



Rippers

Resurrected



Game Master's Handbook



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GAME MASTER'S HANDBOOK

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To my little monsters, Dylan, Evelyn, and Angelina. And to Kirsty, for everything.

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Fools! soon the dark one
will rise and they will
pray for their old foes.

The cabal too shall
kneel before the scaled
god! He will slither across
this world and crush all
who stand in His way!

Gather the Faithful, my
brothers. It is time for
Apep to RISE!!!

-MK



RIPPERS

Rippers is a game of Victorian horror for the *Savage Worlds* roleplaying system. The *Rippers Resurrected Player's Guide* contains the essential information players need to know to play. This book contains additional information to help a GM create and run exciting *Rippers* stories.

In addition to some extra rules for rippertech and some secrets the players should not know, this book contains an adventure generator to help you quickly create countless tales for your players with just a few dice rolls. What's more, there are some ready-made *Savage Tales* and a full-fledged Plot Point Campaign that threatens the Rippers' very existence, if they cannot overcome an ancient evil. Finally, the last chapter contains monstrous foes to throw at your heroes, as well as a few minions who may be able to come to their aid.

It should be noted that *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, so it only needs to have the right feel or flavor. With that in mind, this chapter contains some advice to help cultivate a suitable tone for your games.

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, so there are always new wonders to witness, like moving pictures, electricity, and the automobile. The *Rippers Resurrected Player's Guide* has more information about the latest inventions.

Make sure the Extras 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

Rippers is also a horror game. This is the spooky, eerie horror of an old movie or a good ghost story rather than more modern tales of blood and guts (though there's some of that too!).

Much of the horror should come from the realization that the heroes are facing powerful supernatural creatures and that the only hope of matching their foes is the use of rippertech—as unpleasant as that is.

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.

A WORLD OF SHADOWS

In the *Rippers* world, monsters really are under beds, in closets, and hiding in the shadows. No one can ignore their primal response to such pervasive horror. At the Plot Point Campaign’s start, with the Cabal broken, Fear checks suffer no penalty. The world is scary, but not especially so.

Once the Cabal leadership begins returning, the world’s overall “Fright Level” rises. After Jack the Ripper’s resurrection in the **Jack’s Back** Plot Point, all Fear checks suffer a –1 penalty, increasing to –2 when Dracula returns. At the adventure’s end, the Cabal returns and Fear Checks suffer a –4 penalty!

This allows Mina Harker to convince the Order of St. George and the Witch Hunters that the Rippers need the Rosicrucians. If the players bring the faction back into the fold during the Plot Point **Forbidden Knowledge**, it inspires Rippers around the world and reduces the Fear penalty to –3.

The next opportunity to modify the Fright Level occurs during **The Battle for Rome** Plot Point. If the heroes are victorious, the Cabal is demoralized and humanity’s will is strengthened, reducing the penalty to –2. If the Cabal wins, the penalty increases to –4 as fear pervades the world.

The modifier does not change again unless the Rippers fail to stop Apep’s ascension. If that occurs, the world becomes a land of death, and the penalty to Fear checks is –6!

STATUS

Using Status in Rippers should add to the atmosphere and lend a veneer of Victorian respectability rather than dictate the course of the game. The Status and favor rules allow you to easily simulate the Victorian social contract. Don’t let Status get in the way, but use it to reinforce that society is different in Victorian times, and certain expectations should be met.

RIPPERTECH

Rippers can use more rippertech with fewer damaging results than before, due to improved science and ongoing refinement of the methods used to harvest and create implants. Of primary importance, though, was Johann Van Helsing going to the Rosicrucians for help, as told in the *Rippers Resurrected Player’s Guide*.

As the players learn during the *Return of Evil* Plot Point Campaign, the “key to victory” wasn’t to defeat the Cabal but to overcome rippertech’s damning aspects. Johann was successful...but at a terrible cost. He became a martyr, taking the entirety of rippertech’s curse upon himself. And his soul’s burden soon proved too heavy for his body to bear. He took his secret to the grave.

In practical terms, this means using rippertech no longer damns one to Hell, nor do the forces of evil benefit from its use.

New Rippertech

Your players are bound to try to research new and improved rippertech. Here are some guidelines to 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 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 reflects how difficult it is to make). A penalty of –2 is roughly the equivalent of an advance, Edge, or Attribute increase. If the enhancement is more versatile and useful, the higher the penalty, or for a more specific or restrictive function, it may go as low as –1. No rippertech has a modifier better than –1.

Balance & Flavor

Work with the players to balance the cost and effect, and alter the modifier accordingly, but always consider the concept of the enhancement. For example, if it makes sense for the rippertech to be restricted to an implant or extract only, reduce the penalty by 1, but the player shouldn't choose to apply such a limit simply to decrease the cost. If it's logical for the rippertech to inflict a side effect, the cost could drop by one if troublesome or even 2 if particularly debilitating. Some minor side effects may be worth no reduction in the penalty, but add significant flavor to the rippertech (such a touch may be worth a bonus to one of the creation rolls).

Don't forget there are other ways to limit the effectiveness too. An implant may cause Fear if revealed or an extract could be foul or disgusting applying a -2 penalty to the Vigor roll, either worth a one point reduction. Extremely rare raw materials (something only available from Dracula) or those with a penalty to harvest may be worth a decrease as well. The Reason loss should also be weighed against usefulness. Unless the GM is running a sea-going campaign, breathing underwater isn't going to be as useful in a Rippers game.

The ultimate goal is to help the player create a cool new piece of rippertech not something game-breaking. Make sure everyone is happy with the design before the player commits her character's time and effort to the process.

CAPES & CYBORGS

Game Masters with the *Science Fiction Companion* and/or *Super Powers Companion* can use them to help design rippertech. The point costs for Racial Abilities, Cyberware, and Powers correlate to the Reason penalty for rippertech. Of course, setting and usefulness still need to be considered in the final modifier.

If using a Power from the *Super Powers Companion* as the basis for an enhancement, limit the power to no more than 5 points of effect (even if modifiers reduce the penalty to a lower value). The higher the base cost, the more likely the rippertech requires a special Research adventure to create.

RELICS

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

Blessed and Magical Items

If a character with a Reason less than 4 attempts to use a blessed item, or if any character with a Reason of 4 or higher attempts to use a cursed item, he must make a Spirit roll each round or take 2d6 damage. Magic items can be used by both the pure and the corrupt to equal effect.

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.

Flying Carpet: This decorative eastern rug is enchanted and allows up to five characters to fly at a Pace of 6 with Climb 0.

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. Once per day, if the bearer is the 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 more inappropriate).

Cold Iron Flask: This is a cold iron cylinder with a lead stopper. When opened, any demon or ghost with a weakness to Cold Iron 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+d10 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 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 Egypt. The pipe could even project the characters' minds into another *Savage Setting*.

Magic Lamp: The lamp is a plain brass oil lamp, very old and dirty. If polished, the lamp releases a djinni—a magical entity trapped in the lamp and bound to grant wishes. Wishes are typically limited, and the djinni seeks every opportunity to misinterpret wishes for its own amusement. It is bound in the lamp indefinitely, and seeks its pleasure in distorting human desires.

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 85), which immediately attacks.

Rippertech Research Notes: If a character with Knowledge (Rippertech) reads these notes, he or she learns how to make a new, previously unavailable rippertech device. The GM should decide the device's type and 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.

Random Relic Table

d20	Relic
1	Blessed, Cursed, or Magic Vestments
2	Hermetic Chest
3	Holy Bible
4	Cold Iron Flask
5	Psychoanalytic Journal, Prayer Book, Lab Journal, or Spellbook
6	Large Blessed, Cursed, or Magic Weapon
7	Lion's Tongue
8	Magic Wand, Psychic Battery, Relic of the Saints, or Tesla Battery
9	Martyr's Cross
10	Ouija Board
11	Rippertech Research Notes
12	Rod of Transformation
13	Scroll
14	Scrying Crystal
15	Small Blessed, Cursed, or Magic Weapon
16	Soul Mirror
17	Veteran's Badge
18	Magic Lamp
19	Vampire Hunter's Revolver
20	Flying Carpet

Scrying Crystal: Gazing into this crystal ball and making a successful Spirit roll grants the gazer visions as determined by the GM.

Small Blessed/Cursed/Magic Weapon: Small weapons include daggers, holy symbols, and similar items. They inflict Str+d8 damage, and wounds they cause can only be healed naturally.

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.

Diversions

d20	Diversion
1	Delay
2	New Friends
3	Fortuitous Find
4	Bad Weather
5	Theft
6	Fine Conditions
7	Cancellation
8	Wild Animals
9	Forced Friendliness
10	Travel Sickness
11	Malfunction
12	Death
13	Lend a Hand
14	Diversion
15	Red Tape
16	Atrocious Conditions
17	Chance Meeting
18	A Little Wager
19	Important Passengers
20	Eventful Journey

Vampire Hunter's Revolver: This highly prized revolver is said to have once belonged to Abraham Van Helsing himself. It is elaborately engraved and plated with silver along its length. The muzzle of the gun is engraved with a crucifix, to distract vampires as the hunter takes aim. The gun fires custom bullets hand-carved in silver and engraved with Rosicrucian charms. These bullets can only be created in a Rosicrucian lodge equipped with a gunsmith. The vampire hunter's revolver always counts as an Improved Trademark Weapon when fighting vampires, even if the hunter does not have that Edge. In addition, the elaborate engravings provide +2 to attempts to Taunt vampires.

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.

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 their journey to the adventure in fact *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 Diversions Table at left, once for the journey and once for each additional week it lasts, and consult the results below. Alternatively, simply choose a result.

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.

New Friends: During the journey the heroes manage to make a new acquaintance, who proves to be useful in some way to their goals.

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.

Bad Weather: Conditions worsen and cause delays. In the wilds or at sea, this could be very dangerous.

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.

Fine Conditions: The heroes make good time on their journey, arriving earlier than expected.

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.

Wild Animals: At some point the heroes encounter wild creatures, which track their progress. If the journey is in the wilds and the creatures are predators, they attack.

Forced Friendliness: The heroes find themselves compelled to travel with an unwelcome companion. Perhaps the person is simply irritating, or maybe he or she is an enemy the heroes must tolerate due to the public place.

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.

Malfunction: The team's means of transport suffers some kind of breakdown and must be fixed. This is generally a mere inconvenience on land or at sea; in the air it could be fatal.

Death: A passenger 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.

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).

Diversion: Somehow the heroes end up at the wrong destination. Perhaps this is simply a temporary detour, or maybe fate lends a hand and they end up precisely where they are meant to be. In this way, diversion in fact leads to a new mystery.

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 ruse by an enemy to delay or imprison the heroes and prevent them from achieving their goal.

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!

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.

A 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. See the Gambling skill in *Savage Worlds*.

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 try to discover who the mysterious personage is.

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.

Ripper Hospitality

When Rippers travel abroad, they invariably stay at the local lodge. It saves on expensive hotel bills, but 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 to conduct research or learn 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.

For more important Lodges, just choose the values they have in each aspect from the chart, and fill out a lodge sheet.

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 in the *Rippers Resurrected Player's Guide*.

The implant doesn't seem to be taking. Ever since I took on the hag's heart I've been having dark thoughts. I dream of dark woods and candy houses and the taste of tender flesh.

I dare not tell the others. I have seen what they do to the creatures of the night. They say they are monsters, but perhaps we are the butchers. Perhaps the horrors have it right...the only rule is our own might...we should each take what is ours...and damn the consequences!

ADVENTURE GENERATOR

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 research forbidden lore in a remote monastery one day and track a werewolf through dense forests the next, before changing into evening wear for the social function of the year! The Adventure Generator tables in this chapter cover a wide range of possible activities.

MAKING ADVENTURES

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.

Note that you do not roll a Savage Tale result on the Adventure Generator. If you want to run a Savage Tale, just pick the story you want to play and go ahead. These tables are to help you generate the day-to-day missions 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

Even with the diminished threat from the Cabal, 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 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.

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 keeping the Cabal weak and harried, 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 arrive, are on their own.

Remote: The adventure takes place far from help, perhaps in an isolated farmhouse, or an eerie castle. The characters and the other 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 sizable 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.

2. Victim

Roll a d4 to determine what type of victim is threatened by the Cabal.

d4	Victim
1	Innocent
2	Socialite
3	Relative
4	Associate

Innocent: The target is an innocent, but has secrets or items desired by the Cabal.

Socialite: A wealthy, bright young thing is in trouble.

Relative: The victim is a family member of one of the Rippers.

Associate: The victim is a fellow Ripper or friend.

3. Details

Now that 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 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 20, 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.

Myth: The strange myths and folklore of the regions Rippers visit are not always simple superstition. The heroes learn of some peculiar local 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 a task. The more important the heroes are, the higher rank the individual must be who does the ordering—right up to Mina Harker herself. 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 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: A crime must 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 on 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, this sort of breach of trust is always serious and hard to deal with.

Mysterious Creature: The investigation leads to a creature, perhaps mundane or of the Cabal. Maybe the creature arrived recently, or it was just discovered. Roll a d4 to see what type of danger the heroes face; 1: Haunting, 2: Cabal Creature, 3: Animal, 4: Unaffiliated Monster.

Strange Phenomenon: Pick an odd event. Whether 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 still 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 a organized crime syndicate (whose plans are more elaborate, are better funded, and much better prepared). Though there is no Cabal involvement, the criminals can be just as dangerous and the heroes may make bitter enemies in the criminal underworld.

Rippers Rival: The investigation leads the heroes back to a Ripper colleague. The individual may come from a different lodge in a different country or may be a close and valued friend. Regardless, the heroes must weigh (based on the nature of the investigation) what action to take. 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 dark cults, 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 the Cabal's minions. They may be minor thugs operating on their own or it may be part of some major Cabal plot.

4. Complication

Finally roll for an 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: A Ripper is implicated in the current investigation. Decide whether it is one of the heroes or another Ripper in the frame. 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. This fame makes it difficult to keep a low profile, and 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 their favors as people learn of their disgrace.

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 for Distractions on page 20.

Escalation: Whatever the Rippers are investigating proves to be bigger than previously expected. The problem is the same, just on a bigger scale. So instead of involving only one person, for instance, it involves a whole family. Or perhaps, instead of a criminal gang it's a global conspiracy.

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 roleplaying and should not come down to a single Persuasion roll. The benefits to the Rippers of success in 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 any recruit, however, or if a superior orders them to take the mission, roll to determine who has been identified as a potential member. Use the roles described in the *Rippers Resurrected Player's Guide* to decide what the individual is like.

The new recruit uses the Militia stats (see page 79) with the following changes.

d10	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: one Science d10)
9-10	Sponsor (see Qualities, below)

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 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.

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. Qualities

Recruits are chosen for what they can offer. It is not enough to be brave or strong. The person must be able to further the group's goals in some way.

d8	Quality
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 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 allied 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 once per month (see page 78 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 79). Once per month, 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. Once per month, characters who choose to use a favor can drop this contact's name to reduce the cost of the favor by 1. The recruit can always name a contact for any non-scientific matter. If all the heroes in the team have a Status below 3 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) once per month.

Wealthy: This person has been chosen because they are incredibly wealthy. Each month they have £100 to spend on the Ripper's lodge, its research, and the heroes' activities. This is in addition to the Rippers' usual income. 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 roleplaying. Heroes must make an argument to convince the individual, perhaps using the Social Combat rules in *Savage Worlds*. The discussion shouldn't 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 idea, and is very hard to convince. Only firsthand 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 20.

Research Adventures

The Rippers don't always hunt and fight 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 (see the *Rippers Resurrected Player's Guide*) 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.

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.

d6	Requirements
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 throws—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 but, whatever their needs, the team must travel to a lodge with a better facility modifier to overcome this problem. The better the facilities and modifier of their own lodge, the harder it is for the Rippers to find better facilities.

Scholarly Insight: The team's research requires 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 query! 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 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 at hand, but underestimated 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: Something special is needed in the research, something not 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 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.

d6	Findings
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 into a unified theory. Roll twice on this table, and add +1 to the Results roll in step four.

Dire Warning: The team discovers dark hints about some potential research 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 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.

d6	Results
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 make their Investigation rolls for this research at -4.

New Tangent: The heroes' Research takes them off in an unexpected direction. They may not

discover what they originally set out to discover, but what they do find should have some practical use in the future.

Forgotten Wisdom: The research leads the Rippers 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 efficiency (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 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.

d12	Event
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 classed as social events rather than as spectator entertainment. Fox hunting, game shooting, and horse racing are considered good social occasions for the wealthy. Prizefights, 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 Status of 3+) 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 is 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 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 all demand a membership fee be paid to take advantage of the club’s facilities (which 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 Status of 5+ 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 from a perceived error that they truly make a mess of things.

Status: The heroes earn themselves a little respect and improve their standing by attending the event. Each character who makes it through the situation earns a favor. If this is the result of faux pas, the heroes instead lose one favor due to embarrassment.

Crime: A crime takes place during the event. Decide the nature and severity of the offense. Roll again or choose what the heroes gain if they solve 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 × £25 per month, and the heroes must meet with him or her monthly.

If the team makes a faux pas, this result means an existing benefactor withdraws 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 that you have the basics of the social event, roll 1d20 to add a little drama to the proceedings.

d20	Details
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 incite violence here (-1 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 oneupmanship 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 early, but lose one favor 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 tracks them down and kills 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 one favor and draws a lot of attention. In 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 one favor.

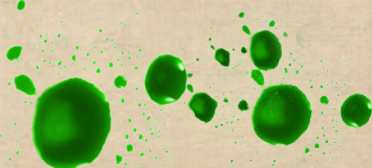
Inside Information: The heroes learn (either firsthand or by overhearing someone else's conversation) some vital clue. The clue should be a hint rather than explicit instructions, so the team has legwork to do to reveal the true meaning of the information. It may be a stock market tip or details of a 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 one favor.

Secret Admirer: One of the team attracts an admirer. This is not necessarily a romantic infatuation (although it could be). It may be an impressionable individual desperate to become a Ripper. Regardless, the hero is pursued relentlessly and the admirer becomes ever 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 favor, simply for being able to say they attended. Any favor losses at the event for any reason are doubled!



Distractions Table

Not every event in the Rippers' lives revolves around the Cabal. Here we list 23 distractions you can use to add something unusual to your game sessions. Either pick one or roll a d20. If you roll a result you have already used as a distraction, take the next unused entry.

1. A border skirmish breaks out. Tensions are high; 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 × £100) if he spends the night in a haunted mansion.
3. A famous Ripper leaves town for a few weeks, and asks the team to run the local lodge.
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 mail. The ally is actually a mad doctor who has tainted the parts so that they increase the chance of developing ripping psychosis (The Reason cost of the rippertech is increased by +1).
8. A paranoid national government is distrustful of the Rippers and begins a secret project to enhance its soldiers. While on a mission, they 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 79).
11. One hero's rippertech begins displaying strange properties. In fact, she is being haunted by the ghost of the monster that provided the implants.
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. Someone well-connected and of high Status accuses a Ripper of having an affair with their spouse.
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. Investigation reveals that another team has been illegally selling potions to a crime syndicate. Attempting to stop the flow of potions brings tension between the Rippers, retribution from 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. Supernatural energies disrupt 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 stumbles upon a crime in progress. 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, hostility against the group grows. 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 characters' actions and details an organization exactly like the Rippers in all but name. Coincidence or catastrophe?
23. While on a mission, one of the characters 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 hero wears a mask or costume), but the hero is in a quandary. Should they reveal their identity to their friend or loved one?

THE RIPPERS' WORLD

The *Rippers Resurrected Player's Guide* contains detailed information on prominent people, places, and events in the *Rippers* world. This chapter adds a wealth of information about what the Cabal has planned, secret places the heroes can discover, and the various adventures they can undertake in the world.

Regions & Savage Tales

Each entry begins with a short introduction, followed by descriptions of the region's Strange Locales as appropriate.

Any Savage Tales linked to the location are marked with a special torch symbol (🔥) and a page number for quick reference. Make sure to read a Savage Tale before you mention the hook to your group. Some have special requirements that should be fulfilled before you run the adventure.

Finally, each region ends with a short list of creatures the Rippers might face while exploring this area.

ATLANTIC OCEAN

Generally, Rippers only need to encounter the ocean when crossing it, so they are unlikely to spend much time exploring. As a result, the creatures they are most likely to encounter are sea monsters and ghost ships.

Encounters

- **Giant Squid:** Treat these as Giant Monsters (see page 85), but replace the Boulder Throw Ability with Aquatic (Pace 24).
- **Ghostly Pirates:** Treat as Ghosts (see page 85).
- **Night Ship:** The heroes encounter a crew of ravenous nosferatu trapped on a rotting vessel!

PACIFIC OCEAN

Like the Atlantic, the Rippers are most likely to encounter creatures here while traveling between missions, though the Pacific also holds countless unexplored islands.

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, it is also possible they are escapees from the Underworld.

- **Sea Monster:** Treat sea monsters as a Giant Monster (see page 85). Replace the Boulder Throw Ability with Aquatic (Pace 12).

AFRICA

This huge continent contains many different habitats and climates, and is home to a vast range of possible encounters, depending what part of Africa the Rippers visit.

Congo Free State

The prize of King Leopold's fledgling empire, the Congo is a remote jungle wilderness, home to some fierce creatures. The interior jungles are populated by great apes and a rare species of giant ape, unknown to western science. Locals also report sighting a huge flying reptile thought long extinct.

- 🔥 **Leopold (page 62):** The heroes are asked to visit Lake Tanganyika in the neighboring country of Burundi to seek out the hide of alleged giant crocodiles.

Encounters

- **Giant Ape:** Treat as a Giant Monster (see page 85).
- **Kongamato:** Treat this flying reptile as a Giant Monster (see page 85), but replace the Boulder Throw Ability with Flight (Pace 12" and Climb 0).

Egypt

The shifting sands and ruins of Egypt hold a mysterious fascination as the home of one of humanity's most enduring civilizations. But the lands of the pharaohs are home to creatures from antiquity, and remain a hotbed of cultist activity.

Strange Locales

Cairo Museum: The rumors of magical scrolls containing spells is true. The Cabal as well as the many cults that operate in Egypt occasionally discover clues to which scrolls contain what magic. Frazer's Rippers often find themselves struggling with arcane evil in the museum, and any Ripper visiting Cairo is also called upon to help keep these magical secrets from falling into the wrong hands.

Karnak: The rites to appease Sekhmet have not been performed regularly for centuries. A small cult has sprung up that believes they can harness the fierce powers of this hoary deity if they worship her as their ancestors did in antiquity.

Encounters

- **Cultist:** See page 80.
- **Servitor Mummy:** See page 88.
- **Royal Mummy:** See page 87.

South Africa

Troubled and violent, South Africa is a place filled with death and magic.

Strange Locales

Blood River: The slaughter that took place here has stirred up a great deal of dark magic, including something called the "Impundulu."

Mgungundlovu: King Dingane's dwelling is the site of an unusual miracle. 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.

Encounters

- **Blood River Zombie:** Treat as a Zombie (see page 95) but with Fighting d8.

Sudan

Strange Locales

Souq al Arabi: Ali's store is home to a rare and dangerous tome, *The Book of All Languages and None*. It seems at first as though whoever reads it is absorbing information at an amazing rate, but in fact the book is taking over the reader's mind. Soon after, the book draws every thought from the reader's head, leaving them a drooling idiot. The book is in fact possessed by a powerful and spiteful efreet. Even Ali does not know how dangerous this archaic book can be.

Encounters

- **Efreet:** Use Djinni on page 83.
- **Mahdist Fanatic:** Treat as a Cultist (see page 80). Mahdists have no fear of death.



ASIA

The spread of the British Empire has opened all of Asia up to trade, and the many mysteries of the East tempt the Cabal in the search for a return to power. The Cabal has only ever had a minor presence in Asia, and in its weakened state, that has been further diminished. Most encounters in Asia are not with the Cabal, but with minions of the age-old vampires who secretly control the global opium trade.

Afghanistan

The remote outposts of the Empire on the northwest frontier are Britain's first line of defense

against encroachment by the Russian Empire. The presence of British soldiers does not sit well with the fierce tribesmen of the area, and British rule is constantly under threat.

Encounters

- **Afghan Tribesmen:** Treat as Militia (see page 79).

China

The Qing dynasty is encountering some trying times, with resentment to western powers growing among both the nascent boxer movement and the old and powerful Chinese vampires.

Strange Locales

Yuyuan Garden: This elaborate garden dates from the Ming dynasty and contains over 30 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

The Jade Buddha Temple: 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.

- **The Departed (page 68):** During a stay in Shanghai, a string of mysterious murders lead the Rippers to a confrontation with a dangerous conjurer.

Encounters

- **Stone Dragon:** Treat this creature as a Dragon with the Construct Ability (see *Savage Worlds*).
- **Jiangshi (Hopping Vampire):** Treat as Young Vampires, page 93.
- **Vampire Lord:** See page 94.

India

The Jewel in the Crown of the British Empire is a vast area teeming with mystery and mysticism. It is a fertile ground for Rippers to work and for the Cabal to rebuild.

Strange Locales

Flora Fountain: Unbeknown 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.

Mahalaxmi Temple: The flowers left for Laxmi have not only given life to her statue, but also animated the jealous statue of Flora at the nearby Flora fountain.

Phansigar Temple: The thuggee cult is once again on the rise after 50 years. A group of cultists are able to animate the statue of Kali in the temple by means of a foul rite involving human sacrifice of their kidnapped victims.

The Black Hole of Calcutta: The poor souls who perished in the foul dungeon were condemned to never see daylight again. Now they wander the streets of the city at night, the doomed dead, feasting on the living before vanishing into cramped tunnels and caves before dawn. Each one can only be laid to rest by being exposed to the day's first rays of light and then decently buried.

Encounters

- **Statue of Flora:** Treat the Statue of Flora as a Wild Card Animated Statue (see page 81).
- **Statue of Laxmi:** Treat the statue of Laxmi as a Wild Card Animated Statue (see page 81).
- **Doomed Dead:** Treat as Zombies (see page 95) but with a Weakness to sunlight (the creatures die in the light of dawn).

Japan

As is the case in many parts of the world, resentment against the British presence here is growing.

Strange Locales

Nagasaki: Of particular annoyance is the special treatment foreign traders receive in Treaty Ports in the far east. China and Japan's vampires are determined to see this disgrace end, tightening their stranglehold on the global opium trade.

In Japan, vampires use various spirits to make their attacks, rather than openly revealing themselves.

Encounters

- **Onryō:** Treat as a Ghost (see page 85).

Tibet

If the heroes venture into this strange and snowy land, they find there's more there than just mountains. As with India, the Cabal uses Tibet as a staging post to try to rebuild its power, away from the more concentrated attentions of the Rippers.

Strange Locales

Jokhang Temple: Any visitor can meditate before the wheel at Jokhang to change his Reason to a new random number. Roll a d8 then apply all rippertech modifiers to the hero's roll to determine the new Reason score.

- ✦ **Best Served Cold (page 60):** The team is asked to stop a resurgence of yetis in the Himalayas.

Encounters

- **Yeti:** See page 95.

AUSTRALIA

The former penal colony is thriving in its own right, its large mineral deposits fueling a gold rush. For all that, Australia is mostly wilderness with frequent conflicts between the indigenous people and brash newcomers. Cabal activity is still relatively minor here.

Strange Locales

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

Encounters

- **Aboriginal Spirits:** Treat as Ghosts (see page 85).

EUROPE

The birthplace of the Rippers and the Cabal, Europe continues to be their main battleground. As the Cabal has been driven back and all but defeated, it has spread its horizons, looking for remote places away from prying Rippers to lick its wounds and recover. The majority of the Rippers and their lodges are found in Europe.

Austria-Hungary

One of Europe's oldest and most powerful empires, the future of Austria-Hungary hangs in the balance.

Strange Locales

Castle Buda: The castle is under continuous construction, but once housed the Harkers' own lodge. However, the lodge's location became known to the Cabal. Mina subsequently took over running the Rippers and returned to London, so Jonathan relocated to a secret new location beneath a restaurant. Rumor has it that the Cabal repurposed the old lodge during a remodeling of the castle.

It is also said that Prince Rudolf is at the head of resurgent Cabal activity in the area. Learning of his mother's former affiliation with the Rippers, he faked his own death to join the Cabal in the shadows. Whether he plans to return after his mother's death and claim the Empire is unknown, but the sheer might of the Austro-Hungarian Empire in the hands of the Cabal is a sobering thought for any Ripper.

The Astronomical Clock: 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 who use the clock's power must make Spirit rolls or be struck irrevocably blind.

Hofburg: Only one of the nails in the palace's treasury 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: The giant Ferris wheel is cursed. Anyone who rides the Riesenrad must make a Spirit roll or suffer from recurring nightmares of falling from a great height. On a roll of 1 (regardless of the result of the Wild Die), the victim loses one 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 leaves the sufferer's Reason above 0 cures them of the affliction.

Spanish Riding School: Vampires have made numerous attempts to infiltrate the Riding School

balls in order to destroy the lodge, but so far have been unsuccessful.

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

Zentralfriedhof: This large cemetery is also home to dozens of vampires.

- **No Asylum (page 65):** A case of mistaken identity in Austria leads the Rippers to the depths of an insane asylum.

Encounters

- **Hyde:** See page 86.
- **Night Guard:** See page 91.
- **Vampire:** See page 92.
- **Werewolf:** See page 87.

France

One of Europe's most beautiful and romantic cities, beneath the surface Paris is a hotbed of political unrest and Cabal activity.

Strange Locales

Eiffel Tower: The Eiffel Tower incorporates an antenna built at the behest of Cabal scientists to gather and transmit supernatural energies. Nobody in the Cabal now remembers the thing

exists, but it still functions. The tower drains 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 on the living and greatly reducing the risk of discovery. At the same time, the tower creates tremendous aetheric disturbances that are indirectly responsible for both the social unrest and artistic flowering in Paris. The Rippers know 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. The sudden surge of hunger in the local vampire population causes an orgy of violence, as the vampire population of Paris suddenly feels once more what it is like to thirst... and to hunt.

Templar Headquarters: The Templars' HQ is haunted by ghosts of archaic knights seeking eternal rest.

- **Circus of the Damned (page 73):** Dracula's heirs do not take his murder lightly. They travel about Europe looking for his killers—and gruesome revenge.

Encounters

- **Night Guard:** See page 91.
- **Vampire:** See page 92.
- **Witch:** See page 90.



Germany

Though its monarchy is waning, Germany is growing stronger. And the rise in power feeds the resurgence of the Night Guard. German Rippers are fighting the old menace of werewolves and other horrors, but the growing political influence of the Night Guard is worrying.

Strange Locales

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

Brandenburg Gate: Originally built in 1791, the Brandenburg Gate in Berlin 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 Smarts (-2) as his Arcane Skill.

Granitschale: This eight-ton polished granite bowl, created by Christian Gottlieb Cantian, sits outside the Königliches Museum in Berlin. 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 considerable power. 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.

Encounters

- **Hyde:** See page 86.
- **Night Guard:** See page 91.
- **Old World Wolves:** See page 95.
- **Werewolf:** See page 87.
- **Witch:** See page 90.

Iceland

Strange Locales

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

Italy

While Italy seeks overseas territories to bolster its international reputation, the Night Guard

stealthily infiltrates this unstable country and embeds itself in the newly unified nation's political workings.

Strange Locales

Ruins of Pompeii: Many "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 recruit into its ranks a group of evil cultists who worship the creatures as gods.

Roman Catacombs: The location of the Rosicrucian lodge is known to the Cabal, but since the schism with the Rippers, the Cabal has watched the Rosicrucians to see if they can be corrupted. If the heroes are not careful, they could have some powerful new enemies.

- **Toccata and Fugue (page 69):** The reading of a will hands the Rippers a dark mystery of treachery and deceit.

Encounters

- **Ash Mummies:** Treat these creatures as Servitor Mummies (see page 88), except they have no Weakness to fire. Ghost: See page 85.
- **Night Guard:** See page 91.
- **Vampire:** See page 92.
- **Werewolf:** See page 87.

Ottoman Empire

Fading Ottoman power is an open invitation to the Cabal to start exerting influence. If the Cabal can recover in time to exploit the situation, it will rule more effectively and ruthlessly than any sultan in the Empire's long history.

A sultan who is a puppet of the Cabal is a nightmare scenario for the Rippers. Despite their triumph over the Cabal, their numbers have dwindled and they are not the force they used to be.

Strange Locales

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

Romania

This strange, wild land was once part of the Ottoman Empire, but is now an independent kingdom once more.

Strange Locales

Castle Poenari: Once the secret lair of Count Dracula, the ruins of Castle Poenari have been rebuilt by his loyal Cossack guards. The area is a Cabal stronghold still, despite the Rippers' best efforts.

Encounters

- **Night Guard:** See page 91.
- **Vampire:** See page 92.
- **Werewolf:** See page 87.
- **Witch:** See page 90.

Russia

The Russian Empire is expanding, but domestic problems have been too long ignored. An out-of-touch and uncaring aristocracy will soon be the nation's undoing.

Strange Locales

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

Encounters

- **Night Guard:** See page 91.
- **Werewolf:** See page 87.
- **Witch:** See page 90.

United Kingdom

The Empire is still the force to be reckoned with around the world, and British naval power ensures her dominance of world trade. But resentment against British rule or interference is felt in all the corners of the globe. British troops are garrisoned all over the world, but the Victorian age is coming to an end, and the Empire's decline has already begun—though few in Britain would accept it yet.

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.

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

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

Cleopatra's Needle: The needle is, in fact, a powerful magical source. Cultists working for the Cabal enchanted this needle and the one in New York 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.

Though the Cabal had no idea, there was a more ancient and powerful magic working on the needles, too...which is revealed in the Plot Point Campaign starting in the next chapter.

Madam Tussauds: In fact, several of the dummies in Madam Tussauds come to life. The death mask used to mold the character's face infuses the spirit of the dead person into the grisly mannequin. Now they animate in the dead of night and roam London's streets in search of victims.

Speaker's Corner: Any Rippers making a successful Streetwise roll at Speaker's Corner come across an orator who is actually telling the truth about some mission or other. This might be a new adventure (use the **Adventure Generator** on page 10 to see what the mission might be), or it might be a clue to their current investigation.

- **A Serious Undertaking (page 67):** It's little surprise an undertaker's shop is haunted. Laying the spirit to rest is a job suitable only for the Rippers.
- **The Walpole Curse (page 74):** The Walpole family suffers a hideous curse. Lifting it requires research and battle with an angry spirit from centuries past.
- **Wolf in Sheep's Clothing (page 64):** The Rippers attempt to recruit a wealthy industrialist to their cause.

Encounters

- **Hyde:** See page 86.
- **Saucy Jack:** See page 89.
- **Witch:** See page 90.

NORTH AMERICA

Cabal activity in North America has not been as widespread as elsewhere. America's isolation means the Cabal has always operated independently here. The Rippers have yet to establish a strong grip on the continent.

United States

The USA is currently the most bitterly contested battleground between the Rippers and the Cabal, as it is one of the few regions in the world where the Cabal is not in retreat.

Strange Locales

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

✦ **King of the Forest (page 71):** A great beast rends flesh in the wilds of Maine.

Salem: The Cabal always cultivated the idea that it was too smart to have anything to do with Salem, Massachusetts. In fact, the recent witch trial showed the Cabal is so heavily enmeshed in Salem society that the trial was dismissed. The Rippers miscalculated the degree of Cabal involvement there; Salem is now the Cabal's headquarters in the USA.

Cleopatra's Needle: Like the London obelisk, this needle retains some magical properties from olden times. The Cabal's magic allows users to instantly teleport from one to the other. The Cabal sometimes uses the needle to travel from New York City to Europe without drawing attention.

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

Encounters

- **Hyde:** See page 86.
- **Witch:** See page 90.
- **Zombie:** See page 95.

SOUTH AMERICA

Neither the Cabal nor the Rippers have the upper hand in South America. Indeed, until recently, the southern continent was all but forgotten in the desperate struggle between the two factions. In light of their losses in Europe, the Cabal has redoubled its efforts to find new havens far from the watchful eyes of the Rippers, and it looks as though South America will become one such haven.

Strange Locales

Fernando De Noronha Islands: These islands are still overrun by hideous mutant creatures, the result of Cabal experiments.

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

Encounters

- **Animal Hybrids:** See page 86.
- **Servitor Mummy:** See page 88.
- **Serpent Man:** See page 89.
- **Giant Monster:** See page 85.

THE POLES

Vast and locked in ice, the poles are the last great frontiers that taunt Victorian explorers. Rumors of strange lights, great monsters, and other weirdness are so difficult to investigate and so easy to dismiss that they are generally put down to explorers driven mad by the conditions or isolation.

THE UNDERWORLD

Beneath the Earth's surface is a twisted maze of tunnels and fissures that make their tortuous way to the planet's core. Even Rippers find it hard to believe such stories, yet some claim they've seen it.

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.

Neither the Cabal nor the Rippers hold sway in the measureless caverns beneath. This is a realm of lost monsters, forgotten by time.

Encounters

- **Dinosaurs:** Treat these creatures as Giant Monsters (see page 85), but without the ability to throw objects.
- **Giant Apes:** Treat these creatures as Giant Monsters (see page 85).
- **Sea Monsters:** Treat sea monsters as a Giant Monster (see page 85), but replace the Boulder Throw Ability with Aquatic (Pace 12).

RETURN OF EVIL

This is the second Plot Point Campaign set in the *Rippers* world. The first saw the Rippers take on their arch-nemesis of old, Jack the Ripper, along with his Cabal cohorts, Dracula, Frankenstein, Prometheus, and more. At the end of that campaign, the Cabal was crushed, its leaders dead, and the Rippers triumphant. It is not necessary for your players to have completed that campaign (though if they have, great!). That is the state of the world as described throughout the *Rippers Resurrected Player's Guide* and this book. When the Rippers start their adventures, the Cabal will be the hunted and chased; hounded and hiding in the dark places of the world.

This Plot Point Campaign sets the Rippers against a new enemy: a small cult bent on restoring to power an ancient evil. As the Rippers oppose them, the cult uses its arcane knowledge to resurrect the Rippers' foes in order to distract them from the cult's dark aims. The intent here is that the Rippers will likely believe the return of these enemies is the whole point of the campaign. It isn't, and by the time they realize, the cult will be on the brink of causing a catastrophe.

The Rippers should then focus on averting disaster, even if it means that the likes of Jack the Ripper and Dracula are given time to grow powerful once more. With success the heroes destroy the Cult of Apep.

But there's no need for your campaign to end there. Whether or not the Rippers are successful in thwarting the cult, the Cabal has been given another chance and aches for bloody revenge. A Ripper's work is never done!

Playing the Campaign

Plot Points are the key parts of the *Rippers* storyline, the chapters that

advance the main storyline and must be played to finish the campaign.

Events that should occur before the GM runs each Plot Point are listed at the start of each adventure. They should be played in the order presented here, but don't rush through them too quickly.

Plot Point Overview

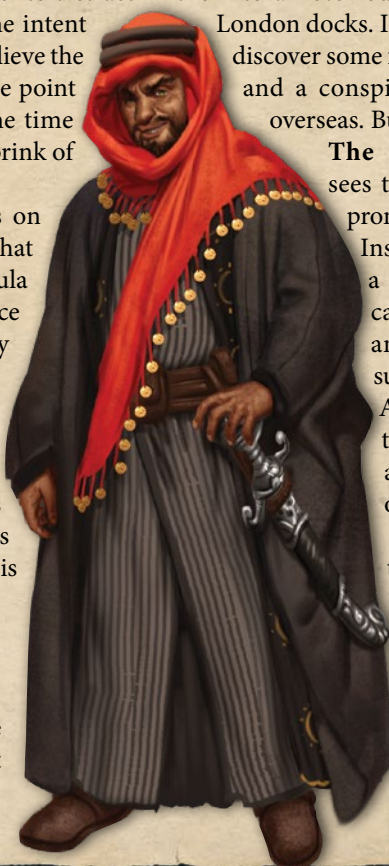
Between each Plot Point the heroes should have other adventures (using the **Adventure Generator** on page 10, other *Savage Tales*, or spun from your devious imagination).

Opening Moves

The Plot Point Campaign begins innocently enough in London with a search for **The Vanishing Professor** (page 31). The Rippers' hunt takes them to a notorious opium den and on to the London docks. In rescuing the professor, they discover some foul things at large in London and a conspiracy to send the professor overseas. But why?

The Bankes Affair (page 33) sees the Rippers sent to recruit a prominent amateur archeologist. Instead of a quiet weekend in a country house, the team is caught up in a brutal murder and must sift through the suspects to identify the culprit. A sudden attack on the house throws everything into chaos and the Rippers are suspected of complicity in the plot.

In **Jack's Back** (page 36), the players are introduced to the major subplot. Jack the Ripper is back with a string of gruesome crimes that echo his original depravities...including the murder of Jonathan Harker. The Rippers are drawn into



the investigation—and may think Jack the Ripper is the thrust of the campaign. He is not.

Sent to Paris to open talks with the Rosicrucians about rejoining the Rippers, the team is attacked by a well-armed squad of Vatican operatives in **Forbidden Knowledge** (page 39). In the fight's aftermath, they are alerted to a break-in at the Egyptian Museum in Paris and hurry to intervene.

APEP'S RISE

Apep was a demon from the dawn of time, when chaos reigned and the old gods were young. Apep was reviled by the ancient Egyptians and their gods; even Set was worshipped, but Apep was evil incarnate.

After a terrible struggle in which the gods confronted Apep with their combined might, he was vanquished at last. Banished by the unyielding light of the Egyptian sun and bound by Ra's magic, Apep was condemned to an eternity in exile. The lynchpins of this magical prison were the towering obelisks that adorned the temples of the Egyptian gods. Symbolic of the sun's rays, these obelisks focused and strengthened the magical bonds.

Over the centuries the Romans unknowingly weakened that protection when they removed the monuments to decorate their capital cities, allowing Apep to stir again. Over the ages, the demon whispered dark promises of earthly power and unearthly delight to the weak and greedy, and slowly a cult began to grow. As each obelisk was moved, first by the Romans and then by later civilizations, Apep's power grew.

The Cult of Apep remains small and secretive, but the demon has rewarded his followers with forbidden knowledge to aid their quest to free him once and for all. Among these esoteric arts are the traditional Egyptian rites of reincarnation. In the course of this campaign, the cult uses its blasphemous knowledge to distract its new enemy, the Rippers, from getting too deeply involved in its plan.

The break-in is a smoke screen to cover an attack on the Egyptian obelisk in the Place de la Concorde.

Fog of War

The subplot thickens in **An Old Acquaintance** (page 41), when the Rippers are summoned by Mina Harker to investigate the loss of contact with some notable lodges in Eastern Europe, including one run by Tara LaGrange. Investigating the problem, the team discovers that Dracula has also returned from apparent oblivion. But is it a deadly plot...or a mere distraction?

Watson, the Needle! (page 29) finds Sherlock Holmes on the trail of Jack the Ripper, or so he thinks. He calls the team to join him in New York to catch their man, but instead finds the Cult of Apep in the process of destroying the Egyptian obelisks in Central Park and London. The players may be able to stop the first attack, but not the second—the London obelisk is set to blow.

By now the investigators have likely detected that the Egyptian obelisks are a target of some group whose identity remains hazy. Research turns up the fact that of those obelisks that remain, the majority of these great monuments lie in a single city: Rome.

For **The Battle of Rome** (page 49) Apep's Cult marshals all the remaining forces of the Cabal—Jack and Dracula providing influence in return for their resurrection—in an all-out attack on the Eternal City. The players arrive in time to see the night alive with monsters and the city ablaze. In the confusion the cult makes its own attacks—precise strikes against each of the Egyptian needles in the city, destroying as many as they can before quitting Europe for good.

Endgame

After the horrors of Rome, the players follow the clues east to the **Sultan's Prize** (page 49). The Cult of Apep has destroyed the majority of the needles in the west and has now turned its attention eastward. The Rippers know some of these facts, but there are some things they still lack, such as the location of a lost city filled with forbidden lore. In the ancient palace of the Sultan the Rippers must locate the lost key to this mystery.

In **Secrets of the Ancients** (page 51) the Rippers search for the Library of Light and the Cult of Apep. They must descend into the darkness beneath Alexandria in search of the library and acquire the Sultan's Prize: the key to the catalog. They discover the cult's base abandoned but find clues to the timing of the final ritual. Now they

know when and where the cult plans to strike... but one act of diplomacy remains to help ensure victory.

In **Enemy of My Enemy** (page 53), the team is charged with brokering an 11th-hour deal between the Rippers and the Cabal. To succeed, they must present oratory impressive enough to sway the Cabal's top leadership—including Count Dracula!

The campaign comes to a close with **Dying of the Light** (page 54), in which the Rippers travel up the Nile to find the Lost City around the time of a total solar eclipse. The Cult of Apep intends to raise their dark master from the pits to rule over the Earth. If the Rippers are able to find and stop them, they may be able to battle the demon and thwart his plan. Otherwise, the world is plunged into perpetual night.

It is up to the Rippers—while fighting the demon Apep and all the arrayed forces of his Cult—to make a stand against the darkness and find a way to save the world.

1. THE VANISHING PROFESSOR

When: At the campaign's start.

The Plot Point Campaign begins in London, as the Rippers enjoy dinner at a local university. They are guests of Arthur Harmsworth, a professor in ancient civilizations. If this is the players' first session, they can spend a few minutes describing their characters and relationship with Harmsworth.

Break-In

Having indulged in pleasant reminiscence over after-dinner port, the professor regales the group with details of his recent work translating Egyptian texts when suddenly, the lights go out. Cursing the electricity the university has just installed, the professor mutters, "This never used to happen with gas," as he fumbles with some matches to light one of the candelabra on the dining table. Just as the candle flickers to life, a loud crash comes from a nearby room. The professor exclaims,

"That's one of the galleries! The objects in there are priceless. There shouldn't be anyone in there at this time of night..."

He rises to investigate. If the Rippers leave him, or allow him to investigate alone, the professor never returns. He is kidnapped and quickly removed from the building. If the Rippers investigate the

disturbance, they find the gallery plunged into inky darkness. Moving into the gallery their feet crunch on broken glass near one of the Egyptian exhibits. Somewhere across the room, in the darkness, the floor creaks as someone tries to move stealthily.

The kidnappers are a group of thugs hired by a mysterious cult to seize the professor and deliver him alive. The gang has grabbed a couple of random artifacts in an effort to make the robbery appear to be the prime motive.

While half the gang distracts the Rippers—leading them through the galleries in the dark if they can, fighting if they have to—the ringleader Marchant with two confederates subdues the professor and carries him away. Once he's abducted, a shrill whistle calls the rest of the gang, who scatter and flee.

- **Street Thugs (2 plus 1 per character):** Use Misguided Minion stats on page 91.

Missing!

When the characters gather together again, they find their host has vanished, kidnapped. Little evidence can be found at the scene of the abduction, but a successful Investigation roll turns up a broken fragment of some small flat trinket partly decorated with Chinese writing. Any Ripper with Gambling d8+ or a gambling-related Hindrance can identify it as part of a gambling chip from some Chinese gambling house. Searching the bodies of defeated enemies yields a small amount of opium wrapped in paper marked with a small yellow flower.

If the Rippers question survivors, successful Persuasion or Intimidation rolls glean a few scraps of information. Each success or raise reveals the following facts:

- The gang's leader is Freddie Marchant.
- They were supposed to "nab the prof," while making it look like a "smash and grab."
- The gang members were paid in opium.
- They never met the people who paid.

A visit to Marchant's lodgings reveals an untidy room littered with wallets and watches, presumably the proceeds of crime. A successful Investigation roll there discovers some gambling slips indicating substantial debts to a gambling den marked with a small yellow flower symbol along with a few gambling chips like the fragment found in the university. Anyone who reads Chinese can identify the Chinese characters around the symbol as reading, "The Yellow Lotus." A successful Streetwise

roll reveals the place is a Limehouse gambling den. A raise on the roll reveals there is an opium den in concealed back rooms at the Yellow Lotus.

The Den of Iniquity

The Yellow Lotus is a small building in a seedy Limehouse street. The narrow alley is crowded with Chinese merchants, rough-looking street toughs, and groups of sailors cramming a few last illicit activities into their shore leave. A system of lookouts alerts the den's owners if the police approach. Otherwise patrons must knock and await identification before being allowed entry. It is closed in daylight hours so the Rippers must pay a visit at night.

Inside is dark and dingy. The low ceilings and dark decor lend the den a closed-in feel and tobacco smoke mingles with burning incense to add a haze over the many gambling tables that fill the main room. Chinese women in elegant silk gowns serve drinks and run the games, while sharp-dressed heavysset Chinese men watch from a raised dais in the center of the room.

None of the workers acknowledge the opium rooms' existence, but if the Rippers gamble for a while without arousing suspicion they can make a Notice roll to spot the occasional patron moving surreptitiously to a corridor in an unlit part of the room.

The gloomy passageway is lined with prettily decorated panels depicting coiled dragons soaring amid clouds. At the end of the corridor is a short flight of steps leading up to a locked and bolted back door to a littered side alley. A close examination and an Notice roll indicate that the door hasn't been used in some time.

Going Below

Pushing one of the dragons' eyes activates a well-concealed door. This leads down into darkness and a basement level divided into numerous private booths. The atmosphere here is even more dark and cloying, choked with sweet, sickly opium smoke. In the booths people lie on thick cushions, smoking, murmuring softly to one another, or lost in a stupor. Everyone who comes downstairs is led by an elderly woman, named Wei Le, to a vacant booth and made comfortable before the old lady takes their money and brings them opium. Burly guards remain hidden in the gloom, but watch each newcomer closely until they are ensconced in their booths, drifting away. Trying to investigate down here brings their immediate attention, and a fracas summons the staff from upstairs.

- **Yellow Lotus Minders (2 per character):** Use Misguided Minions on page 91.
- **Opium Guards (1 per character):** Use Night Guard on page 91.

Spotted!

Unbeknownst to the Rippers, one of the kidnappers spotted them as they came into the Yellow Lotus. The gang retreated to the basement to accelerate arrangements. Professor Harmsworth is drugged in a booth at the back of the basement, separated from the rest of the room by a heavy tapestry.

As the investigators go downstairs, the gang resolves to take the near-unconscious professor out of the opium den through a trapdoor into the narrow alley at the side of the building. When one of the gang spots the Rippers he cries, "That's them!" The heroes need to defeat the four thugs still in the basement before the Lotus staff arrive.

If the gang escape, Wei Le knows they planned to take the drugged man to the docks, but not exactly where or for what purpose. She was repaid all of Marchant's gambling debts by some foreign gentleman in return for allowing the gang to use the place.

The Chase Is On

If the Rippers make it back up to street level quickly, the gang has tossed Harmsworth into a large wooden shipping crate loaded on a horse-drawn wagon. Three gang members turn to waylay the heroes while the remaining three, including Freddie Marchant, leap onto the wagon. Marchant cracks the whip and starts the wagon away toward the main road.

After two rounds, the guards from the Yellow Lotus spill out into the alley, angry to have so much commotion at their usually very low-key establishment.

If the heroes are quick, they can give chase (see Chases in *Savage Worlds*). The wagon takes three rounds to make it out into traffic, and then a further three rounds to get up some speed. After six rounds, it will have vanished from sight of the end of the alley. If the heroes make it to the main road before then, they can give chase on horseback or carriage. The wagon is headed for the East India docks, but if the pursuers are successful in their chase, it might not make it. Remember that fighting from a moving platform at night is difficult, but it makes for a dramatic and exciting scene. If the heroes decide to simply tail their quarry, they arrive at the docks shortly after the wagon.

The Docks

When the Rippers arrive at the docks they see no sign of the wagon immediately. The many warehouses and piled crates of cargo form a maze. Suddenly a terrifying scream and loud crash rend the air. Homing in on the sounds of carnage the Rippers come across a fearful scene. The wagon is splintered into shards, the horse lies slaughtered, and the passengers lie scattered in hideous poses, broken remnants of men. Standing on top of the crate is a hideous beast, which turns to snarl at the Rippers as they arrive.

- **Shadow Beast:** See page 80.

Aftermath

Once the creature is defeated, the professor can be rescued from the crate. He is still drugged and has no idea who took him or why.

The cult has been successful in kidnapping a number of other Egyptologists from various academic institutions—a fact the Rippers can uncover if they choose to follow it up. Otherwise, they can congratulate themselves on saving the professor and await the next chapter.

2. THE BANKES AFFAIR

When: The players undertake a recruitment adventure.

Though Mina is keen to keep the Rippers more covert, the organization still needs occasional new recruits to maintain numbers and bolster its finances. This mission centers around the latter.

The Rippers are sent to recruit Sir William Bankes, a wealthy landowner and amateur archaeologist. Bankes has invited them to his country home, Kingston Lacy, in Dorset, England.

A Weekend in the Country

Traveling by rail to Dorset, the Rippers watch lush countryside flash by the train windows. They are soon clattering by carriage up the long driveway to Kingston Lacy, a grand country house set in impressive rolling green grounds.

Their elegant host, Sir William, greets them warmly at the steps leading up to the house and tells them to make themselves at home. They are shown to their rooms (their bags have already been

brought upstairs and unpacked by the staff). The Rippers are left to change for drinks before dinner.

Their fellow guests at Kingston Lacy this weekend are an eclectic bunch: Colonel Armstrong Prothero, a retired officer of the British Army; Chief Superintendent Maxwell Puget of the local constabulary; Enrico Gambuccini, somber Italian art collector; Jonathan Jellicoe, an up-and-coming politician; and Omar Muhammed, a visiting archaeologist from Cairo University, fresh from a dig in the Middle East.

The Rippers are here to recruit Bankes, but should invent some plausible excuse for their presence for the weekend. The other guests are interesting individuals and make amiable company. Roleplay dinner conversation with the various guests.

- ♥ **Sir William Bankes:** Use Soldier on page 79 but add Knowledge (Archaeology) d4.



Secrets and Lies

Not all the guests are who they appear to be.

Enrico Gambuccini: He is olive-skinned, with hawk-like features and thin smile. He is, in fact, a Vatican operative interested in finding out why the Rippers have been invited to meet with Bankes. He knows a good deal about art and is accustomed to hiding his true purposes. As a priest he is a natural listener, but his current mission makes him suspicious of everyone.

☹ **Enrico:** Use Soldier on page 79, but add the Trademark Weapon (Castilian rapier) Edge.

Maxwell Puget: A pleasant, easygoing police officer with a very suspicious mind, he has a chip on his shoulder about his working-class roots and frequently feels terribly out of place among this relatively educated and privileged company. This can lead him to throw his weight around and generally seem a bit unpleasant. In fact he's just compensating for his own insecurities.

• **Maxwell:** Use Constable on page 78.

Armstrong Prothero: A retired army officer with impressive facial hair and a deep loud

voice. He retired somewhat early, however, after a dalliance with another officer's wife. He bears a wicked dueling scar as a result and, rather than bring disgrace on his whole regiment, he resigned his commission and returned to England in shame. Naturally, he would rather this didn't come out.

• **Armstrong:** Use Soldier on page 79.

Jonathan Jellicoe: Agent of the cult. After the Rippers interfered with their attempt to kidnap the professor, the cult resolved to learn more about the characters and their organization. Jellicoe is a red-faced, portly politician who was caught in a compromising position, and is now under the control of the cult. He is cunning, ruthless and utterly without scruples.

☹ **Jonathan:** Use Cultist on page 80.

Omar Muhammed: The only guest who is who he appears is Omar. Once things begin to happen around the house, however, he feels people will hold him responsible. If his honesty or innocence are called into question, he behaves angrily and inadvertently arouses suspicion (he can't remember where he was at any given time, hotly denies things and then admits to them, and generally makes an appalling witness).

• **Omar:** Use Innocent on page 79, but add Smarts d8 and Knowledge (Archaeology) d8.

Kingston Lacy



The First Night

After dinner, as the servants clear the table, Bankes and his guests retire to the drawing room for brandy and cigars. The other four guests play bridge while Bankes leads the Rippers into his study under the pretense of showing them some artifacts.

In the study, the players need to start trying to convince Bankes to join their organization. This needs to be a brief discussion at this stage, as Bankes is interested, but skeptical, and lets them know he won't be convinced overnight. Provided the players don't blow a group Persuasion roll, Bankes is prepared to give the matter further thought over the course of the weekend.

After the players have given it their best shot, Bankes returns with the group to the other room before retiring for the evening.

Saturday

The following morning, after breakfast is served, the guests are free to roam about the house and grounds. Bankes and Omar have a series of meetings regarding some Egyptian artifacts Omar seeks to borrow for his research. Gambuccini spends the morning examining the paintings around the house. Prothero and Puget play billiards in the games room, while Jellicoe latches onto the Rippers and wanders wherever they go rambling about events around the empire.

Lunch is served in the gardens, one of Kingston Lacy's prime attractions. The large grounds feature a sunken garden, at the center of which is an impressive carp-filled pond and a large hedge maze. At the center of the maze stands an authentic Egyptian obelisk taken from a temple at Philae, and one of Bankes' rarest treasures.

After lunch, the Rippers are again free to wander for a while, but before too long a great commotion arises from the upper floors of the house. As the guests return to the foot of the stair, Gambuccini storms down in a furious rage (see **What Happened?** for why). Ignoring any attempts to speak to him, he stalks out the front door, slamming it behind him with such force the delicate glass in it shatters.

The other guests and Sir William emerge one by one to gather at the foot of the stairs, allowing the Rippers to recount what happened. Allow the players a Notice roll to realize that Maxwell Puget is not present. Searching upstairs reveals his battered corpse in Enrico Gambuccini's bedroom.

Investigation

Sir William is content to leave the matter to the Rippers for the time being, so they may investigate the house and grounds. There are several clues to be found. Each success and raise on a Notice roll (or other appropriate roll, depending on the clue) can glean one of the following insights.

- Maxwell appears to have been killed by two blows to the head with a blunt object.
- A man's shoeprint is in the blood pooled around the body.
- A pair of Enrico's shoes have been flung from the window into the bushes below. One is covered in blood.
- A few spots of blood lie on the carpet in the corridor several feet from the entrance to Enrico's room.

- A bloodstained shirt is bundled up and shoved into a tall vase at the top of the stairs (with a raise, this shirt is not Italian and is too large for Enrico).
- A single line of blood spots streaks the ceiling of the bathroom (with a raise, some smeared blood on the walls indicates they were hastily wiped down).
- (Notice -4) On a small table in the corridor, the absence of dust next to a statuette of Egyptian god Bastet indicates there was a pair standing there until recently.
- (Notice -4) Inside the dumbwaiter near the master bedroom, the pulley ropes are stained with blood.
- (Requires the hero specifically look here) The bloodied, broken statuette—the murder weapon—is hidden in Maxwell's police greatcoat in the downstairs cloakroom.

What Happened?

On Friday evening, while the Rippers spoke with Sir William, Enrico quizzed people about their knowledge of the Rippers. He made everyone uncomfortable, none more so than Jellicoe—though only Omar noticed. The bridge game broke up early.

The following morning, Jellicoe saw Enrico lurking around on his own, but needed to get closer to the Rippers. He had to take a risk and leave the Italian, who was indeed snooping in other guests' rooms. Fortunately for Jellicoe, Enrico is more interested in searching for evidence of the Rippers' identities, but Jellicoe can't take a chance that Enrico is onto him.

That afternoon Maxwell caught Enrico snooping and challenged him. A heated argument ensued. Jellicoe took the opportunity to sneak upstairs in the dumbwaiter just as Enrico stormed away from the argument in a rage. As Maxwell went to the bathroom to regain his composure, Jellicoe picked up a statuette from a table and beat Maxwell over the head, fracturing his skull (and the statuette).

Jellicoe took off his shirt and hastily wiped down the walls before wrapping it around the head of the body to try to stop blood from dripping. He dragged the body to Enrico's room, grabbed a pair of his shoes and made the bloody footprint, dropped the shoes out of the window and fled to his own room to get a fresh shirt. Once again lowering himself down the dumbwaiter, he slinked into the cloakroom to hide the statuette pieces as the guests assembled at the foot of the stair. He then emerged stealthily and joined the group, looking suitably

bewildered. Soon afterward, Enrico returns. He is astonished to learn what happened. His eyes narrow and he looks from one individual to the next, sizing them up, but he says nothing.

Saturday night involves investigations and interrogations as the Rippers try to solve the mystery. Bankes knows nothing, Omar incriminates himself and sulks, Enrico refuses to cooperate or to recognize the Rippers' authority over him, Prothero blusters, and Jellicoe has a politician's economy with the truth. If he can slip away without being seen and the statuette has not yet been found, he takes it to the sunken garden and drops it in the pond.

The Attack

However the players get on with their investigation, the cult has arranged an attack shortly after midnight. Jellicoe's plan is to have the cult kidnap Bankes and himself. Bankes can vanish, as far as he's concerned, while he will manage to "escape" with just a few scrapes, to be found wandering and confused the next day, remembering nothing.

The cult's attack is made by a single cult leader, Hakim Jaleel, and some hired thugs. Hakim's main purpose is the destruction of the obelisk. Bankes is a nice extra, while Jellicoe is expendable, if it should come to that. The thugs strap explosives to the obelisk under cover of darkness before attacking the house. They smash in through downstairs windows and make for the master bedroom. Whether or not they succeed, they fall back through the hedge maze, blowing the charges on the obelisk as they go. If the Rippers present spirited resistance, Hakim summons a pair of Shadow Hounds to cover his escape. Hakim's a recurring villain, even if the players don't see him yet, so do your best to see that he gets away.

- ☠ **Hakim Jaleel:** Use Cult Leader, page 80.
- **Thugs (6):** Use Henchman on page 91.
- **Shadow Hounds (2):** See page 80.

Aftermath

If Bankes survived uncaptured, he joins the Rippers as a recruit. If the cult takes him, he is whisked away to Egypt in a crate.

If the Rippers implicate Enrico, they have made a powerful enemy. He is released some weeks later but never forgets. If Jellicoe is still at large, he too causes problems for the Rippers.

The cult's plan is underway. It has destroyed the first of the major obelisks and has collected a number of Egyptologists to aid in its translations. Its plan would be proceeding perfectly were it not for the Rippers. By the end of this adventure, the cult knows the heroes are going to be a thorn in its side. They resolve to give the Rippers a diversion the organization cannot ignore.

3. JACK'S BACK

When: After the heroes meet Jonathan Harker.

Now convinced the Rippers will fight them every step of the way, the cult moves to provide a distraction too big to ignore. Using arcane lore they've discovered regarding the lost secrets of reincarnation, the cult intends to restore the Rippers' most implacable enemies. Their rites are imperfect and the translations incomplete, so the results are flawed but sufficient for the cult's purposes. As a result of their damnable experiments, both Jack the Ripper and the evil Count Dracula himself are once again at large!

Sensational News

All of London is abuzz when sensational news hits the headlines: *Ripper Strikes Again!*

There have been other such lurid tales, of course, usually trumped up by the press to sell papers. This one, however contains several similarities to the original Ripper murders. Using favors, contacts, or simple legwork reveals the police are seriously concerned. Could it be Jack's back?

For the Rippers, this is impossible. The organization's history tells of how Jack was destroyed years ago, along with Dracula, Frankenstein, and the rest of the Cabal leadership. If they don't start investigating, Mina orders them to do so.

The first murder was in fact committed by a reluctant pawn, a politician named Harcourt. His cult masters forced him to commit a ritual act as part of the rite of resurrection. As a result, the killing is a copy of one of the earlier murders, based on Harcourt's remembrance of the newspaper accounts of the time. The horror has haunted Harcourt ever since. Within a week of this killing, the cult raises Jack from the dead and he begins his own rampage.

From Hell?

Just five days after the first murder comes a new shock. The papers are once again filled with news of Jack. "New Ripper Letter! Read all about it!" rings through the streets from every corner.

The startling new letter has been delivered to George Lusk, formerly chairman of the Whitechapel Vigilance Committee during the original Ripper murders. Back in 1888, the original "From Hell" letter had been delivered to Lusk also. The papers print the text of the letters in full:

Dear Boss: It's been a while old chum, but here I am. I ain't done. Not by half, in fact, I'm just getting started.

You heard from me From Hell, but now I'm back in my old stamping grounds. I am not alone. My friends will be back too. Watch out the whole army of Rippers.

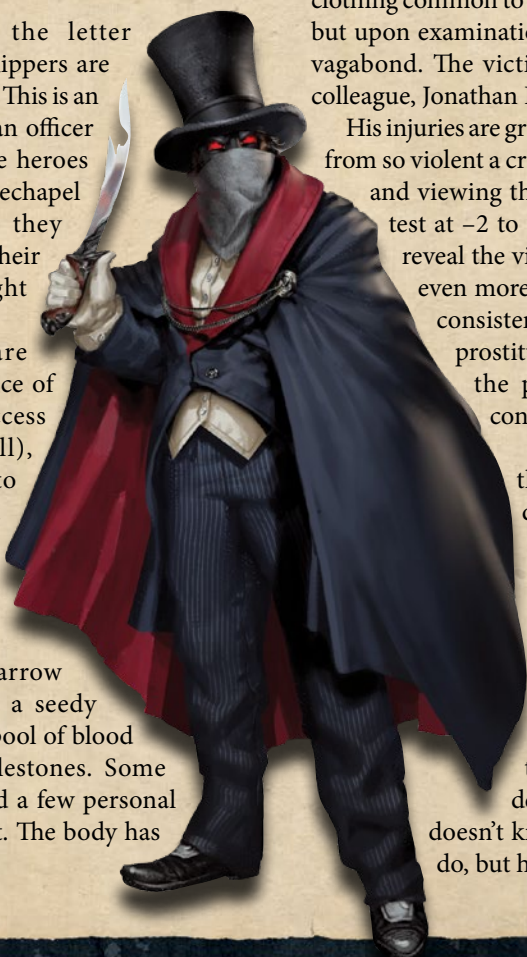
I ain't going to quit ripping til I have my revenge. You're all fair game now.

Be seeing you, boss. Jack

A Second Tragedy

Some days after the letter becomes public, the Rippers are contacted by the police. This is an official call, not from an officer the Rippers know. The heroes are escorted to a Whitechapel police station where they are questioned about their whereabouts the night before.

If the Rippers are able to satisfy the police of their alibis (with success on a Persuasion roll), or if they manage to get a police contact to vouch for them, the investigators are escorted to the crime scene. Police have sealed the area, a narrow alley running behind a seedy public house. A large pool of blood has stained the cobblestones. Some articles of clothing and a few personal effects lie strewn about. The body has been removed.



Each successful Notice roll reveals a clue:

- A small leather pouch. It contains a few farthings, a silver American dollar, and a folded piece of paper on which is scrawled, "Meet us tonight behind the Rose and Crown!" The heroes' names are listed on the page.
- On a nearby wall in a side alley, daubed in blood is the phrase, "Remember Poenari".
- A tooth lies discarded nearby. The police imagine it to be a dog's, but a successful Knowledge (Rippertech) roll, or a Smarts roll at -2, reveals it to be a vampire's fang.
- A ticket to the visitors' gallery in the House of Commons. The police suppress this evidence.

The note was the reason the Rippers were summoned and questioned. The police wanted to gauge their response by letting them find it. For Rippers, the implication is that Dracula is involved—Poenari was the castle where he died—and he intended to implicate them in his crime. Clearly this is a message for the Rippers.

If the Rippers ask to see the body, they are taken to the mortuary where the unfortunate victim has been laid out on a table. He wears the tattered clothing common to East End's destitute residents, but upon examination the Rippers note he is no vagabond. The victim is none other than their colleague, Jonathan Harker!

His injuries are gruesome, as would be expected from so violent a crime. He was killed in a frenzy and viewing the mutilation requires a Fear test at -2 to avoid nausea. If the Rippers reveal the victim's identity, the police are even more baffled. Jack the Ripper was consistent in choosing his victims—prostitutes—so this deviation from the pattern causes them much consternation.

When she is informed of the tragedy, Mina Harker is devastated. She vows revenge on the Cabal and enters a period of mourning.

The Plot Thickens

Some time after, the Rippers are visited by the illustrious consulting detective, Sherlock Holmes. He doesn't know exactly what the heroes do, but he knows they are innocent.

More Murders

Jack the Ripper is not finished. He intends to terrify London with another string of murders over the next few nights, then vanish to rebuild the Cabal under his control. Jonathan's murder provided enough blood for the cult to defile the Kingstead graveyard and revive his old ally, Count Dracula. The Rippers read of this blasphemous act in the papers later.

Number 3

Jack's next victim is the daughter of Victor Frankenstein. Dismembering her body, he sends the parts to the cult, with which they can reanimate the old reanimator.

In her hand is clutched a piece of fabric from an expensive men's shirt. Careful analysis can trace the supplier. Their customer list includes Harcourt's name.

The police remain baffled as to why the Ripper is no longer only killing prostitutes. Half believe this is a different man; several investigators consider the heroes prime suspects. They keep the truth out of the papers, so public opinion is firmly convinced that Jack is back. The Whitechapel Vigilance Committee is once again convened in an effort to keep the East End safe.

Number 4

The fourth murder in the series—the third actually carried out by Jack—sees George Lusk himself slain. Shortly before this happens, the papers report an eyewitness to the first crime. The witness reports seeing,

"A fat gent in a top hat running from the scene sobbing. Since 'e wasn't no monster, I never thought anything of it."

Lusk is quoted bitterly decrying police inadequacy, questioning whether they are shielding someone of importance from prosecution. Soon after, he becomes the next victim.

In Lusk's files are countless letters purporting to be the Ripper. A successful Notice or Investigation roll can find a secret file marked "Suspects." Inside are a few select letters from people Lusk obviously considered plausible culprits. Among these is a deranged letter from Harcourt, unsigned but written on House of Commons paper.

Now the public outcry is immense. Jack is killing men and women, not just streetwalkers. The implications of "You're all fair game now," raises public fear to a fever pitch.



Holmes suspects these new killings are part of a plot by his archnemesis Moriarty. He warns his friends strongly not to tangle with evil genius.

Holmes is earnest and makes a good ally. He doesn't believe the supernatural enemies of the Rippers actually exist (unless all other theories have been discounted, of course), but he supports any who fight for the less fortunate. Before leaving, he turns to the heroes and says, "Oh, and in case you aren't aware, you are being followed. Mediterranean fellow, sharp features, left leg slightly longer than the right, Catholic." Then he sweeps grandly out of the door.

The Rippers are indeed under surveillance. Enrico Gambuccini, the Vatican agent, read the new letter and interpreted it as a threat of widespread violence from their organization. He is determined to stop the heroes before they "kill again." If the heroes trap him, he is prepared to fight to the death to stop them.

Number 5

For his fifth murder, Jack intends to send the public into a frenzy by brutally murdering several prominent people in the same evening. The crime's location is to be the innocently named Clarendon Club—a very exclusive brothel patronized by some of the most rich and powerful men in England.

Harcourt realizes what Jack has planned and his horror overcomes his fear. He attempts to alert the Rippers by letter (again on Parliament paper) as to the intended crime scene. If the Rippers take the lead, Enrico follows (assuming the heroes have not yet confronted him).

The Clarendon Club

The Clarendon Club consists of a small downstairs room with an elegant stairway ascending to a large lounge. Leading off from this lounge are two corridors, each with six bedrooms. In the lounge, several beautiful women sit in conversation with well-dressed men. Things are less proper in the bedrooms. Between each room is a closet containing fresh linen and a concealed camera that captures some incriminating evidence on the powerful patrons. The proprietor, Madame Bridget, keeps this as an insurance policy against official interference with her establishment.

The Rippers arrive just as Jack puts his plan into action. Outside the building Harcourt sits in the driving seat of a carriage, awaiting his master in a trance: a broken man. Inside, carnage erupts. Jack flees if interrupted. The heroes recognize his ghastly visage as a mockery of paintings of John Dee adorning the Van Helsing Mansion. The cult's rite has left him scarred physically and mentally. Jack's flight is aided by fleeing courtesans and clients. The heroes may wound him, but he escapes.

Jack drops a clue for the Rippers on purpose here, scribbled on a piece of papyrus he stole from a museum. Written in blood is the Greek text, Βιβλιοθήκη του φωτός. Anyone able to read Greek can translate it as Library of Light—a term Jack overheard the cult leaders discussing. He doesn't know what it means, but he is suspicious of the help the cult are rendering him and wants to get the Rippers interested in something other than thwarting him.

- **Dr. Jack:** See page 84.

Aftermath

If Jack's attack is successful the papers cannot be completely silenced. So many influential people

are murdered that the press needs some story. The nature of the establishment can't be hidden either, as many newspaper owners are on its exclusive client list. The public is in uproar, the heads of the London police forces are replaced, the Home Secretary resigns, and Jack the Ripper disappears again. He has other fish to fry.

If the Rippers manage to save the day, Jack quietly slips out of the country. If the Rippers are able to offer the police Harcourt as a potential culprit, there is enough evidence to convict him, which goes a long way to restoring public calm.

Either way, it is likely the players are heavily fixated on the hunt for Jack the Ripper and the return of one of their most dangerous foes. This is exactly what the cult wanted, buying them the time to organize the next phase of their plan.

After a week or two, Mina Harker appoints Tara LaGrange the leader of the Old Worlders Faction, to replace her fallen husband Jonathan.

4. FORBIDDEN KNOWLEDGE

When: The Rippers reach Seasoned rank.

Mina summons the heroes for a delicate and important mission. The adventurers must meet with the Rosicrucians and attempt to win them over to the Rippers' cause. Jack the Ripper's resurrection and Jonathan's murder have shaken many of Mina's convictions, and she is certain there are hard times ahead. It is her belief that the Rippers will soon need all the help they can get, and the Rosicrucians must be returned to the fold.

Mina's sources tell her the exiled faction has mastered a new brand of magic to replace their lost angelic powers. The unspoken fear is that they might end up siding with the Cabal if the heroes are unsuccessful. She has made an appointment to meet with certain high-placed Rosicrucians in Paris. The heroes will represent the Rippers; they are to leave with the next tide.

The mission has three main objectives:

- Sound out the Rosicrucians regarding a return to the Rippers.
- Discover if they have any information about Jack the Ripper.
- Find out if they know how he may have been returned from the dead and if there is any way to reverse the process.

Parisian Diplomacy

Arriving in Paris, the Rippers make their way to their lodgings. They have half a day to kill before the meeting is arranged.

If they visit the Eiffel Tower, the team finds the famous landmark surrounded by police, with a wide cordon around the area. The police inform the Rippers, if they should ask, that anarchists threatened to blow up the building, and the authorities are taking no chances. In fact, this is a cult ruse to trick the police into reinforcing the wrong target.

A successful Notice roll at -2 while sightseeing gives the traveler the sense she is being watched. Scanning the crowds, however, the Rippers see no one they recognize.

The meeting takes place in the private room of a small restaurant just off the Champs-Élysées. The Rosicrucians are clearly still bitter about—as they see it—being hounded out of the Rippers by closed minds and prejudice, after all they had done in the organization. With solid diplomacy, the representatives can assuage some of their fears and concerns. It seems that the Rosicrucians are prepared to consider rejoining, but they expect concessions...at the very least, apologies from senior members of the Order of St. George and the Witch Hunters. While this may prove difficult, it's possible that it can be arranged.

On the subject of Jack the Ripper, the Rosicrucians have heard of his return and are alarmed—but also betray admiration at the magic involved in resurrecting their old enemy. As the heroes probe for information, a loud explosion shatters the windows and throws the assembled Rippers to the floor.

Attack!

Convinced of the Rippers' complicity in the previous murders and anxious about what their next move may be, Enrico Gambuccini contacted his superiors and organized a Vatican hit squad to attack the group, foiling whatever nefarious scheme they have traveled to Paris to pursue.

The bomb they plant kills one of the Rosicrucians outright and collapses the room and most of the cafe. The heroes must get out another way, but as they attempt to exit, the Vatican agents enter, to clean up survivors. They are well-armed and shoot to kill anyone who seems a threat. They take

no chances with strange chanting or suspicious behavior that might indicate sorcery.

- **Vatican Agents (5):** Use Soldier on page 79.

The Egyptian Museum

As they escape or fight their way clear, a young Rosicrucian recruit approaches the Rippers. If they are accompanied by any surviving Rosicrucians, the recruit addresses their companion. If they are the only survivors, the recruit is wounded and passes on his message before dying of his injuries, "Monsieur, the Egyptian museum is being looted."

The hoax threat against the Eiffel Tower was a ruse by the cult to distract the police and draw attention away from their prime target, which is the obelisk from the temple at Luxor. The obelisk was moved to Paris in 1833 and currently stands in the spacious Place de la Concorde, but the cult intends to blow it up tonight.

The break-in at the Egyptian Museum is a secondary diversion. The cult intends to loot as much material for research as possible, then set fire to the building. The anarchist threats and the blaze at the museum should cover their retreat long enough to set charges and detonate the explosives around the obelisk, shattering it into shards.

Upon arrival at the museum, the Rippers see that the heavy chains on the wrought iron gates have been cut through somehow, leaving the way open wide.

There is a large wagon standing outside a side door. Inside, the thieves have not been overly careful. Four burly men are grabbing items and stuffing them into chests lined with straw. They are not taking any care for the antiquity of the items they are handling, they simply smash exhibits open and collect anything bearing an inscription.

The museum guards in the area have been bludgeoned and lie unconscious by the door. Watching the whole scene impassively is a cult leader, Mehmet Ali. He stalks the gallery looking for items he thinks might be valuable. When he sees something promising, he indicates the display and one of the thugs smashes the case, grabbing the contents.

After a few crates are loaded onto the wagon, or if the Rippers intervene, Mehmet decides it is time to leave. The thugs climb onto the wagon and crack the reins to get the horses moving. Mehmet has a black hansom cab parked around the corner. If he is threatened, he resorts to magic. He plunges the room into darkness with *obscure*

then shrouds himself in gloom with *invisibility* before summoning two shadow hounds to cover his escape.

If the Rippers don't stop them, the thugs light a number of fires under exhibits in several galleries. In no time at all, the building is aflame.

☛ **Mehmet Ali:** Use Cult Leader, page 80.

- **Thugs (4):** Use Henchman on page 91.
- **Shadow Hounds (2):** See page 80.

Place de la Concorde

Mehmet races to the Place de la Concorde. If the thugs are unable to make it, he is unconcerned. They are hirelings of no real consequence to the cult. If the Rippers are on his trail, Mehmet leaps out as he reaches the obelisk, shouting to two men there.

The men are dressed as policemen, but are actually thugs in the pay of the cult. While the others have been attacking the museum, they have placed explosives on the obelisk. They then use their police uniforms to keep passersby away, citing the anarchist threats against the Eiffel Tower.

Mehmet is prepared to defend the obelisk with his life, using all the magic at his disposal to fight off any Rippers who have followed him. It takes four rounds for one of the thugs to wire the charge for detonation. The other opens fire on any Rippers trying to intervene. As soon as the charge is ready, Mehmet pushes the plunger and blows up the obelisk, which collapses and shatters as it hits the ground. Clouds of dust and debris engulf the Place de la Concorde. The thugs scatter and Mehmet attempts to escape once more.

Aftermath

Whether the Rippers apprehend Mehmet or not, they may save the Museum exhibits, and prevent the place from being destroyed. They probably cannot, however, prevent the destruction of the obelisk. If they somehow manage this, the cult is angered but undaunted. There are more needles in this haystack. Mehmet will not talk if captured. He kills himself at the first opportunity by whatever method he can contrive.

The players may have made some connection with the obelisks, but they probably can't put it all together yet. The next adventure is another diversion from the main story, which picks up again in **Watson, the Needle!** (page 29).

The most important goal is winning over the Rosicrucians. If the Rippers defend them against the Vatican agents, Mina makes contact to congratulate them on a successful mission. Once this occurs, magicians in the organization no longer suffer a Charisma penalty if revealed, but they also no longer gain a bonus with other magicians (see Arcane Backgrounds in the *Rippers Resurrected Player's Guide*).

Rosicrucian Redemption

Successful Rippers receive another boon in the form of the late Johann Van Helsing's journal. This handwritten, leatherbound tome has been in the Rosicrucians' care since the elder Ripper's demise. They turn it over (unread) to Mina's representatives in the hope it will prove his death was not an act of malice on their part, and that the feud between them was the result of a tragic misunderstanding.

It takes a few hours to read Johann Van Helsing's journal. In it, he describes how he turned himself over to the Rosicrucians to "solve the enduring and maddening puzzle of rippertech's damning qualities," and in the process absolves them of culpability in his death. The last entry reads:

I asked our Rosicrucian brethren to grant us the key to ultimate victory against the Cabal. In fact the Cabal's defeat was immaterial; the solution lay within ourselves. Let this, my testament, convey to the Rippers that my death was not unexpected. With the Rosicrucians' help I have taken upon myself the curse of rippertech. I alone shall be damned so that others may use this "black science" to achieve good. I fear I shall not see another sunrise. To my allies and friends—farewell, and good luck.

5. AN OLD ACQUAINTANCE

When: The heroes kill or capture a vampire or werewolf.

After the heroes have killed or captured the creature, they discover a slip of paper concealed on the beast's body. The message contains a subtle reference to Castle Buda and the Ripper lodge in Budapest. The message should be sent to Mina at once.

Soon after, a telegram arrives:

NO CONTACT WITH BUDAPEST STOP
PROCEED AT ONCE STOP FIND TARA
LAGRANGE STOP MINA

The heroes should lose no time in catching the train to the continent. With Tara LaGrange so recently placed in control of the Old Worlders, the sudden loss of communications with her lodge is troublesome indeed.

Budapest

The trip to Budapest is uneventful and the Rippers are free to proceed to the imposing castle overlooking the Danube, or they can pause at the lodge in Vienna before traveling farther east.

The region is the center of a resurgence in Cabal influence and the Rippers are under surveillance from the time they enter Hungary. The Cabal does not make any overt moves against them, but agents of the Cabal shadow their every move.

Arriving at the Budapest Schnitzel Haus that acts as a front business to conceal the Rippers' lodge, the heroes find the building boarded up. Investigating inside reveals the lodge has been compromised. The evidence of a terrible attack is most clear in the tunnels beneath the restaurant. Bloodstains smear the walls and the structure bears the scars from the defensive cannons that protect the tunnels.

Upon reaching the main part of the lodge the Rippers can investigate further. A Ripper making a successful Notice roll at -2 can learn the following items with each success or raise:

- The Rippers' files have been ransacked, all references to allies and informants have been removed.
- Reports intended to be wired to London are scattered near the telegraph, including a warning that something had happened in Poenari.
- Several decomposing corpses have been bundled into a back room. A gruesome close examination of these bodies reveals savage vampire bite marks on their necks (as if done in haste rather than traditional feeding).
- The name Red Wolf Lodge is scrawled on a scrap of paper clutched in the hand of one of the corpses, beneath which is written, "Warn them!"

If the Rippers are not aware of the name of the Transylvania lodge, a Knowledge roll at -2 or a successful Investigation roll reveals its location.

Raid on Red Wolf Lodge

On the road to Bucharest is the unassuming tavern named the Red Wolf. Under a creaking faded sign the red door stands wide open. As the Rippers approach the building, read the following:

No welcoming smoke curls from the rough chimney, no scents of warm meals waft on the air, no friendly laughter beckons weary travelers to the door. Everything is eerily still and quiet.

Inside is a scene of gruesome carnage. The tavern lies in ruins, blood and body parts scattered everywhere. The furniture is stacked in front of the door in a makeshift barricade. The remains of former proprietor Janos Ionescu lie there beside a large quantity of aged firearms.

A Notice roll reveals a tally carved on the underside of the table next to his mutilated corpse. Fourteen scratch marks seem to indicate Janos sold his life dearly. Further Notice rolls reveal deep scratches consistent with powerful claws scoring deeply into the wooden furniture.

Jahrling's Doom

As the Rippers proceed into the building they discover the remains of Xavier Jahrling, the Ripper in charge of the lodge. He died a brutal death defending the entrance. The trapdoor in the cellar is now splintered and scattered, leaving the tunnel to the lodge open. The Red Wolf Lodge was always particularly small and not very advanced. In the plain meeting room, more bloodstains speak of the final struggle. The furniture is overturned and broken. Scattered on the floor are a few scraps of messages to and from the neighboring lodges. One brief message relayed from Budapest requests a report on the latest events at Poenari. A single word is scrawled on the paper:

Vlad!

A successful Notice roll detects an entrance concealed from view. It leads to the lodge's escape tunnel. Following the tunnel to its end leads to a hollow tree trunk in the forest. It seems the attackers never found the tunnel, as hiding in the trunk is Voica Ionescu, catatonic with fear. If the Rippers can restore her to her senses—a Knowledge (Psychology) check at -2, or a Persuasion roll at -6 penalty—the poor lady recounts that there had been a lot of activity in the last few months, with small groups of Old Worlders coming through the

lodge. Suddenly one night they were attacked by werewolves. She doesn't know when; she has lost all track of time. She also knows nothing of her husband's fate, and breaks down into inconsolable sobs at the news of his death.

To Poenari

Traveling through the wilds of Transylvania is perilous at the best of times. And this is not the best of times!

Apep's Cult helped Jack return Dracula from the dead and retake his castle at Poenari. His Cossack guards never gave up their allegiance; they've again organized to terrorize the local peasants and protect Dracula's castle. Count Dracula exerts his power once more, and has begun to reforge his alliances with other vampires.

Ambush!

The closer the Rippers come to the castle, the more Cossack patrols they encounter, hunting with dogs. A day from the castle they find out what the Cossacks are looking for. The sounds of warfare drift through the forest. Following the sounds to their source, the Rippers find a small group of Old Worlders fighting for their lives. If the Rippers act quickly, they can swing the tide of battle.

The Old Worlders crouch behind fallen logs. Only two of them remain unwounded; one reloads muskets as quickly as he can manage and hands them to his friend. Five more lie behind the log barricade, gravely injured.

Several Cossacks circle the clearing's perimeter. They seem to be waiting for something, and the Rippers arrived in the nick of time. Cossack corpses and their great hounds lie where they fell around the log circle, evidence that the Old Worlders have made a desperate stand here.

- **Old Worlders (2, plus 5 wounded):** Use Militia stats on page 79, but add the Peasant Lore Edge. Five lie wounded and out of the fight for now (roll for these Extras' Recovery after the fight if the heroes prevail).
- **Cossacks (1, plus 2 per hero):** See page 91.

Howl of the Beasts

Soon after the Rippers arrive, a long, horrifying howl lingers on the night air. All who hear it must make a Spirit roll or be Shaken. The Old Worlders' leader spits,

"Werewolves! They grow bold as the Cabal rises again. The shapechangers work even more closely with the vampires now."

"Tara LaGrange summoned us all to meet at Poenari. The reason? She heard Dracula was back. It sounds impossible, but the Cabal's rise, the werewolf attacks, and the coordination of their activities seems to support it. We had them on the run, but no more. Something's put some fight back in them...and if anything can do that, it's Dracula."

A second howl, much closer, rips the darkness. "They're coming," growls the Old Worlder as he aims his musket into the night.

The Cossacks stay back until their allies arrive, taking potshots and keeping the Rippers hemmed in. If things get really bad and the players decide to leave, the two unwounded Old Worlders come with them, leaving the injured to cover their escape. It's a grim fight, and the ultimate sacrifice may be required.

- **Werewolves (3):** See page 87.

Castle Dracula

Arriving in the shadow of Poenari castle, the Rippers find the area rigorously patrolled by Cossacks with hounds. In the thick forests surrounding the castle, they discover—or are discovered if they fail Notice, Survival, or Tracking rolls—by a pair of Old Worlders. The grizzled hunters are relieved to see fellow Rippers. One of them says,

"We attacked Poenari last week on Ms. LaGrange's orders. We knew the Cabal was gaining strength, and this seemed to be the center of activity. Tara told us Dracula had returned, but we scoffed. What fools we were!"

"It was him. I'd stake my life on it. Dracula is back! He marshaled his forces and repelled our attack. In the chaos they took Tara LaGrange prisoner. They're holding her in the castle. We have been evading Cossacks for days."

"But we saw Dracula's black coach sweep away to the west several hours ago. If we are careful, we may be able to infiltrate the castle and recover Tara—before Dracula makes her one of his brides. Will you help us?"

- **Old Worlders (2):** Use Militia stats on page 79, but add the Peasant Lore Edge.

Castle Dracula



A Desperate Rescue

The castle is a hive of activity. Dracula is indeed gone, traveling abroad to rekindle alliances with other vampires and repair his power base. He has wasted no time in raising a small coterie of vampire brides, however, who he leaves in charge in his absence. They lair in the castle's tall tower.

The Cossacks are garrisoned in the castle. Fifteen man the walls, five guard the dungeons, and three patrols of three roam the castle. The team will need a plan, and likely a diversion, to rescue Tara and the others before the soldiers or concubines realize what's going on and kill their captives.

Use the map of Castle Dracula to run the raid. If the rescuers fail spectacularly for some reason, one of the Cossacks goes to execute the prisoners and makes the mistake of opening Tara's cell to cut her throat. The resourceful woman overpowers him, frees the other prisoners, and eventually joins up with the player characters.

Assuming the Rippers succeed one way or another, the weakened prisoners require transport to move them from the castle. The stables hold two large black coaches, several horses, and a section set apart and used as kennels for hounds.

- 👤 **Tara LaGrange:** See page 77.
- **Concubines (6):** See page 92.
- **Cossacks (29):** See page 91.
- **Old Worlders (2):** Use Militia stats, page 79, adding the Master of the Hunt Edge.

Aftermath

If the heroes return Tara and the other Old Worlders to London, they earn Mina Harker's undying respect and gratitude. Tara reports overhearing heated discussions about the nature and whereabouts of the "Library of Light," but she has no idea what it is. Her impression was that the vampires were in the same position.

6. WATSON, THE NEEDLE!

When: The Rippers investigate Jack the Ripper. Things have fallen silent. Dracula and Jack the Ripper know the enemy is aware of their return. They work to rebuild the Cabal and trade favors with Apep's cult while the Rippers prepare for war.

An Urgent Telegram

At their lodge, the team receives a telegram:

LOCATED RIPPER STOP MORIARTY IS
MOVING STOP COME 221B SOONEST
STOP HOLMES

Arriving at 221B Baker Street, the Rippers discover Holmes packing some belongings into a small valise. Holmes exclaims,

"No time to delay. We must leave for New York at once. I have found him!"

Passage to the New World

The sea voyage to America is occupied with Holmes' exhaustive descriptions of his investigations. He believes Jack the Ripper is one of Moriarty's many disguises, and that he has uncovered a global conspiracy.

The details are hazy to Holmes, but he rejects supernatural explanations. The Rippers can continue to hide the truth about their struggle or attempt to persuade Holmes that Jack and Moriarty are not one and the same. Overt displays of the supernatural excite Holmes tremendously, but he attempts to rationalize any evidence the Rippers present.

Arriving in New York, the travelers can head to the local lodge or stay in one of the city's many hotels. If they choose to stay with the Yankee at the New York lodge, the Rippers must undertake his peculiar hunting ritual (as detailed in the *Rippers Resurrected Player's Guide*).

A Pair of Plots

Holmes is right about one thing: Jack the Ripper is in New York. Having resurrected Frankenstein, he is seeking a source of immense electrical energy to aid the tortured doctor's researches. Jack intends to pay a visit to noted scientist, Nikola Tesla, and make him an offer he can't refuse. If Tesla is unwilling to join him, Jack kidnaps the brilliant inventor.

The cult pursues its goals in New York, hoping Jack's presence distracts the Rippers long enough for them to carry out their plan and escape.

The cult plans to destroy the Egyptian obelisk in Central Park, vanishing through the magical portal it powers and appearing in London before the charges detonate. The cult then blows up Cleopatra's Needle on the Thames embankment before departing from London for Venice.

Current Affairs

Holmes is convinced that Tesla is Moriarty's target. Even if the Rippers convinced him of Jack's supernatural nature, Holmes insists that Moriarty is his *real* name. The Yankee provides all the information the Rippers need about Tesla's movements: He has protected him in the past from attacks by hired thugs (though Tesla is unaware of his guardian angel). The Yankee showed the

Rippers and Holmes a few choice locations from which to observe the inventor and his movements.

The Main Event

The heroes have two options: They can watch Tesla, or they may decide to watch the New York obelisk (given previous attacks). Holmes is determined to watch Tesla. The Yankee decides to watch the obelisk, no matter what—if the Cabal knows how to operate that thing, there's no telling what they may try to bring into New York.

Shadowing Tesla

Tesla operates out of a small laboratory converted from several rooms in an apartment block. His inventions with AC electricity make him a pioneer in the field. He is handsomely paid by the Westinghouse company for his work. His laboratory is lit wirelessly by his inventions; a number of curiously sized Tesla coils stand around the cluttered rooms.

He also works at his hotel on 27th Street, surrounded by apparatuses tuned to his latest experiments on radio and radio-controlled devices. Journeying only between these locations, Tesla keeps to himself. He's a predictable and easy target for Jack.

On the night of the main event, Jack the Ripper and a small group of followers snatch Tesla in a dark alley as he returns to his hotel. Holmes springs into action, but is outmatched if operating alone.

If the attempted kidnapping is successful, Tesla vanishes. Jack takes him to a prison in Norway to assist Frankenstein with his electrical needs. With Tesla's help, Frankenstein's ghastly research is greatly accelerated, leading to all kinds of new and powerful monsters and machinery.

If the heroes manage to fight off Jack's minions, the inventor is shaken and confused, but grateful. To repay the Rippers, Tesla installs a prototype lightning generator in their lodge, which grants a free Defenses (bolt) Edge.

- ☛ **Sherlock Holmes:** Use Constable on page 78, but add Smarts d12+2, the Alertness Edge, Investigation d12, Notice d12+2, and a vast array of Knowledge skills at d12.
- ☛ **Nikola Tesla:** Use Innocent on page 79, but add Smarts d12+2, the Scholar (Engineering, Physics) Edge, Knowledge (Engineering) d12+2, and Knowledge (Physics) d12.
- ☛ **Jack the Ripper:** See page 84.
 - **Hyde:** See page 86.

- **Invisible Man:** See page 86.
- **Street Thugs (1 per hero):** Use Henchman on page 91.

Sentries at the Obelisk

Central Park is mostly deserted at night, so burly hoodlums led by a slight, well-dressed individual stick out like a giant Egyptian monolith in a modern American city!

The leader here is Abraham Vansittart, an American adventurer driven by a lust for power who stumbled across the cult in Egypt. The hoodlums are street toughs in his employ, with no real idea about what they're getting themselves into, but violent and obedient all the same. The group has brought with them instructions for operating the portal—and plenty of explosives.

If the Yankee is alone: He defeats the thugs and wounds Vansittart, but is unable to prevent the explosion. He is gravely wounded by the blast and falling masonry. He recognizes Vansittart, though, and can identify him if he survives. Vansittart's apartment contains the explorer's journals; a successful Investigation roll whilst perusing them highlights several oblique references to something called the "Library of Light."

If Rippers are present: Vansittart summons a shadow beast to bolster his forces, while the thugs shoot at everything that moves. Hastily arranging his explosives at the base of the needle, he sets a short fuse and begins the ritual to open the portal. The extent of his success is determined by the time it takes the Rippers to act. If he has four rounds without interruption he has a 50% chance of destroying the needle. This increases by 10% for each additional round he has to prepare.

When half his force is defeated, Vansittart begins the ritual to open the portal. Two rounds later he steps through it. The following round the explosives go off—roll to see if the needle is destroyed at this point. Anyone within a Large Burst Template suffers 4d10 damage from the blast, flying masonry, and being flung away by the explosion.

☞ **Abraham Vansittart:** Use Cult Leader, page 80.

- **Henchmen (2 per hero):** See page 91.
- **Shadow Hounds (2):** See page 80.

Aftermath

Although the cult is trying to destroy as many needles as possible, they can withstand the occasional failure. If the Rippers manage to fight

off the attack on the needle, they have scored a great triumph.

If Vansittart makes it through the portal, Hakim Jaleel (see page 36) awaits on the other side in London. Disguised as a vagrant, he has packed explosives wrapped in rags around the base of the needle in anticipation of Vansittart's success. As soon as the portal is activated, he sets his fuse. Jaleel grabs Vansittart and drags him over the embankment wall to safety as soon as the American emerges through the portal. The following round the explosives go off, closing the portal forever and destroying Cleopatra's Needle. When the Rippers return to London, they find the blast described as an anarchist outrage!

7. THE BATTLE OF ROME

When: The Rippers build a new lodge or modify an old one.

During the construction work, the members find their lodge is being infiltrated. A Vatican hit squad has decided it needs information.

Led by Enrico Gumbuccini—if the Rippers had him arrested, the Pope has secured his release, and now has a *real* axe to grind against his enemies—Vatican agents have learned of a disturbing confluence of events that point to a major attack on Rome. Convinced the Rippers are an evil organization, a raid on the lodge seems like the most direct way to learn of their plans.

Enrico feels that the lodge's defenses are likely to be at their weakest while construction is underway and attempts to infiltrate. If the Rippers are able to thwart the break-in they can apprehend Enrico or one of his henchmen.

☞ **Enrico Gumbuccini:** Use Soldier on page 79, but Gumbuccini has the Trademark Weapon (Castilian rapier) Edge.

- **Vatican Agents (5):** Use Soldier on page 79.

Asking Enrico

If apprehended, the Vatican agents are surly, pretending not to understand English. They are fanatically devoted to the Pope, and betray nothing about his knowledge of their mission.

Gumbuccini answers every question with one of his own, despite the fact he is a prisoner. Chiefly, he demands to know what the Rippers are going to do in Rome. Why are they building their forces there? What do they have planned? What do they know of



the Library of Light? He answers none of the Rippers' questions unless they also provide him with answers. It's possible in this way the Rippers can assuage some of his fears, and maybe even convince him they are not working against Rome. Otherwise, they may be without many allies in the confrontation to come.

If the heroes win Enrico over, he reveals that there has been a great increase in Cabal activity in and around Rome. He doesn't use the term Cabal, of course, preferring words like *evildoers*, *heretics*, and *Satanic servants*. Some information is mundane, but worrying, like large shipments of explosives the Vatican learned about. Some of it is mysterious and esoteric, like the whispered references his order has heard of the "Library of Light" (he doesn't know what this is, but he wants to know). Some of it is simply baffling, like the unknown mason who has been making countless gargoyles and leaving them atop buildings around Rome.

Some time has passed since the attacks on the needles in New York and London. The press outrage has died down; the police rounded up some anarchist suspects and threw them in prison. The Rippers may be concerned that there is a pattern. After all, some or all of the needles in Kingston Lacy, Paris, New York, and London have been destroyed. If the investigators piece it together they can research it matter.

Success on an Investigation check uncovers the fact that there are other obelisks around the world.

The Hippodrome's ruins in Constantinople feature a very famous one. But after the recent attacks, only one European city holds a significant amount: Rome. The cult plans to unleash an almighty assault against the city, using it to cover an attack on the antique obelisks scattered about the Eternal City.

Needles in a Haystack

Of the 13 large needles in Rome, five are Roman copies of Egyptian obelisks and one is a original Egyptian obelisk built by Romans in Egypt, but bearing no heiroglyphics and therefore being of no interest to the cult. The Rippers, of course, don't know that and in defending the city they possibly defend needles the cult does not intend to destroy.

The needle in the Vatican seems like an obvious choice to defend, for instance, but the Rippers may realize it has no Egyptian carvings on it (it was carved in Egypt, but by Romans not ancient Egyptians). Despite its antiquity, it is not a target of the cult. With success on an Investigation roll at -6 while researching Rome's obelisks, a researcher is able to discern between originals and copies.

The cult targets the obelisks located in:

- Piazza del Popolo (1)
- Piazza di Montecitorio (2)
- Santa Maria sopra Minerva (3)
- Piazza della Rotonda (4)

The Battle for Rome

Tokens	Description
Cabal has 10	A series of ear-splitting explosions shakes the city. Rome's under attack!
Rippers lose 1	Another deafening boom rocks Rome. A column of smoke rises above the city and an obelisk crashes to the ground in splinters.
Cabal loses 1	Rattles of gunfire and sharp booms are followed by a very human cheer. The attacking monsters are driven back from their objective.
Cabal has 7	A bloodied soldier rounds the corner on horseback. "We've turned them back over there," he pants, "We need reinforcements to press the advantage!"
Rippers at half	Casualties mount. Another explosion wracks Rome. The sky is aglow with embers. Brave defenders sell their lives dearly, but the foe is implacable.
Cabal at half	Desperate defenders slow the onslaught! Well-timed counterattacks have thwarted the fiends' advance. Can Rome be saved?
Cabal has 3	Through the force of their will the Rippers are turning the tide of the battle. What seemed impossible a few hours ago now seems within reach.
Rippers at 1	Teetering on the brink of defeat, the forces of good rally for one last desperate stand against the Cabal.
Cabal has 1	The sacrifice immense, the losses horrific—but the enemy is almost beaten. If the valiant defenders can only win one last assault...
Rippers lose	A tide of Cabal creatures swamps defenders. The city blazes as it's rocked by fresh explosions. Monoliths of antiquity topple and crash to the ground.
Cabal loses	Against all odds, the Rippers save Rome! The Cabal abandons its attack. This is a day that will long be remembered...when good triumphed against an overwhelming foe.

- Termini Station (5)
- Piazza di San Giovanni in Laterano (6)
- Villa Celimontana (7)

Copies of no interest to the cult are located at: Pincian Hill (A), Trinità dei Monti (B), Piazza Navona (C), Piazza del Quirinale (D), Piazza dell'Esquilino (E), and Saint Peter's Square (F).

Having identified 13 potential targets, the heroes need to marshal the forces at their disposal. Rippers can choose to use favors to rally defenders to their cause, or recruit additional aid. If they manage to win over the Vatican, the Holy Father puts 40 trained Vatican Agents (use Soldier on page 79) under their command.

The Cabal's Forces

The Cabal has been busy too. They have amassed around 100 monsters to mount their attack. Vampires, animated statues, ghosts, werewolves, and hydes are hidden in graveyards, ruins, and catacombs around the city, awaiting the signal to attack. If the Rippers were unable to save Nikola Tesla, his assistance to Frankenstein means the Cabal numbers are swollen by 100

shambling constructs—reanimated matter under Frankenstein's telepathic control.

City Under Attack

Run the attack on Rome as a Mass Battle, as described in *Savage Worlds*. The Cabal likely has the larger force, in which case they receive 10 tokens. The Rippers get tokens equal to the number of troops they managed to amass divided by 10 (divided by 20 if they didn't save Tesla). If the Rippers saved Nikola Tesla, and if they request it, they gain access to several large Tesla coil defenses (which provide +1 on the Knowledge: Battle roll). The GM must also take into account any clever plans the Rippers come up with in defending Rome.

The Rippers should outline their plan for the city's defense, in particular which needles they deem important and the disposition of their troops. Come nightfall, the battle commences.

Rome Burns!

Like Nero of old, the Rippers witness the sight of the great city of Rome in flames. Each round,

Knowledge (Battle) rolls reveal the ebb and flow of the conflict. In addition to the usual results, every time the Cabal wins a round, an explosion rocks the city and another needle is destroyed. Cabal forces gain +3 on Spirit rolls for morale.

If the Rippers choose to defend a needle the cult does not target, they can make a Notice or Smarts -2 roll each time a needle falls to realize their mistake. Shifting defenses to a targeted obelisk grants the Rippers +1 on their Knowledge: Battle roll the next round.

Remember that the Rippers can intervene in the battle personally at some risk to themselves. See the Mass Battle rules for details. The **Battle of Rome** chart provides a narrative to help give context to what is otherwise a series of die rolls.

Winners and Losers

The Cabal's leaders know they're mere cover for the cult's sabotage attempts. This is the price Jack agreed to pay for his resurrection and that of his allies. Once the seven target needles have been destroyed, the cult withdraws. The Cabal does likewise soon afterward, leaving Rome in ruins.

Even if the Rippers win the battle, the Cabal likely manages to destroy a few needles first and much of the city is rubbled. Regardless of the battle's outcome, Apep's cult leaders know they have to proceed with their plan—even if some needles remain intact. They've planned one last stop in venerable Constantinople before returning to Egypt for the final stage of their plan.

The biggest loser, of course, is Rome. Monsters of myth and legend have rampaged through the streets of the Eternal City and laid large parts of it to waste. Many people fought with—and lost their loved ones to—creatures that defy explanation.

The Rippers could have made some valuable allies while defending the city. Even if they are ultimately unsuccessful, they dared to stand up against evil, and for that, Rome thanks them. The Pope is even willing to let the Rippers visit the Vatican's secret archives. A successful Investigation roll while searching for references to the Library of Light reveals a passing mention of "the Sultan's Prize."

Aftermath

In the days that follow the battle, Rome begins to rebuild. The authorities attempt to cover up the story with the Rippers' help, burying eyewitness accounts and suggesting it was an anarchist gas attack that left the populace hallucinating. No

effort or expense is spared to paper over the cracks in reality caused by the fight.

The Cabal suffers as a result of such exposure. Governments are more aware of the Cabal's potential to wreak destruction. They grow more likely to be sympathetic to the Rippers' cause.

Apep's cultists, however, get exactly what they need from the attack. They move their operations to Constantinople.

8. SULTAN'S PRIZE

When: The team seeks the Library of Light.

The heroes hear allusions to the "Library of Light" from numerous sources over the course of the campaign. It is found in the texts in the Vatican (assuming the Rippers saved Rome), buried in arcane lore from the Rosicrucians (assuming they wooed the Rosicrucians) and in the personal writings of Abraham Vansittart (assuming the Rippers discovered the American cultist's identity).

If these sources are not available, or if the heroes have forgotten what they heard, Mina contacts them to remind them of Tara LaGrange's mention of the Library of Light.

However they find this clue, the Library is shrouded in mystery. The following facts can be learned with successful uses of Investigation, Streetwise, Persuasion, or appropriate Knowledge rolls:

- The Library of Light is incredibly old and nobody living knows where it is.
- Even if one knew, one couldn't get there. It is said Mohammed himself would stop one finding the Library.
- Some of the world's most precious, dangerous secrets are said to be kept there.
- The Library is a perilous maze that consumes explorers.
- Without the Sultan's Prize, any who enter the Library of Light perish.
- The Sultan's Prize was hidden to save mankind from itself.

To Constantinople

When the heroes have gathered what information they can, they may head East to Constantinople from whence the Sultan rules the Ottoman Empire.

One last Egyptian obelisk stands in the Hippodrome. Depending on how long after the Battle of Rome the Rippers arrive here, the needle

may have already been destroyed, in which case the act is still the subject of great anger in the city.

If the adventurers are hot on the cult's heels, they could yet attempt to thwart the attack. After this one, the cult is finished with its work of obliterating obelisks. Now they prepare for the end: their god's resurrection and the restoration of darkness across the land. To stop them, the heroes must discover what their plan is and stop the cult from plunging the world into eternal night.

Regardless of the fate of the obelisk of Tuthmosis III in the Hippodrome, the Rippers' objective is to find out where the Sultan kept his prize.

Salih's Tomes

The local Rippers do not have an extensive library at their lodge. They recommend a small bookstore in the Grand Bazaar owned by Yazid Salih, a wizened old man said to remember every book he has ever sold.

On the way to the bazaar, any Ripper who succeeds on a Notice roll has an eerie feeling of being followed. The Street of the Booksellers is in the oldest part of the covered market. The Rippers locate Yazid's store with ease.

The store itself is a rabbit warren of interconnected rooms that seem to circle impossibly. Each is stacked floor-to-ceiling with antique tomes. Yazid is indeed incredibly knowledgeable. His eyes glitter at the mention of the Library of Light. He croaks,

"You seek the Sultan's Prize! But this will not help you, for you must find the book that never was. The Dreams of Ul Murradin. Even I have never seen a copy. I fear your search is in vain."

With success on a Persuasion roll at -4 (purchasing old tomes grants a +1 bonus per £50 spent) Yazid presents the Rippers with a dusty, cracked parchment. Pointing excitedly, he cackles over the plan drawn on the map. It is a map of Topkapi Palace here in Constantinople. The old man indicates that what the Rippers seek is in the harem.

Topkapi Palace

A few palace buildings still serve official functions, but since the seat of the Ottoman Empire moved the sprawling Topkapi complex stands mostly deserted. One of the operating buildings is the Mint, so the palace remains guarded, but security is more lax. A successful Stealth roll gets Rippers through the gates or over the wall. Crossing the open, grassy courtyard gives the intruders the uncanny feeling of being observed again.

Once inside the network of interconnected rooms that makes up the harem:

The harem consists of hundreds of rooms on three uneven floors, deserted, haphazardly arranged to form a maze of chambers, stairs, and corridors. Some rooms open into others, or contain balconies that overlook other parts of the harem, or open unexpectedly into high-walled courtyards. Anywhere the Sultan might entertain is dazzlingly embellished with delicate geometric patterns and elaborate Islamic calligraphy.

After an hour or so of picking through the chambers the Rippers find the Sultan's private audience chamber. This room is far grander than the rest, dominated by a large marble throne flanked by sofas and covered in red velvet cushions. A balcony overlooks the room. Once this would have been filled with concubines, perfume, Turkish delight, and intrigue. Now there is only the musty air of abandonment. Searching the throne reveals a trapdoor under the cushions. As they open the door and peer into the gloom, Rippers making successful Notice rolls hear muffled footsteps approaching.

Vansittart Again

Up on the balcony, the familiar face of Abraham Vansittart appears. He sneers,

"You couldn't keep out of it, eh? I should have killed you in New York. It's never too late!"

He gives a low whistle and four Turkish henchmen run into the room on the Rippers' level. Vansittart stays up on the balcony, tossing down spells. If the Rippers appear to be having an easy time of it, Vansittart summons a shadow beast.

If the heroes manage to subdue Vansittart he spits at them furiously and yells,

"It won't make any difference! The Sultan's Prize is a fake, the Library of Light is a myth. You can't stop us. You can't put a brake on the rise of power. You'll see!"

☹ **Abraham Vansittart:** Use Cult Leader, page 80. By this time Vansittart has 5 more Power Points.

- **Henchmen (4):** See page 91.
- **Shadow Beast:** See page 80.

Into the Depths

Once the Rippers deal with Vansittart, they can descend into the gloom. A stone ladder has been carved into the wall, descending about 100 feet

9. SECRETS OF THE ANCIENTS

into the solid rock under the palace. If the Rippers bring no light, the narrow, pitch-black shaft requires success on a Climbing roll to negotiate (see Falling in *Savage Worlds*). With a handy light source, climbing down is a claustrophobic affair but requires no roll.

Reaching the bottom at last, the Rippers find a small tunnel leading to the west, tall enough to walk upright, constructed from smooth and polished stone. Soon they come to a fork. In time the route forks again, and again—they are in a labyrinth.

If the beautiful geometric shapes that adorn the Sultan's palace don't give them a clue, after about 30 minutes wandering allow a Smarts roll at -2 to realize the complex architecture shows the maze's path. The labyrinth is an architectural wonder, and at its center lies the lost treasure of the Sultans.

Eyes on the Prize

The treasure room is shaped like three petals. At the center of each petal is a raised column, on which stands a relic. One holds a slipper, one a brass lamp, and the third a ruby as big as a man's fist.

On a fourth column at the center sits a box, about eight inches square. The heroes may naturally be suspicious of rubbing the lamp, but in fact touching any of the relics summons a powerful djinn to defend the treasure room. It lets out a terrifying howl and shouts a curse in an unknown language. Six previously sealed rooms magically open at his call, releasing ravenous ghouls—the Sultan's enemies condemned to eternal hunger—into the corridors. They roam in packs and can smell blood throughout the maze, homing madly in on the scent.

- **Djinn:** See page 83.
- **Ghouls (2d6 per pack):** Use Zombies, page 95. There are six packs of the pitiful wretches.

Aftermath

Escaping Topkapi with the box is a major accomplishment. The other relics may have magical properties (at the GM's discretion), but the box holds the Sultan's Prize: a complete catalog to the Library of Light! On each of the box's faces Islamic geometric patterns shift and move as the box is tilted. It's an elaborate puzzle that requires the Rippers' best minds to solve.

When: Heroes try to decipher the Sultan's Prize. The Rippers need to crack the secret of the Sultan's Prize. The constantly shifting and endlessly repeating geometric patterns are beautifully intricate, so dedicated study of the box consumes days. If the Rippers leave it with Mina, she contacts them when the mystery is solved. In the meantime, they are free to pursue other leads. One avenue open is to research *The Dreams of Ul Murradin* (the name given them by the old bookseller).

The Book That Never Was

If Rippers try to investigate this tome, they discover no details about it. But for rumors of its existence, there's no evidence that the book was ever written. However, successful use of Investigation, Streetwise, or appropriate Knowledge skills uncovers one of the following facts about the author:

- Ul Murradin was a mystic of old, considered mad by most, a heretic by some, and a visionary by a very few.
- He was driven into the wilderness by the elders in his town, who didn't appreciate his outspoken challenge to their authority.
- In the desert, he is said to have seen things: terrible things. He recorded the results of these visions in the elusive book of dreams.

THE MAZE



What's in the Box?

If the Rippers try to solve the puzzle box themselves, allow a Smarts roll each week of dedicated study. The modifier for the roll begins at -10. Each consecutive week of study grants a +1. Each mission that recruits a person with appropriate skills adds an extra +1. A roll of 1 on the Smarts die (regardless of the result of the Wild die) imposes a -1 to the next roll. Persistent effort—or just letting Mina handle it—eventually pays off, and the box opens. Inside is a scroll containing a series of shapes and hieroglyphics.

Decrypting this message is difficult, but it is the box itself that is important. A Notice roll reveals the shapes and colors in the message all appear as part of the geometric shapes on the outside of the box. By aligning particular shapes and colors on one face, they can cause seemingly random lines on another face to form Arabic writing.

By forming Arabic words, the Rippers find they can cause the patterns on the outside to move predictably, revealing a kind of map around the faces of the cube. Translating the hieroglyphs requires knowledge of ancient Egyptian writing. The text reads,

Collection of Light, Library of Alexandria.

The Library of Light

The great fire that engulfed the Library of Alexandria did not touch the fabled Library of Light. The knowledge held within was so important that it was kept separately—secret and safe—in case the greatest of evils one day returned and humanity's saviors needed to know how to defeat it.

Now that day has come. The Rippers need to discover what the cult has planned, when and where it will take place, and what they can do to prevent it—thereby saving the world!

There are two parts to this adventure, which the heroes can attempt in either order, but first they need to go to Egypt.

Investigating the Cult

The cult has its headquarters in the oldest part of Cairo. Being mostly Egyptians, the cult members can come and go more easily than most Rippers. They have lookouts at every bath house, coffee house, and market stall. Informants abound in

poor neighborhoods and any attempt to move on the cult HQ is known to the leaders long before the Rippers arrive.

As a result, the cult has abandoned their base when the Rippers arrive. They destroy most of their material, but in their haste to leave are forced to abandon many relics and Egyptian artifacts. They do summon two shadow beasts to ambush the Rippers as they break in.

- **Shadow Beast (2):** See page 80.

A Clue or Two

Investigation rolls or Notice at -1 discovers some pages from what appears to be an almanac. It accurately sets out the dates of the flooding of the Nile and other important events, but a single day is heavily circled in ink. An Investigation or Streetwise roll reveals it is the predicted date of a solar eclipse.

The Rippers also manage to discover some correspondence discussing a forthcoming cult journey to some of the temples up the Nile at Luxor and beyond. Yet more correspondence makes reference to *Nesh Ren'a*, but there is no detail about who or what that is.

Investigating the Library

In Alexandria, only legwork discovers the Great Library of antiquity's likely whereabouts. Interviewing scholars, studying ancient accounts of Alexandria, and dogged onsite research (using Streetwise, Investigation, and Knowledge: Archaeology rolls) can pay dividends. Allan Frazer is a great ally here, knowing the language, customs and history of this exotic place.

Successful rolls discover that the library was in fact destroyed in installments, from the first fire in the time of Julius Caesar to the destruction of the Serapeum by Theodosius. With a raise on any roll they learn of a hidden crypt—forgotten now—that allegedly contains knowledge too powerful to be used, too precious to be lost. They learn, too, the location of the steeply sloped tunnel that accessed this Collection of Light.

The good news is that the tunnel and the collection still exist. The bad news is the long-forgotten tunnel entrance is now concealed at a local mosque, behind a particularly lovely passage from the Qur'an rendered in exquisitely complex tile work.

Needless to say, the mosque's leaders don't allow Rippers to desecrate their temple, but in

order to get to the Library of Light the Rippers need to bypass the wall. Managing this requires an inventive solution. If heroes deal honestly with the mosque's leaders and succeed on a Persuasion roll, they find them helpful and eager to find a solution—provided Rippers share whatever they find!

- **Mosque Leaders (4):** Use Innocent on page 79.

The Wisdom of Ages

Behind the wall a short corridor leads to a downward sloping passageway. At the bottom is a narrow, short door.

Beyond the door is a small, square room, lined floor-to-ceiling with shelves on which stand neat rows of tablets, scrolls, and other treasures. What is curious is that all four walls and the floor have small doorways cut through them. A short rope ladder allows visitors to drop down to the room below.

Each of the rooms leading off from this one look identical to the first; each one in turn leads out in six directions, which then reach out again. This library is a vast 3-D puzzle. A successful Notice roll (-2) in each room detects the same shapes and colors on the shelves as on the puzzle box.

If the heroes use the box to spell out "Ul Murradin," the sequence of shapes and colors can be deciphered with a successful Smarts roll. Following the directions on the box, the Rippers can find their way painstakingly through the maze of antiquated knowledge to the room containing the book they seek: *The Dreams of Ul Murradin*.

Heroes who don't figure this out may get lost and wander for days. Allow a Notice roll (-4) every hour to spot a familiar tablet, scroll case, or carved shelf. Six consecutive successful rolls mean the heroes stumble across the entrance. A roll of 1 (regardless of the Wild Die) means they must start the six-roll sequence again. The library rooms are cool and dry; hunger and thirst are the real killers. At some point, explorers come across a skeleton in traditional Roman dress—clearly a victim of curiosity and poor preparation.

The Guardians

On reaching the Book That Never Was, the heroes find the prize. It sits on a pedestal in a room empty but for four statues of scribes. A slim volume written on papyrus, it is bound between two beaten copper plates. The plates' edges are decorated with

silver and a sun symbol—a disc with broad beams emanating from it—is acid-etched into the cover and leafed in thin layers of gold. But the ancients kept this book here for a purpose: They considered its knowledge so dangerous that wards were required to protect it.

When the adventurers lay hands on the slim tome, the cool surface of the copper cover begins to heat. The golden sun begins to glow. Anyone touching it takes 2d6 damage as the sun symbol emits a dazzling burst of light. Everyone in the room must make an Agility roll (-2) to turn away or be partially blinded (-2 for the next three rounds). A bright, ghostly figure appears of an Egyptian warrior with the head of a hawk, intoning,

"Do not touch the Book of Light! It rests here until such time as Apep's return. In the name of Ra-Horakhty, it must be so!"

None who live know the forgotten magic to dispel the guardian, so he must be fought. After the first round, the four scribe statues also animate and attack.

- ☞ **Guardian of Ra-Horakhty:** Use Animated Statue on page 81. It has a Ranged Attack: a sun ray that deals 3d6 damage.
- **Guardian Scribe Statues (4):** Use Animated Statue on page 81, without Modifications.

Aftermath

By now, the heroes know Apep's cult is heading up the Nile in a few weeks, to coincide with a solar eclipse. But how do these facts tie together? Perhaps the book can help...but first there is one last task to dispense with.

10. ENEMY OF MY ENEMY

When: A few months after running **Secret of the Ancients**.

This Plot Point begins when an agent of the Cabal contacts the heroes to schedule a surreptitious meeting in Hyde Park, London.

If you've run the Savage Tale **Wolf in Sheep's Clothing**, the agent is Randall Pierce. If you ran the original *Rippers* game and Grigory Efimovich (Rasputin) hasn't been discovered, it might be him instead. The agent might also be a simple servant such as a serving girl, butler, or even the person who delivers the lodge's coal, milk, or newspapers.

Either way, it's best if the agent has a real connection to the Rippers so the reveal is a noticeable loss to the Cabal. The GM can choose whether the character is a traitor by choice or through some form of coercion.

A Meeting by Night

The agent contacts the heroes and asks for a meeting. His message reads,

"As a sign of good faith from my masters, they reveal my position as a spy within your lodge. They are willing to accept this loss and my death, should it come to that, in order to prove their pledge to a peaceful discussion. Meet them at midnight tomorrow at Speakers' Corner, Hyde Park. Do not be late."

Gathering of the Cabal

If the Rippers go to Hyde Park at the noted hour, they aren't disappointed—this is no trick. On hand for the parley are Dr. Jack, Count Dracula, Frankenstein, and Dr. Jekyll. Dr. Prometheus lurks in the woods nearby, too ashamed to reveal his twisted visage. The pale moon rides a tattered gray cloak of clouds across the horizon.

Jack steps forward but only capers and giggles, so Count Dracula takes his place and speaks:

"I see the Rippers have sent their most promising representatives. Excellent. Let me most expeditiously address the point: We have been used by the Cult of Apep just as surely as you have been misled. But it serves no one's interests for the cult to achieve all their myriad goals so soon. If we were to join forces, perhaps this ordeal could arrive at a more...pleasing outcome. How can we make it work?"

Describe the Cabal leaders' appearances one by one to play up how extraordinary this meeting is.

- ♥ **Count Dracula:** See page 93.
- ♥ **Dr. Frankenstein:** See page 94.
- ♥ **Dr. Jack:** See page 84.
- ♥ **Dr. Jekyll:** See page 84.
- ♥ **Dr. Prometheus:** See page 85.

The Great Debate

The Cabal is sincere in their alliance, but the rest of the Rippers must be persuaded to go along with it. The player characters must carry Dracula's message to delegates from all the factions in London and debate with them. Run this as a Social

Conflict with Mina Harker herself leading the opposition. The death of Jonathan, Tara's constant questioning of her decisions, and the travails she suffered at the hands of Dr. Jack do not allow her to trust the Cabal under any circumstances.

If Mina and her supporters win, the heroes are on their own. Otherwise, the help they obtain from other factions and lodges depends on their Margin of Victory (see **Social Combat** in *Savage Worlds*).

Margin	Result
Tie	The Rippers provide no help but won't stand in the heroes' way.
1–2	A d6 junior members of each faction (treat as Irregulars) join the cause.
3–4	Each faction provides a d6 junior members (Irregulars) and a Wild Card hero designed by the Game Master.
5+	As 3–4, but when Dracula learns of the outcome, he and the others are impressed enough to pledge d4 werewolves, d4 vampires, a d4 hydes, and d10 hybrids to serve the champions until the Cult of Apep is defeated.

Deals With Devils

Regardless of the outcome, Dr. Jack wants to join in the carnage. He approaches the team afterwards and says:

"Part of me, a small part, enjoys the idea of fighting alongside the Rippers again. What say you, fellows? Do we allow this Egyptian pretender to take what's rightfully ours?"

You've seen the anger of these monsters before, but for the first time, it's directed at someone else. Without waiting for the reply he already knows is coming, Jack continues,

"So it is settled. Good day, gentlemen and ladies. We shall see you in Egypt."

11. DYING OF THE LIGHT

When: The heroes research Apep.

The Rippers returned from the Library of Light with the book of Ul Murradin. Now they need to piece together all the clues they gathered during the campaign to thwart the cult's ultimate goal.

Some Light Reading

Reading the book requires knowledge of Egyptian hieroglyphs. But if the heroes have the book translated, it also contains some very useful information. For each success and raise on a Knowledge (Hieroglyphs) roll—or Investigation at –2 if the book is translated—the Rippers learn:

- The book has the subtitle: *On Knowing the Creations of Ra and of Felling Apep*.
- There are two spells described in the book: *bind the darkness* and *fires of creation*.
- The book recounts Apep's evil deeds and what the gods did to stop him.
- Ra destroyed Apep's chief city of Nesh Ren'a by burying it in desert sands.
- Apep was bound by magic spells that harnessed the power of the sun.
- Magical monuments of light were erected throughout the kingdoms to preserve the spells and maintain Apep's bonds.
- If these monuments were destroyed and the bonds loosed, Apep could rise again.
- If freed, Apep would plunge the world into perpetual darkness, and Set would become his slave—bringing death and famine to the lands of the Pharaohs.
- Apep is a demon but vulnerable to Ra's power, fire.

Ancient History

If the heroes choose to research Apep, they can begin to link the pieces of the puzzle. Each success and raise on an Investigation roll, or Streetwise roll to interview a professor of Egyptology, learns the following facts:

- The Egyptians knew Apep as a demon: one of Egypt's oldest gods, but foul and malignant.
- They blamed Apep for storms, earthquakes, and solar eclipses. Set, god of chaos, was also linked with these events. But Set was a god, not a demon, and worshipped as such. Apep was despised as a threat to all creation.
- Egyptians spat at hearing Apep's name. But the demon inspired some misguided fools to form a cult. Each bore a serpent tattoo somewhere on his or her body to show their allegiance to Apep. Such cultists were reviled and put to death when caught.

AGAINST APEP

Bind the Darkness

This is the *banish* power from *Savage Worlds*, but only works against demons not native to our world (which is most of them, but it has no effect on Dracula for instance). It is unique as it allows magic and faith to work together. The power must be activated by a character with Arcane Background (Magic), but allies with either the Spellcasting or Faith skill can make a Cooperative Roll to aid the caster. The characters must hold their actions to act on the card of the slowest participant.

Fires of Creation

This is the *burst* power from *Savage Worlds*, calling up the equivalent of a spark of heavenly flames, except it costs 3 Power Points to activate. Creatures with a Weakness to Fire or Holy Symbols suffer a –2 penalty to avoid its effect and suffer +2 damage. A creature with a Weakness to both suffers a –4 penalty and +4 damage. This power can harm creatures with Immunity (Fire) normally if they also have Weakness (Holy Symbols) but inflicts no penalty or additional damage from the Weakness.

- Apep's power grew along with his cult until servants of Ra, fearful of the demon being loosed into the world, bound Apep in unshakable bonds of light. They anchored their spell to obelisks surrounding their most important temples. These obelisks, great monuments to Ra and symbolic of the sun's rays, strengthened the bonds. Thus was the demon subdued for all time.
- With the cult broken, Nesh Ren'a was abandoned to be reclaimed by the desert.

Finding Nesh Ren'a

The Lost City of Nesh Ren'a lies far up the Nile River from Alexandria and Cairo. Its exact location is unknown; it was vilified and stricken from the records because of its association with Apep's cult. Finding the buried ruins is a difficult task.

The site is located some 150 miles southwest of Luxor, deep in the desert to the east of the Nile. Several local *dragomans*—guides and interpreters—have information. Success on a Streetwise or Persuasion roll finds one who has taken parties to the deserted locale recently. A raise on the roll means Rippers did not alert the cult while acquiring this information; their spies teem in Luxor.

Accessible only by camel, there are no visible markings or ruins to indicate the way to Nesh Ren'a. But six terrifying stone crocodile heads jutting at alarming angles from the drifting dunes signal the destination has been reached. These are statues of Ammit, monstrous servants of Apep that ate the souls of the dead. These fearsome guardians are all that remain of Nesh Ren'a above ground.

If the heroes did not alert the cult, a search of the statues' mouths finds them hollow. In fact, they are tunnels to the city below.

If the cult learned of their approach, the Rippers find a "warm" reception—a nomadic tribe sympathetic to the cult has occupied the area. Six riflemen lie inside the crocodile mouths, using the stone statues' teeth as Heavy Cover. They begin taking potshots at the Rippers as they dismount, scaring off the animals. As the explorers look for cover or return fire, a second group of tribesmen on horses charge through the area, swords drawn, trying to cut down the intruders. They make

successive charges, circling round while the snipers try to pick off any heroes in the open.

Once they deal with the threat, Rippers can find their way belowground.

- **Mounted Nomads (8):** Use Militia on page 79. Each rides a horse (see *Savage Worlds*).
- **Nomad Snipers (6):** Use Militia on page 79.

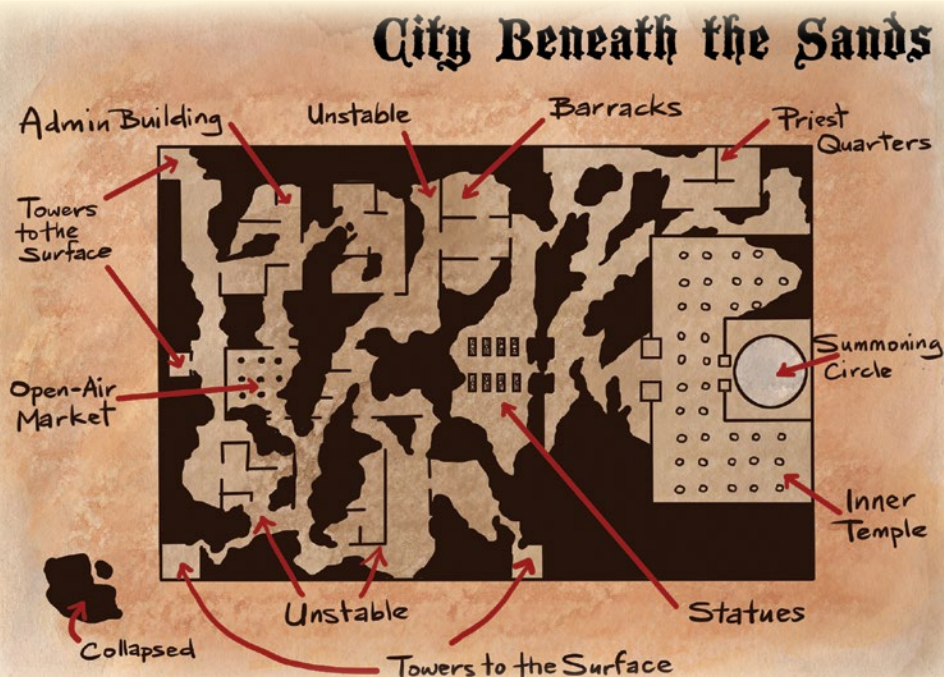
City Beneath the Sands

Nesh Ren'a was small, predominantly a cult center rather than a major commercial or administrative hub. Time and the encroaching desert have swept away most of its residential areas. What remains, although covered by sand, is quite well-preserved. The statues of Ammit once stood atop tall towers; the stairwell inside each has become a tunnel leading to Nesh Ren'a below.

The temple complex and a covered portion of the town center—a market, administrative center, and barracks—are all that remain of the city. The cult excavated some areas, shoring up the sand with beams and supports, but these areas are prone to slides and rockfalls and hazardous to enter.

Lost Professors

In the old barracks the party finds the various archaeologists and professors the cult kidnapped



to provide information. Weak, tired, and hungry, the professors are chained at the feet, chains looped through large bronze hoops on the floor. Once freed, they can be escorted to the surface but they are too weak to aid in any way in combat.

Unless the Rippers use firearms inside the city, or enter an area the cult are actively using, they can move around most parts undisturbed. If they move into any of the temple areas, they must make Stealth rolls to avoid being detected. Once the cult knows they are there, they begin their ritual immediately. If uninterrupted, they wait until the start of the solar eclipse.

The Solar Eclipse

A monster of chaos and darkness, bound by mighty spells of light for thousands of years, Apep is appreciably more powerful during the solar eclipse, which weakens the light-based magic binding him.

The cult's activities have been geared solely toward breaking those bonds, releasing the demon from his centuries-long slumber. The more obelisks the cult managed to destroy, the quicker Apep can be freed and the more powerful he is when he first appears.

The cult's ritual is a powerful magical rite. Not only does it shatter Apep's magical shackles, but it also causes Nesh Ren'a to rise through the desert sands to the surface. Performing the ritual during a solar eclipse ensures the skies are dark during the first few moments of Apep's resurrection. By the time the eclipse ends, the demon's power is restored and his magic strong enough to shroud the city in perpetual darkness.

The Ritual

Freeing Apep from his age-old prison is an intricate and lengthy ritual to be conducted by the cult's five most powerful sorcerers. Working in shifts, the sorcerers have been chanting for days, one at a time. They have calculated how long it will take and timed their incantations to end early in the solar eclipse, giving their dark master as long as possible to recover and weave his spells of gloom. If need be, other sorcerers can join in, speeding the end of the ritual to under an hour. The rest of the cult watches and waits.

If the Rippers fought the tribesmen above ground, the rest of the tribe is here. Groups of one cultist and three nomads patrol the temple here looking for signs of trouble. If the heroes fight a

patrol, the cultist summons shadow beasts and calls for help. Every 1d6 rounds another patrol arrives on the scene.

- **Nomad Guards (18):** Use Militia on page 79.
- **Cultists (6):** See page 80.
- **Shadow Hounds (2 per cultist):** See page 80.
- **Shadow Beast (1 per cultist):** See page 80.

Arise Apep!

If the heroes cannot stop them, the cultists reach the ritual's culmination. Read this to the players when their heroes witness it:

With a triumphant roar of "Arise, Apep!" the cultists stop chanting and collapse, spent. In the circle's center a cloud of smoke coalesces into a dark mass. It grows more and more dense, so black it seems to absorb light. The edges bend and distort visible objects toward its deepening darkness. Its center is flat black, almost too dark to comprehend. And still it grows!

The yawning blackness is disturbing even to the cultists, who scramble away. One who is too slow is dragged into the air and tumbles into the center of the inky mass. His screams disappear in an unsettling slurping sound. The Rippers must make an immediate Fear test at -4!

The Demon of Darkness

The dark mass condenses until it is a huge ball of nothingness hovering over the summoning circle. Then the ball narrows and stretches, elongating into a twisted mass. Soon it becomes a massive hooded cobra, more than 50 feet long with vicious fangs several feet in length. The beast rears up to its full height then sinks into huge coils as it surveys its surroundings.

The cultists gather and fall prostrate in supplication as the demon eyes them indifferently. The ground shakes. Nesh Ren'a rumbles as various tunnels and shored-up roofs collapse. The tremor grows more violent and the Rippers get a sense the ground is shifting beneath them, as if the city were re-emerging from its long slumber beneath the sands.

Fighting Apep

The snake demon is a fearsome foe, capable of crushing a man with a single blow from its powerful tail. The creature uses its abilities sparingly in the first four rounds as it recovers from long captivity.

As his consciousness returns, Apep uses abilities more frequently. Left alone, it puts all its energy into replenishing its power and raising the city from beneath the sand.

The cult leaders and six cultists defend their risen master. Their magic is spent in the summoning, but they are prepared to die in the service of Apep. Four large statues of Ammit, the devourer of souls, animate as soon as the first attack is directed at Apep. These statues have hippos' hindquarters, lions' bodies, and crocodile heads. They attack any Rippers who fight their master.

- ☠ **Mustapha Kerrim:** See page 80.
- ☠ **Mehmet Ali:** Use Cult Leader, page 80.
- ☠ **Hakim Jaleel:** Use Cult Leader, page 80.
- **Cultists (6):** See page 80.
- **Animated Statues (4):** See page 81.

Apep (Demon)

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+10, Vigor d12

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

Pace: 8; **Parry:** 8; **Toughness:** 21 (4)

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite:** Str+d8; Apep's mouth is enormous, he only suffers a -2 to attack human-sized targets.
- **Demon-God:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except cold iron and fire attacks.
- **Fear (-4):** Anyone seeing Apep must make a Fear test at -4.
- **Huge:** Attackers add +4 to their attack rolls against Apep due to his size.
- **Increasing Power:** Apep's sapped strength returns over time, which affects his New Heads and Summon Abilities. At the start of the fight, Apep can only use one of these powers every other round. After he uses each power twice, Apep can use both Abilities every round.
- **New Heads:** As a free action, Apep can spawn an extra head. This grants him an additional bite attack with no multi-action penalty but can't be directed at the same target. Apep can never have more than three heads.
- **Poison (-2):** Anyone Shaken or worse by Apep's bite must make an immediate Vigor roll at -2 or gain a Fatigue level.
- **Size +9:** Apep is an immense snake.

- **Summon:** As a free action, Apep can summon a servitor mummy (see page 88) from its eternal slumber in the temple. It takes one round for the mummy to emerge from its sarcophagus and join the battle.
- **Swallow:** When Apep scores a raise on his Fighting roll, he does bonus damage and swallows the prey whole! The victim is trapped, suffering 2d6 damage each following round. If the victim has a cutting attack, he can slice his way out of Apep's belly as an action if he can cause at least a Shaken result. There is no attack roll and thus no bonus damage for a raise, but the attack bypasses Apep's Armor. Otherwise, the victim can only be released if Apep is defeated.
- **Weakness (Cold Iron):** As a demon, Apep takes normal damage from cold iron weapons.
- **Weakness (Fire):** Apep takes normal damage from fire-based attacks.
- **Weakness (Holy Symbols):** Apep suffers a -1 penalty to attacks against anyone carrying a holy symbol.

Defeating the Demon

Binding Apep is problematic due to the obelisks' destruction, but if the heroes have a relic to serve as a power source the binding ritual can be performed. If the Rippers completed the *Savage Tale Red Cross* from the original *Rippers*, they have two such relics—the Holy Lance and Holy Grail. Any relic used this way is lost forever to bind Apep, but such sacrifices are the stuff of legend.

Brute force is a difficult way to fight an entity as powerful as Apep. If the Rippers were well prepared, they may have other means at their disposal. A spellcasting Ripper might be able to complete the incantations from Ul Murradin's book. Killing Apep with magical flames is the most likely way to defeat him in combat (see the **Against Apep** sidebar on page 55 for details on both methods).

Lacking these things, the Rippers must rely on good old-fashioned firepower, luck, and numbers. Physically overpowering the beast is no mean feat. If they fail, they should retreat before they are squashed or swallowed and return later to redouble their efforts.

Success & Failure

Defeating Apep's cult is an accomplishment in which Rippers should take pride.

Success

The city of Nesh Ren'a sinks once more into the sands as more of the city crumbles into ruins. If the heroes are still inside the temple, they must run for the exits before it sinks without a trace, or be forced to claw their way up through the tunnels to the surface. The cult has expended most of its resources bringing their plan to fruition and many of their number are dead. Although the cult survives, the Rippers are now aware of their existence. It is much harder in the future for them to operate in secret.

If Apep is bound, the effect lasts for decades and can be strengthened. But the demon has tasted freedom, however briefly, and strains to be free once more. If Apep was merely defeated in combat, its form is destroyed but so are the magical bonds that held it. Apep haunts the edges of existence for eternity, seeking a return to the realm of creation.

Failure

If the heroes are unsuccessful, the city of Nesh Ren'a rises once more to the surface and Apep is unleashed on the world. The sky is shrouded by perpetual, expanding gloom.

By week's end all of Egypt and Sudan are in darkness. By the end of the following month, the darkness engulfs Africa and Europe. A year later, the world is plunged into perpetual night. Soon crops fail, famines spread, markets collapse, and governments tumble. The Rippers face a Victorian apocalypse!

The monsters of the Cabal become bold and strong in these times as humanity cowers from Apep's terrifying appearance. So long as the darkness persists, increase all Cabal monsters' Traits by one die type and give all Fear modifiers an additional -1 until the situation is resolved.

The remaining Rippers must defeat the demon to bring light back into the world!

Aftermath

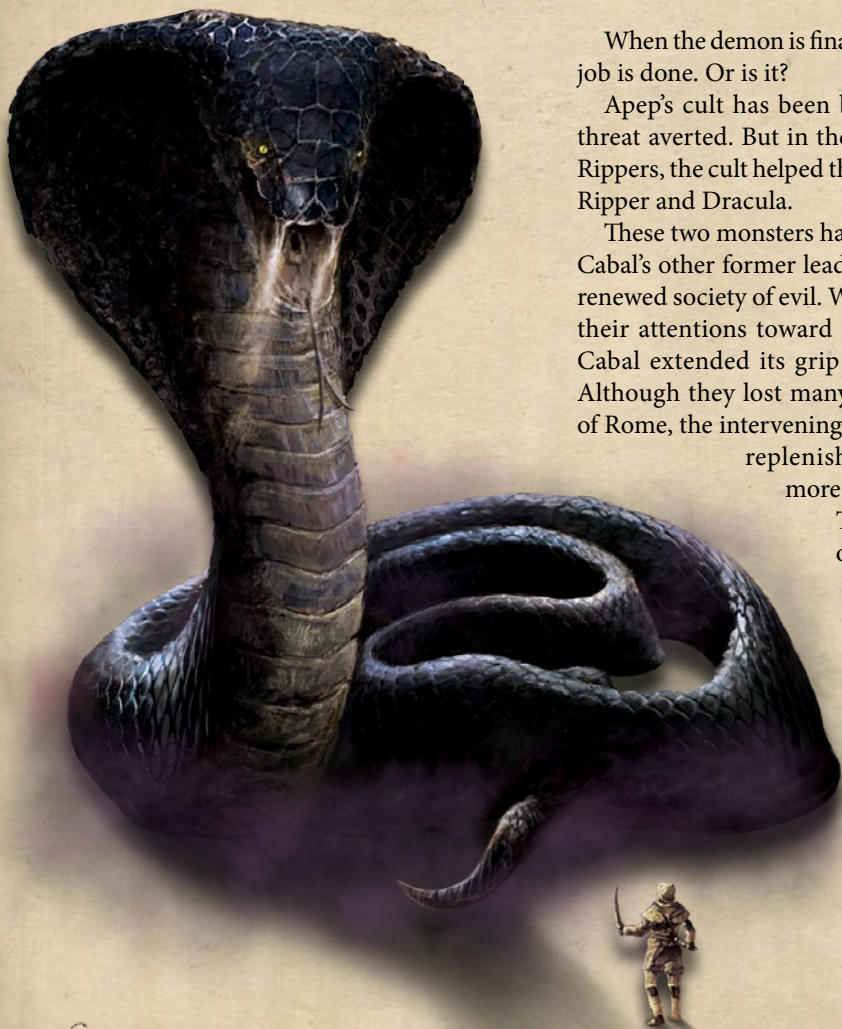
When the demon is finally defeated, the Rippers' job is done. Or is it?

Apep's cult has been bested and the demon's threat averted. But in their desire to distract the Rippers, the cult helped the Cabal awaken Jack the Ripper and Dracula.

These two monsters have in turn awakened the Cabal's other former leaders and reformed into a renewed society of evil. While the heroes directed their attentions toward Egypt and the cult, the Cabal extended its grip further across Europe. Although they lost many monsters in the Battle of Rome, the intervening months have seen them replenish those numbers—and more.

The Cabal is once again on the rise in Europe and two of the most dangerous fiends ever to stalk the night are at the helm.

For the Rippers... it's time to take back the night!



SAVAGE TALES ♣

This chapter contains a few ready-made Savage Tales for you to run. Some of these adventures are linked to specific locations in **The Rippers'** **World** section, marked with the symbol of the torch (♣) and the page reference to the corresponding Savage Tale.

Note that these adventures take place after the Plot Point Campaign found in the original *Rippers*. The Cabal is shattered and on the run and these encounters reflect it.

You'll find dozens of additional Savage Tales in the original *Rippers* and the subsequent Companion, most of which can easily be adjusted to take place after the Cabal's defeat. A conversion sheet to help you update the few rule changes that have occurred since then is also available at the Pinnacle website.

BEST SERVED GOLD

The yetis of the Himalayas were decimated by the Rippers two years ago. The shattered remnants fled the hunters and scattered to the most remote locations where they scavenged for sustenance ever since. Now a particularly fierce yeti has gathered the desperate survivors and is attempting to re-establish their dominance over the locals.

This Savage Tale is best told if the party is already near the area as it allows a bit more urgency. How they hear of it depends on whether or not your group played the **Shangri-La** Savage Tale in the original *Rippers* roleplaying game. If so, have someone associated with their earlier expedition contact them. Otherwise, they are contacted by Bruce Morgan, a Ripper who has some experience fighting the creatures. He sends a telegram to the heroes' current location.

**URGENT HELP NEEDED STOP INQUIRE
GHANDRUK STOP BRUCE MORGAN**

A Common Knowledge roll recognizes Morgan's name as a member of the Slayers. He and his band are well known among other Rippers for their

exploits fighting yetis, mountain demons, and violent bandits in the Himalayas. Their lodge is in Kathmandu, but consulting a map shows the village mentioned in the telegram, Ghandruk, lies west and higher up in the mountains.

The trip to Ghandruk may be an adventure in itself—the area is rife with bandits, and depending on the time of year, floods, avalanches, sudden snowfall, and of course independent horrors that lurk in the darkness.

At the village, the party is soon approached by a young boy, Norbu, bearing a letter—and waiting for a tip. When opened, the letter reads:

Thank you for coming. It appears our campaign against the wild men of the mountains—whom you may know as "yetis"—was incomplete. The beasts are retaliating in force and attacking the more remote villages further up the mountains.

The beasts are led by a particularly fierce brute we call Blood Fang. I and my band are chasing him down as best we can but his pack has scattered and we cannot contain them all.

The village marked on this map is our last bulwark before Ghandruk. Hold it at all costs until you hear from us.

We started this war—I'm afraid it is up to us to finish it. With God's grace, we shall join you in a few short days after we track down Blood Fang and send the monster to whatever Hell he came from.

—Morgan

Hired Help

The party must hire a sherpa and purchase proper equipment before heading into the mountains. This is especially true if it's winter, but the higher reaches can have snow all year round so snow shoes, heavy winter coats, gloves, and other winter gear are mandatory.

The team should also think about what they're going to do about the yetis. Those who have fought the beasts before, or who make a Knowledge (Occult) roll, know they are hairy, primitive

humanoids with great strength. They are cunning, though their intelligence is a matter of some debate. They often rally around powerful “alphas” such as the Abominable Snowman that attacked the Dalai Lama a few years back.

Bruce Morgan hasn’t given the heroes any estimation of the monsters’ numbers, but if they ask around—perhaps spending a few quid with the boy who delivered Morgan’s letter—they find the yeti attacks are the talk of the local tavern. A few shots for a local man, Rabten, provides some information.

Rabten says one of the unnamed villages he often stops at to warm his belly is gone forever. Two dozen men and some number of women and children were buried in snow and slaughtered. There was blood everywhere, he says, and he will not return to hunt the slopes until the rampage of the “mountain men” is over. Or so he says. If offered at least ten shillings he agrees to act as the newcomers’ guide.

- **Rabten:** Treat the hunter as a Hired Gun (page 78), but add Notice d8, Stealth d8, Tracking d8, and the Woodsman Edge.

The Trek

The village marked on the map is Khangsar, a remote settlement of stacked stone buildings some ten miles distant from Ghandruk. Rabten says it will take at least a day to walk the distance given the circuitous route they must take (two days if it’s winter).

The hike is strenuous but beautiful. The scenery is breathtaking and fascinating to the strangers. The trip is filled with sparkling waterfalls, clear streams, curious mountain goats, and wary farmers tending herds of yaks along the side trails.

The trip is a perfect occasion for Interludes, as well as a few Vigor rolls to resist the cold and fatigue of the march.

Finally, after a day or so of travel depending on the travelers’ fitness level and any distractions you decide to throw their way, the party reaches the village of Khangsar.

It’s a simple place with perhaps 100 souls eking out a living from yaks and a few meager crops. Unsurprisingly, they are wary of outsiders but courteous enough to offer hot food and straw beds to the strangers. If the Rippers show kindness or provide gifts of some sort to the villagers (or

Khangsar Village



especially their children) the mood changes quickly. The locals share some of their more potent concoctions and eventually break out odd stringed instruments and sing traditional songs for their honored guests.

Reverie and Preparation

The celebration continues into the night, ending only after most have retired with rekindled hope. Should something go awry, the villagers leave the strangers to more meager offerings.

No attack occurs this night, however. When morning comes, the group can survey the perimeter and determine how they want to defend it. The stone buildings of the village are set into a draw with steep slopes on two sides.

Characters with military backgrounds might realize that the overall position gives the attackers superior positions on either side, but the height of some of the stone buildings provides excellent firing platforms. If the heroes carry additional stones to the roofs and build barricades at the edges they might hold off a fair number of attackers.

Fury of the Yeti

Unfortunately, Bruce Morgan and his Ripper band met their end deep in the mountains (or perhaps they are besieged and waiting for rescue if you wish to extend this adventure). They gave as well as they got, but in the end Blood Fang and his pack proved more desperate. Now the remainder of the yetis, some twenty creatures in total, are descending the mountains, intent on filling their bodies with the blood and bones of their soft-skinned tormentors.

The attack on Khangsar comes in the early afternoon. It is only perhaps 4pm but the sun has vanished behind high peaks, casting the little rocky village in dim shadow. A sudden, bone-chilling howl signals the yetis' arrival. It is like nothing the Rippers have ever heard before—a long, high-pitched, unwavering howl that breaks into angry barking and mewling. Soon after, Blood Fang's horde begins their rampage.

The pack attacks from either slope, hurling large rocks at the village (Range 4/8/16, Damage 3d6) for the first two rounds. Then Blood Fang races toward the buildings and begins climbing toward whatever prey he sees. The rest of the pack follows close behind.

☹ **Blood Fang:** Blood Fang is a larger and more feral version of his species. He is also

more intelligent than most, and bears a bitter hatred toward humans. One of the creature's deformed fangs juts out from his lower lip. It is constantly covered in gore—either his foe's or his own. Increase Blood Fang's Smarts to d8 (A) and his Strength to d12+1. He is otherwise a Wild Card version of the yeti.

- **Villagers (12):** A dozen of the people of Khangsar are ready to fight. They have old muskets (Range 10/20/40, Damage 2d8, 2 actions to reload) and knives (Str+d4). Treat the villagers as Irregulars (page 79) but ignore their Gear in favor of that listed above.
- **Yetis (20):** page 95.

LEOPOLD

A rippertech scientist, surgeon, or specialist friendly to the Rippers is intrigued by an article in the *London Times* (or a newspaper local to the party's lodge if they are stationed elsewhere). The article speaks of a giant, killer crocodile that lives in Lake Tanganyika of Burundi, Africa. The locals named the beast Leopld, after the hated King Leopold of the neighboring Congo Free State.

The article says the animal has devoured or killed at least fifty villagers, but came to Westerner's attention when it upset a boat of Belgian soldiers crossing the Ruzizi River and devoured every one.

The scientist wants the beast's hide, believing it may be the key to unlocking protective skin in those willing to accept it as rippertech. If the party isn't interested in that, the surgeon might offer a cash reward or simply an owed favor.

If the group agrees, they can set off for Africa at their earliest convenience. Mombasa is the likely arrival point for ships, followed by native caravan to Burundi—a grueling journey of 675 miles through the dark heart of the savage jungle. Generate some encounters along the way, allow for an Interlude or two, and emphasize the extreme heat, swarms of mosquitos and other insects, and general danger of the undeveloped region.

Finally, the explorers arrive at the northern shores of Lake Tanganyika in Burundi, just a few miles from King Leopold's murderous Congo Free State.

The team's guide can translate for the strangers, asking questions of the local tribesmen about the creature, its habits, and where it is usually seen. Have whoever is interacting with the Burundians make a Persuasion roll at -4 (at -2 for any who

are not considered Outsiders). Failure nets the information but it takes a week of useless hunting, exploring, and winning the natives' trust. Success means the locals invite their guests to a feast and tell stories of the beast, including its most likely lair.

The facts are that the crocodile is the largest any of them have seen, and that it appeared only a few years ago. The hunters have tried to trap and kill it, but the monster is uncannily smart about avoiding their snares.

A few months ago, Leopold attacked a boat full of Belgian soldiers who scouted across the Ruzizi River into Burundi. One of the villagers, Nkunda, says that he was relieved because he knew the "blue soldiers" (Belgian colonial uniforms are blue at this time) were coming to take away their lands or enslave them to work across the river in their Hellish plantations.

Nkunda says he will take the visitors to the site of the attack the next morning. In the meantime, he and his fellows share their food and drink and ask unending questions about the wider world.

International Incidents

As fate would have it, a Belgian punitive expedition arrives the next morning as the village wakes. A tall officer with black hair and a waxed mustache, a scruffy sergeant with black teeth and several scars across his cheek and nose, and a Congolese interpreter stride purposefully into the center of the town and announce themselves.

"I am Major Gilles De Clercq and I wish to speak to the headman of this village immediately."

The sergeant, Emil Smets, smirks evilly, his rifle ready. A quick Notice check reveals a number of other soldiers in the woodline surrounding the village (about 20, in fact).

The Major doesn't believe a giant crocodile ate his men. He's been rounding up villagers along Lake Tanganyika for the last month and whipping them for information on the persons responsible for killing his soldiers.

He also doesn't recognize the Western visitors' authority here (since they have none), though he is shy of committing an atrocity in front of credible witnesses.

This is a delicate matter for the team. The Belgians are clearly out for blood and won't back down easily. They also don't believe in the "silly rumors of giant crocodiles." They want their pound

of flesh and care little for the fate of the villagers if it reveals the culprits they believe are responsible.

On the other hand, starting a deadly firefight with soldiers of an allied nation (depending on the Rippers' nationality) is something that could very easily start a war.

Let the newcomers make their case and conduct a Social Conflict (see *Savage Worlds*). Failure means the Belgians attempt to take some of the villagers by force and will fight if they are interfered with. If they are unconvinced but the heroes are successful, Major De Clercq might retreat but return later when the interlopers aren't around.

☹ **Major De Clercq:** Use the Soldier on page 79 but add Persuasion d8, Command, Command Presence, Strong Willed, Tactician. He carries a pistol (Range 12/24/48, Damage 2d6, AP 2), and a saber (Str+d6).

☹ **Sergeant Smets:** Use Soldier statistics on page 79 but add Mean, Obese, and Command.

• **Belgian Soldiers (20):** Use Soldier statistics on page 79.

King Leopold

Some time after the Belgians are dealt with, the Rippers can proceed to the area where the soldiers were killed. Both they and their native companions find numerous tracks and "slides" where crocodiles have slithered onto or off of the muddy bank, but there is nothing to indicate an animal of the size Leopold is supposed to be.

How the party attracts the croc is up to them. They can try live bait, simple splashing, chumming the waters, or whatever other method they think might draw the creature out. Every half day spent attempting to attract the crocodiles, roll a d6. On a 1, the Belgians investigate, and on a 2–3 a number of regular crocodiles (see *Savage Worlds*) approach. A 4–5 means nothing happens, but a 6 signals the arrival of "Leopold!"

The crocodile is a natural creature, and a large one at that. Or at least it was. Some months back, when the Burundians noticed the cruel Belgians crossing the border, they realized it wouldn't be long before they too were colonized and abused like the unfortunate Congolese. A hutu witch doctor named Byiringiro concocted an extract and began feeding it to the crocodiles. Now there isn't a monster croc prowling the northern shores of Lake Tanganyika—there are *dozens*.

- **Giant Crocodiles:** “Leopold” arrives in a pack of 2d6 giant crocodiles.

Giant Crocodile

These monsters are just under 20’ long with sharp teeth perfect for rending flesh. Their skin glows slightly green in the darkness—a slight phosphorescent blur as it swims beneath the dark waters.

The creatures are ambush predators and like to surprise their prey from beneath. They have some slight supernatural intelligence from the taint of the extract, and so are particularly good at springing ambushes, attacking from multiple directions, and hiding or retreating from ranged weapons.

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Notice d8, Swimming d8

Pace: 5; **Parry:** 7; **Toughness:** 15 (4)

Special Abilities

- **Armor +4:** The crocs have thick skin toughened further by the witch doctor’s dark magic.
- **Aquatic:** Pace 8.
- **Bite:** Str+d8.
- **Large:** Attackers add +2 to their attack rolls when attacking giant crocodiles due to their large size.
- **Rollover:** When this massive croc hits with a raise, it rolls over, twisting its prey and tearing with its sharp teeth for an extra 2d6 damage (instead of the usual d6 for a raise).
- **Size +4:** These monsters are nearly 20’ long.

WOLF IN SHEEP’S CLOTHING

The heroes receive word of a potential recruit, and a wealthy one at that. Unbeknownst to them, the man is actually a member o f

LEOPOLD’S HIDE

Leopold’s Hide (-2)

The skin of the giant crocodiles does indeed grant a Ripper enhanced protection. Covering oneself in scaly green skin comes with a high cost to Reason and personal comfort, however!

Donor: Leopolds.

Location: Body.

Benefits: The recipient gains +4 Armor. His torso is covered in scaly green skin that can be hidden beneath normal clothing, but if seen is sure to terrify locals. It is also a major barrier to amorous pursuits!

the Cabal with orders to infiltrate the lodge and monitor its activities.

Deep Pockets

Either through their own lodge or another one with which they’ve established good relations, the heroes get word of Randall Pierce, a wealthy industrialist who recently had a run-in with the forces of the occult—choose a relevant creature or minion—and barely escaped with his life. Along with a healthy dose of self-preservation, Pierce developed an interest in the supernatural. He could prove to be a valuable ally for the character’s lodge.

In reality, Pierce is allied with the Cabal. He has been given the task of befriending the Rippers, and if possible, insinuating himself into their activities. Once the group trusts him, Pierce is to spy on the group and give warning of any missions they may be planning against the Cabal.



Laying the Trap

Pierce is no fool. He makes the group jump through all the usual hoops involved in recruiting a new ally. Initial contact attempts are funneled through a secretary, whose manner makes it utterly clear he has no time for foolishness or silly stories. The heroes must be circumspect in any requests for meetings with the assistant.

Once they manage to schedule an appointment with Pierce, he meets with them in an upscale restaurant for dinner. There he shows interest in their knowledge of the occult, but pretends to be indifferent to becoming involved himself. Play this out as a Social Contest, with him resisting their Persuasion attempts with his own skill (Persuasion d8). Make Pierce's skill rolls secretly; he intentionally fails but the adventurers don't know this.

Ambush!

Ultimately, the characters "convince" Pierce to ally with them. As they leave the restaurant, a group of thugs attack, apparently attempting to assassinate the industrialist. Actually, they're Cabal henchmen there to add another layer of believability to Pierce's story. A couple of the henchmen lunge wildly at the industrialist to start the attack but conveniently miss. Pierce pulls a pistol of his own and returns fire—but unlike the thugs, he shoots to kill.

They don't pull punches where the heroes are concerned. After all, if the Rippers can't handle a few normal criminals, they're not really a threat to the forces of supernatural evil. The Cabal thugs are fanatical and fight to the death.

- **Henchmen (2, plus 1 per hero):** See page 91.

Ultimate Betrayal

Once "recruited," Pierce provides the usual benefit to the lodge a person of his station would (see Connected (Industrialist) on page 14). However, he also reports their activities to his friends. The Cabal does not always take action to thwart the heroes—only when their actions pose a threat to the group's major activities. Nor does the group act to directly eliminate the lodge, preferring the devils they know to another band of heroes they may not be able to infiltrate.

Eventually, Pierce's duplicity should become evident. For instance, they may begin to notice the missions he knows about seem to have a distinctly higher rate of failure than others, or perhaps he lets knowledge of their activities they've not shared slip

in conversation. Once exposed, Pierce reveals his last secret—he is a hyde!

Pierce quaffs an alchemical concoction that causes an immediate transformation into his monstrous form. Unlike other hydes, the spy retains enough of his own intelligence to attempt to escape if the battle goes against him, fleeing into the night to hopefully plague the heroes again in the future.

- ♥ **Randall Pierce:** Use the stats for a Hyde (page 86).

NO ASYLUM

The lodge learns of people going missing near one of the city's mental hospitals. Rumors are one of the inmates—or perhaps one of the staff—is slipping out of the asylum after hours.

Studying Evil

The heroes or another band of Rippers dealt with a vampire in the area not long ago. During their hunt, they overlooked a few of the creature's newest spawn. After they departed, the victims began to manifest symptoms. This caught the attention of a local alienist, Maximillian Kobek, who believed they were suffering some form of mass hallucination.

Max has been visiting his "patients" after hours, committing them when their "symptoms" progress too far. While believing the creatures to be merely suffering from a mental illness, the psychiatrist does recognize they pose a threat to others. He has the vampire spawn secured in the basement of the asylum.

Access Denied

Thanks to legal reforms earlier in the century, individuals suffering mental illnesses have many more legal rights than they did before, and Kobek knows some of his methods overstep the allowed boundaries. However, Kobek is not an evil, or even cruel man. He honestly believes his treatment will eventually help the afflicted patients.

Members of the Vienna lodge have had no success gaining entrance to the asylum. They've tried to investigate the hospital but even members with medical backgrounds have had their access limited to the general population. The lodge believes—rightly so—that Kobek is hiding something.

Admittedly Insane

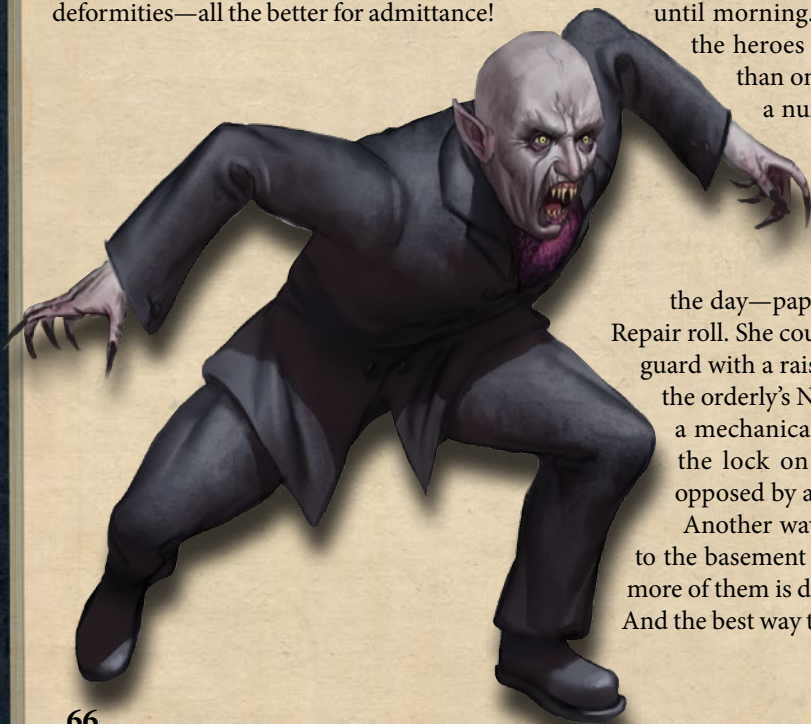
The lodge believes the only way to get to the bottom of what's going on in the hospital is to pose as patients. Thanks to their earlier efforts, Kobek would recognize the Vienna lodge members and immediately suspect something. The heroes, on the other hand, are unknown to him—and largely the rest of the city.

Working with the Vienna lodge, the adventurers are individually admitted to the hospital for treatment over the course of a day. While the group may represent a large influx in population for a short period, the Vienna Rippers use their resources and connections to smooth the process. Some are referred from other hospitals, some are sent as referrals, and others have legal paperwork to commit them.

The lodge provides any necessary documents, whether legitimate or through forgeries. Additionally, local members schedule daily visits with at least one of the heroes to obtain updates. Once the group completes the mission, the lodge arranges their release, either through legal or medical chicanery.

In general, the heroes can't take any weapons or equipment with them. A character might smuggle in a small item, like a lockpick or razor, with a successful Stealth roll. A knife requires a Stealth roll at -2, and anything larger is simply impossible.

The lodge provides characters with obvious rippertech that can't be concealed, such as demon's horns, a medical file explaining their strange deformities—all the better for admittance!



Among the Mad

Asylum orderlies guard the asylum's exits and entrance to the basement level (where the vampire spawn are kept) during the day. At night, all exits and the basement doors are locked, but only the main door has an attendant guarding it.

During daytime hours, patients are free to move about the upper levels of the asylum. They are not permitted in the basement, and nothing seems out of the ordinary in the upper levels—well, out of the ordinary for an insane asylum, anyway. A hero making a Streetwise roll learns the doctor keeps patients suffering from severe psychoses in the private cells in the basement.

Of course, there are other madmen wandering around, and Dr. Kobek has a habit of taking problem cases—individuals with violent psychoses who occasionally lash out. Each day, the heroes must make a Persuasion or Intimidation roll to avoid having a confrontation with 1d4 inmates they've aggravated to the point of violence. Should a fight break out, orderlies armed with truncheons (Str+d4) arrive in 2d4 rounds to separate any combatants.

- **Inmate:** See page 91.
- **Orderly:** Use the stats for Misguided Minion.

Getting to the Bottom of Things

At night, the inmates are locked in their rooms until morning. Each room has four beds so the heroes may be split up among more than one room. Fortunately, there are a number of ways the patients can escape confinement.

A resourceful adventurer can fashion a lockpick from items found around the asylum during the course of the day—paperclips, hair pins, etc.—with a Repair roll. She could also lift a set of keys from a guard with a raise on a Stealth roll opposed by the orderly's Notice. With some preparation, a mechanically inclined Ripper could jam the lock on his door with a Repair roll opposed by an orderly's Notice.

Another way for the heroes to gain access to the basement is to convince the staff one or more of them is dangerous to the other patients. And the best way to do that is to start a fight with

another inmate or orderly. That earns the rowdy a quick trip to the solitary cells under the asylum.

Curing Death

There are several patients on the lower levels who are dangerously insane, but any Ripper worth her salt can identify the real danger almost immediately. Several of the private cells hold nosferatu! By denying them blood, the doctor hasn't cured the creatures, but simply prevented them from becoming full vampires.

The heroes now have to figure out how to deal with the monsters. The doctor and hospital staff won't listen to any explanation involving "fairy tales" or "children's stories," such as claims the patients are actually vampires. An opposed Social Contest with Dr. Kobek requires five successes to convince him otherwise.

The Rippers can eliminate the nosferatu themselves, but if they're caught, it becomes more difficult to secure legal release from the asylum.

The best option may be to pass along the information to the Vienna lodge who can pursue legal means to access the nosferatu. It's a lengthy process, but the protections guaranteed mental patients does provide them some leverage, and in time, they succeed in having the creatures transferred to another facility where they can be dealt with.

- **Nosferatu (3):** See page 93.

A SERIOUS UNDERTAKING

A small article in a local newspaper regarding the wrong corpse being found in a funeral parlor alerts the Rippers' interest.

The House of the Dead

The premises of Messrs. Burton, Brackett, & Hogg are no stranger to death. The trio of dour friends formed an undertaking and funereal service nearly ten years ago. In these difficult times, business has been brisk, and recently the firm was able to move into larger premises in order to expand their business.

What the partners didn't know, however, was that their new place of business was haunted. The vengeful ghost of Jed Mattius took up residency in the building after his life was suddenly and horrifically snatched away. A downtrodden and

tormented man in life, Jed's spirit became spiteful and aggressive in death. It took to possessing the bodies of the recently deceased, and uses these ghoulish puppets to carry out its gruesome deeds.

After the third such incident, the efforts of Messrs. Burton, Brackett, & Hogg to cover things up finally fail.

The Wrong Corpse

The event that caught the Rippers' attention occurred when a grieving relative attended the premises to view his unfortunate uncle. A passing tradesman heard the scream and investigated to find the young man dead in the funeral parlor and the uncle's coffin empty.

As the players investigate, they can discover some additional information.

- Two other cases very similar to this have been reported in the last two months. Neither case ever led to any charges being filed.
- The missing corpses have not yet been recovered.
- Police suspect that body snatching may be involved, as the practice is rife, and lucrative.
- Both families made substantial purchases soon after the incidents, indicating they suddenly had more money than they were accustomed to.
- The firm only recently moved into this location (investigating the firm's prior record uncovers no mention of other incidents).

The Rippers may initially suspect the partners in the firm, but they are strenuous in their denials. If presented with evidence and some persuasive arguments, they break down and confess to covering up the incidents for the sake of their business, but they don't know what's happening.

Bump in the Night

Should the heroes decide to stay overnight at the funeral parlor, they witness the angry ghost up to its vile tricks. A freshly prepared corpse is laid out in the parlor for viewing the following day. At the stroke of midnight, the corpse is possessed by Jed's spirit and rises, twitching, and lurches clumsily from its coffin.

Fighting with the animated corpse is treated as fighting a zombie, except that the zombie also has all of Jed's ghostly powers. "Killing" the zombie drives Jed from the body, which crumples to the ground, once more lifeless.

- **Animated Corpse:** Treat as a Zombie (see page 95), but with the powers of Jed's Ghost.

If the Rippers are unable to stop the corpse, Jed sends it to do his bidding, attacking and killing one of the locals who made his life a misery. The ghost then has the corpse shuffle into the nearest river where it is carried away by the fast-flowing water.

Fighting Spirit

The only way to remove the curse on the funeral parlor is to purge the place of the haunting. Since Jed felt persecuted by half the village, his ghost won't stop until they are all dispatched. Exorcising the evil ghost is the only option.

The local medium, Madame Clara, is prepared to do the job. Clara is the most upbeat and cheerful medium any Ripper has ever met. Her sunny disposition is completely at odds with her curious calling, as she prepares to cast out Jed's ghost.

The Rippers can assist Clara and need to be there to deflect the ghost as much as possible from realizing what she intends to do. For her part, Clara breezily begins reading the ritual to remove the haunting from this place. As soon as he is aware of her intent, Jed's ghost seizes possession of Clara and uses her to attack the Rippers. The heroes must subdue her to drive the host out of her again, either allowing her to resume reading the incantation or taking her book of spells and finishing the job themselves.

Any players who observe they have managed to strike a happy medium deserve a Benny.

- **Possessed Clara:** Treat as a Lackey (see page 92), but with the powers of Jed's Ghost.
- **Jed's Ghost:** Use Ghost, page 85, but with the *puppet* power, Spellcasting d10, and 20 Power Points.

THE DEPARTED

During a stay in Shanghai, a string of mysterious murders lead the Rippers to a confrontation with a dangerous conjurer.

An Alarming Discovery

A brief notice in the morning newspaper alerts a Ripper's attention. The body of Charles Raithby-Knowles, a junior civil servant attached to the foreign office here in Shanghai was found floating in Soochow Creek yesterday morning. The death

of a westerner in Shanghai is big news, and one attached to a western government even more so.

The creek is actually a fair-sized river that flows into the Whangpoo River—part of the mighty Yang-tse. The waterway flows through the city close to the central business area where many banks, government offices, and hotels are located. If the Rippers choose to investigate, they can discover several clues.

- Charles Raithby-Knowles was found wearing evening dress. His bow tie was still immaculate.
- Two other bodies have been fished from this same stretch of river over the last 10 days.
- Giuseppe Ricci was an American merchant; Harold Mallory was an accountant with a shipping firm.
- Each of these bodies has been found dressed for a night on the town.

A Persuasion roll at -2 allows the Rippers access to Charles' body. Once in the mortuary, the heroes can discover the following with a successful Investigation roll:

- Charles was still wearing an expensive pocketwatch when found, though his wallet had been taken. Maybe someone wanted to make it look like a robbery.
- A sodden piece of thin card is in his left breast pocket; the only word visible is a smeared "Capi" in red print.

Any successful Healing roll at -2 or access to the autopsy report can discern that Charles did not drown, but instead had his windpipe crushed.

A Disturbing Trend

Upon further investigation at the offices of the deceased men, the heroes can meet with their friends and colleagues. Successful Persuasion or Intimidation rolls (-2) discover the following information:

- Each of the individuals was enjoying an evening out on the night they died.
- Each of the men had been courting a young lady and was supposed to have been with their lady friends that very evening.
- Charles was supposed to be spending the evening with Camilla Montgomery, a teacher at the English school.
- Giuseppe had been talking about escorting Amanda Howard to see a magic show. Amanda is a governess in an English household.

- Harold had taken Emaline Radhurst, a merchant's daughter, to see an illusionist last week. They had enjoyed the show so much they decided to go back. The illusionist was called Shen or Fen.

An Investigation or Streetwise roll locates several illusionists and magic performers currently in and around the western area. Only one operates at the Capitol Theatre, however, the Mysterious Shen Li Ming.

The Mysterious Mr. Ming

Shen is in fact a trafficker of people. He uses the cover of his act to kidnap young women from his audience. He takes great delight in the fact he is doing it in front of his western audiences, as Shen is vehemently against western influence in China.

The highlight of his act is his Magnificent Chinese Puzzle Box routine, in which an elaborate box is set up on stage. A selected member of the audience (always a beautiful young western woman) is brought onstage and put inside the box. Shen works the intricate mechanisms on the box, flooding the interior with chloroform and rendering the occupant unconscious. The victim is then whisked away through a trapdoor into a chamber below the stage. With a flourish, the door is opened once again to reveal the box is empty. At this point, one of Shen's lackeys—badly disguised in the woman's clothes—steps through into one of the balcony boxes and waves. In the dim gas lighting it is almost impossible to distinguish the features of the lackey, and the victim's clothes are enough to convince the audience.

When the lady's escort becomes concerned after the performance, Shen has some of his boxer lackeys assault the gentleman, making the attack look like a robbery before dumping the body in the river. They are supposed to remove anything that identifies the theater, but in the case of Charles, missed the ticket stub.

If the heroes visit the illusion show, they witness the trick in full swing as another victim is taken. On any subsequent visit, there is a 50% chance it happens again. Each time, the gentleman attending the show is found dead in the creek the following day. The show is due to run for two more weeks, during which time Shen kidnaps seven more women (with an attendant murder).

- ☠ **Shen Li Ming:** Treat as a male Witch.
- **Boxer Lackeys (3):** treat as lackeys (see page 92)

Society of the Crimson Petals

The poor young women are rapidly removed from the theater in laundry carts and driven due south, across the Boulevard Des Deux Republics, into the Chinese City district: a densely packed jumble of buildings where westerners are met with thinly veiled hostility. Several boxer schools thrive here, as the place is a growing hotbed of dissent. One of these, the Society of Crimson Petals, is a front for Shen's smuggling and trafficking operation. In basements below the school lie a series of cells occupied by unfortunate western women miserably awaiting their fate.

The teacher of the boxer school and chief advisor to Shen is a wizened old man called Jin Song. Jin is in fact an ancient vampire and has three hopping vampire thralls to do his bidding.

Once there are five captives in the school, Shen arranges to transport them out of the city, at which time they will never be seen again. If the heroes manage to enter the school and rescue the women, they earn the eternal gratitude of a number of well-to-do families in Shanghai and beyond.

- ☠ **Jin Song:** Treat as a Vampire Count, page 94.
- **Hopping Vampires (3):** Use Young Vampires, page 93.
- **Boxer Lackeys (12):** Treat as Paid Lackeys, page 92.

TOCCATA AND FUGUE

Alberto Rossini was a famed concert pianist who married a young music hall girl, Harmony Blaise. Their relationship was quite the scandal at the time, though their marriage was anything but harmonious. His beautiful bride was relentlessly unfaithful and disgracefully indiscreet. In his misery, Alberto threw himself into his work and became a bitter, cruel husband.

Harmony's most recent beau, George Konstantin, was not willing to share her and together the lovers hatched a plot to free Harmony from Alberto's clutches (but not his money). They resolved to murder him, and with the collusion of her family lawyer, Charles Mint, to have the entirety of Alberto's fortune pass to the pretty young widow.

Everything went according to plan. George staged a break-in, and when Alberto caught him

in the act, the hot-headed Greek hacked the pianist to death with a large cleaver. So brutal was the attack, one of Rossini's perfect hands was severed completely from his arm. Covered in blood and wracked by guilt, George made good his escape.

Where There's A Will

The Ripper with the highest Status happens to be named in Rossini's will. Either the hero was once a patron of the arts and has been remembered with a small bequest or is distantly related by birth or through the marriage of relatives. Whatever the reason, the Rippers are invited to attend the reading of the will by Charles Mint, in the small town of Rossini in southern Italy that was Alberto's home (he adopted the town's name as his stage name, though he often claimed it had been renamed in his honor).

Gathering in Rossini's cliff-side mansion on the day of the reading are the assembled relatives expecting their share of the estate, and some additional hopefuls (such as the Rippers themselves). Most striking among the group are the immediate family of Alberto, swathed in black and huddled together in a close show of familial grief, and the stunning widow, Harmony. She is dressed in a tight-fitting black bodice that would be considered risqué in a Parisian bordello, and her veil is more alluring than somber. She sits alone and aloof as she waits for proceedings to start, apparently unaware of the many eyes on her.

Charles Mint shuffles in nervously and rises to start the reading. Just then, an energetic olive-skinned man in a dazzling white suit sweeps into the room unsettling all assembled. Brusquely, and without apology for the interruption, he pushes his way into the seats next to the Rippers.

Mint starts reading again. It's all over in moments. Alberto Rossini, being of sound mind, leaves the entirety of his estate to his loving wife, Harmony, that she might be taken care of as a sign of his enduring affection. The room erupts into mayhem, with George wading into the melee yelling in Greek.

After the fracas, the Rippers are approached by the rest of the family to uncover the corruption at play and gather evidence that the will was falsified. They are invited to remain in the house while they uncover the truth and their expenses are paid by the family.

Grave Concern

That very night there is a strange disturbance at Rossini's grave. The fresh earth piled in a mound on top of the plot has been disturbed. Anyone with links to the police can discover this outrage early the next morning, or else it is reported in the local newspaper the following day. A close examination reveals a small hole was dug deep into the earth. If the heroes can persuade or cajole the authorities to dig up the grave, opening the casket reveals that the body appears undisturbed, though the coffin itself has suffered some minor damage to the lid. A successful Notice roll, however spots that the body's right hand is missing.

A check with the police surgeon confirms the man's hand was severed in the attack, but the mortician is adamant the appendage was re-attached prior to burial. That it should be gone now is a mystery, but he suspects it was likely the work of a ghoulish trophy hunter.

The Murders

In fact, the hand clawed its way through the coffin lid and burrowed out of the ground. Imbued with all of Rossini's rage and malice, the hand is fantastically strong and guided by the dead pianist's malevolent will. Its sole aim is to make Harmony and her accomplices suffer.

First Night

The Rippers are invited to stay in the house, especially as the will was such a disappointment to them. The first night they are awakened by the sound of a piercing terrified scream. Rushing out into the hallway, the Rippers see a group of guests hammering on a door some distance away. As they approach the heroes learn it is George's room.

Breaking down the door, the heroes crash into a grisly scene. The body of George lies contorted in agony and fear upon the floor. His eyes bulge from his head as if in a state of extreme shock and angry bruising around his neck suggests he was choked to death.

Investigation yields few clues. The door was locked from the inside, and although the balcony door is open, the balcony for this room overlooks a precipitous drop onto jagged rocks far below. Players who specifically ask about small openings notice an air vent, no more than eight inches square, leading through into the next room.

Repeat Performance

Once again the sound of terrified shouting pierces the night. This time the screaming comes from the room occupied by Mint. Cries of "No! No!" ring out as the other guests rush to batter the door open. Crashing through the doorway, the room is in complete disarray. Mint lies dead on the floor, the bed covers dragged over him. When his face is revealed, everyone present must make a Fear check. The face is contorted almost beyond recognition, his neck twisted at an impossible angle and his tongue lolling obscenely. The look of sheer terror on his face is etched into the memory of everyone in the room.

Again the doors are locked from the inside and no obvious exits are visible. There is a vent in this room also, should the Rippers think to look for it.

Closing Night

The final intended victim is the architect of Rossini's misery, Harmony herself. In the still darkness, she suddenly screams a loud and shocking scream. If the heroes thought to put a watch on her door, they can immediately attempt to enter. It has been locked and bolted from the inside, but moving fast can save Harmony's life.

Inside, the heroes are met with the improbable scene of a disembodied hand crawling up the torso of the prostrate girl. Paralyzed in fear, all Harmony can do is watch, horrified, as the hand crawls, slowly and deliberately, closer to her neck. If left undisturbed, the hand chokes the life out of her with its iron grip.

If the Rippers intervene and save Harmony's life, the hand adds them to the list of enemies to be destroyed as part of its revenge.

Peace At Last

The only way to be rid of the cursed hand once and for all is for its mission to be fulfilled. Of course, this means letting three people die, so it's likely the investigators intervene and draw the ire of the disembodied appendage. If the hand is utterly destroyed, bones and all, its power is lost forever. If only partially destroyed, what remains returns to the grave and regenerates over the next few days before re-emerging to take up its task once more.

The hand is relentless, seeking out its targets endlessly, wherever they may hide. If all the victims

on its list are destroyed, the hand returns satisfied to its grave for ever more.

The Hand of Rossini

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

Skills: Fighting d8, Notice d6, Throwing d10

Pace: 8; **Parry:** 6; **Toughness:** 5

Gear: The hand often picks up knives (Str+d4).

Special Abilities:

- **Size -2:** The thing is a normal-sized human hand.
- **Small:** Attacks against the hand suffer a -2 penalty due to its small Size.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison

KING OF THE FOREST

Tales of brutal murders in the wintry, northern woods of Maine draw the heroes' attention. From the ferocity of the attacks, it can only be the work of a werewolf or similar creature.

Season of Fear

A particularly severe winter came early to northern Maine this year. The harsh conditions have driven an enormous bear out of hibernation to look for food, and its search has led it onto the edges of civilization. The bear encountered some loggers and discovered humans are fairly easy prey.

Its initial attacks were overlooked as they occurred deep in the wilderness. Its last assault took place in a small logging outpost. A courier carrying the outpost's mail and supplies found the bloody mess, and rumors are now flying in the north country.

Word of Mouth

By the time the heroes reach the fringes of human settlement, the stories about the massacre are muddled by time and mistellings. It's the talk of every trading post or general store they visit, with each person they speak to having a different take on the story. A Streetwise roll is necessary to pick out consistent details in the various tales.

The victims were five loggers who'd been working the area for nearly half a year. Whatever killed them tore them literally limb from limb, and the creature ate at least portions of its victims. At



least one of the victims was killed inside one of the wooden cabins. Cattle and some other people have gone missing in the north woods this winter as well, all solitary hunters, foresters, and the like.

For heroes used to facing the supernatural, these clues may well lead them to believe a werewolf lurks in the deep forest. Should any of the group pursue that line of questioning with locals, she finds a number of them have tales about strange wildmen living in the woods stretching all the way back to the native inhabitants of the land, the Algonquin Indians.

If the Rippers ask, they learn a fresh snow had fallen between the time of the attack and the courier's arrival so he did not observe any tracks. Due to the remoteness of the camp, the bodies remain at the site for now, awaiting removal by the authorities in early spring, before the thaw. If the team makes the trip—a fairly arduous journey either by snowshoe, sled, or horseback—they have the chance to observe the scene pretty much as the first witness found it.

Alone in the Wilderness

Traveling to the logging camp is not an easy journey. It's more than two days over roads that are little more than trails at their best, made much

worse by deep snow. Even with a map, the thick covering of snow makes navigation tricky. This requires a Survival roll each day to avoid getting lost; failure adds an additional day of travel.

If the adventurers aren't equipped for cold, wintry conditions, the weather poses a significant threat in and of itself. The average temperature is about 15° Fahrenheit, which imposes a -1 to Vigor rolls to resist Fatigue from the cold (see **Hazards** in the *Savage Worlds* core rulebook). Heavy winter clothing provides a +2 bonus to the roll and is readily available at general stores in many of the towns they pass through before beginning the wilderness part of the journey.

By the time they reach their destination, it should be clear to the group they're truly in the middle of nowhere and quite on their own.

At the Camp

The characters arrive at the camp on the evening of the second day, assuming they did not get lost on the way there. The carnage lives up to the rumors they heard back in civilization. The bodies have been ripped apart, and considerable amounts are missing, presumably consumed by whatever attacked them. A Fear roll at -1 is necessary to avoid nausea from the sight of bloody icicles,

severed body parts, and faces frozen in rictuses of fear and agony.

Snow covers any possible tracks, but huge claw marks mar the shattered remains of one door. A Notice roll finds a tuft of hair stuck in the broken doorframe. A Knowledge (Biology) or Tracking at -2 roll provides the first clue the heroes may not be tracking a supernatural creature, telling the Ripper the fur likely belonged to a bear, not a wolf or human.


Dark of the Night

By the time they've finished looking over the murderous scene, it's too dark to begin the trip home. Although one of the cabins was effectively shattered during the attack, there are two others in which they can make camp. There is ample cut wood with which to fire the stoves, providing perhaps the first respite from the cold they've had in days.

During the night, the huge bear returns to the camp. Its last foray taught it there are easy pickings in the tiny wood boxes. It prowls the woods at first, sizing up its prey. The characters can detect the sounds of it walking through the trees with simple Notice rolls.

If the characters brought horses or any of the Rippers go out to face it, the monster immediately attacks. Should no one emerge from shelter after a half-hour or so, the bear enters the camp and tries to dig them out of the flimsy wood shacks. The walls have Toughness 10 for purposes of breaking them down, while the doors have only Toughness 8 (see **Breaking Things** in the *Savage Worlds* core rulebook).

The bear fights until either all the characters are slain or it has suffered three wounds, at which point it tries to retreat back into the woods. If the characters split up and flee, it pursues the largest group or slowest member. Of course, the travelers are still two days from civilization, and the bear is very hungry...

 **Monster Bear:** Use the stats for Giant Monster on page 85. The bear has a claw attack (Str+d8) and cannot throw boulders.



CIRCUS OF THE DAMNED

In the wake of Dracula's defeat at the hands of the Rippers not too long ago, a small number of his progeny banded together to exact revenge on those responsible, their allies, and families. Disguised as a traveling circus, they scour Europe hunting down those who killed their beloved lord.

If Dracula has been resurrected by this time in your game, the vampires in this *Savage Tale* are either unaware as yet or still seeking vengeance against their foes. No one holds a grudge like the undead, after all.

Traveling Death

Circus Orlov journeys from town to town seeking leads on Ripper lodges and their allies. Once they identify one, they stage a few performances in that locale to scout out their target's defenses, strengths, and so forth. The band then makes a big show of departing for their next destination, only to return under cover of night in a day or two to enact their revenge.

The vampires and their minions extract information from their victims, either by seduction, torture, or both. After they've learned all they can, they either kill the victim or transform him into a vampire or nosferatu, leaving him to wreak havoc on his own village or city.

During their travels, the heroes learn of past allies being slain, former friends turned into creatures of the night, or disasters befalling entire lodges. At first, these tidings should seem mere reminders of the dangers they face in their endeavors to stem the tide of supernatural evil.

As the campaign progresses though, the Rippers begin uncovering clues that there is a more focused effort at work. Initially, they may learn the victims have been systematically tortured, or maybe Count Orlov feels compelled to sign his crimes by removing the canine teeth of his victims, leaving a broken crucifix, or carving a sigil into the bodies. Eventually, they learn a carnival passed through each town before their acquaintances met their deaths, or maybe Circus Orlov decides to lay a trap for the interlopers and plants an obvious clue.

Performer's Playbill

During daylight hours, the circus is protected by Orlov's Cossacks, clowns, a witch, and a weretiger. Orlov is careful to keep the strong man/monster



out of sight during the day, as even the best makeup job can only hide so much.

Circus Orlov represents a fairly significant force, so it's best if the Rippers don't face them directly until they are at least Veteran level.

- ♥ **Orlov, Circus Master:** Vampire Count, page 94.
- ♥ **Marcos, the Strong Man:** Patchwork Man, page 88.
- ♥ **Ileana, the Fortune Teller:** Witch, page 90.
- **Dancing Girls (3):** Concubine, page 92.
- **Acrobats (2):** Vampire, page 93.
- **Simba, Trained Great Cat:** Weretiger. Use the statistics for a Werewolf (page 87).
- **Clowns (4):** Henchmen, page 91.
- **Workers (8):** Cossack, page 91.

THE WALPOLE CURSE

Nathaniel Walpole is the son and heir of an ancient noble family. Despite his great wealth, he is the victim of an ancient curse.

Family Problems

Nathaniel Walpole is a wealthy noble, the proud father to his firstborn son and a devoted family man. His seemingly charmed life however has

been blighted by an ancient curse. His beloved wife and son are sick, plagued by unknown illnesses and certain to die if the curse cannot be lifted. Generations of his family have suffered in this same way without respite, and as the last living heir, Nathaniel is at his wits' end.

A Woman Scorned

Centuries ago, a young and beautiful serving maid was seduced and betrayed by the rakish Granville Walpole. He cast her aside when she became pregnant and she took her own life by throwing herself down a well. Her ghost still lingers at the Walpole estate, though the well was long-since filled in.

Parish records kept at the church record the death of the woman, though as a suicide there is no record of her burial. Old journals kept by the Walpoles of old say she was instead cast down a nearby well—long filled in.

The Rippers know that for the curse to be broken the well must be relocated, excavated, and the scorned maid's remains laid properly to rest on holy ground once and for all.

Of course, the maid does everything in her power to keep this from happening.

- ♥ **The Maid:** The young girl is a Ghost (page 85).

ALLIES & ENEMIES



his chapter contains the stats for the most common allies and enemies a Ripper may face. Wild Cards are marked with a mask icon:

Sub-Type: Some creatures share characteristics that make them similar in ways that are very important to Rippers (hunting, combat, use for rippertech, etc.). Each creature has a sub-type listed in parentheses beside its name noting the category into which it falls.

Whether these categories reference some common ancestry is the subject of much debate among the more intellectual of the Rippers—others just want to know how it makes them easier to kill!

RIPPER HEROES

The following Rippers are among the most important members of the organization.



Serious Chapel

Serious Chapel is a stern man who dresses in a curious mix of outdated Puritan clothing and modern garb. Like many Rippers, Chapel has skeletons in his closet. Chapel is actually Cotton Mather, a famous minister, author, and witch hunter who died in 1728. Several days later, Mather mysteriously returned to life. He decided that his second chance was an opportunity for him to do penance for his involvement in the Salem witch trials. He now trains others to hunt, risking his own life to ensure he never endangers an innocent.

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

Skills: Healing d6, Fighting d8, Intimidation d10, Investigation d8, Knowledge (Religion) d8, Knowledge (Witches) d8, Notice d6, Persuasion d8, Shooting d8, Streetwise d4, Taunt d6, Tracking d6

Status: 2; **Reason:** 7

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

Hindrances: Heroic, Loyal, Vow (Major—Hunt the wicked)

Edges: Brave, Charms & Wards, Faction Luminary, Improved Arcane Resistance, Improved Sweep, Paragon, Righteous Fury, Strong Willed, Gear: Great sword (Str+d10), flintlock pistol (Range 5/10/20, Damage 2d6+1, RoF 1), 20× shots.



Allan Frazer

Allan Frazer began his career as a tomb robber. In 1883, Allen and his partners were digging near the Saqqara Necropolis when a sandstorm swept over them. After the dust settled, a previously buried step pyramid stood before them. Eagerly they entered the tomb, only to discover the mummy of the Egyptian god Imhotep inhabited it!

Imhotep killed all of Frazer's companions, and he barely escaped alive. Thankfully, the famous hunter Allan Quartermain found Frazer wandering in the desert, and recruited him into the Rippers. Despite Frazer's best efforts, he was unable to locate the pyramid again, once more buried beneath the sand.

After Quartermain disappeared 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: Climbing d6, Driving d4, Fighting d8, Investigation d6, Notice d4, Riding d6, Shooting d8, Survival d12, Streetwise d6, Taunt d8, Tracking d10

Status: 2; **Reason:** 7

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

Hindrances: —

Edges: Alertness, Block, Brawler, Faction Luminary, Fortune Favors the Bold, Gone Native, Great Luck, Improvisational Fighter, Level Headed, Tomb Fighter

Gear: Pistol (Range 12/24/48, Damage 2d6, AP 1), 20× bullets, shotgun (Range 12/24/48, Damage 1–3d6), 20× shells, saber (Str+d6), torch (Str+d4).

Special Abilities:

- **Rippertech:** Grave Brew (d8–1, 2 doses).

Jonathan Harker

Harker was one of Van Helsing's team who fought against Count Dracula all across Europe. Harker trained with the witch hunter Serious Chapel, and returned to Eastern Europe to finish off Dracula once and for all. With his beautiful wife, Mina, he oversaw the Rippers' Eastern European operations. Following the defeat of Dracula and the collapse of the Cabal, Jonathan remained in Europe while Mina returned to London to run the organization. While on a secret mission to London (see **Jack's Back** (page 36), Harker is murdered by Dr. Jack in order to resurrect Dracula.

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

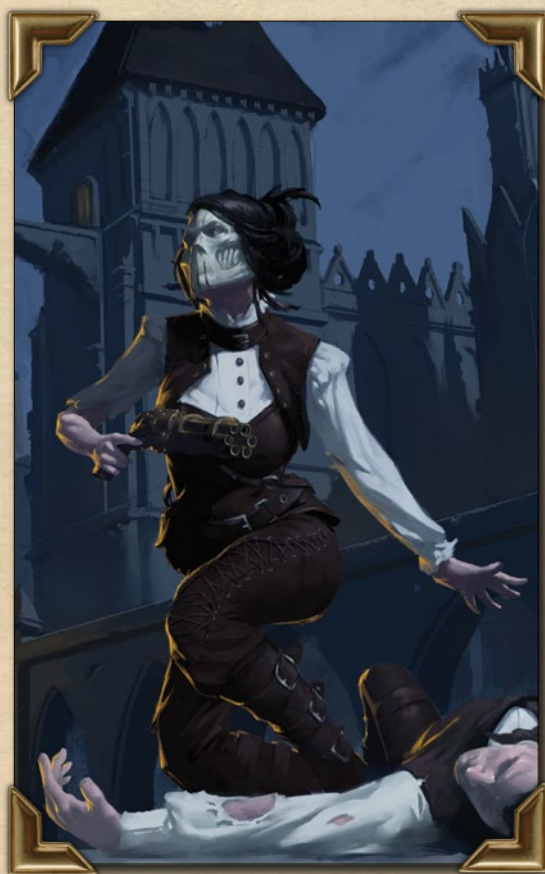
Skills: Fighting d8, Investigation d6, Knowledge (Real Estate) d6, Knowledge (Vampires) d6, Knowledge (Werewolves) d6, Shooting d10, Tracking d6

Status: 3; **Reason:** 5

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Curious, Heroic, Loyal

Edges: Block, Faction Luminary, Grim Fatalism, Trademark Weapon (Impaler), Wolfen Jaeger



Gear: Leather armor (+1), impaler (1d10+d6), 10× silver spears, 10× wooden spears, silver dagger (Str+d4), wooden stake (Str+d4).

Special Abilities:

- **Rippertech:** Retinal Graft.

Mina Harker

After Abraham Van Helsing's death, Mina took over the running of the Rippers. She moved back to London to the Van Helsing Mansion, and is an effective leader of the organization. She missed her husband, but was immersed in important affairs and relished the challenge. After so long hunting monsters in remote parts of Eastern Europe, she was delighted once again to be able to enjoy London's polite society. With so much at stake, and so much responsibility on her shoulders, she could perhaps be forgiven if she neglected to involve Jonathan as much as she used to. Despite all this, a part of her missed the thrill of the hunt, the danger, and nights spent in the cold forests, fighting by Jonathan's side. The ivory skull mask she used to wear in her persona as "The Avenger" sits proudly displayed on her desk.

After Jonathan's murder, Mina becomes more reckless and withdrawn. Eventually, she may even become a romantic interest for one of the heroes.

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

Skills: Fighting d8, Investigation d6, Knowledge (Vampires) d6, Knowledge (Werewolves) d4, Notice d4, Persuasion d8, Shooting d8

Status: 4; **Reason:** 6

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: Heroic, Loyal

Edges: Attractive, Block, Brave, Elan, Faction Luminary, Monster Slayer (Vampires), Righteous Fury, Rock & Roll!, Sterner Stuff

Gear: Leather armor (+1), Gatling pistol (Range 12/24/48, Damage 2d6, AP 1, RoF 2), 20× silver bullets.

Special Abilities:

- **Rippertech:** Mesmeric Eyes.

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 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 hellraiser 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, Repair d6, Stealth d8, Streetwise d8, Taunt d8, Weird Science d8

Status: 1/4; **Reason:** 5

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

Hindrances: Heroic, Loyal, Poverty

Edges: Acrobat, Alternate Identity, Arcane Background (Weird Science), Dodge, Exceptional Individual, Faction Defender, Noble, Quick, Renown, Technical Journals

Powers: *Blast* (flamethrower mask), *fly* (glider wings). **Power Points:** 10

Gear: Spring-heeled boots (Jack's boots are loaded with steel springs, allowing him to jump distances of up to 3" vertically, or up to 5" horizontally).

Tara LaGrange

Born in New Orleans in 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 "carpetbagger" turned out to be a vampire count. Just as the count was about to transform her into his concubine she was rescued by the Yankee. After being saved by a Northerner and learning of the Yankee's own checkered past, Tara reformed and 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, and she is outranked only by Serious Chapel and the Harkers. She is also the senior Ripper of the Slayers faction and runs the North American organization. After Jonathan Harker's murder during the Plot Point Campaign (see page 29), Mina Harker appoints LaGrange the leader of the Old Worlders and she emigrates to Europe to face a new set of challenges.

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

Skills: Fighting d8, Knowledge (Vampires) d6, Lockpicking d6, Noticed d6, Repair d4, Shooting d10, Stealth d8, Streetwise d4, Taunt d6, Tracking d4

Status: 4; **Reason:** 7

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Heroic

Edges: Champion, Combat Reflexes, Down-to-Earth, Faction Luminary, Guts, Righteous Fury, Monster Slayer (Vampires)

Gear: Leather armor (+1), crossbow (Range 15/30/60, Damage 2d6, AP 2), 4x wooden stakes (Str+d4).

Special Abilities:

- **Rippertech:** Grave Brew (d10+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. Now he 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, Knowledge (Religion) d8, Notice d4, Persuasion d6, Shooting d6, Taunt d6

Status: 2; **Reason:** 7

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

Hindrances: Heroic, Loyal, Vow (Major—serve God)

Edges: Arcane Background (Miracles), Champion, Faction Defender, Holy Warrior, Song of St. George

Powers: *Armor* (glowing halo), *bolt* (ray of light), *deflection* (guardian angel). **Power Points:** 30

Gear: Baton (Str+d4), holy symbol.

The Suffragette

When the Suffragette was a child, her mother—a naturalized Chinese immigrant—was murdered while trying to vote in a local election. Her despairing father drank himself to death. She now champions the cause of equal 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.

ALLIES

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

Skills: Fighting d10, Investigation d8, Knowledge (Vampires) d8, Notice d10, Streetwise d6, Taunt d8

Status: 2/3; **Reason:** 6

Cha: +2; **Pace:** 8; **Parry:** 10; **Toughness:** 7 (1)

Hindrances: —

Edges: Acrobat, Alternate Identity, Attractive, Improved Block, Improved Dodge, Exceptional Individual, Faction Defender, Fleet-Footed, Martial Artist, Quick, Renown

Gear: Leather costume (+1), wooden staff (Str+d6).

Special Abilities:

- **Rippertech:** Hardened Hands, Hellish Heart (extract, d8+1, 2 doses).

The Yankee

The Yankee was once a prominent New York City businessman, but then his wife was supposedly killed in the crossfire during a feud between immigrant Irish gangs. In response, he donned the ancient 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, Knowledge (The Cabal) d8, Notice d8, Repair d12, Shooting d10, Stealth d4, Streetwise d4, Taunt d8, Weird Science d8

Status: 2/3; **Reason:** 7

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: —

Edges: Alternate Identity, Arcane Background (Weird Science), Brave, Exceptional Individual, Faction Luminary, Gadgeteer, McGyver, Renown, Technical Journals

Powers: *Armor* (reinforced leather), *bolt* (arcane quarrel). **Power Points:** 10.

Gear: Leather costume (+1), mini-crossbow, 5× wooden bolts, 5× silver bolts, 5× binding bolts, 5× explosive bolts, 5× knockout gas bolts, 5× grappling line bolts, tool kit.

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.

Constable

Officers of the law are found in most countries. Rippers try to work with local authorities and within the law, as far as possible.

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

Skills: Fighting d8, Investigation d4, Notice d4, Stealth d4, Streetwise d6

Status: 2; **Reason:** 6

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

Hindrances: Vow (Uphold the law)

Edges: Brave

Gear: Baton (Str+d4).

Hired Gun

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.

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

Skills: Climbing d4, Fighting d8, Notice d4, Shooting d6, Stealth d4

Status: 2; **Reason:** 5

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

Hindrances: Greedy (Greedy)

Edges: Varies

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

Romany

More commonly known as “gypsies” to outsiders, the Romany are a proud nomadic people among whom magic and the supernatural are accepted as a part of life. Rumors persist the Rosicrucians learned their new magic arts from Romany allies.

One in six are skilled in the arcane arts. For those, Arcane Background (Magic), Spellcasting d6, 15 Power Points, and the *boost/lower Trait*

(curse/boon), *confusion* (hex), and *detect/conceal arcana* (true seeing) powers.

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

Skills: Fighting d6, Knowledge (Occult) d6, Persuasion d8, Stealth d6, Streetwise d6, Survival d4, Taunt d8, Tracking d4

Status: 2; **Reason:** 6

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

Edges: —

Hindrances: Outsider

Gear: Silver dagger (Str+d4), wooden stake (Str+d4), wolfsbane.

Innocent

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 whose blissful ignorance the Rippers lay down their lives to preserve.

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

Skills: Notice d4

Status: 3; **Reason:** 4

Cha: 0; **Pace:** 6; **Parry:** 2;

Toughness: 5

Hindrances: —

Edges: —

Gear: None

Irregular

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, Notice d4, Shooting d6, Streetwise d4, Tracking d4

Status: 2; **Reason:** 5

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: —

Edges: Brave

Gear: Heavy coat (+1), pistol (Range 12/24/48, Damage 2d6, AP 1), 20× bullets.

Militia

Most towns and cities have a militia they call upon if 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, Notice d4, Shooting d6, Stealth d4

Status: 2; **Reason:** 5

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

Hindrances: —

Edges: —

Gear: Musket (Range 10/20/40, Damage 2d8+1, RoF 1, AP 1), 20× shots.

Soldier

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, Notice d4, Shooting d8, Stealth d4, Survival d4

Status: 2; **Reason:** 5

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

Hindrances: —

Edges: Brave

Gear: Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 20× bullets, bayonet (Str+d6).



CULT OF APEP

Mustapha Kerrim

Mustapha is a powerful servant of Apep and the leader of the demon's cult.

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

Skills: Fighting d4, Intimidation d6, Knowledge (Occult) d12, Persuasion d10, Spellcasting d10

Cha: -2 (+2 to followers); **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Vow (Serve Apep), Bloodthirsty

Edges: Alertness, Arcane Background (Magic), Charismatic, Elan, Harder to Kill, Wizard

Powers: *Blast* (ball of shadow), *bolt* (ray of shadows), *obscure* (darkness), and *summon ally* (shadow beast or shadow hound). **Power Points:** 30

Gear: Cursed dagger (Str+d8, wounds can only heal naturally).

Cult Leader

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

Skills: Fighting d6, Knowledge (Occult) d6, Noticed d8, Persuasion d8, Shooting d8, Spellcasting d8

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

Hindrances: Mean, Vow (Major—Serve Apep)

Edges: Arcane Background (Magic), Wizard

Powers: *Blast* (ball of shadow), *bolt* (ray of shadows), *obscure* (darkness), and *summon ally* (shadow beast or shadow hound). **Power Points:** 20

Gear: Cursed dagger (Str+d8, wounds can only heal naturally). Abraham Vansittart also carries a pistol (Range 12/24/48, Damage 2d6, AP 1) and 20 extra bullets.

STATUS

Cultist and followers of the Cabal don't concern themselves with a person's Status within society, especially when encountered en masse. When encountered in a social setting the GM assigns a Status value appropriate to their current (and usually assumed) role.

Cultist (Human)

Cultists embrace evil and are fanatically loyal to Apep and the cult's masters. 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 d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Faith d6, Intimidation d6, Knowledge (Occult) d6

Hindrances: Mean, Vow (Major—Serve Apep)

Edges: —

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Dagger (Str+d4).

Shadow Hound

Most often these dark beings take the form of large hounds, though they can take many shapes, appearing to emerge from any deep shadowy area. All members of the cult know how to summon a shadow hound (summoning a hound costs 4 Power Points).

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

Skills: Fighting d8, Intimidation d12+2, Notice d12, Stealth d10

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

Special Abilities:

- **Bite / Claws:** Spirit+d4.
- **Ethereal:** Only magical attacks can affect shadow creatures. They can move through physical barriers without hindrance, and are not affected by difficult terrain.
- **Fear (-2):** Shadow hound radiate menace, forcing anyone who sees one to make a Fear check at -2.
- **Shadow Step:** The hound can vanish into any area of shadow as part of its movement. On a subsequent action, it can emerge from any other area of shadow as part of its movement.
- **Weakness (Light):** Shadow beasts cannot go into bright lights and suffer 2d6 damage per round if they cannot vanish into the shadows to protect themselves.

Shadow Beast

Larger than shadow hounds and more vicious, the shadow beast shifts shape from one menacing form to another. Only the more important cult members know the secret of summoning the shadow beast (it costs 5 Power Points to summon a shadow beast).

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

Skills: Fighting d10, Intimidation d12+2, Notice d12, Stealth d12+4

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

Special Abilities:

- **Bite / Claws:** Spirit+d6.
- **Ethereal:** Only magical attacks can affect shadow creatures. They can move through physical barriers without hindrance, and are not affected by difficult terrain.
- **Fear (-2):** Shadow beasts radiate menace, forcing anyone who sees one to make a Fear check at -2.
- **Shadow Step:** The beast can vanish into any area of shadow as part of its movement. On a subsequent action, it can emerge from any other area of shadow as part of its movement.
- **Weakness (Light):** Shadow beasts cannot go into bright lights and suffer 2d6 damage per round if they cannot vanish into the shadows to protect themselves.

THE CABAL

Animated Statue

Animated statues can be found in tombs or temples around the globe, given life through arcane magic or a blast of electricity.

Animated Statue

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

Skills: Fighting d8, Tracking d8, Notice d4

Pace: 4; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** A statue's body is stone.
- **Construct:** +2 to recover from being Shaken; Called Shots do no extra damage; immune to disease and poison.
- **Modifications:** Some animated statues have special modifications such as:
 - **Ranged Attack:** The Statue is armed with a ranged weapon (no Fighting, but Shooting d8).
 - **Stone Fists/Claws:** Str+d6.
 - **Wings:** Winged statues (such as gargoyles) fly at Pace 8, Climb 0.

Minion of Set

These jackal-headed humanoids are Egyptian statues brought to life by ancient magic. They are relentless combatants, difficult to damage, and highly resistant to the arcane arts...which is precisely what makes them so fearsome.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Edges: Improved Arcane Resistance, Improved Sweep

Gear: Polearm (Str+d10).

Special Abilities:

- **Armor +4:** Minions of Set have stone bodies that resist most attacks.
- **Construct:** +2 to recover from being Shaken; Called Shots do no extra damage; immune to disease and poison.
- **Howl of the Desert:** As an action, the minion can summon a terrible, hot wind—even indoors. Everyone within 50 yards (25") must make a Vigor roll at -2 or suffer a level of Fatigue. A critical failure means the victim turns to solid sandstone until the minion

that caused the condition is destroyed!



Ushabti

Ushabti are small figures found in Egyptian tombs. With the correct magic, they grow into an animated, life-size version of the model. The figures must be commanded to perform tasks in ancient Egyptian. Tasks are limited to carrying or digging; they never fight. They are mindless and must receive clear commands of no more than 10 words (otherwise they stand motionless until they receive plain instructions). They cannot speak, write, draw, nod, gesture, or otherwise impart information.

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

Skills: Notice d4

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

Edges: Brawny

Special Abilities:

- **Construct:** +2 to recover from being Shaken; Called Shots do no extra damage; immune to disease and poison.



Demon

Demons in the world of Rippers come in many sizes, shapes, and forms. Below are a few of the most common.

Bone Horror

Coming straight from the pits of Hell, bone horrors are fierce demon warriors dedicated to evil.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Edges: Combat Reflexes, Improved Frenzy

Special Abilities:

- **Armor +2:** A tough, bony exoskeleton provides protection.
- **Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; -2 Fighting versus those carrying holy symbol and Faith d4+; suffers half-damage (round down) from non-magical attacks except for cold iron.
- **Fear (-2):** Anyone who sees a bone horror must make a Fear check at -2.
- **Immunity (Fire):** Bone horrors take no damage from fire.

Devil Dog

These vicious demons were once ordinary dogs, transformed by the Cabal's wicked magic into malevolent horrors, and now host the spirits of 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 (2)

Edges: Fleet-Footed

Special Abilities:

- **Armor +2:** Bony plates provide Armor.
- **Bite / Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; -2 Fighting versus those carrying holy symbol and Faith d4+; suffers half-damage (round down) from non-magical attacks except for cold iron.
- **Fear:** Anyone who sees a devil dog must make a Fear check.

- **Go for the Throat:** If a devil dog gets a raise on its attack roll, it strikes its opponent's least armored location.
- **Immunity (Fire):** Devil dogs take no damage from fire.

Horned God

A Horned God is a demon 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. Of course the things are not gods as some of their followers claim—but 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, Notice d10, Persuasion d12, Taunt d10

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

Edges: Improved Frenzy

Special Abilities:

- **Armor +2:** A horned god's pelt grants 2 points of Armor over its entire body.
- **Bite / Claws:** Str+d6.
- **Breathe Fire:** A horned god can breathe fire in a Cone Template. All those within the cone must make an Agility roll or suffer 2d10 damage. Anyone hit by the flames may catch fire (see *Savage Worlds*).
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; -2 Fighting versus those carrying holy symbol and Faith d4+; suffers half-damage (round down) from non-magical attacks except for cold iron.
- **Fear (-2):** The first time someone sees a horned god, he must make a Fear check at -2.
- **Immunity (Fire):** Horned gods take no damage from fire.
- **Size +2:** Horned gods stand over nine feet tall and weigh over 600 pounds.

Winged Fiend

Coming straight from the pits of Hell, winged demons 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 (1)

Special Abilities:

- **Armor:** The scaly hide of a winged fiend provides them with Armor +1
- **Bite / Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; -2 Fighting versus those carrying holy symbol and Faith d4+; suffers half-damage (round down) from non-magical attacks except for cold iron.
- **Flight:** Pace 6", Climb 0.

Djinni

Djinni includes efreet, shaitan, jinn, and jann. All are powerful, corporeal beings with the power to disappear at will. Some djinni are good, but the majority are evil—all are masters of trickery.

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

Skills: Fighting d8, Intimidation d10, Notice d8, Spellcasting d10, Taunt d10

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

Edges: Arcane Background (Magic)

Powers: *Blast* (fire), *bolt* (fire), *fear*, and *shape change*. **Powers Points:** 20

Gear: Scimitar (Str+d8).

Special Abilities:

- **Immunity (Fire):** Djinn suffer no damage from fire or heat, being born of such material.
- **Invisibility:** Djinn can become completely invisible with a successful Smarts roll and can remain that way indefinitely.
- **Servitude:** A djinni Incapacitated by violent means will seek to make a bargain with its opponent. It offers service for a year and a day in return for sparing its life. During the period of servitude, the djinni is gracious and obedient (though not suicidal), but once the period elapses it strives to destroy the one who forced its enslavement.
- **Smoky Form:** A djinni can assume a smoky form with a successful Smarts roll. While in this form, the djinni cannot be harmed by any means, but it cannot affect the world in any way. It can fit into small containers, such as lamps, while in this form.
- **Teleport:** Djinni can *teleport* anywhere in the world. A Smarts roll is required for *teleporting* to an unseen location as normal.
- **Variable Size:** A djinni can vary its size from that of a man (their base form) to over 100 feet tall. The base statistics assume they are human-sized. Each point of Size increases Toughness by +1 and Strength by one die

type. At Size +4 they become Large creatures, at Size +8 they are Huge, and at Size +12 and over they are Gargantuan. Changing Size requires a Smarts roll, with the genie gaining or losing one level of Size per success and raise. The roll may be made once per round.

- **Weakness (Earth):** Djinni were born of fire but man, who the gods favor, was born of clay. Attacks involving earth, whether thrown rocks or magical Trappings, inflict double damage on djinn.

Dr. Jack

“Dr. Jack” was once John Dee, court astrologer to Queen Elizabeth of England during the 1580s. His research partner, Edward Kelley, discovered the science of rippertech and convinced Dee of its promise. Dee’s goal, however, was to learn the Rosicrucians’ angelic magic. He was bent on using rippertech for the betterment of all mankind.

But good intentions pave the road to Hell. Dr. Jack went insane from his many surgeries and the darkness that came with them. Eventually, he turned, seeking out new allies in the strange beings that now form the core of the Cabal’s leadership,

Jack took on another name as well, “Jack the Ripper,” and committed bloodcurdling murders to sustain his unnaturally long life. He would become the Rippers’ greatest foe before he was finally defeated.

Now the Cult of Apep’s magic has returned Dr. Jack to the land of the living, and he has no intention of squandering the second chance he’s been given.

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

Skills: Driving d6, Fighting d10, Healing d12, Intimidation d8, Knowledge (Astrology) d12, Knowledge (Rippertech) d12+2, Notice d8, Streetwise d10, Stealth d10, Taunt d10

Cha: -2; **Pace:** 10; **Parry:** 9; **Toughness:** 7

Hindrances: Arrogant, Mean, Overconfident, Vow (Major—destroy the Rippers)

Edges: Alertness, Brave, Combat Reflexes, Connections (Cabal), Elan, Fleet-Footed, Followers (Cabal), Improved Block, Improved Counterattack, Improved Frenzy, Improved Sweep, No Mercy, Strong Willed

Gear: Cursed scalpel (Str+d12, wounds may only heal naturally).

Special Abilities:

- **Invulnerability:** Jack can’t be wounded, only Shaken, by anything but his Weakness.

- **Rippertech:** Adrenal Acceleration, Blood of the Damned, Fiend’s Blood, Hellish Heart, Impervious Flesh, Monstrous Ferocity, Morphable Visage.
- **Weakness:** Jack was resurrected by the Cult of Apep’s dark magic and can only be wounded by Apep himself, the magic of his cultists, or the cursed weapons they wield.
- **Woman Hater:** Dr. Jack hates women. He adds +2 to all Fighting and damage rolls when attacking females, and women gain the same bonuses against him!

Dr. Jekyll

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 and split his body and soul into two separate beings: the good Dr. Jekyll and the evil Mr. Edward Hyde. After performing many evil deeds as Hyde, the Rippers put an end to his debauchery.

In the Plot Point Campaign, Jekyll is the fourth villain to be resurrected, after Frankenstein. He sets up a corporation, Stevenson and Sons, to mass produce his serum and distribute it as a tonic via mail order. This causes a mass outbreak of new monstrous hydes (see page 86).

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

Skills: Healing d10, Knowledge (Chemistry) d10, Persuasion d6, Repair d10

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 7

Hindrances: Delusional (Major—believes he can purge his sin with science)

Edges: Level Headed, Luck

Special Abilities:

- **Invulnerability:** The doctor can’t be wounded, only Shaken, by anything but his Weakness.
- **Mr. Hyde Form:** Treat Mr. Edward Hyde as a Wild Card Hyde (see page 86).
- **Transformation:** Any time Dr. Jekyll is dealt a face card, he changes into Mr. Hyde. If Mr. Hyde is dealt a face card, he changes back into Dr. Jekyll.
- **Weakness:** Henry was resurrected by the Cult of Apep’s dark magic and can only be wounded by Apep himself, the magic of his cultists, or the cursed weapons they wield.

Dr. Prometheus

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. After a tremendous battle, Prometheus was defeated. He is the last of the Cabal leaders to be resurrected in the Plot Point Campaign and returns a monstrous travesty of himself. Now more beast than man himself, Prometheus returns to a new island to begin rebuilding his army of hybrids.

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

Skills: Boating d6, Fighting d4, Knowledge (Battle) d6, Knowledge (Hybrids) d6, Healing d10, Persuasion d4, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Delusional (Major—animal hybrids are the key to humanity's survival)

Edges: Alertness, Scholar (Battle, Hybrids), Great Luck, Quick

Gear: Heavy coat (+1), pistol (Range 12/24/48, Damage 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 an animal hybrid (roll 1d10; 1-2: ape, 3-4: cat, 5-6: dog, 7: piranha, 8: pig, 9-10: GM's choice). 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.

- **Invulnerability:** The doctor can't be wounded, only Shaken, by anything but his Weakness.
- **Weakness:** Prometheus was resurrected by the Cult of Apep's dark magic and can only be wounded by Apep himself, the magic of his cultists, or the cursed weapons they wield.

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 d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Knowledge (Occult) d4, Notice d12, Stealth d12+4, Taunt d10, Throwing d12

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

Gear: Thrown objects (Str+d4).

Special Abilities:

- **Ethereal:** Only magical attacks can affect ghosts. Ghosts can move through physical barriers without hindrance, and are not affected by difficult terrain.
- **Fear (-2):** Hostile ghosts radiate menace, forcing anyone who sees one to make a Fear check at -2.
- **Ghostly Touch:** A ghost's touch is soul-chillingly cold. If it succeeds at a Fighting attack, it does damage equal to its Spirit. Only magical armor protects the victim.
- **Illusion:** Once per scene, a ghost can entirely transform its surroundings in a manner associated with its death. The illusion cannot cause damage—the victim is Fatigued instead. This cannot cause death; the victim passes out for 1d6 minutes.

Giant Monster

"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 d8, Intimidation d10, Notice d8, Swimming d6, Survival d4, Throwing d4
Pace: 10; **Parry:** 6; **Toughness:** 14 (2)

Special Abilities:

- **Armor +2:** The tough skin of a giant monster provides protection.
- **Bite / Claw:** Str+d8
- **Boulder Throw:** Giant monsters with humanoid arms can throw a boulder (Range 5/10/20, Damage 3d6, SBT) instead of stomping. No actual boulder is required for this—it can rip up chunks of earth, buildings, or trees as needed.
- **Fear (-1):** These great beasts are terrifying to witness, forcing anyone who sees one to make a Fear check at -1.
- **Large:** Attackers add +2 to their attack rolls when attacking a giant monster due to the large size.
- **Size +5:** Giant monsters are bigger than elephants.
- **Stomp:** Str+d12.

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, Survival d6, Stealth d4, Tracking d4

Pace: 8; **Parry:** 6; **Toughness:** 7

Edges: By type.

Special Abilities:

- **Bite:** Str+d4.
- **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, Vigor d12, Toughness 8.
 - **(Piranha):** Aquatic, Improved Frenzy, Bite Str+d8, Strength d8, Swimming d8.
- **Low Light Vision:** Hybrids only suffer lighting penalties in Pitch Black conditions.

Hyde

Dr. Jekyll injected his Hyde formula into an army 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.

Dr. Jekyll's original formula transformed him into a sly, agile, and small cretin. His improved formula makes those who drink it large, fast, and utterly brutal.

Human Form

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

Skills: Fighting d6, Shooting d6

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

Hindrances: —

Edges: —

Gear: Pistol (Range 12/24/48, Damage 2d6, AP 1), 20x bullets.

Special Abilities:

- **Shape Change:** When a dealt a face card, the “volunteer” automatically changes to a hyde.

Mr. Hyde Form

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8

Cha: -4; **Pace:** 8; **Parry:** 6; **Toughness:** 9

Hindrances: Mean, Ugly

Edges: Berserk, Brawny, Bruiser, Combat Reflexes, Improved Sweep

Special Abilities:

- **Claws:** Str+d6.
- **Size +1:** Hydes stand 7 feet tall, and weigh over 300 pounds.
- **Shape Change:** When a hyde is dealt a face card, he automatically changes back to his human form.

Invisible Man

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: Climbing d6, Fighting d6, Lockpicking d6, Notice d4, Stealth d10

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

Hindrances: Curious

Edges: Thief

Gear: Various hand weapons (Str+d4).

Special Abilities:

- **Invisibility:** Attacks against an invisible man suffer a -6 penalty. The penalty does not apply to area effect weapons, which hit normally.

Lycanthrope

Were-creatures abound in the world of Rippers, though werewolves and wolfmen are by far the most common.

Lycanthropes have a few Special Abilities in common:

- **Invulnerability:** Lycanthropes can only be Shaken, never wounded, unless affected by their Weakness.
- **Regeneration:** Slow. The creatures make natural Healing rolls once per day.
- **Transformation:** It takes lycanthropes two full rounds to transform, during which time they can perform no other actions.

Werewolf

Werewolves are incredibly powerful, fast, and vicious. These bestial shapeshifters have more cunning than true smarts. They are frequently minions of more intelligent creatures who are also powerful enough to control them. The leader of a pack is called the Alpha, and is always a Wild Card.

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

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

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

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

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

Special Abilities:

- **Bite / Claws:** Str+d6.
- **Go for the Throat:** If a werewolf gets a raise on its Fighting roll, it strikes its opponent's least armored location.
- **Howl:** A werewolf can howl at the moon as an action. Every enemy in earshot must make a Spirit roll or be Shaken.
- **Low Light Vision:** Werewolves only suffer lighting penalties in Pitch Black conditions.
- **Sire:** Anyone Incapacitated but not killed by a werewolf must make a Spirit roll or become a wolfman with the next full moon.

On a critical failure, the victim becomes a werewolf himself!

- **Size +1:** A werewolf is larger than a human.
- **Weakness (Silver):** Lycanthropes suffer damage normally from silver weapons. Even the touch of silver burns their flesh for a level of Fatigue (it can Incapacitate).
- **Weakness (Wolfsbane):** Werewolves suffer -2 Fighting versus creatures carrying wolfsbane.

Wolfman

Those infected by werewolves become wolfmen. Like the creatures that created them, they become bloodthirsty savages beneath the full moon.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d4, Survival d4, Tracking d4

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

Edges: Fleet-Footed, Improved Frenzy

Special Abilities:

- **Bite:** Str+d4.
- **Go for the Throat:** If a wolfman hits on a raise, it strikes its opponent in his least armored location.
- **Low Light Vision:** Wolfmen only suffer lighting penalties in Pitch Black conditions.
- **Weakness (Silver):** Lycanthropes suffer damage normally from silver weapons. Even the touch of silver burns their flesh for a level of Fatigue (it can Incapacitate).
- **Weakness (Wolfsbane):** Wolfmen suffer -2 Fighting versus creatures carrying wolfsbane.

Mummy

Though most commonly found in Egypt, mummies may also be found in Central and South America, and even the Himalayas.

Royal 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 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, Knowledge (Occult) d8, Intimidation d10, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 11

Edges: Arcane Background (Magic), Improved Arcane Resistance, Wizard

Gear: Bronze sword (Str+d8).

Powers: *Barrier* (wall of sand), *bolt* (scarab beetle swarm), *deflection* (shield of swirling wind and sand), *elemental manipulation* (earth only, animate statues), *fear* (unearthly cry), *obscure* (sandstorm). **Power Points:** 40.

Special Abilities:

- **Crushing Grasp:** Str+d6. On a raise, a royal mummy automatically grapples its opponent.
- **Shuffling Gait:** Pace -2, d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Fire):** Mummies take +4 damage from fire, and suffer a -2 penalty to Fighting attacks against anyone who brandishes a torch or other open flame.

Servitor 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, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10



Edges: Improved Arcane Resistance

Special Abilities:

- **Fear:** Anyone seeing a servitor mummy must make a Fear check.
- **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; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **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.

Omega Beast

Before his death, Dr Prometheus perfected Dr. Moreau's discovery of how to trigger genetic changes in his hybrids to make them even larger and more powerful.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d6, Stealth d4, Survival d4, Tracking d6

Pace: 8; **Parry:** 7; **Toughness:** 9

Edges: Fleet-Footed, Frenzy

Special Abilities:

- **Bite:** Str+d10.
- **Rabid:** Omega beasts are rabid killers on the battlefield. They must always run their full movement directly toward the nearest enemy and attack.
- **Size +2:** Omega beasts stand 10 feet tall and weigh over 800 pounds.

Patchwork Man

Victor Frankenstein's original monster vanished, but the Cabal used his notes to create lesser versions of the creature. These "patchwork people" stand over eight feet in height, and although oddly proportioned have 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, Intimidation d8, Throwing d6, Stealth d6, Survival d6

Pace: 4; **Parry:** 7; **Toughness:** 10

Edges: Berserk

Special Abilities:

- **Construct:** +2 to recover from being Shaken; Called Shots do no extra damage; does not suffer from disease and poison.
- **Size +2:** A monster stands over eight feet tall, and weighs over 500 pounds.
- **Shuffling Gait:** Pace -2, d4 running die.

Saucy Jack

Dr. Jack, the original Ripper, created these abominable duplicates by splicing random rippertech 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, Healing d10, Streetwise d10, Stealth d10

Cha: -6; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Bloodthirsty, Mean

Edges: Combat Reflexes, Improved Block, Improved Counterstike, Improved Frenzy, Improved Level Headed, Improved Sweep, Quick, Gear: Cursed scalpel (Str+d8, wounds may only heal naturally).

Special Abilities:

- **Rippertech:** Saucy jacks have two common rippertech implants or one advanced.
- **Woman Hater:** Saucy jacks hate women. They add +2 to all Fighting and damage rolls when attacking female humans... and women gain the same bonuses against them!

Serpent Man

Powerful demons created the serpent people by magically combining dinosaurs and proto-humans. In ages past, the serpent people are said to have 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 deep beneath the Earth's surface, 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

Edges: Arcane Background (Magic)

Powers: Bolt (psychic strike), telekinesis (hand gesture). **Power Points:** 20.

Special Abilities:

- **Bite:** Str+d4.
- **Poison:** Anyone bitten by a serpent person must roll Vigor or gain a Fatigue level. Fatigue lost to a serpent person's poison returns after 24 hours of rest per Fatigue level. Anyone Incapacitated by this poison mutates into a serpent person in 1d6 days. No cure is known.

Skeleton

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 (Str+d4).

Special Abilities:

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

Spellcaster

Witches, wizards, evil priests, and cultists are insidious foes who embrace dark magic for their own nefarious ends.

Evil Priest

These damned souls are priests, monks, and nuns who have sold their souls to demons in exchange for arcane power in a hideous betrayal of their sacred vows.

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

Skills: Fighting d4, Faith d8, Intimidation d6, Knowledge (Occult) d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy (Major—power and influence)

Edges: Arcane Background (Miracles)

Powers: *Blast* (ball of hellfire), *bolt* (ray of black light), and *obscure* (darkness). **Power Points:** 30.

Gear: Cursed Dagger (Str+d8, wounds can only heal naturally).

Houngan

Houngans are the male warlocks of voodoo. Those who have joined with the Cabal are willing to sell their souls to the dark spirits for power on Earth.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12+2, Vigor d8

Skills: Climbing d6, Fighting d8, Gambling d6, Intimidation d10, Spellcasting d10, Streetwise d6, Taunt d6

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

Hindrances: Curious

Edges: Arcane Background (Magic)

Powers: *Bolt* (black bolt), *burrow*, *obscure* (fog), and *puppet* (voodoo doll), *zombie*. **Power Points:** 30.

Gear: Soul cane (Str+d10, wounds can only heal naturally).

Special Abilities:

- **Restless Dead:** Where bodies are buried, as an action a houngan can cause the restless dead to reach up and Grapple those within a LBT (Strength d6). On a roll of a 1 (regardless of the result of the Wild Die), a victim is dragged under and begins to suffocate.

Mad Monk

These mad monks, nuns, and hermits have abandoned their faith and given themselves over to the worship of their dark masters.

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

Skills: Fighting d8, Knowledge (Occult) d6, Persuasion d6, Taunt d10

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

Hindrances: Quirk (Various)

Edges: Berserk

Gear: Cursed crucifix (Str+d6). Wounds can only heal naturally.

Special Abilities:

- **Hardy:** Mad monks are notoriously difficult to kill. Multiple Shaken results do not cause a wound.

Mambo

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, Intimidation d10, Knowledge (Voodoo) d8, Persuasion d6, Spellcasting d10, Stealth d4, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Vow (Major—serve the Loas)

Edges: Arcane Background (Magic), Strong Willed

Powers: *Barrier* (wall of bones), *blast* (explosion of bone shards), *obscure* (fog), *puppet* (voodoo doll), and *zombie* (ritual). **Power Points:** 30.

Gear: Cursed dagger (Str+d6). Wounds can only heal naturally.

Special Abilities:

- **Zombie Mastery:** Zombies animated by a Mambo are permanent, provided they have at least one hour to prepare before using the power.

Witch

While there are numerous “white witches” around the world, many of which are Rippers themselves, when the organization speaks of witches they mean female practitioners of the darkest arts.

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

Skills: Fighting d8, Notice d4, Knowledge (Witchcraft) d6, Persuasion d8, Spellcasting d10, Survival d4, Tracking d4

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

Edges: Arcane Background (Magic)

Powers: *Armor* (briar wreath), *bolt* (black beam), *blast* (hellfire), and *fly* (broomstick). **Power Points:** 30.

Gear: Varies.

Thrall

Perhaps the most despicable servants of the Cabal are those who turn on their fellow man.

Cossack

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 dogooders at range.

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

Skills: Fighting d8, Intimidation d6, Gambling d4, Notice d6, Shooting d8, Streetwise d4, Survival d6, Tracking d6

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Mean

Edges: Block, Brawny, Combat Reflexes

Gear: Heavy coat (+1), rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 20× bullets, saber (Str+d6).

Henchman

Henchmen are the willing minions of the Cabal. They are mindlessly obedient, stupid, and brutal. These creatures are not actually human, but members of a degenerate race of proto-humans.

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

Skills: Climbing d4, Fighting d6, Lockpicking d6, Stealth d8, Taunt d8, Swimming d4

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

Hindrances: Mean, Ugly

Edges: —

Gear: Knife (Str+d4).

Special Abilities:

- **Size -1:** Henchmen tend to be stunted, hunchbacked, or just plain scrawny.

Inmate

These deranged lunatics are psychotic murderers. Their frenzied minds are long gone, driven insane

by the horrors of the Cabal, and are then 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

Cha: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Bloodthirsty

Edges: Improved Frenzy, Improvisational Fighter

Gear: Various hand weapons (Str+d4).

Misguided Minion

Cabal monsters 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!

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

Skills: Fighting d6, Notice d6

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

Hindrances: Loyal

Edges: —

Gear: Hand Weapons (Str+d4).

Night Guard

In Eastern Europe, the Night Guard was a political group controlled by the Cabal. This army of dedicated soldiers serve in the military or the police and, even with the decline of the Cabal, form the backbone of the evil organization. As the Cabal tries to rally, the Night Guard are the core of their recovery in Eastern Europe.

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

Skills: Fighting d8, Gambling d4, Notice d4, Shooting d8

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

Hindrances: Loyal, Vow (Major—serve the Cabal)

Edges: Brave, Marksman

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

Night Guard Officer

The leaders of the Night Guard are doubly damned. 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, Notice d8, Riding d8, Shooting d8

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

Hindrances: Vow (Major—serve the Cabal)

Edges: Brave, Charismatic, Command, Connections (Cabal)

Gear: Horse, pistol (Range 12/24/48, Damage 2d6, AP 1), 20× silver bullets, saber (Str+d6).

Paid Lackey

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.

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

Skills: Fighting d6, Intimidation d6, Shooting d6

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

Hindrances: Greedy (Minor), Yellow

Edges: Brawny

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

Vampire

Few creatures spark fear in mortals' hearts like the vampires. Their powers are vast, but it is their loyal thralls, raw cunning, and numbers that are their true power.

To prevent repetition for these complicated creatures, here are the Special Abilities for each:

Lesser Vampire: These wretches are bloodsucking fiends but gain few of the more mystical abilities of actual vampires. They are Undead and can be harmed by normal weapons.

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

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

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

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

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

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

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 d8, Notice d8, Persuasion d8, Stealth d8

Cha: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 9.

Hindrances: Loyal, Vow (Serve their master)

Edges: Very Attractive

Special Abilities:

- **Claws:** Str+d6.
- **Seduction:** Males suffer a -2 penalty to Fighting when attacking a concubine.



Count Dracula (Vampire)

Count Dracula, whose real name was Vlad III, was born in 1431, in Transylvania. His father, Vlad II, was an exiled prince of Wallachia. Vlad III managed to claim his father's throne in 1456, and began a reign of terror that led to his infamous nickname of "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.

Dracula's evil was so strong that he returned from the dead as a vampire, but he 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 came into conflict with the Rippers numerous times and Van Helsing came close to destroying the fiend, but Dracula was an elusive and resourceful foe. Finally, the Rippers cornered him in his castle and slew him, once and for all.

Or so it seemed. Dracula is the second of the Rippers' nemeses to be resurrected in the Plot Point Campaign in this book. If Jack the Ripper successfully brings him back, Dracula immediately returns to his castle at Poenari and finds his loyal Cossacks waiting for him. He begins to rebuild his power at once and seeks his revenge on the Rippers.

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

Skills: Fighting d10, Intimidation d10, Notice d10, Persuasion d8, Spellcasting d10, Stealth d8, Streetwise d8

Cha: +2; **Pace:** 8; **Parry:** 8; **Toughness:** 13 (4)

Hindrances: Vengeful

Edges: Alertness, Arcane Background (Magic), Attractive, Block, Command, Elan, Fervor, First Strike, Fleet-Footed, Harder to Kill, Improved Dodge, Improved First Strike, Improved Frenzy, Improved Level Headed, Mighty Blow, Natural Leader, No Mercy, Quick, Rich, Strong Willed, Improved Sweep, Unholy Warrior

Powers: *Beast friend*, *deflection* (bat swarm), *fly* (levitation), *puppet* (penetrating gaze), *obscure* (mist), and *summon ally* (wolves). **Power Points:** 30.

Gear: Plate mail armor (+4), great sword (Str+d10).

Special Abilities:

- **Fear (-1):** Anyone who sees Dracula must make a Fear check at -1.
- **Form Shift:** As an action, Dracula can take the form of a wolf, bat, or cloud of mist.
- **Wall Walker:** Dracula can walk up vertical or inverted surfaces at their normal Pace.
- **Weakness:** Dracula was resurrected by the Cult of Apep's dark magic and can only be wounded by Apep himself, the magic of his cultists, or the cursed weapons they wield. This means he does *not* have the usual vampire Weakness to other magic, blessed items, or even a wooden stake to the heart!

Nosferatu (Lesser Vampire)

Nosferatu are a rabid strain of vampires that have descended into pure savagery. Their hair falls out, their teeth become jagged and malformed, and their faces become rat-like and ugly. They skulk about old crypts and catacombs, creeping out at night to search for prey.

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

Skills: Fighting d6, Intimidation d10, Notice d6, Stealth d6, Survival d4

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

Edges: Improved Frenzy

Special Abilities:

- **Bite / Claw:** Str+d4.
- **Fear:** Anyone who sees a nosferatu must make a Fear check.
- **Hiss:** A nosferatu's Intimidation attack causes a Fear test, at -2 if it scores a raise.

Young 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, Intimidation d8, Persuasion d6, Stealth d6, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Hindrances: Arrogant, Habit (Major—blood), Loyal

Edges: Level Headed, Quick

Special Abilities:

- **Bite:** Str+d6.
- **Sire:** Anyone Incapacitated but not killed by a vampire must roll Spirit or die and return from the dead as a vampire in 1d4 days.

Vampire Count

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, Intimidation d10, Persuasion d8, Spellcasting d10, Stealth d8, Streetwise d8

Cha: +2; **Pace:** 8; **Parry:** 8; **Toughness:** 13 (4)

Hindrances: Arrogant, Habit (Major—blood), Loyal

Edges: Arcane Background (Magic), Block, Brave, Charismatic, Counterattack, Fleet-Footed, Frenzy, Hard to Kill, Level Headed, Quick

Powers: *Deflection* (swarm of bats), *puppet* (penetrating gaze), and *obscure* (mist). **Power Points:** 30.

Gear: Plate mail (+4), long sword (Str+d8).

Special Abilities:

- **Fear:** Anyone who sees a vampire count must make a Fear check.
- **Wall Walker:** Vampires counts can walk up vertical or inverted surfaces at normal Pace.

Vampire Lord

The vampire lords are older than Dracula himself. Their motives are mysterious; they have never joined Vlad or the Cabal. So intricate are their plots, Rippers occasionally find a vampire lord arriving to assist them in their missions against other vampires. The ways of the ancients are impossible for mortals to fathom; it is better to accept their help and get out of the way!

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

Skills: Fighting d12, Intimidation d12, Notice d10, Persuasion d10, Spellcasting d10, Stealth d10, Streetwise d10

Cha: +2; **Pace:** 8; **Parry:** 10; **Toughness:** 12 (2)

Hindrances: Arrogant, Habit (Major—blood), Loyal

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

Gear: Antique armor (+2), large cursed weapon (Str+d10), at least one relic or other magical item.

Powers: *Deflection* (bat swarm), *detect/conceal arcana* (concentration), *puppet* (penetrating gaze), *obscure* (mist), and *telekinesis* (wave of the hand). **Power Points:** 50.

Special Abilities:

- **Bite:** Str+d8.
- **Fear (-2):** Seeing a vampire lord provokes a Fear check at -2.

Victor Frankenstein

Born at Castle Frankenstein in Darmstadt Germany in 1673, Victor's is a tragic tale. Frankenstein is one of the oldest proponents of rippertech, preceded only by Dr. Jack. 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 a "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, but died just as the monster was discovered. The creature retrieved Victor's body, and reanimated Frankenstein as a creature like itself! Victor served the hated monster until the Rippers slew it and allowed Victor to rest in peace.

If Victor is once again reanimated in the Plot Point Campaign, he is no longer a sympathetic and tragic character. He is a full-fledged mad scientist, his fascination with human life has become twisted and he believes the only way to achieve eternal rest is to end all life. He seeks to raise an army of monsters and sweep all humanity before him.

Attributes: Agility d6, Smarts d12, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d8, Investigation (d8), Knowledge (Biology) d12, Knowledge (Electricity) d12, Knowledge (Rippertech) d10, Notice d4, Throwing d6, Stealth d6, Survival d6

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

Hindrances: Curious, Vow (Major—destroy all life!)

Edges: Arcane Background (Weird Science), Danger Sense, Gadgeteer, Improved Sweep, Level Headed, McGyver, Mr. Fix It, Noble, Scholar (Biology, Electricity)

Powers: *Armor* (electro-static coat), *barrier* (wall of electricity), *bolt* (static generator), *boost / lower Trait* (electric shock therapy), *blind* (static generator), *damage field* (electric generator), *deflection* (electro-static coat). **Power Points:** 40

Special Abilities:

- **Construct:** +2 to recover from being Shaken; Called Shots do no extra damage; does not suffer from disease and poison.
- **Invulnerability:** Victor can't be wounded, only Shaken, by anything but his Weakness.
- **Shuffling Gait:** Pace -2, d4 running die.
- **Weakness:** Victor was resurrected by the Cult of Apep's dark magic and can only be wounded by Apep himself, the magic of his cultists, or the cursed weapons they wield.

Yeti

Yetis are fierce, furred humanoids that live in the Himalayas of Nepal and Tibet. Some say they are cursed souls, other that they are primitive men from a time long past. Perhaps an expedition by the Rippers will one day solve this dilemma.

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

Skills: Climbing d8, Fighting d6, Notice d10, Stealth d6, Survival d6, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

- **Claws:** Str+d6
- **Immunity (Cold):** Yetis take no damage from cold or cold-based attacks.
- **Size +2:** Yetis stand over eight feet tall.
- **Snowstorm:** Once per day, a yeti can summon a snowstorm the size of a Large Burst Template within its line of sight. All ranged attacks against it suffer a -4 modifier unless the attacker has the ability to see heat (such as infravision).

Wolf, Old World

These are older, tougher wolves who live in the deep forests of the Old World. They are slightly larger than those found elsewhere, and even more cunning.

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

Skills: Fighting d6, Intimidation d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 5

Edges: Fleet-Footed (d10 Running die)

Special Abilities:

- **Bite:** Str+d4.
- **Go For the Throat:** Wolves hit the target's least armored area with a raise on their Fighting roll.

Zombie

Foul carcasses brought back from the dead by voodoo or dark magics, these horrid beings hate the living. They crave 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+d4).

Special Abilities:

- **Shuffling Gait:** Pace -2, d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Salt):** Zombies suffer a -2 penalty to Fighting attacks against anyone who carries at least a half-pound of salt.



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AFTER THE CABAL, A NEW EVIL RISES...

Three years ago, Johann Van Helsing led the Rippers—an ancient organization dedicated to fighting evil—against the forces of the diabolical Cabal. At great cost to life, limb, and reason...they won. But in 1895 a new evil stirs in the dark of night, straining at the walls of its eternal prison. Its fiendish servants comb the globe, seeking a way to free their master and consume the world with shadows. Only the Rippers stand against them. But to triumph they must face their oldest nemeses...and their deepest fears!

The Rippers Resurrected Game Master's Handbook contains everything a Game Master needs to run adventures in the Victorian era: expanded information about the Rippers' world, including secrets of the Cabal and other threats facing the Rippers, an adventure generator, the all-new Plot Point Campaign Return of Evil, a host of all-new Savage Tales, and stats for all the Rippers' steadfast allies and fiendish enemies.

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