick

Gear: Leather costume (+1), wooden staff (Str+2; Parry +1)

Rippertech:

Moon Claws: Can grow claws (Str +2) under moonlight; make Vigor roll or be Shaken by transformation.

Hound's Heart: (d8 +1, 2 doses)



JOHANN VAN Helsing

Johann Van Helsing is Dr. Abraham Van Helsing's adopted son. He was left on Abraham's doorstep one night, and the secretive vampire hunter could find no one to take the child. Though he tried to keep his affairs with the Rippers private, Johann was an inquisitive boy and eventually joined the cause. Abraham saw to his training himself and apprenticed him to the legendary witch hunter Serious Chapel and then the Harkers to further refine his skills.

While hunting with the Harkers, Johann and Jonathan created "Ripper's Claws," reproduced for several other hunters since. Some whisper that Johann was not left on Abraham's doorstep by accident however, and that the forces of evil have some design on his future. This is true: he is actually an *homunculus*, designed and created in Hell by Frankenstein himself, and Johann shares a soul with Dr. Jack.

Attributes: Agility d8, Smarts d8, Spirit d8,

Strength d8, Vigor d8

Skills: Healing d12, Fighting d10, Guts d8, Investigation d4, Knowledge (Rippertech) d12+2, Shooting d8

Status: 7

Charisma: +0; **Pace:** 4; **Parry:** 9; **Reason:** -2;

Toughness: 7

Hindrances: None

Edges: Block, Combat Reflexes, Quick

Gear: Leather armor (+1), ripper claws (Str+3, Parry +1), mini-crossbow (2d6, 1 round reload)

Rippertech:

Lymph Graft: Immunity to aging and disease.

Sinners' Spine: +2 to recover from being Shaken; -2 pace, d4 running die.

Retinal Graft: sees in the dark; Supernatural Weakness (Wood).



THE YANKEE

The Yankee was once a prominent New York City businessman, but then his wife was killed in the crossfire during what appeared to be a feud between immigrant Irish gangs. In response, he donned the military uniform of an ancestor who served under George Washington and started his own private war against not only the gangs, but all immigrants. He used his considerable wealth to build himself a secret base and develop several gadgets, including the mini-crossbow and various "trick bolts."

After a few months of fighting this personal war, he discovered the true cause of his wife's death—the Cabal. He made peace with the gangs, learning that they had lost many people to the Cabal as well. The former gang members are now his followers, calling themselves the "Minuteman Militia" and operating out of a secret base hidden deep within New York's sewer system.

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

Skills: Fighting d10, Guts d8, Knowledge (The Cabal) d4, Repair d12, Shooting d10, Streetwise d6, Taunt d8

Status: 2

Charisma: +0; **Pace:** 6; **Parry:** 7; **Reason:** +0;

Toughness: 7

Hindrances: None

Edges: None

Gear: Leather costume (Armor +1), mini-crossbow, 5 wooden bolts, 5 silver bolts, 5 binding bolts, 5 explosive bolts, 5 knockout gas bolts, 5 grappling line bolts.

ALLIES

Many of those who fight evil are not Rippers but common folk, pulled into the struggle through no fault of their own. Some work for a paycheck, others seek revenge or justice, but they can all prove to be valuable allies. Recruitment adventures and increases in lodge Membership give the team a wide range of allies to assist them on their missions.

CONSTABLES

Officers of the law are found in most countries. The Rippers try their best to work with the local authorities and within the law as far as possible.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Streetwise d6
Status: 5
Charisma: +0; **Pace:** 6; **Parry:** 6; **Reason:** +0;
Toughness: 6
Hindrances: Vow (uphold the law)
Edges: Stout Hearted
Gear: Baton (Str+1)

Hired Guns

Rippers often hire on veteran mercenaries to aid them in their adventures. They are reluctant heroes at best, and join for loot rather than as a service to humanity. As such, they cannot be truly relied upon. If they are dealt a Deuce in combat, they think better of it and slink off at the first opportunity.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Shooting d6
Status: -2
Charisma: -1; **Pace:** 6; **Parry:** 6; **Reason:** +0;
Toughness: 6
Hindrances: Greedy
Edges: First Strike
Gear: Rifle (2d8), knife (Str+1)

Gypsies

Gypsies are distrusted throughout the world for their strange ways, but Jonathan has won over a small band of them to his side. Their ability to curse their foes has saved many a Ripper's life.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Gambling d4, Guts d6, Lock-picking d4, Persuasion d8, Stealth d4, Streetwise

d4, Survival d4, Taunt d8, Tracking d4

Status: -5

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

Toughness: 5

Hindrances: Outsider

Edges: Gypsy Curse

Gear: Silver dagger (Str+1), wooden stake (Str+1), wolfsbane

INNOCENTS

Innocents can be young or old, men or women, professionals or commoners, but they all share a lack of combat experience or special skills. These are the simple folk who know little of the supernatural and whose blissful ignorance the Rippers lay down their lives to preserve.

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

Skills: Guts d4

Status: 5

Charisma: +1; **Pace:** 6; **Parry:** 2; **Reason:** +0;

Toughness: 5

IRREGULARS

Not everyone the Rippers recruit becomes a legendary slayer, but these men and women are no less brave. Irregulars can be summoned at a moment's notice and are willing to risk their lives to fight back the horrors of the night.

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

Skills: Fighting d8, Guts d8, Shooting d6

Status: 0

Charisma: +0; **Pace:** 6; **Parry:** 6; **Reason:** +0;

Toughness: 6

Hindrances: None

Edges: Stout Hearted

Gear: Heavy Coat (+1), pistol

MILITIA

Most towns and cities have a local militia they can call upon when violence breaks out within their borders. These men are shocked when they discover the true extent of the evil they must face, but most fight valiantly since they're protecting their own homes and families.

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

Skills: Fighting d6, Guts d6, Shooting d6

Status: 5

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

Toughness: 5

Gear: Musket (2d8+1, AP1, 2 actions to reload), 20 shots

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Soldiers

Whether they are Prussian soldiers guarding the German frontiers or British redcoats defending the reaches of the Empire, veteran soldiers are frequently recruited to fight the creatures of the darkness and aid in humanity's greatest struggle. Ripper teams with the right contacts can also call upon detachments of soldiers to assist them wherever they are in the world

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

Skills: Fighting d8, Guts d8, Shooting d8

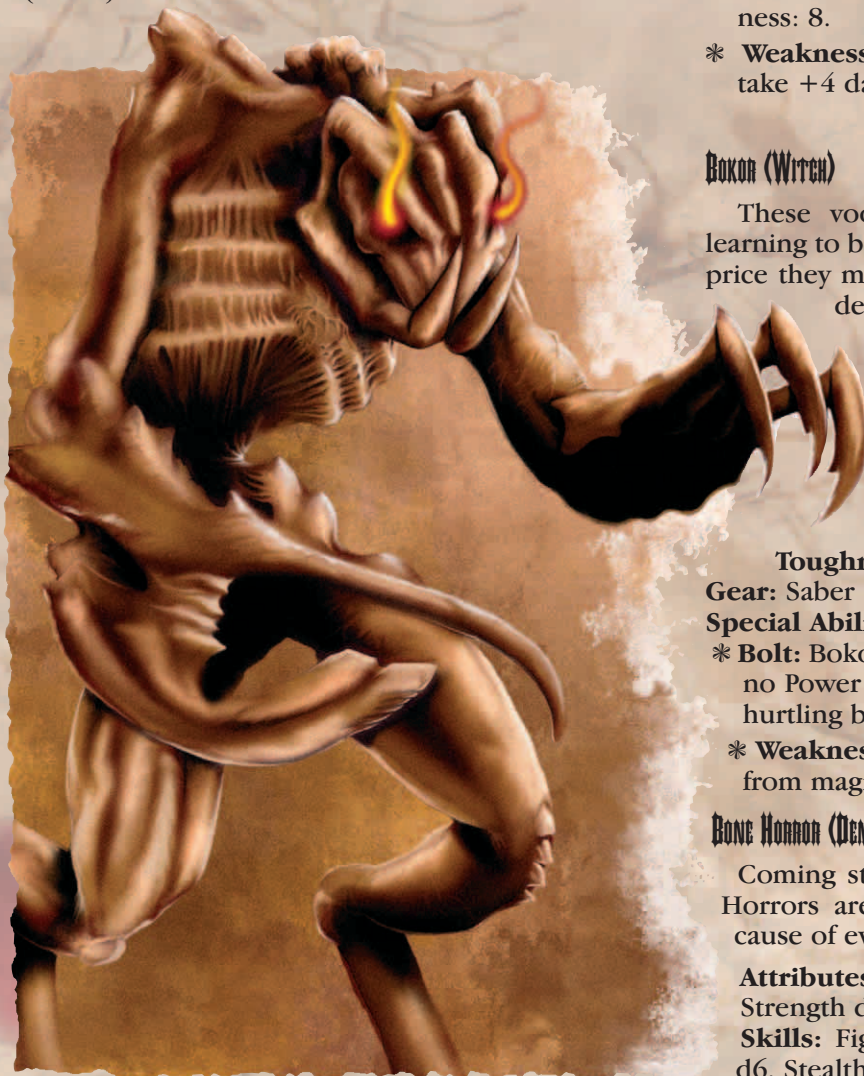
Status: 5

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

Hindrances: None

Edges: Stout Hearted

Gear: Rifle (2d8, AP 2), 20 bullets, bayonet (Str+2)



FORCES OF THE CABAL

Animated Statue (Golem)

Animated statues can be found in tombs or temples around the globe, given life through arcane magic or a blast of electricity.

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

Skills: Fighting d8, Guts d8

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

Special Abilities:

* **Modifications:** Some animated statues have special modifications such as:

Wings: A winged statue can fly with a Pace of 6 and a climb of 3.

Ranged Weapons: The Statue has a ranged weapon (no Fighting, Shooting d8), Parry: 2.

Stone: Stone statues have +2 Armor, Toughness: 8.

* **Weakness (Explosives):** Animated Statues take +4 damage from explosions.

Bokor (Witch)

These voodoo priests and priestesses are learning to become mambos and hounsans. The price they must pay for this knowledge is utter devotion and sacrifice to their mentor.

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

Skills: Fighting d8, Guts d6, Knowledge (Zombies) d4, Persuasion d4, Spellcasting d8, Taunt d4

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

Gear: Saber (Str+2)

Special Abilities:

* **Bolt:** Bokor can cast *bolt* every other round at no Power Point cost. This takes the form of a hurtling bone shard.

* **Weakness (Magic):** Bokor take +4 damage from magical attacks.

Bone Horror (Demon)

Coming straight from the pits of Hell, Bone Horrors are fierce warriors dedicated to the cause of evil.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- * **Armor +2:** A Bone Horror is covered with a tough, bony exoskeleton.
- * **Claws:** Str+2
- * **Combat Reflexes:** Bone Horrors add +2 to their Spirit rolls to recover from being Shaken.
- * **Fear (-2):** Anyone who sees a Bone Horror must make a Guts roll at -2.
- * **Immunity (Fire):** Bone Horrors take no damage from fire.
- * **Improved Frenzy:** Bone Horrors can make 2 Fighting attacks each round at no penalty.
- * **Weakness (Cold Iron):** These demons take +4 damage from cold iron weapons.
- * **Weakness (Holy Symbol):** Bone Horrors suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.



CANDY MAN (DEMON)

These vile demons are armed with sticky bundles of cotton candy. They use these globs of ectoplasm to bind their foes, then watch as they slowly dissolve like the candy itself!

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

Skills: Fighting d8, Guts d6, Notice d4, Persuasion d4, Stealth d4, Streetwise d6, Taunt d4, Throwing d12

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

Gear: Cotton Candy (3/6/12 see below)

Special Abilities:

- * **Bite:** Str +1
- * **Cotton Candy:** Anything covered by a Small Burst Template is stuck fast and cannot do anything but attempt to break free on its action (a Strength roll at -2). Each round a victim is bound after the first (and after it attempts to break free), it suffers 2d6 damage. A character incapacitated by this damage is dissolved into a puddle of goo.
- * **Weakness (Cold Iron):** The Candy Man takes +4 damage from cold iron weapons.
- * **Weakness (Holy Symbol):** The Candy Man suffers a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.

CONCUBINE (VAMPIRE)

These damned creatures are the women the vampire counts have chosen as "concubines" or "brides." Their sole purpose is to serve their master, and they are utterly and suicidally loyal.



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

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Persuasion d8, Stealth d6

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 9.

Special Abilities:

- * **Claws:** Str+2
- * **Seduction:** Human males suffer a -2 penalty to Fighting when attacking a Concubine.
- * **Sire:** Any woman incapacitated but not killed by a Concubine must make a Spirit roll or die and return from the dead as a Concubine after 1d4 days.
- * **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison, disease, and gas, no additional damage from called shots, half-damage damage from firearms and other piercing weapons.
- * **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- * **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight.

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After that they suffer 2d10 damage per round. Armor does not protect.

- * **Weakness (Unwelcome Guest):** Vampires cannot enter a home unless invited.
- * **Weakness (Wood):** Vampires take +4 damage from wooden weapons, and take normal damage when struck with wooden piercing weapons.

Cossack Guard (Human)

Gold and slaughter pay these treacherous scum. They are castoffs and vagabonds, unwanted by their Cossack kin. Unfortunately, they are also deadly shots and give their master's brood the option of slaying particularly troublesome do-gooders at range.

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

Skills: Fighting d8, Gambling d4, Guts d8, Notice d4, Shooting d8, Streetwise d4, Survival d4, Tracking d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8;

Gear: Heavy coat (Armor +1), rifle (2d8), 20 bullets, saber (Str+2)

Special Abilities:

- * **Block:** Parry +1
- * **Brawny:** +1 Toughness. Load Limit Str x8.
- * **Combat Reflexes:** +2 to Spirit rolls to recover from being Shaken.



COUNT DRACULA (Vampire, Demon)

In life, Count Dracula, whose real name was Vlad III, was born in 1431, in Transylvania. His father, Vlad II, exiled prince of Wallachia, belonged to an order of knights called the "Order of the Dragon," and was known as "Vlad Dracul" or "Vlad the Dragon." His son also trained as a knight and became known as "Vlad Dracula," or "Vlad, son of the Dragon." Interestingly, "Dracul" also means "the Devil," so his name could also be translated "Vlad, son of the Devil."

Vlad III managed to claim his father's throne in 1456 and began a reign of terror. Vlad took great pleasure in torture and execution and killed an estimated 100,000 people. Though he practiced many different techniques, his favorite method of execution was impalement. Because of this terrible practice, Vlad III became known as "Vlad Tepes" or "Vlad the Impaler."

In 1462, the Turks invaded Wallachia and stormed Vlad's castle at Tirgoviste. His wife committed suicide by leaping from the castle's highest tower, but Dracula escaped through a

secret passage and fled to Transylvania. In 1476, he attempted to reclaim the throne with the aid of Count Stephen Bathory, but fell in battle to the Turks, who cut off his head.

However, Dracula's evil was so strong that he returned from the dead as a vampire. Unlike the vampires before him, the demonic forces did not require Dracula to commit suicide or make a contract with them, but transformed him into a vampire simply because they admired his capacity for evil. In his new role as a champion of Hell, Dracula gained powers far beyond those of an ordinary vampire. He was made immune to sunlight, garlic, wooden weapons, and other traditional methods of destroying the creatures.

Dracula's first victim of note was Countess Erzsebet Bathory, a descendent of his former ally Stephan Bathory. Erzsebet had been bricked into a closet in her own castle as punishment for her atrocities, which included bathing in the blood of as many as 600 young virgins in an attempt to gain eternal youth. Dracula showed her his secret and made her his first concubine. He always felt a particular kinship with her, and began calling himself "Count Dracula" instead of "Prince Vlad" in her honor. He was furious when Dr. Van Helsing destroyed his bride, and wants revenge.

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

Skills: Fighting d10, Guts d10, Intimidation d10, Persuasion d8, Spellcasting d10, Stealth d8, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Special Abilities:

- * **Arcane Background (Magic):** *Deflection* (swarm of bats), *puppet* (penetrating gaze), *obscure* (mist). (30 Power Points.)
- * **Fear:** Anyone who sees Dracula must make a Guts roll.
- * **Form Shift:** With a Smarts roll (-2) Dracula can adopt wolf form, mist form, or bat form.
- * **Immunity:** Dracula cannot be killed by ordinary means. His Weaknesses are the *only* way to injure the Count.
- * **Sire:** Anyone incapacitated but not killed by Count Dracula must make a Spirit roll or die and return from the dead as either a Vampire or Concubine (Dracula's choice) after 1d4 days.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison, disease, and gas; No additional

damage from called shots; half-damage damage from firearms and other piercing weapons.

- * **Wall Walker:** Vampire Counts can walk up vertical or inverted surfaces at their normal Pace.
- * **Weakness (Cold Iron):** Count Dracula takes +2 damage from cold iron weapons and can be wounded normally by them.
- * **Weakness (Decapitation):** The only way to permanently destroy Dracula is to decapitate him with a cold iron blade.
- * **Weakness (Holy Symbol):** Dracula is repelled by Holy symbols and suffers a -1 penalty to Fighting attacks against anyone who carries one.
- * **Weakness (Sunlight):** Dracula's magic does not work in direct sunlight.
- * **Weakness (Wood):** Dracula takes +2 damage from wooden weapons, but cannot be wounded by them—only Shaken.

Devil Dog (Demon)

These vicious brutes were once ordinary dogs, transformed by the Cabal's wicked magic into malevolent horrors that host the spirits of demons from Hell.

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

Skills: Fighting d6, Notice d10, Stealth d4, Survival d4, Tracking d8

Pace: 8; **Parry:** 5, **Toughness:** 9

Special Abilities:

- * **Armor +2:** A Devil Dog is covered with bony plates and spines, providing it with +2 Armor.
- * **Fear:** Anyone who sees a Devil Dog must make a Guts roll.
- * **Fleet Footed:** Devil Dogs have a d10 running die.
- * **Go for the Throat:** If a Devil Dog gets a raise on its attack roll, it strikes its opponent's least armored location.
- * **Horrid Bite:** The bite of a Devil Dog is charged with supernatural energy, and inflicts Str+1d6 damage.
- * **Immunity (Fire):** Devil Dogs take no damage from fire.
- * **Weakness (Cold Iron):** Demons take +4 damage from cold iron weapons.
- * **Weakness (Holy Symbol):** Devil Dogs suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.



Dr. Jekyll (Human)

Dr. Henry Jekyll was once a respected scientist, but he felt guilty over the sinful things he did when he went "slumming" in the less reputable parts of town. After learning the basics of Rippertech from Dr. Jack, Jekyll created a formula to "purge the sin" from his body. The formula did not work as intended and ended up splitting his body and soul into two separate beings: one being the good Dr. Jekyll, the other being the evil Mr. Edward Hyde. After performing many evil deeds as Hyde, Dr. Jekyll embraced his darker half and now he is evil in both forms.

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

Skills: Healing d10, Knowledge (Chemistry) d10, Persuasion d6, Repair d10

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Luck

Special Abilities:

- * **Transformation:** Dr. Jekyll can transform into Mr. Hyde at will. Mr. Hyde changes back into Dr. Jekyll whenever he is dealt a deuce. Each such transformation takes an action.
- * **Mr. Hyde Form:** Treat Mr. Edward Hyde as a Wild Card Hyde (see page 126).



Dr. Prometheus (Human)

After his mentor's death at the claws of an Omega Beast, Dr. Prometheus became the leading expert on animal hybrids. He went even farther than Moreau and "evolved" himself into a virtually immortal creature. At first glance, Dr. Prometheus appears human, but his eyes are cat-like. His mere presence causes humans and animals alike to experience a vague feeling of unease, as if some dangerous creature was watching them from the shadows.

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

Skills: Fighting d4, Knowledge (Battle) d6, Knowledge (Hybrids) d6, Healing d10, Persuasion d4, Shooting d6

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Gear: Heavy leather coat (Armor +1), pistol (2d6, AP 1), 20 bullets, 1 syringe of Instant Evolution Serum (see below)

Special Abilities:

- * **Instant Evolution Serum (10 doses):** If Prometheus succeeds with 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 a random animal hybrid (see table

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below). The new Hybrid is automatically under Prometheus' control. The next time a Joker is dealt, the serum wears off and the victim changes back. If desperate, he can inject himself with the serum, transforming himself into a cat-like Omega Beast.

Evolution Serum Table

d10	Hybrid
1-2	Ape Hybrid
3-4	Cat Hybrid
5-6	Dog Hybrid
7	Piranha Hybrid
8	Pig Hybrid
9-10	GM's choice

- * **Invulnerability:** Prometheus can only be wounded by Natural Attacks. He may be Shaken normally.
- * **Weakness (Natural Attacks):** Natural weapons such as claws and teeth do +4 damage against Prometheus,

Evil Cultist (Human)

Cultists wholeheartedly embrace evil and serve many monsters of the Cabal. They are fanatically loyal to their dark masters and, in return, they dream of attaining some measure of those creature's powers. Few achieve their lofty goals, becoming instead mere pawns in a game they cannot hope to understand.

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

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

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

Gear: Saber (Str+2); cold iron knife (Str+1)



Evil Priest (Witch)

These damned souls are priests, monks, and nuns who have sold their souls to demons in exchange for arcane power.

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

Skills: Fighting d4, Faith d8, Guts d6, Intimidation d6, Knowledge (Satanism) d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Cursed Dagger (Str+3, wounds can only heal naturally)

Special Abilities:

- * **Arcane Background (Miracles):** *blast* (ball of hellfire), *bolt* (ray of black light), *obscure* (darkness). (30 Power Points.)
- * **Weakness (Magic):** Evil Priests take +4 damage from magical attacks.

Gargoyle (Golem)

These stone gargoyles, torn from cathedral rooftops, are given life through the use of arcane magic or a blast of electricity. Gargoyles are not necessarily evil—they originally protected sacred buildings from evil spirits.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice: d6

Pace: 4; **Parry:** 7; **Toughness:** 9

Special Abilities:

- * **Armor +2:** A gargoyle's stone body provides it with 2 points of Armor
- * **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half-damage from piercing attacks, not affected by disease and poison.
- * **Flight:** Pace 8, climb 4
- * **Stone Fists:** Str+2
- * **Weakness (Explosives):** Gargoyles take +4 damage from explosions.

Ghost (Ghost)

Some ghosts are merely tormented souls seeking eternal rest. Others work for the Cabal and are interested in sucking the souls from their victims.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength —, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d12, Knowledge (Occult) d4

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

Special Abilities:

- * **Aethereal:** Only magical attacks can affect ghosts. Everything else just passes through them harmlessly. Ghosts can move through physical barriers without hindrance, and are not affected by difficult terrain.
- * **Fear:** Hostile ghosts radiate menace, forcing anyone who sees one to make a Guts roll.
- * **Ghostly Touch:** A ghost's touch is soul-chillingly cold. If it succeeds at a Fighting attack, it does damage equal to its Spirit. The target gets no benefit from nonmagical armor.

Giant Monster (Animal)

"Giant Monster" is a general term used to describe oversized apes, dinosaurs, and similar massive opponents.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Climbing d8, Fighting d10, Swimming d6, Survival d4, Throwing d4

Pace: 10; **Parry:** 7; **Toughness:** 14

Special Abilities:

- * **Armor +2:** The tough skin of a Giant Monster provides 2 points of Armor.
- * **Size +5:** Giant Monsters are bigger than elephants.
- * **Stomp:** Str+5
- * **Boulder Throw:** Giant monsters with humanoid arms can throw a boulder instead of stomping. The range is 5/10/20. Each boulder is the size of a Small Burst Template and causes 3d6 damage to anything beneath it. No actual boulder is required for this—it can rip up chunks of earth, buildings, or trees, as needed.

Hag (Witch)

These cannibalistic ogres have powerful magical abilities that they use to disguise themselves as beautiful women. They are fond of eating children, but are not picky and eat nearly anything made of meat.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Witchcraft) d6, Notice d4, Persuasion d12, Taunt d8

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Special Abilities:

- * **Claws:** Str+1
- * **Curse:** A hag can curse one enemy within sight each round. The target must make a Spirit roll or be Shaken.
- * **Fear:** Anyone seeing a Hag must make a Guts roll.
- * **Illusion:** Hags appear to be beautiful women until they attack. Penetrating this illusion requires an opposed Spirit roll.
- * **Weakness (Magic):** Hags take +4 damage from magical attacks.

Henchman (Human)

Henchmen are found throughout the Cabal. They are mindlessly obedient, stupid, and brutal. These creatures are not actually human, but are members of a degenerate race of proto-humans sometimes known as the “Little People.”

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

Skills: Climbing d4, Fighting d6, Guts d6, Lock-picking d6, Stealth d8, Taunt d8, Swimming d4

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Knife (Str+1)

Special Abilities:

- * **Size -1:** Henchmen tend to be stunted, hunchbacked, or just plain scrawny.
- * **Luck:** Henchmen get an extra benny each game session. They can only use the benny on themselves.



Horned God (Demon)

A Horned God is summoned by vile human sacrifice. It usually requires great strain, so those who worship them bring the things to life only when they know the Rippers are close. In fact, the things are not gods as some of their followers claim—they are foul demons summoned from the depths of Hell.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

- * **Armor:** A Horned God's tough pelt is worth 2 points of Armor, and covers its entire body.
- * **Breathe Fire:** A Horned God can breathe fire in the shape of a Cone Template. All those within the cone must make an Agility roll or suffer 2d10 damage. Anyone hit by the flames has a chance of catching fire.
- * **Fear -2:** The first time someone sees a Horned God, they must make a fear check at a -2 penalty.
- * **Immunity (Fire):** Horned Gods take no damage from fire.
- * **Improved Frenzy:** A Horned God can make two Fighting attacks each round at no penalty.
- * **Natural Attacks:** Horned Gods can attack with massive jaws, slashing claws, scything tails, and protruding horns. These attacks do Str+2 damage.
- * **Size +2:** Horned Gods stand over nine feet tall, and weigh over 600 pounds.
- * **Weakness (Cold Iron):** Demons take +4 damage from cold iron weapons.
- * **Weakness (Holy Symbol):** Horned Gods suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.



Hounagan (Witch)

Hounagan are the male warlocks of voodoo. Those who have joined with the Cabal are willing to sell their evil souls to the dark spirits for power on Earth.

Attributes: Agility d10, Smarts d6, Spirit d12,

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Strength d12+2, Vigor d8

Skills: Fighting d8, Gambling d6, Guts d10, Intimidation d10, Spellcasting d10, Streetwise d6, Taunt d6

Charisma: -1; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Gear: Soul cane (Str+4, wounds can only heal naturally).

Special Abilities:

* **Arcane Background (Magic):** *Bolt* (black bolt), *obscure* (fog), *puppet* (voodoo doll). (30 Power Points.)

* **Burrow:** Due to their close association with graves, Houngan can dig through the ground at a Pace of 12".

* **Restless Dead:** Any place where bodies are buried, a Houngan can take an action to cause the restless dead to reach up and grab those within a Large Burst Template. Each round, victims must make a successful Strength roll or be held fast and lose their action. On a roll of a 1 (regardless of the result of the Wild Die), the victim is dragged under and begins to suffocate.

* **Weakness (Magic):** Houngan take +4 damage from magical attacks.



Hybrid (Animal Hybrid)

Part-human creatures have been formed by surgically combining human body parts with apes, cats, dogs, pigs, and even piranhas so that these animals more closely resemble the human form.

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

Skills: Fighting d8, Guts d6, Survival d6, Stealth d4, Tracking d4

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities

* **Bite:** Str+1

* **Hybrid Types:** A Hybrid's original animal form modifies its statistics as follows:

* **(Ape):** Strength d12+2, Climbing d6, Throwing d6.

* **(Cat):** Agility d10, Climbing d6, Fighting d10, Parry 7.

* **(Dog):** Fleet Footed (d10 running die), Notice d10, Tracking d8.

* **(Pig):** Spirit d8, Guts d8, Vigor d12, Toughness 8.

* **(Piranha):** Aquatic, Improved Frenzy, Bite Str+3, Strength d8.

* **Weakness (Natural Attacks):** Hybrids take +2 damage from claw and bite attacks.

Hyde (Human)

Dr. Jekyll has injected his Hyde formula into a number of "volunteers" to serve as shock-troops for the Cabal. These "Hydes" are ordinary folks until the unpredictable transformation sets in. Then they become violent killers who stop at nothing to destroy their foe.

Dr. Jekyll's original formula transformed him into a sly, agile, and small cretin. His improved formula makes those who drink it large, strong, fast, and utterly brutal.

Human Form

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

Skills: Fighting d6, Guts d6, Shooting d6

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Pistol (2d6, AP 1), 20 bullets

Special Abilities:

* **Shape Change:** When a dealt a face card, the "volunteer" automatically changes to a Hyde. Hydes cannot use ranged weapons, but know to "pocket" them for their inevitable re-transformation.

Mr. Hyde Form

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Special Abilities:

- * **Claws:** Str+1
- * **Size +1:** Hydres stand 7 feet tall, and weigh over 300 pounds.
- * **Improved Nerves of Steel:** Hydres ignore 2 points of wound penalties.
- * **Shape Change:** If a Hyde is dealt a deuce, he automatically changes back to his human form.

Inmate (Human)

These deranged lunatics are psychotic murderers. Their frenzied minds are long gone, driven insane by the horrors of the Cabal, and are used as "shock troops" by the very terrors that drove them mad!

Attributes: Agility d8, Smarts d10 (A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d10, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Gear: Various hand weapons (improvised medium weapon, Str+2, -1 attack).

Special Abilities:

- * **Improved Frenzy:** Inmates can make 2 Fighting attacks each round at no penalty.



Invisible Man (Human)

A number of the Cabal's treacherous humans have volunteered to take the serum used to create an invisible man. Most perish from the unstable compound, but a few manage to survive it—for a time at least.

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

Skills: Fighting d6, Guts d6, Notice d4, Stealth d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Various Hand Weapons (improvised medium weapon, Str+2, -1 attack).

Special Abilities:

- * **Invisibility:** Notice rolls and attacks against an invisible man suffer a -6 penalty. The attack penalty does not apply to area effect weapons, which hit normally.

Mad Monk (Witch)

These mad monks, nuns, and hermits have abandoned their faith and given themselves over to the worship of Satan and his minions.

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

Skills: Fighting d8, Guts d10, Knowledge (Satanism) d6, Persuasion d6, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Gear: Cursed Crucifix (Str+3). Wounds can only heal naturally.

Special Abilities:

- * **Hardy:** Mad Monks are notoriously difficult to kill. Multiple Shaken results do not cause a wound.
- * **Weakness (Magic):** Mad Monks take +4 damage from magical attacks.



Mambo (Witch)

Voodoo is not accepted as a legitimate religion in Victorian times, but most who practice it claim it is simply a peaceful worship of the Loa—or voodoo spirits. Mambos are female sorcerers who have embraced the dark Loa in exchange for their terrible powers.

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

Skills: Fighting d4, Guts d12, Intimidation d10, Knowledge (Voodoo) d8, Persuasion d6, Spell-casting d10, Stealth d4

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

Gear: Cursed dagger (Str+3). Wounds can only heal naturally.

Special Abilities:

- * **Arcane Background (Magic):** *Barrier* (wall of bones), *blast* (explosion of bone shards), *obscure* (fog), *puppet* (voodoo doll), *zombie* (raise dead). (30 Power Points.)
- * **Zombie Mastery:** Zombies animated by a Mambo are permanent, provided they have at least 1 hour to prepare before using the power.
- * **Weakness (Magic):** Mambos take +4 damage from magical attacks.

Minion of Set (Golem)

These jackal-headed humanoids are ancient Egyptian statues brought to life by ancient magic. They are relentless combatants, which is precisely what makes them so fearsome.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 10

Gear: Ancient Polearm (Str+4)

Special Abilities:

- * **Armor +4:** Minions of Set have stone bodies

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that resist most attacks.

- * **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half-damage from piercing attacks, not affected by disease and poison.
- * **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magical effects.
- * **Improved Sweep:** A Minion of Set can attack all adjacent foes with no penalty.
- * **Weakness (Explosives):** Minions of Set take +4 damage from explosions.

MISGUIDED MINION (HUMAN)

The monsters of the Cabal have many nefarious powers in their repertoire. Some are able to brainwash locals into fighting those who are trying to save them. Other horrors attract desperate followers, and a rare few have the ability to charm an entire population!

Misguided minions are the pathetic humans who have joined the Cabal for some dark reason.

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

Skills: Fighting d6, Guts d6

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

Gear: Hand Weapons (Str+1)

MONSTER (GOLEM)

Victor Frankenstein's original Monster has vanished, but the Cabal has used his notes to create numerous lesser versions of the creature. These monsters generally stand over eight feet in height and are well proportioned with strong, athletic builds. They have translucent yellow skin, allowing the muscles and veins to be seen beneath their withered, mummy-like surface. The things have thin black lips and cloudy white eyes that reveal their lack of intelligence—unlike the original monster these horrors are stupid but obedient.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d12+3, Vigor d12

Skills: Fighting d10, Guts d4, Intimidation d8, Throwing d6, Stealth d6, Survival d6

Pace: 4; **Parry:** 7; **Toughness:** 10

Special Abilities:

- * **Berserk:** A monster can go berserk at will.
- * **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half-damage from piercing attacks, not affected by disease and poison.
- * **Size +2:** A monster stands over eight feet tall,

and weighs over 500 pounds.

- * **Shuffling Gait:** -2 pace; d4 running die.

- * **Weakness (Explosives):** Monsters take +4 damage from explosions.

NIGHT GUARD (HUMAN)

In Eastern Europe, a political group controlled by the Cabal has been recruiting an army of dedicated soldiers called the Night Guard. In several countries these minions serve in the military or the police, giving the Cabal immense political power across the continent.

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

Skills: Fighting d8, Gambling d4, Guts d8, Notice d4, Shooting d8

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

Gear: Rifle (2d8), cold iron knife (Str+1)

Special Abilities:

- * **Stout-hearted:** Night Guard get +2 on Guts rolls.

NIGHT GUARD OFFICER (HUMAN)

The leaders of the Night Guard are doubly damned. Not only do they give their own souls to darkness, but also convince others to do so.

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

Skills: Fighting d8, Guts d8, Notice d8, Riding d8, Shooting d8

Charisma: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: Horse, pistol (12/24/48, 2d6, AP 1), 20 silver bullets, saber (Str+2)

Special Abilities:

- * **Command:** Night Guard within 5" of the officer add +1 to their Spirit rolls to recover from being Shaken.

NOSFERATU (ZOMBIE)

The progeny of some Vampire Lords are quite different than the rest. Their hair falls out, their teeth become jagged and malformed, and their faces become rat-like and ugly. This particular branch has different powers as well and do not share the other vampires' weakness for wood.

Existence as a nosferatu is also the fate of vampires who refuse to consume human blood. Eventually they become mere zombies. They tend to exist in the darkness, further from human habitations than other vampires.

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

Skills: Fighting d6, Guts d6, Notice d6, Stealth d6, Survival d4

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Special Abilities:

- * **Bite:** Str+1
- * **Fear:** Anyone who sees a nosferatu must make a Guts roll.
- * **Frenzy:** Nosferatu can make 2 Fighting attacks each round. If they do so, each attack suffers a -2 penalty.
- * **Hiss:** A nosferatu can target one enemy within 12" and let out an evil hiss. That opponent must make a Guts roll or be Shaken.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.
- * **Weakness (Salt):** Nosferatu take full damage +4 from a shotgun or blunderbuss loaded with rock salt (instead of 1/2 damage), and suffer a -2 penalty to Fighting attacks against anyone carrying at least a half-pound of salt.
- * **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.

Old One (Witch)

These creatures have tried to pass themselves off as gods, space aliens, or creatures from alternate dimensions. The truth is far more sinister. Old Ones are the remnants of the Atlantean priesthood. After the island fell beneath the waves, these priests attempted to transform themselves into fish, octopi, squid, or other aquatic animals. Horrifically, their corrupted magic backfired, and turned them into shapeless tentacled *things*.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Swimming d12

Pace: 4; **Parry:** 7; **Toughness:** 12

Special Abilities:

- * **Aquatic:** Old Ones can breathe water, and have an underwater Pace equal to their Swimming skill.
- * **Fear -2:** Anyone who sees an Old One must make a Guts roll at -2.
- * **Size +5:** Old Ones are elephant-sized.
- * **Shapeless Mass:** Old Ones have no discernable head, so cannot be targeted by called shots to that area.
- * **Tentacles:** Old Ones can attack each and

every creature within its mass for Str damage. Its tentacles are even capable of penetrating Heavy Armor.

- * **Weakness (Magic):** Witches take +4 damage from magical attacks.
- * **Ripping Yield:** Because their anatomy is so alien, Old Ones cannot be used to make standard Rippertech items. However, they can be researched to create the new implant shown below.

* **Tentacles (-4, Implant Only):**

Donor: Old One only

Benefits: This writhing mass of tentacles is stored inside the character's chest cavity, and bursts forth upon mental command. All creatures within a Small Burst Radius around the character must make Agility rolls every round or take 2d6 points of damage from the tentacles.

Side Effects: None

Damage: 2d10

Additional Benefits: None

Omega Beast (Animal Hybrid)

Before his death, Dr. Moreau discovered how to trigger genetic changes in his hybrids to make them even larger and more powerful. This also made the animals more aggressive, something Dr. Prometheus has embraced since the formation of the Cabal. He has so far managed to create Omega Beasts from cats and dogs (both use the same stats).

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidate d10, Notice d6, Stealth d4, Survival d4, Tracking d6

Charisma: +0; **Pace:** 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- * **Bite:** Str+4
- * **Fleet Footed:** The agile Omega Beasts have a d10 running die.
- * **Frenzy:** Omega Beasts make 2 Fighting attacks each round, but suffer a -2 penalty to both attacks.
- * **Rabid:** Omega beasts are rabid killers on the battlefield. They must always run their full movement directly toward the nearest enemy. They then attack the nearest living creature.
- * **Size +2:** Omega Beasts stand ten feet tall and weigh over 800 pounds.
- * **Weakness (Natural Attacks):** Hybrids take +2 damage from claw and bite attacks.

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Overseer (Human)

After Dr. Moreau's death, his pupil, Dr. Prometheus, took over his experiments and laboratory. Moreau's former assistants now serve Prometheus as overseers to teams of his hybrids and their wranglers. They are as devoted to their new master as they were their old. Overseers carry a potent concoction: the Instant Evolution Serum.

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

Skills: Fighting d4, Knowledge (Hybrids) d6, Healing d10, Persuasion d4, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Gear: Heavy leather coat (Armor +1), pistol (2d6, AP 1), 20 bullets, 1 syringe of Instant Evolution Serum (see below)

Special Abilities:

- * **Instant Evolution Serum:** If an overseer succeeds with 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 a random animal hybrid (see table below). The new Hybrid is automatically under the overseer's control. The next time a Joker is dealt, the serum wears off and the victim changes back.

Evolution Serum Table

d10	Hybrid
1-2	Ape Hybrid
3-4	Cat Hybrid
5-6	Dog Hybrid
7	Piranha Hybrid
8	Pig Hybrid
9-10	GM's choice

Paid Lackey (Human)

Not everyone working for the Cabal is seeking untold power or hidden secrets. Some are just in it for the money. Consequently, they cannot truly be relied upon. If lackeys are dealt a Deuce in combat, they think better of it and slink off at the first opportunity.

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

Skills: Fighting d6, Guts d4, Intimidation d6, Shooting d6

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Pistol (2d6, AP 1), 20 bullets, net, knife (Str +1)

Special Abilities:

- * **Brawny:** +1 Toughness. Load limit is Str x8.



Psychic Vampire (Vampire)

Psychic vampires are rare undead creatures who prey upon the minds of the living instead of drinking their blood.

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

Skills: Fighting d4, Guts d8, Intimidation d8, Persuasion d6, Spellcasting d8, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 9

Special Abilities:

- * **Claws:** Str+1
- * **Mind Control:** A psychic vampire can use the *puppet* power with no Power Point cost, but can only control a single victim at a time. Its victim automatically breaks free if the vampire is Shaken or wounded. The mind control is accompanied by telepathic contact, causing the victim to "hear" the vampire's thoughts.
- * **Mind Drain:** A psychic vampire sustains itself by draining willpower from a victim. As an action, it can target any single creature within its line of sight. That creature must make an immediate Vigor check or gain a Fatigue level. The Fatigue cannot be recovered until the psychic vampire is killed, and then it recovers at the rate of 1 Fatigue level per day. There is no direct evidence of a Psychic Vampire's feeding, so it is possible to be drained multiple times without ever knowing the source of the attack. Generally a psychic vampire feeds only once per day.
- * **Sire:** Anyone incapacitated by a psychic vampire (whether by physical attacks or through Fatigue) must make a Spirit roll or die and return from the dead as a psychic vampire after 1d4 days.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.
- * **Weakness (Garlic):** Psychic vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- * **Weakness (Sunlight):** Psychic vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- * **Weakness (Unwelcome Guest):** These vampires cannot enter a home unless invited.
- * **Weakness (Wood):** Vampires take +4 damage from wooden weapons, and take normal damage when struck with wooden piercing weapons.



PUMPKIN JACK (WITCH)

"Pumpkin Jack" was once a warlock in the back hollows of New England. A mob of country folk eventually caught up with him and chased him into a cornfield. He hid in a scarecrow but was discovered and murdered within it.

The next full moon, "Pumpkin Jack" rose from the dead. His black sorcery gives Jack the ability to grant a hideous, haunted unlife to the scarecrows that dot the countryside.

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

Skills: Fighting d8, Guts d6, Knowledge (Witchcraft) d6, Spellcasting d10, Stealth d6, Survival d4

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

Gear: Staff (Str+2, Parry +2, Reach 1")

Special Abilities:

- * **Arcane Background:** *Blast* (exploding pumpkins), *deflection* (mystical aura). (30 Power Points)
- * **Fear:** Anyone who sees Pumpkin Jack must make a Guts roll.
- * **Scarecrows:** Pumpkin Jack can animate a scarecrow on the night of each full moon. These scarecrows (see page 132) remain animated until killed, and they obey his orders without question.
- * **Weakness (Magic):** Pumpkin Jack takes +4 damage from magical attacks.



ROYAL MUMMY (MUMMY)

Imhotep has learned how to wake the ancient rulers of Egypt and other obedient mummies. These "Royal Mummies" lead bands of Servitor Mummies and Evil Cultists to dispatch Imhotep's enemies. They also have the power to create Minions of Set, powerful statues imbued with the strength of Egypt's dark gods.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2

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

Pace: 4; **Parry:** 7; **Toughness:** 11

Gear: Bronze sword (Str+3)

Special Abilities:

- * **Arcane Background (Magic):** *Barrier* (creates a wall of sand), *bolt* (swarm of scarab beetles), *deflection* (shield of swirling wind and sand), *elemental manipulation: earth* (animate statues), *fear* (unearthly cry), and *obscure* (small sandstorm). (30 Power Points.)
- * **Crushing Grasp:** Str+2. On a raise, the Royal Mummy automatically grapples its opponent.

* **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magical effects.

* **Shuffling Gait:** -2 pace; d4 running die.

* **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.

* **Weakness (Fire):** Mummies take +4 damage from fire, and suffer a -2 penalty to Fighting attacks against anyone who brandishes a torch or other open flame.



SAUCY JACK (HUMAN)

Dr. Jack, the original Ripper, created these abominable duplicates by splicing random Ripper-tech into hardened killers. A few of his own demented brain cells gave them his deranged personality—and his nickname as well.

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

Skills: Fighting d10, Guts d10, Healing d10,



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Knowledge (Rippertech) d12, Streetwise d10, Stealth d10

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

Gear: Cursed scalpel (Str+4, wounds may only heal naturally).

Special Abilities:

- * **Combat Reflexes:** +2 to Spirit rolls to recover from being Shaken.
- * **Improved Sweep:** A Saucy Jack can attack all adjacent foes with no penalty.
- * **Rippertech:** Saucy Jacks have 2 common Rippertech implants or 1 advanced.
- * **Woman Hater:** Saucy Jacks hate women. They add +2 to all Fighting and damage rolls when attacking female humans.

Scarecrow (Golem)

These terrible creatures are normal scarecrows animated by Pumpkin Jack.

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

Gear: Scythe (improvised large weapon, -1 attack, Str+3)

Special Abilities:

- * **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half-damage from piercing attacks, not affected by disease and poison.
- * **Scarecrow Types:** There are two types of scarecrows: Pumpkin Heads and Sack Heads.
 - * **(Pumpkin Head):** Pumpkin head scarecrows cause fear. Anyone seeing one must make a Guts roll.
 - * **(Sack Head):** Sack head scarecrows can remove their heads and use the bags to asphyxiate others. This requires a raise on an attack roll. If successful, the scarecrow drops its scythe, and the victim must make a Vigor (-2) roll every round or gain a Fatigue level. If the victim is Incapacitated he dies the following round. The victim can break free by winning an opposed Strength check. Fatigue is recovered at a rate of 1 level per hour.
- * **Weakness (Fire):** Unlike most golems, scarecrows do not take additional damage from explosives, but take +4 damage from fire and suffer a -2 penalty to Fighting attacks against anyone who brandishes a burning torch or other open flame.

Serpent Person (Animal Hybrid)

Powerful demons created the serpent people by magically combining the DNA of dinosaurs and proto-humans. In ages past, the serpent people created an advanced civilization and enslaved the ancestors of humanity. When the climate changed and an Ice Age swept over the world, the serpent people could not adapt and were driven to near extinction. A few still exist in the deepest recesses of rainforests in Africa and South America and many others remain in hibernation, hoping to someday reawaken and take back the world they once controlled.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Prehistory) d6, Psionics d8

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

Special Abilities:

- * **Arcane Background:** *Bolt* (psychic strike), *telekinesis* (hand gesture). (30 Power Points.)
- * **Bite:** Str+1
- * **Poison:** Anyone bitten by a serpent person must make an immediate Vigor roll or gain a Fatigue level. Fatigue lost to a Serpent Person's poison returns after 24 hours of rest per lost Fatigue level. Anyone Incapacitated by this poison dies after 1d4 hours.
- * **Weakness (Natural Attacks):** Hybrids take +4 damage from claw and bite attacks.

Servitor Mummy (Mummy)

The most common type of mummy, these creatures were placed in their master's tombs to guard them for all eternity.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Special Abilities:

- * **Fear:** Anyone seeing a servitor mummy must make a Guts roll.
- * **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magical effects.
- * **Mummy Rot:** Anyone touched by a Servitor Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called

shots; half-damage damage from firearms and other piercing weapons.

- * **Shuffling Gait:** -2 pace; d4 running die.
- * **Weakness (Fire):** Mummies take +4 damage from fire, and suffer a -2 penalty to Fighting attacks against anyone who brandishes a torch or other open flame.

SKELETON (ZOMBIE)

When there is no flesh left to animate, a zombie is raised as a skeleton, its bones held together by the last remnants of rotting sinew and magical energies.

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

Skills: Fighting d6

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

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

Special Abilities:

- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.



VAMPIRE (VAMPIRE)

The progeny of the vampire counts are newborns in the undead hierarchy. The counts sire such minions when they feel Van Helsing's followers are close.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Persuasion d6, Stealth d6, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- * **Bite:** Str+2
- * **Sire:** Anyone incapacitated but not killed by a vampire must make a Spirit roll or die and return from the dead as a vampire after 1d4 days.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.
- * **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- * **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.

- * **Weakness (Unwelcome Guest):** Vampires cannot enter a home unless invited.

- * **Weakness (Wood):** Vampires take +4 damage from wooden weapons, and take normal damage when struck with wooden piercing weapons.



VAMPIRE COUNT (VAMPIRE)

Those sired directly by the great vampires are the vampire counts. Few of these creatures are active members of the Cabal, but it is Dracula's plan to unite them under his leadership and help the Cabal destroy the Rippers. After that goal is achieved, he is unlikely to share power with anyone!

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

Skills: Fighting d10, Guts d10, Intimidation d10, Persuasion d8, Spellcasting d10, Stealth d8, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Special Abilities:

- * **Arcane Background (Magic):** *Deflection* (swarm of bats), *puppet* (penetrating gaze), *obscure* (mist). (30 Power Points.)
- * **Fear:** Anyone who sees a vampire count must make a Guts roll.
- * **Sire:** Anyone incapacitated but not killed by a vampire count must make a Spirit roll or die and return from the dead as either a vampire or concubine after 1d4 days.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.
- * **Wall Walker:** Vampire counts can walk up vertical or inverted surfaces at normal Pace.
- * **Weakness (Garlic):** These vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- * **Weakness (Sunlight):** Vampire counts catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- * **Weakness (Unwelcome Guest):** Vampire counts cannot enter a home unless invited.
- * **Weakness (Wood):** These vampires take +4 damage from wooden weapons, and take normal damage when struck with wooden piercing weapons.

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VAMPIRE LORD (VAMPIRE)

The ancient Vampire Lords are older than Dracula himself. Their motives are mysterious, and they have not yet formally joined Vlad in the Cabal, but they do occasionally help the forces of evil. So intricate are their plots, the Rippers occasionally find a vampire lord arriving to assist them in their missions against other vampires. The ways of the ancient vampires are impossible for mortals to fathom; it is better to accept their help and get out of their way!

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

Skills: Fighting d12, Guts d12, Intimidation d12, Persuasion d10, Spellcasting d10, Stealth d10, Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 12

Gear: Ancient armor (+2), large cursed weapon (Str+1d10)

Special Abilities:

* **Arcane Background (Magic):** *Deflection* (swarm of bats), *detect/conceal arcana* (concentration), *puppet* (penetrating gaze), *obscure* (mist), *telekinesis* (wave of the hand). (30 Power Points.)

* **Bite:** Str+3

* **Fear -2:** Anyone who sees a vampire lord must make a Guts roll at -2.

* **Sire:** Anyone incapacitated but not killed by a vampire lord must make a Spirit roll or die and return from the dead as a vampire count (or in some cases a nosferatu) after 1d4 days.

* **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.

* **Wall Walker:** Vampire lords can walk up vertical or inverted surfaces at normal Pace.

* **Weakness (Garlic):** These vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.

* **Weakness (Sunlight):** Vampire lords catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.

* **Weakness (Unwelcome Guest):** These vampires cannot enter a home unless invited.

* **Weakness (Wood):** Vampire lords take +4 damage from wooden weapons, and take normal damage when struck with wooden piercing weapons.



VICTOR FRANKENSTEIN (HUMAN)

"Victor Frankenstein" is the more commonly used name of Johann Konrad Dippel, also known as "Konrad Frankenstein," born at Castle Frankenstein in Darmstadt, Germany in 1673. Frankenstein is one of the oldest proponents of Rippertech, preceded only by Dr. Jack himself. In the early 1700s, after a thorough study of magic and science, Frankenstein discovered how to bestow life upon inanimate matter through the use of electricity and a magical object known as "Shem." He succeeded in creating a living thing from a combination of human and animal parts, but he rejected his creation and, in revenge, it murdered his brother, his best friend, and his wife.

Frankenstein tracked the creature to the Arctic Circle and was taken aboard a ship on an expedition to the North Pole. He died, just as the monster boarded the ship. The monster told the captain it would commit suicide, but instead followed the ship, waiting for its creator to get the traditional burial at sea.

The creature retrieved the body and, after many failed attempts, reanimated Frankenstein as a creature like itself! Victor now serves the hated monster, biding his time until he can turn upon and destroy his tormentor.

Attributes: Agility d6, Smarts d12, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d6, Guts d4, Intimidation d8, Knowledge (Biology) d12, Knowledge (Electricity) d12, Knowledge (Rippertech) d10, Throwing d6, Stealth d6, Survival d6

Charisma: +0; **Pace:** 4; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half-damage from piercing attacks, not affected by disease and poison.
- * **Shuffling Gait:** -2 pace; d4 running die.
- * **Weakness (Explosives):** Frankenstein takes +4 damage from explosions.



WEREWOLF (WEREWOLF)

Werewolves are incredibly powerful, fast, and vicious. These bestial shapeshifters have more cunning than true smarts, and so are frequently minions of more intelligent creatures who are also powerful enough to control them.

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

Skills: Fighting d10, Guts d10, Survival d10, Notice d10, Stealth d8, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 6

Special Abilities:

- * **Bite:** Str+2
- * **Combat Reflexes:** +2 to recover from being Shaken.
- * **Fleet Footed:** Werewolves have a d10 running die.
- * **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.
- * **Improved Frenzy:** Werewolves can make 2 Fighting attacks each round at no penalty.
- * **Low Light Vision:** Werewolves ignore lighting penalties for anything less than Pitch Black conditions.
- * **Quick:** Werewolves can redraw any initiative card of 5 or less.
- * **Sire:** Anyone Incapacitated but not killed by a Werewolf must make a Spirit roll or become a Wolfman at the next full moon.
- * **Transformation:** Werewolves usually change shape by spending an action to don a wolf skin cloak, hat, or belt. This item merges into their body and cannot be removed for 1d12 hours, after which time it falls off and the werewolf reverts to human form. Use misguided minion statistics (see page 128) for werewolves in human form.
- * **Weakness (Silver):** Werewolves take +4 damage from silver weapons.
- * **Weakness (Wolfsbane):** Werewolves suffer a -2 penalty to attack a creature carrying wolfsbane.

WILDMAN (WEREWOLF)

Occasionally, people who eat human flesh transform into bestial creatures who lurk in the highest mountains, the deepest forests, and other places where civilization does not reach. There are several breeds of wildmen, including the Tibetan Yeti, the Canadian Wendigo, and the American Sasquatch. Unlike werewolves and wolfmen, wildmen are permanently cursed to remain in their bestial form and only return to their human shape when killed.

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

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Skills: Fighting d6, Guts d6, Notice d10, Stealth d6 Survival d6, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- * **Breed:** There are several breeds of wildmen, as shown below:
- * **(Yeti):** A yeti has Spellcasting d6 and can use the *obscure* power once per day with no Power Point cost. The power takes the form of a snowstorm.
- * **(Wendigo):** The wendigo is the most powerful and dangerous of the wildmen and is considered a Wild Card.
- * **(Sasquatch):** A sasquatch has Spellcasting d6 and can use the *invisibility* power on itself (as long as it does not move) with no Power Point cost. When it uses this power it simply seems to blend into the background.
- * **Claws:** Str+2
- * **Size +1:** Wildmen stand over seven feet in height.
- * **Weakness (Silver):** Wildmen take +4 damage from silver weapons.
- * **Weakness (Wolfsbane):** Wildmen suffer a -2 penalty to attack a creature carrying wolfsbane.

Winged Fiend (Demon)

Coming straight from the pits of Hell, winged fiends are capable combatants. Their true advantage lies in their ability to swoop down on their targets from above. They favor carrying their victims off to hard-to-reach areas or dropping them from great heights.

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

Skills: Fighting d6, Intimidation d6, Persuasion d6, Taunt d8, Throwing d6

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

Special Abilities:

- * **Armor:** The scaly hide of a winged fiend provides them with Armor +1.
- * **Claws:** Str+1
- * **Flight:** Winged fiends can fly with a Pace of 6 and a Climb of 3.
- * **Weakness (Cold Iron):** Winged fiends take +4 damage from cold iron weapons.
- * **Weakness (Holy Symbol):** These demons suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.

Witch (Witch)

Witches were once druids or followers of other benign nature religions. Now they are thoroughly corrupted servants of evil.

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

Skills: Fighting d8, Guts d6, Notice d4, Knowledge (Witchcraft) d6, Persuasion d8, Spellcasting d10, Survival d4, Tracking d4

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

Gear: Cursed knife (Str+3, wounds can only be healed naturally).

Special Abilities:

- * **Arcane Background (Magic):** *Bolt* (beam of black light), *blast* (hellfire), *fly* (broomstick). (30 Power Points.)
- * **Weakness (Magic):** Witches take +4 damage from magical attacks.



Witchfinder (Zombie)

Once a servant of the Church courts or a member of the Inquisition, the witchfinder was as feared in life as he is in death. Dressed in his rotting priestly or puritan garb, his fervor has brought him back from beyond the grave to judge the living. In the eyes of the witchfinders, all life is a crime, punishable only by burning at the stake.

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

Skills: Fighting d10, Guts d6, Intimidation d8, Notice d8, Knowledge (Witchcraft) d8, Spellcasting d10, Tracking d4

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

Special Abilities:

- * **Arcane Background (Magic):** *blast* (hellfire), *detect/conceal arcana* (target bathed in light), *elemental manipulation: fire* (ignites bundles of wood). (30 Power Points.)
- * **Fast Regeneration:** A witchfinder may make a Vigor roll to recover any damage it has sustained. +2 to recover from being Shaken.
- * **Improved Frenzy:** A witchfinder may make two attacks per round without penalty.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.
- * **Voice of Judgement:** A witchfinder gets a +2 modifier to all Intimidation rolls.
- * **Weakness (Magic):** A witchfinder takes +4 damage from magical attacks.

Wolfman (Werewolf)

Those infected by werewolves become wolfmen. Like the creatures that created them, they are bloodthirsty savages when the full moon transforms them.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8, Stealth d4, Survival d4, Tracking d4

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

Special Abilities:

* **Bite:** Str+2

* **Go for the Throat:** If a wolfman hits on a raise, it strikes its opponent in his least armored location.

* **Fleet-Footed:** A wolfman rolls a d10 running die instead of the usual d6.

* **Improved Frenzy:** Wolfmen can make 2 Fighting attacks each round at no penalty.

* **Transformation:** Wolfmen change shape on any night with a full moon, and remain in wolfman form until sunrise. Use misguided minion statistics for wolfmen in human form.

* **Weakness (Silver):** Wolfmen take +4 damage from silver weapons.

* **Weakness (Wolfsbane):** Wolfmen suffer a -2 penalty to attack a creature carrying wolfsbane.

Zombie (Zombie)

Foul carcasses brought back from the dead by voodoo or dark magics, these horrid beings hate the living. They quest for fresh meat constantly and devour it ravenously.

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

Skills: Fighting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

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

Special Abilities:

* **Shuffling Gait:** -2 Pace; d4 running die.

* **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called shots; half-damage damage from firearms and other piercing weapons.

* **Weakness (Salt):** Zombies suffer a -2 penalty to Fighting attacks against anyone who carries at least a half-pound of salt.

SUPERSTITION

Around the world, ordinary folk tell tales of the monsters that populate their folklore. Fairy stories and old wives tales are filled with sage wisdom regarding how to defeat these creatures. Unfortunately, they are often misleading or just wrong. Below is a selection of the kinds of advice the Rippers may pick up in their quest for knowledge. If they are wise and they want to survive, they won't pay much attention to it!

Vampires are well-known across Eastern Europe, and tales of their existence have filtered into Britain. The suspicion that they cannot cross running water is not true, but the widely held belief that they cast no reflection is accurate.

Witches are thought to be repulsed by various jewelry. Amber beads worn as a necklace are supposed to ward off witchcraft. In fact they do not. Neither does the cultivation of clover or ivy on one's house disrupt the spells of witches, wizards, or fairies.

The God-fearing population generally worries most about the presence of demons, and numerous superstitions exist regarding protection from Hell's minions. The sound of bells is thought to drive them away, and a pinch of salt over the shoulder is said to provide protection from the Devil. In fact, demons tend to have weaknesses to holy symbols rather than bells or salt.

Ghosts and spirits are thought to be quick to anger and, in that regard, there is something to the superstitious stories. However, the various wards thought to protect from evil spirits are, in fact, ineffective. Spirits can freely enter circles (though some cannot cross holy ground). Salt on the doorstep is also an ineffective deterrent (though if the pile is big enough it may slow a zombie!) Cutting your fingernails on a Friday is wrongly thought to incur the wrath of spirits, as is killing sparrows—believed to carry the souls of the dead.

Luck is vitally important to most commoners, and they do whatever they can to preserve it. It is thought that seeing your face reflected by candlelight causes bad luck, as would saying goodbye on a bridge. In fact, neither of these events actually brings bad luck... unless you believe in that sort of thing!

Rippers

Horror Roleplaying in the Victorian Age

Name: _____
 Xp: _____ Rank: _____
 Description: _____

STATUS



Agility

4 6 8 10 12

Smarts

4 6 8 10 12

Spirit

4 6 8 10 12

Strength

4 6 8 10 12

Vigor

4 6 8 10 12

Charisma

Pace

Parry

Reason

Toughness

Hindrances: _____

Edges: _____

Skills

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

4 6 8 10 12

Armor Type:

Area Covered:

Tn

Cst.

Wt.

Weapon:

Range

ROF

DAM

Wt.

Possessions

Location

Wt.

Rippertech:

Benefit

DAM

Power:

skill

drain

range

Spd

Savings:

Total Weight Carried:

Weight Limit:

Encumbrance Penalty:

WOUNDS!

-1

-2

-3

X

FATIGUE!

-2

-1

Ripper Lodge

Name: _____

Location: _____

Influence

(In)

Membership

(Me)

Resources

(Re)

Facilities

(Fa)

Lodge Edges: _____

Lodge Description: _____

Security Notes: _____

CABAL THREAT

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1	2	3	4
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5	6	7	8
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9	10	11	12
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13	14	15	16
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17	18	19	20

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Friends & Allies

Pace:

Parry:

Toughness

-1

-2

X

Agility

Hindrances:
Edges:

Smarts

Spirit

Possessions:

Strength

Vigor

Boating

Shooting

Climb

Stealth

Fighting

Streetwise

Gambling

Survival

Guts

Swimming

Intimidation

Taunt

Repair

Throwing

Notice

Named Contacts & Lodge Members

Name

Notes

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Everybody knows there are no such things as monsters. . .



. . . You know better.

To the ordinary people of Victorian society, monsters are but silly superstitions or the cheap fiction of the penny bloods sold on the streets. But you are far from ordinary. You have seen horrors fearsome enough to stop a brave man's heart, and you have lived to tell the tale.

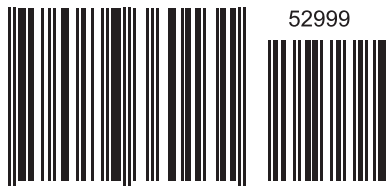
You are a Ripper—one of a secret band of monster hunters dedicated to saving humanity—and the horrors that stalk the night are your prey. To aid in this struggle, Rippers extract the essence of these monsters' powers and use them to enhance their own abilities. But be warned, by taking such horrific measures you risk losing your mind...or worse. Torn between the need for greater power and the threat of terrifying insanity, you must choose how best to fight the creatures of the night. Choose well, for if the Rippers fail humanity is lost!



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