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Rippers



Companion

Delunt * Lucas * Elliott

THE RIPPERS COMPANION

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Savage Worlds by Shane Lacy Hensley

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INTRODUCTION

The *Rippers Companion* is an official accessory to the original *Rippers* setting. Much of this book is designed for the Game Master, though players will find useful information contained within. Although this is an official supplement, you should only use the bits you want for your game. The supplement can be used during and after the main Plot Point and nothing contained within alters the flow of the main story arc.

We start off with a batch of new Edges and Hindrances suitable for *Rippers*. We've expanded the Faction Edges, and every faction gets something new. There's also a new faction, Frazer's Fighters, and a new skill to help out characters who want to dabble in ritual magic.

Following on from this is a bunch of new gear, including animals and vehicles. For those *Rippers* who like to travel the world, a section on travel costs and times has been included.

Next there's a chapter on new magic, specifically curse magic and angelic ritual magic. Curse magic is the domain of the gypsies, whereas angelic magic is for Rosicrucians. Both sections include rules for casting spells with long durations, though these come at a cost.

That's it for the player's section. Everything else is for the GM. Seeing as how players might be reading this, we'll keep it brief.

After magic comes some optional rules on expanding strategic missions to give the players tactical input and some extra lodge facilities. Then there's a collection of new relics. Some are benign, others are cursed, but all can be useful in the right hands. Next there's more advanced Rippertech for the characters to study. A short essay on secrets of the supernatural gives a behind the scenes look at the dark forces of Ripper.

Then we head into the world, with a short gazetteer which expands on some of the countries already detailed and introduces the *Rippers* to the horrors of Norway. A large collection of Savage Tales set around the globe has enough material for weeks of gaming sessions.

Lastly, there's a few new monsters, and some Ripper allies, to unleash into your campaign.

Now go get Ripping!

*Well, well, if it isn't Jack's messenger boys and girls back from giving the *Rippers* another successful hunt. Did they catch anything tasty? Thought not.*

*If you've already played through the *Rippers* Plot Point, chances are your players have killed Count Dracula.*

You'll also have noticed that killing Dracula hasn't destroyed the Cabal. Did you really think it would? You're a fool if you did.

The cabal is far more powerful than one egomaniac Romanian nobleman with pointy teeth, bad breath, and no fashion sense.

Sure his loss has damaged their insidious plans, but they've already recruited more evil to their cause. You can't stop evil that easily. Trust me, I know.

*If you need more monsters, relics, or tales of horror to throw at the *Rippers*, or even if you want to let them explore more potent forms of magic, then this is the book you need. There's also a nice section on using Egypt. Nice place, even if the sand does get stuck in my butt.*

Encourage your victims...er players, to head down to the armory and grab more ammo, then head to the chapel for some holy wafers—they haven't saved the world yet!

EDGES & HINDRANCES

Presented here are some new Edges and Hindrances for those fighting to take back the night. These are optional, and the GM has the final word on whether they are available in his game.

NEW HINDRANCES

The following Hindrances give your heroes some alternate ways to get themselves into trouble.

BROKEN SPIRIT (MAJOR)

The hero may have been captured and tortured by the Cabal, or simply witnessed too much bloodshed and horror.

The hero's Reason may never be higher than zero and his Spirit may not be increased above a d6 except through magic.

CABAL MAGNET (MINOR)

The character seems to attract members of the Cabal like iron filings to a magnet. He doesn't have any sort of curse or special power, just an unlucky streak a mile wide when it comes to deciding which lodge is the safest to join.

The hero treats his lodge's Influence as being one grade higher for the purpose of determining the starting strength of the Cabal operating around his lodge. If the character ever changes lodges, the bad luck follows and the current Cabal strength increases by 1d4+1 (max 20). The previous lodge doesn't suffer an instant reduction, however.

Multiple characters with this Hindrance can spell doom for any lodge, as the effects stack.

CABAL PUPPET (MINOR)

At some time in the past, the hero was captured by the Cabal and hypnotized. The character has no memory of this. At some point during the campaign, the Cabal will "activate" the character, causing him to betray his allies, smash valuable equipment, silence a Cabal captive, or some other such task.

After each task, the character may make a Spirit roll at -2. On a success, he breaks his captor's bond and this Hindrance is removed. Otherwise, the poor fool has no memory of his actions and can be cruelly used again.

DEMONIC PACT (MAJOR)

During a time of great difficulty in his life, the character made a deal with a demon. Whether or not he believed in such things at the time, it worked. The character receives a free Edge of his choice, ignoring any Rank requirement (but not other requirements), or gains a free attribute point. However, he has placed his soul in peril.

Each time the character is Incapacitated through wounds, he must make a Spirit roll. If he fails, the demon claims his soul and the character immediately dies.

JINGOISTIC (MINOR/MAJOR)

This is the age of colonialism and belief in cultural superiority. The character dislikes people from other cultures and believes his own culture to be far superior. He cannot help belittling other cultures and praising the virtues of his own at every opportunity.

A character taking the Minor version of this Hindrance has -2 Charisma among cultures other than his own. The penalty increases to -4 for the Major Hindrance.

In both cases, the character may not use Command Edges with “foreigners” unless he has worked with them for at least one week.

NIGHTMARES (MAJOR)

The character has seen so much horror that he can find no solace even in sleep. At the start of each day, the character must make a Spirit roll. On a failure, he has suffered a nightmare during the night and is Fatigued for the rest of the day. On a roll of 1, regardless of Wild Die, he is Exhausted.

A character can be Exhausted by his nightmares, but never Incapacitated.

OUTSIDER (MINOR)

Even foreign royalty is treated as being less noble than those of one’s native country.

In addition to the standard penalties for taking this Hindrance, the character also has a -5 penalty to his Status.

RIPPERTECH REJECTION (MINOR)

While organ transplants and rejection have not yet been discovered by standard science, Rippers have long known that Rippertech can cause problems in certain individuals.

Whenever the character is fitted with a Rippertech implant, he must make a Vigor roll. On a failure, his body rejects the device and he suffers a level of Fatigue each week until he dies. This Fatigue can only be recovered by removing the device, and then at the rate of 1 per 24 hours.

Extracts cause no problem for the character due to their short duration.

WEAK WILLED (MINOR)

The character is more of a sheep than a shepherd, and is easily led astray. Even if he’s of reasonable position in society, he is not held in high regard.

The character suffers a -2 penalty to Tests of Will (both to perform them and resist them), as well as any opposed use of arcane powers. A weak willed individual cannot have the Strong Willed Edge.



NEW EDGES

The following Edges give your heroes some new tools in their bag as they lead the fight to take back the night.

BACKGROUND EDGES

GUINEA PIG

Requirements: Novice, Spirit d6+, Vigor d6+

Shortly after becoming a Ripper, the hero volunteered to have surgery with an experimental Rippertech device.

The hero begins play with an Advanced Rippertech implant. He gains the benefits of the Rippertech, but must take the full Reason modifier. He does not suffer any Side Effects, but neither does he gain any Additional Benefits.

INNER STRENGTH

Requirements: Novice, Spirit d8+

When the going gets tough, the character grits his teeth and pushes forward. When spending a benny on a die roll to affect a supernatural foe, the character receives a +2 bonus to the reroll.

REFORMED CABAL SOLDIER

Requirements: Novice, Fighting d6+, Guts d8+

Whether through personal choice, misguided ideals, or being tricked by his superiors, the character once served the Cabal as a soldier. He has since seen the error of his ways, and joined the Rippers to atone for his past crimes.

Due to his insight into their motives and membership, the character gains +2 to Common Knowledge rolls involving the Cabal, including the creatures making up its numbers. He has also worked alongside evil creatures and knows their weaknesses. He gains a +1 bonus to damage rolls when fighting against supernatural evil.

Unfortunately, other Rippers are less inclined to trust the character and he suffers -4 Charisma when dealing with fellow Rippers.

COMBAT EDGES

MUSKETEER

Requirements: Novice, Shooting d6+

In the course of their monster hunts, Rippers frequently make use of cold iron, silver, and other exotic forms of ammunition, and find it is much easier to load an old-fashioned black-powder weapon with these exotic materials than it is to build specialized bullets for a more modern firearm.

In addition, their travels often take them to isolated parts of the world where these antiquated weapons are still in common use. As a result, many Rippers are highly proficient in the use of black-powder weapons.

Normally, it takes 2 actions to reload a black-powder firearm, but a character with this Edge can reload the weapon in only one action.

NIGHT FIGHTER

Requirements: Seasoned, Notice d8+

Many Cabal horrors only come out at night, when they have the edge over humans.

Unfortunately for them, the character has excellent night vision. He halves all penalties for poor lighting (rounding down).

FACTION EDGES

ANGELIC WISDOM

Requirements: Veteran, Ritual Magic

The character has made contact with an angel,

who has taught him the secrets of a specific ritual magic spell.

Each time this Edge is taken, the mage may pick one of the following Powers: *armor*, *beast friend*, *environmental protection*, *fly*, *invisibility*, *quickness*, *smite*, *speak language*, and *speed*.

He cannot cast the spell outside of ritual magic, but no longer suffers the -4 penalty for not knowing the spell.

BLESSED WEAPON

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

Some monsters are more susceptible to weapons made of specific substances, such as demons and their weakness for cold iron. Knights of the Order of St. George can bless their weapons to act on a creature's weakness.

The character picks one weapon of his choice, chooses either cold iron, wood, silver, or salt, and then makes a Spirit roll. With a success, the weapon inflicts extra damage against creatures with a Weakness matching the material for the next 10 minutes.

The weapon does not actually change material, and it may only affect one Weakness at a time, losing any inherent status it may have had. For instance, a cold iron blade could be made to act as a wooden blade, but it would lose its cold iron status for the duration of the effect.

Ranged weapons affect any projectiles launched from them, but only a single thrown weapon is altered. This roll can be attempted once per 24 hours.

EVIL EYE

Requirements: Seasoned, Faction (Witch Hunters), Spirit d8+

Witch hunters spend their days tracking down witches, hags, and rogue priests and know several charms to protect them. Creatures with the Witch keyword using magic against the hero suffer a -2 penalty to their arcane skill roll.

The hero also receives +2 to Guts when facing creatures with the Witch keyword.

RENOWN

Requirements: Veteran, Faction (Masked Crusaders), Alter Ego, must have a Charisma of 0+, cannot be Wanted

The hero is known by his deeds, at least his masked alter ego is. Newspapers write about him and people talk about his exploits.

Add +2 Charisma to your hero's masked Alter Ego, but only for those who've heard of him. This is

generally up to the GM, but the further away from his center of activity, the less chance people have heard of him.

RITUAL MAGIC

Requirements: Seasoned, Faction (Rosicrucians), Smarts d8+, Arcane Background (Magic), Knowledge (Enochian) d4+, Spellcasting d8+

The mage has learned the rituals necessary to contact the angels directly. He may use ritual magic (see page 20). See page 10 for details on the Knowledge (Enochian) skill.

TECHNICAL JOURNALS

Requirements: Novice or higher, Faction (Masked Crusaders), Smarts d8+, Weird Science d8+

While not every weird scientist is a masked Crusader, there are more among their number than any other faction.

The character has come across a technical journal, which has been used to create a new and wondrous device. Each time this Edge is taken, the character can pick one of the Powers from the list below. All Rank requirements for the Power apply as normal. Suggested trappings are in parentheses.

Powers: *burst* (experimental flamethrower), *deflection* (magnetic field), *entangle* (net launcher), *fear* (aethereal wave generator), *obscure* (light negation field), and *stun* (electric rifle).

TOMB FIGHTER

Requirements: Seasoned, Faction (Frazer's Fighters), Agility d8+, Fighting d8+

Frazer's Fighters spend a lot of time battling the Cabal in the numerous crypts and tombs of the region, and have become proficient subterranean fighters.

The hero has +2 to acrobatic Tricks, as well as +1 Parry. Foes must subtract 1 when attacking them with ranged weapons. These bonuses apply only when underground.

TOMB RAIDER

Requirements: Novice, Faction (Frazer's Fighters), Agility d8+, Lockpicking d6+, Notice d6+

Frazer's Rippers operate in the deserts of the Middle East, where the Cabal monsters of the Middle East haunt tombs and pyramids, many of them fitted with deadly traps.

The hero gains +2 to Notice when searching for traps (and hidden doors) and +2 to rolls to disarm them. A character with this Edge is never caught by surprise by a trap (ambushes don't count). Whenever

the character activates a trap, he may make an Agility roll at -2 to avoid the effect.

VAMPIRE SLAYER

Requirements: Seasoned, Faction (Slayers), Agility d8+, Fighting d8+, Guts d8+

Trained by Tara LaGrange, vampire slayers are elite members of the Slayers faction. They receive +2 to Guts rolls against vampires. In addition, when using wooden weapons, they inflict an extra +2 damage against vampires.

WOLFEN JAEGER

Requirements: Seasoned, Faction (Old Worlders), Agility d8+, Guts d6+, Notice d6+, Stealth d6+, Tracking d6+

Wolfen jaegers are specialist slayers, focusing their attention on removing the threat of werewolves from the world. Wolfen jaegers are +2 to resist the effects of a werewolf's howl. The hunter also gains a +2 bonus to Notice, Stealth, and Tracking when hunting werewolves.

LEADERSHIP EDGES

FANATICISM

Requirements: Seasoned, Command, Persuasion d8+

Some leaders can inspire their men to follow them into the very depths of Hell itself. Troops under command of a character with this Edge add +2 to their Guts rolls.

LEGENDARY EDGES

FACTION FOUNDER

Requirements: Wild Card, Legendary, Followers

The character has reached high enough to create his own Rippers' faction. This may be a totally new faction (such as one dedicated to fighting mummies) or an offshoot of an existing faction (the Paladins of St. George, for instance).

No matter his lodge's Influence, the character has a seat on the Grand Council and is known to all Rippers, as well as the leaders of the Cabal. He has +2 Charisma when dealing with other Rippers, in addition to any bonuses from his lodge.

His lodge's Influence immediately rises to 15 so long as at least 50% of the members are part of his faction. He must maintain a staff of 50% from his new

faction of the Influence drops to its original level.

The player and GM should work together to develop a Novice Faction Edge for the new group. The character must learn this Edge as normal.

Of course, with power comes responsibility, and the character must spend time running his faction, or the group splinters and disperses. How much time is left to the GM, but one month out of every four is a good start.

POWER EDGES

TALISMAN CREATOR

Requirements: Veteran, Smarts d8+, Spirit d8+, Arcane Background (Magic or Miracles), Knowledge (Occult) d8+, arcane skill d8+

Once per game session in which he has access to an Alchemical Lab, a talisman creator can create a magic talisman and imbue it with arcane energy. No roll is required. The device uses any power the character knows. It has half the creator's Power Points and once these are used up they do not recharge. The ritual to imbue the object takes 1d20 minutes.

Activating the device requires a Smarts (magic) or Spirit (miracles) roll by the user, with a modifier equal to the Facility Modifier of the Alchemical Lab the creator used. Raises function as normal for the power.

PROFESSIONAL EDGES

ARCANE BACKGROUND (CURSES)

Requirements: Novice, Gypsy Curse

The character has been trained in the ancient magic of curses. See page 15.

FORTUNE TELLER

Requirements: Novice, Smarts d8+, Knowledge (Occult) d6+, Notice d8+, Persuasion d6+, must be a full blooded gypsy

Fortune tellers are experts at reading the omens. The character has the ability to read the future, whether through palmistry, cards, runes, or watching for shapes in the clouds.

Once per session, a character may ask the fortune teller for a reading (fortune tellers can't read their own fortune). See Fortune Telling on page 23.

PERSONAL LIBRARY

Requirements: Novice, must speak Latin or

Greek.

Knowledge is power, and the character has accumulated knowledge in the form of a small library.

The character's lodge automatically gains a Library facility if it doesn't have one already. If it has one already, Investigation rolls made in the Library are at an additional +2 instead.

If the character moves lodges, the library (and thus the bonus) moves with him and is lost to the old lodge.

SOCIALITE

Requirements: Novice, Noble or Rich

The character is the darling of Victorian society. She gains +5 Status and +2 Charisma, and frequently appears in the society pages of the papers. Even peasants know her name.

However, fame is a fickle mistress, and any Status losses are doubled (and make headline news). In addition, each month she fails to attend a social function she suffers -2 Status.

SOCIAL EDGES

GENTLEMEN'S CLUB

Requirements: Novice, Status 7+

Gentlemen's clubs are the refuge of the wealthy and professional in Victorian society, where like-minded individuals can enjoy a game of cards, a quiet drink, and friendly banter. Despite the name, some clubs do allow female members, but these are extremely rare. A member may bring guests to the club, but they must have a Status of 5+ to be admitted—the club has a reputation to maintain.

A character with this Edge is invited to join a gentlemen's club. A few clubs are listed on page 46, but the GM, or player with GM approval, may wish to invent his own. In addition to the requirements listed above, membership costs £50 per year, payable in advance.

As well as providing a place of refuge (many clubs have bedrooms for members to sleep over, as well as private meeting rooms), the character can also catch up on the latest gossip. He receives a +2 bonus to Streetwise rolls made within the club.

In addition, clubs make ideal recruiting grounds. The character receives a +1 bonus to die rolls on the Intended Recruit and Reason for Recruitment tables on the adventure generator when conducting a Recruitment adventure. No matter how many characters have this edge, only a single bonus applies.

RIPPER INFLUENCE

Requirements: Wild Card, Heroic

Whether through daring deeds or widespread contacts, the character has gained limited fame and influence among his fellow Rippers. This Edge grants one of two bonuses, depending on whether or not they have founded their own lodge.

When the team starts its own lodge, the character's influence gains them an additional 2 points to spend as they see fit.

If the character is already part of a lodge, he may increase one aspect by two steps or two aspects by one step each, to a maximum of 10. If the character changes lodges for any reason, he does not transfer these benefits to his new lodge.

An individual character may only take this Edge once per lodge he is a member of, but multiple characters may use their Influence to improve the same lodge.

NEW FACTION

The Rippers faction listed in the *Rippers* book are certainly the most famous, but there is another group working hard to thwart the cabal.

FRAZER'S FIGHTERS

A loose confederation of mercenaries, explorers, and archeologists, led by the famous tomb raider Allen Frazer. The faction operates out of Cairo, and tends to limit its activities to the Middle East and Africa.

Members must speak an ancient Middle Eastern tongue, such as Aramaic, Babylonian, Egyptian, or Persian.

NEW SKILL

This skill is only available to Rosicrucian mages.

KNOWLEDGE (ENOCHIAN)

The hero has learned the sacred language of the angels, known as Enochian. The language is purely a ritualistic one, and cannot be used to communicate with other mages as a form of code language.

HOLY WATER

Any creature susceptible to holy symbols can also be affected by holy water. Officially, this only covers demons, but the individual GM may wish to expand this in his campaign to cover other fiends.

Unlike a holy symbol, waving round a vial of holy water causes demons no ill-effects, though it may add a +1 bonus to Intimidation rolls at the GM's discretion. In order to be truly effective, the water must be sprinkled on them, typically by throwing the entire vial. Throwing a vial of holy water counts as an area effect Improvised Weapon, and is thus subject to scatter on a failed Throwing roll.

As stated in the rules, holy water fills a Small Burst Template. Any demon under the template may make an Agility roll at -2 as a free action to avoid the water. Those who fail suffer a -2 penalty to all trait rolls for 3 rounds.

Holy water has several advantages over a holy symbol. First, a holy symbol only protects the holder, whereas a demon splashed with holy water suffers a -2 penalty against all opponents. Second, holy symbols can be "disarmed." Third, holy symbols have no effect in the dark—demons that can't see the symbol are not affected by it.

At the GM's discretion, holy water may also be used to create a physical barrier to demons. By sprinkling a vial around his feet, the hero creates a warded area covering a 1" square—enough to protect just one hero.

A demon must make a Spirit roll to physically attack the hero. On a failure, it cannot enter until the water evaporates (assume an hour for simplicity). However, it can use ranged attacks of any sort against heroes in the template, including special abilities which do not require touch. Naturally, a hero immediately loses this protection if it leaves the affected area.

Holy water can be created by any Lodge with a Chapel (see page 26).

TOOLS OF THE TRADE

As soldiers in the war against evil, the Rippers need weapons and tools to supplement their wits and bravery. In lodges across the globe, armorers and inventors work tirelessly to create new devices. Many designs are fanciful and never progress past the prototype stage, but a few ideas come to fruition.

SELECTED GEAR NOTES

Presented here are some of those new inventions, as well as more mundane weaponry. As with everything in this book, the GM has the final word on whether or not the gear can be used in his Rippers game.

RANGED WEAPONS

Derringer: Derringer's are small double-barreled pistols designed for close range. They can be easily concealed in a pocket, and many Rippers carry them when socializing just in case the Cabal makes an appearance.

Flamethrower: True flamethrowers aren't in use for another decade, but the Rippers have developed an early prototype for use against mummies.

The flamethrower uses the standard Savage Worlds rules but has a nasty tendency to explode. On a critical failure the flame is drawn back into the gas tanks, which explodes for 5d6 damage in a Medium Burst Template. Treat this as an Area Effect weapon for everyone except the unfortunate user. Everything in the blast has a chance of catching fire.

The gas tank has a Toughness of 10(2). Any called shot inflicting a Wound causes the tank to explode as above.

Repeating Crossbow: Rumored to have been first used by a slayer operating out of the Vatican, the repeating crossbow is weighty, cumbersome, but perfect for nailing vampires. It has a 36-round gas-fed rotary magazine and comes fitted with a selector switch allowing for single shot or fully automatic fire. Fitting a new magazine takes one round.

Volley Gun: Volley guns are, in some ways, forerunners of the machinegun. Once used by navies to repel boarders, they are now usually found in museums or antiques shops. Possessing 8 barrels set at different angles to help spread the shot, the volley gun is an all-or-nothing weapon. While effective, it takes an age to reload.

The balls it fires can be either lead, silver, or cold iron, and can be mixed in the same gun.

If all 8 barrels are filled with silver or cold iron, the weapon inflicts the full +4 bonus damage against creatures with the appropriate Weakness. For every 2 barrels (or part thereof) loaded with a different type of ball, reduce Weakness damage by 1. So, a volleygun with 4 silver and 4 iron rounds loaded would cause +2 damage to creatures with a Weakness to either of those substances.

The firer makes a single Shooting roll. On a success everything under the Cone Template suffers 2d8 damage. Volley guns are black powder weapons.

MISCELLANEOUS GOODS

Climbing: Climbing gear consists of a small pick, a small hammer, and spikes to drive into rock. It does not include rope.

Flask: A flask holds one pint of liquid. It has a waterproof cork stopper.

Flint & Steel: Antiquated in this era, flint and steel

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Derringer	2/4/6	2d6-1	1	£3	2	2	—	See notes
Flamethrower	Cone	2d8	1	£10	3	10	d8	See notes
Repeating crossbow	15/30/60	2d6+1	1/3	£15	10	36	d6	See notes
Volley gun	Cone	2d8	1	£6	12	—	d8	2 actions to reload per barrel

AMMUNITION

Type	Weight	Cost	Notes
Gas cylinder	8	£0.5	For flamethrowers
Repeating crossbow magazine	8	£1	Holds 36 quarrels

is still useful in the wilderness, where matches may get wet.

Grappling Hook and Line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length). The user throws the hook just as if he were attacking a target. It has a range of 3/6/12. If it “hits,” the hook has set and can hold up to 200 pounds of weight.

Leather Satchel: Satchels are large enough to hold two large books (or anything else of similar size).

Manacles: Prisoners can be shackled at the wrists or legs (or both). Leg shackles reduce the prisoner’s Pace to 2, while wrist manacles prevent him using his hands. Both have Toughness 12.

Waterskin: A waterskin holds 2 quarts of liquid and weigh 5 pounds when full.

ANIMALS

BLOODHOUND

Some Rippers keep packs of specially trained bloodhounds to help them track down witches and the horrid creatures they summon.

These so-called “Blood Hounds” are trained to detect the scent of evil itself, and attack it savagely once they do.

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

Skills: Fighting d8, Guts d8, Notice d10, Tracking d12

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

Special Abilities:

* **Bite:** Str+1.

* **Improved Frenzy:** Blood Hounds can make two Fighting attacks each round at no penalty.

* **Scent of Evil:** Blood Hounds can actually smell the taint surrounding a supernatural creature (including humans with ripping psychosis). Detecting the scent of evil requires a successful Notice check. This ability can be blocked by conceal arcana and similar effects.

CAMELS

Mummies and other monsters of ancient Egypt live in parched deserts where horses fare poorly, and Rippers caught without transport will quickly perish.

Camels are far better suited to travel in these arid conditions, and used extensively as riding animals, beasts of burden, and even entertainment (in the form of camel racing) in some parts of the world.

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

Skills: Fighting d4, Guts d6, Notice d6, Survival d6

Pace: 8; **Parry:** 4; **Toughness:** 10

Special Abilities

• **Fleet-Footed:** When a camel can be convinced to run, it rolls a d8 instead of a d6.

• **Kick:** Str.

• **Ornery:** Camels are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.

• **Ship of the Desert:** Camels can survive without water for two weeks before they are affected by thirst.

• **Size +3:** Camels weigh between 1000 and 1500 pounds.

MISCELLANEOUS GOODS

Item	Cost	Weight
Bedroll	£0.20	4
Book (blank, 50 pages)	£0.10	2
Climbing gear	£0.50	6
Flask (ceramic)	£0.05	1
Flint and steel	£0.05	1
Grappling hook	£0.25	2
Leather satchel (waterproof)	£0.10	2
Manacles	£0.50	2
Riding gear (saddle, etc.)	£1	—
Scroll case	£0.05	1
Whistle	£0.05	0.5
Writing equipment	£0.25	1
Animals		
Camel	£4	—
Dog, guard (use Wolf stats)	£3	—
Dog, hunting (Bloodhound)	£2	—
Horse (Riding)	£5	—
Horse (Rippers)	£7	—
Vehicles		
Bicycle	£1	—
Carriage	£20	—
Gypsy Wagon	£25	—
Hansom Cab	£10	—
Rent (per day)	£0.05	—
Steam Launch	£50	—

HORSE

The horses typically used by Rippers teams are fairly well used to the terrors of the night, as indicated by their Guts skill.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Fleet-Footed:** Horses use a d10 running die instead of d6.
- **Kick:** Str.
- **Size +2:** These horses weigh around 800 pounds.
- **Sense Unnatural:** Horses can sense the presence of vampires, werewolves, and other supernatural creatures. A Ripper with a negative Reason score applies it as a penalty to all Riding rolls.

VEHICLES

Of course, Rippers don't only rely on four-legged help to get around. The following modes of man-made transportation are also available.

BICYCLE

By the time of *Rippers*, bicycles had chain driven rear wheels, pneumatic tires, and brakes. Despite this, they are still only really useful in an urban setting, or where a suitable road is present.

Acc/Top Speed: Half driver's Pace/Top Speed is driver's Pace + running; **Toughness:** 6 (1); **Crew:** 1+1

CARRIAGE

Although the railway has become the primary mode of transport for long distance overland travel, characters are still accustomed to traveling by horse-drawn carriage.

The closed carriage is used for most journeys and is a status symbol for the rich. Open carriages have the advantage of allowing the passengers to be easily seen (and therefore seen to be rich), but those in the carriage are at the mercy of the elements. Hoods and such clever inventions can help in this regard, but the open carriage is strictly for short journeys.

These stats include carriages, stagecoaches, wagons, and other horse drawn conveyances.

Acc/Top Speed: Half animal's Pace/Top Speed is animal's Pace + running; **Toughness:** 10 (2); **Crew:** 1+4

Notes: Drawn by 2 horses

GYPSY WAGON

This armor-plated wagon is designed to house a mobile ripping lab or other workshop, but can be modified to hold passengers or cargo.

Acc/Top Speed: Half animal's Pace/Top Speed is animal's Pace + running; **Toughness:** 11 (3); **Crew:** 1+2

Notes: Drawn by 2 horses. Can hold a single Facility, 5 additional passengers, or 1 ton of cargo.

HANSOM CAB

A frequent sight in large cities, these horse-drawn taxis can prove useful in urban hunts.

Acc/Top Speed: Half speed of animal; **Toughness:** 8; **Crew:** 1+2 passengers

Notes: Drawn by 2 horses

STEAM LAUNCH

Though slow, steam launches are an excellent means of navigating rivers.

Acc/Top Speed: 1/3; **Toughness:** 10 (3); **Crew:** 1+6 passengers

Notes: Can be fitted with a machine gun

TRANSPORTATION

The Rippers are a multinational organization, with lodges spread across the globe. Sometimes heroes have to travel between lodges, and that means using some means of transportation.

NOTE ON COSTS AND DISTANCES

Rippers uses a shilling (£0.05) as the smallest value of currency. Costs for many items have been elevated from their historical costs (such as the British penny post) to keep in line with this simplicity.

Some license must be taken with long distance travel times as well. Whenever possible, voyage distances should be liberally rounded to an easy multiple of the transport's speed.

For instance, the trip from Liverpool (England) to New York is 2870 nautical miles, but should be rounded to 3000 as the nearest multiple of 300, an ocean liner's speed per day. Thus, in *Rippers* it takes 10 days to make the voyage.

WATER TRAVEL

A river steamer is a craft capable of navigating a large river, such as the Mississippi, Nile, or even parts of the Thames. Ferries carry passengers on short sea crossings, such as from England to France, or across the Mediterranean Sea.

Method	Cost
Ocean Liner, First Class	£1 per 100 miles
Ocean Liner, Steerage	£0.25 per 100 miles
River Steamer	£0.05 per 10 miles
Ferry	£0.50 per trip

TRAVEL TIMES

For travel times, it is easier to handle long voyages in miles per day and shorter voyages in miles per hour. A liner typically covers 300 miles per day, a river steamer moves at 5 miles per hour, and a ferry at 10 miles per hour.

Of course, weather conditions can affect the travel times, but the following is a guide to some typical *Rippers* journeys.

Sea Voyage	Journey Times
London to New York	7-10 days
London to New Orleans	12-14 days
London to Cairo	6-7 days
London to Rome	3 days
London to Constantinople	6-8 days

LAND TRAVEL

Method	Cost
Cab, one person, first mile	£0.15
Per extra mile	£0.05
Per extra passenger	£0.10
Per item of luggage	£0.05
Carriage	£0.05 per 20 miles
London Underground	£0.05 per stop
Train, first class	£0.10 per 10 miles
Train, second class	£0.05 per 10 miles
Train, baggage cart	£0.05 per 50 miles
Train, sleeper	£0.15 per 10 miles

TRAVEL TIMES

A cab in a town or city is unlikely to go more than 2-3 miles per hour at best due to congestion. The main advantage of a cab is that it keeps the passenger dry, his shoes out of the filth, and allows him to travel through unsavory neighborhoods with a degree of safety.

Carriages move at 10 miles per hour and are commonly used for long-distance travel in countries where the railway has not extended beyond major cities.

The Underground makes frequent stops, but assume the heroes can reach anywhere in the same city in under an hour. Other major cities are contemplating such advanced means of transportation, but as yet only London has an operational underground rail service.

Train voyages can be as short as a few miles, or span the entire length of a continent (such as the Trans-Siberian Express). Although trains are capable of reaching speeds in excess of 70 miles per hour, regular domestic journeys are broken by frequent stops. For convenience, assume a speed of 25 miles per hour for a domestic journey and 50 miles per hour when traveling across a long distance (over 500 miles).

COMMUNICATION

Method	Cost
Telegram, domestic	£0.05 per word
Telegram, international	£0.25 per word
Telephone*	£0.05 per minute
Postage, domestic, letter	£0.05
Postage, international	£0.25
Courier, domestic	£0.05 per hour
Courier, international	£1/day + expenses
Personal Guide	£0.50 per day

** Telephones are uncommon in this era and rarely found outside of big cities.

NEW MAGICKS

CURSE MAGIC

The Gypsies, also known as Romany, Rom, or Roma, inhabit many Eastern European countries. Although they can also be found in Western Europe, those of the East have remained true to their ancient heritage.

Although many Rippers have had dealings with the gypsies and called on them for support, there are many who still see them as servants of the Devil. Why else, they say, do the gypsies continue to inhabit lands frequented by werewolves and vampires?

Unknown to the Rippers (with the possible exception of Van Helsing and the Harkers), the gypsies have been fighting evil far longer than any organization like the Rippers.

The common belief that gypsies hail from Egypt, (hence the name “gypsies”) is in fact accurate. The Rom began as a secret society dedicated to overthrowing the evil of Set and his priests. In secret, they fought against the creatures of darkness, using magic of a type now lost.

Back in those dark times, gold, not silver, was the metal of choice for crafting weapons to use against the creatures of darkness. Scholars claim the pharaohs chose gold because of its color, its rarity, and the ease with which it could be worked, but in truth, gold was the metal of Ra, the sun god, and as such had power over evil. Through their links to the royal court, the gypsies converted the pharaohs to their cause and had Ra established as the chief deity.

The gypsies’ sway over the pharaohs came to a bloody end during the reign of Akhenaten. The “heretic” pharaoh forbade the worship of the old gods, and removed the golden statues from the holy of holies of the great temples.

What seemed a simple act had disastrous consequences for Egypt. The golden statues were not mere ornaments, but magical talismans designed to keep the forces of evil at bay. In one fell swoop, Akhenaten removed the magical protection that kept Egypt safe. The land quickly fell into chaos, and the forces of darkness, so long held in check, grew strong and expanded.

Worse was to come for the gypsies, for Akhenaten was not a simple fool, but a follower of a demon, who took the form of the god Aten. His soldiers turned on the gypsies, slaying them in their thousands. To avoid extinction, they fled Egypt, traveling through Sinai and the Holy Land, and into the realms beyond.

To this day, the gypsies have never called any land home. To this day, they continue their ancient war against evil.

CURSE MAGIC

Arcane Skill: Curses (Spirit)

Starting Power Points: 10

Starting Powers: 2

Powers: *Lower trait* (no boost), any Curse Spell (see page 16)

Curse magic works similarly to other forms of magic, but for a few notable changes.

Curse spells can have much longer durations than the spells of other spellcasters. This applies to the curse spells below, as well as *lower trait*, which is a very simple curse.

If the caster exceeds the minimum Rank requirement to cast the spell, he may extend the duration, as shown below on the Extended Duration Table below.

The longer the duration, the more Power Points are required to cast the spell, and the higher Rank

the caster must be. Note that the Rank column is a comparison of the caster's Rank to that needed to cast the spell. A character with a higher Rank may always choose to cast at a lower level.

For instance, a Heroic gypsy is 3 Ranks higher than needed to cast *lower trait*. She may extend the duration to hours, days, or weeks, as she sees fit.

The caster must expend Power Points to maintain the spell when he casts it, setting a finite limit on how long the curse lasts. You cannot maintain a curse spell once it has been cast.

Drawback: Curses can be powerful enchantments, and gypsies do not use them lightly. The caster only recovers Power Points expended on a curse spell when the curse ends (which includes the death of the victim or caster) or is dispelled.

Magical curses can be negated with a successful *dispel* spell or with a simple word by the gypsy who invoked them.

EXTENDED DURATION TABLE

Duration	Power Points*	Rank
One Hour	x2	One higher
One Day	x4	Two higher
One Week	x7	Three higher
One Month	x10	Four higher

* The cost to maintain the spell is equal to half the Power Points required to cast the spell per extra time period.

For instance, a character extending lower trait to One Day would pay 8 points (2x4) and would pay 4 PP per Day he wanted to maintain it.

CURSE SPELLS

CURSE OF THE BABBLING FOOL

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Gestures, speaking a stream of gibberish.

Not all spells need physically harm a foe to be effective. Sometimes just removing an opponent's ability to converse can be an effective weapon. A guard who cannot shout for help or an officer who cannot give orders is just as helpless as if he were slain.

The caster must succeed at an opposed roll of his arcane skill against the target's Spirit. With success, the

Hi, boys and girls. Hope you're enjoying this expanded look at gypsies and their cool magic. Makes me want to curse someone right now. Oh wait, I have just the person in mind.

If you've been paying attention to the text in this chapter you're probably thinking, "How can I take the Arcane Background (Curse) at Novice if the gypsy curse edge is Veteran?"

Well, old Jack got back from a killing spree to find out that his hunchbacked minion made a boo-boo. Yep, I trusted the minion to run the lab and he went crazy on me.

Gypsy Curse has a rank requirement of Novice. Get that? Novice. And this isn't one of those optional rules. This is an official change to the rules.

victim loses all ability to speak coherently, being able to produce only inane babbling and random noises. On a raise, the victim is mute.

CURSE OF THE BEGGAR

Rank: Heroic

Power Points: 10

Range: Touch

Duration: One week (4/week)

Trappings: Rune inscribed pill, potion

This powerful curse has brought merchant princes and kings to its knees in the past. Some claim that the Knights Templar were laid low as a result of this curse.

The gypsy makes an arcane skill roll opposed by the victim's Spirit. On a success, the victim loses 10% of his wealth per week. He also gains the Poverty Hindrance for the duration. The curser shouldn't just have the victim "lose money." Instead, think about how the victim is affected. Maybe a business rival begins undercutting a merchant, or a noble's gambling debts are called in. Check with the GM, as he may have his own ideas.

Note that only the victim's finances are ruined, so he can't "lose" money invested in property unless the property then burns down.



CURSE OF THE EMPTY STOMACH

Rank: Heroic

Power Points: 20

Range: Touch

Duration: One week

Trappings: Rune inscribed pill, potion

This powerful curse is designed to kill the victim over a number of days, though strong victims can survive the magic.

The caster makes an arcane skill roll opposed by his victim's Spirit. With success, the victim cannot digest food in any form (this includes vampires drinking blood), though he can drink water. The victim suffers from the Hunger rules. A victim who lasts the week without food is free of the curse.

This curse cannot be extended or maintained.

CURSE OF THE ETERNAL NIGHTMARE

Rank: Veteran

Power Points: 8

Range: Smarts x 1 mile

Duration: One day (3/day)

Trappings: Something belonging to the victim

This insidious spell causes the victim to suffer terrible nightmares, preventing him from sleeping. The caster must know the name of the victim and possess something which belonged to him (a lock of hair, item of clothing, and such like), but need not know his exact location.

When the victim next goes to sleep, he must make a Spirit roll, at -2 if the caster scored a raise. On a success, he tosses and turns, but otherwise sleeps through the nightmare with no lasting effect. Should the Spirit roll fail, the character receives no sleep. On a roll of 1 on the Spirit die, regardless of the Wild Die, the character has terrifying nightmares and must make a roll on the *Rippers* Fright Table. With a critical failure, he rolls on the Fright Table at -2.

In all cases of failure, the character gets no benefit from sleeping. Check out the Sleep section in the *Savage Worlds* rules for details.

CURSE OF THE INDECISION

Rank: Seasoned

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Gestures, whispered words.

This curse causes the victim to become indecisive.

The victim draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his curse for the round. Indecisive characters

gain no benefit from the Quick, Level Headed, or Improved Level Headed Edges or any Rippertech that grants a similar bonus.

INNER BEAST

Rank: Seasoned

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Gestures, whispered words.

This curse creates feelings of open hostility in the recipients. The caster places a Medium Burst Template anywhere within range. All targets within the Template must make a Spirit roll opposed by the caster's arcane skill roll. Those who fail immediately become aggressive, verbally or physically. Victims target known enemies first, but turn on each other if none are present.

CURSE OF LOST HEARING

Rank: Novice

Power Points: 4

Range: Smarts

Duration: 3 (1/round)

Trappings: Evil eye, words, voodoo dolls

This curse is an opposed roll of the caster's arcane skill versus a single target's Spirit. If the caster is successful, the victim becomes totally deaf.

CURSE OF LOST SIGHT

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 3 (1/round)

Trappings: Evil eye, words, voodoo dolls

Removing a person's sight is among one the vilest, and most powerful, curses.

This curse is an opposed roll of the caster's arcane skill versus a single target's Spirit. If the caster is successful, the victim is struck completely blind and suffers a -6 penalty to all Trait rolls. Because the victim cannot see incoming attacks, his Parry drops to 2.

CURSE OF THE MADMAN

Rank: Seasoned

Power Points: 4

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Gestures, whispered words.

The mind is a powerful thing, but also fragile. This curse tips the delicate balance from sanity toward insanity.

The curser picks a target within range and makes an arcane skill roll, opposed by the victim's Spirit. For each success and raise, the victim has his Reason lowered by 1. Even victims without Rippertech suffer this penalty.

CURSE OF MISFORTUNE

Rank: Veteran

Power Points: 8

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Evil eye, hissed words

This curse is designed to hamper yet not cause direct harm. The caster picks a single target within range and makes an arcane skill roll opposed by the victim's Spirit. If the curser is successful and the victim's Trait die is a natural 1, the victim suffers misfortune. With a raise, the victim suffers misfortune if either his Trait or Wild Die come up 1.

The exact nature of the misfortune is left to the GM, but it should cost the victim his entire turn at least.

CURSE OF THE OUTCAST

Rank: Seasoned

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Gestures, whispered words.



Social standing is important to the Victorians. The curse causes the character to become a social pariah.

With success, the character gains the Outsider Hindrance among every culture (even his own). Each raise also lowers his Status by a further 5 points.

CURSE OF THE SNAIL'S PACE

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: Evil eye, words, voodoo dolls, victim's legs become palsied.

Pursuers or escaping foes are usually the recipients of this curse.

The curse requires an opposed roll of the caster's arcane skill versus the target's Spirit. With a success, the recipient's base Pace is halved. With a raise, movement becomes an action as well, giving the target a multi-action penalty if he wants to move and act in the same round.

CURSE OF SUPERNATURAL WEAKNESS

Rank: Veteran

Power Points: 6

Range: Smarts

Duration: 3 (1/round)

Trappings: Pinch of appropriate substance

Many supernatural monsters have weaknesses to specific substances, and this curse enhances that weakness.

The caster makes an arcane skill roll against one target within range, who opposes it with their Spirit. Damage caused by the weakness increases by +2 per success and raise.

Against a target who has no weakness, the gypsy may cause them to develop a weakness, as per the Supernatural Weakness Hindrance. See *Rippers*, page 5, for details.

CURSE OF THE WEARY SOUL

Rank: Veteran

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Spoken word

This curse can make even an athletic youth feel old. The caster makes an arcane skill roll opposed by his target's Spirit. The target gains one level of Fatigue on a success and two with a raise. The curse cannot cause Incapacitation or Death.

RITUAL MAGIC

Ritual magic is more than just waving one's arms and muttering incantations to create arcane effect.

The true power lies not in the common spells wielded by lower ranking Rosicrucian magicians, but by those who speak the language of the angels and understand the lengthy procedures needed to invoke true angelic powers.

Ritual magic is time consuming, costly, and not guaranteed to work, but it can greatly increase the duration of certain spells.

RITUAL MAGIC

Ritual magic is used to summon angels, or spirits of the firmament. Although it can be used to summon up devils, demons, and other evil entities, these foul beings cannot be bested in a battle of wits by mere mortals and have no wish to provide service for anything less than the caster's soul. Angels respond because they want to, not because they must.

All practitioners are warned of the dangers of arrogance and pride.

LEARNING RITUALS

Rituals are, at heart, simply lengthier invocations of the standard powers available to a Rosicrucian. However, rituals are not without risk (often placing one's sanity in jeopardy) and the magic used to call forth such extradimensional beings is beyond the ken of amateurs and dabblers.

As such, a character wishing to dabble in rituals must take the Ritual Magic Edge (see page 8). The ritualist must also learn Enochian, the sacred language of the angels (see page 10).

RITUAL POWERS

The following powers from the Rosicrucian list may be augmented with rituals: *barrier*, *boost/lower trait*, *deflection*, *detect/conceal arcana*, and *light*.

In addition, the angels can grant the *armor*, *beast friend*, *environmental protection*, *fly*, *invisibility*, *quickness*, *smite*, *speak language*, and *speed* powers through rituals.

A ritualist need not know the spell he has invoking. However, this makes the casting more difficult.

COST & DURATION

Contacting angels is tiring, physically and mentally, not to mention financially draining. The boundaries

ANGELIC PRAYER

So what does an angelic invocation read like? Well, here is an example. This prayer to invoke angels is inscribed in the *Clavicula Salomonis*, or Keys of Solomon.

O you glorious and benevolent angels, Urzla, Zlar, Larzod, Arzal, who are the four angels of the East, I invoke you, adjure you, and call you forth in visible apparition in and through the great prevalent and divine name of the Most Holy God Erzla*, and by the ineffable and efficacious virtues and power thereof, whereby you are governed and called forth it being therefore absolutely necessary, preordained, appointed and decreed.

Now therefore I do most earnestly entreat and powerfully abjure you, O you benign angels Urzla, Zlar, Larzod, Arzal, in this potent name of your God Erzla to move and appear visibly and show yourself to me in this crystal stone (or mirror) here before me.

And in and through the same, to transmit your ray to my sight and your voice to my ears that I may audibly hear you and plainly see you and include me in your mysteries wherefore I do most earnestly adjure you, O benevolent and amicable angels, Azla, in the most excellent name of your God, Erzla, and I as a servant of the highest do efficaciously invoke you to appear now perfectly visible to me, O you servants of mercy, come and show yourselves firmly unto me and let me partake of the secret wisdom of your creator.

Amen

*Erzla is an angel often mentioned in prayers to invoke other angels.

A HOST OF ANGELS

Need some inspiration for the names of angels? Here's a list taken from ancient sources.

- Af*:** anger and mortal death
- Akatriel:** revealer of divine mysteries
- Amaliel:** chastisement
- Amitiel:** truth
- Arariel:** water
- Barkiel:** lightning
- Butator:** calculations
- Camael:** divine justice
- Dumah:** silence
- Eistibus:** divination
- Gabriel:** resurrection, mercy, and vengeance
- Isda:** nourishment
- Jehoel:** mediator
- Kezef*:** death and destruction
- Metatron:** sustainer of mankind
- Michael:** repentance
- Mihr:** friendship
- Narsinha:** heroism
- Nathaniel:** fire
- Oriel:** destiny
- Pedael:** deliverance
- Phaniel:** penance
- Sachluph:** plants
- Rachmiel:** compassion
- Rahab:** insolence
- Rashiel:** earthquakes
- Rubiel:** chance (as in gambling)
- Sachluph:** plants
- Sandalphon:** spirit of the power and glory
- Sopheriel Memeth:** keepers of the books of life and death
- Soqed Hezi:** angel of the sword
- Surriel:** benevolent angel of death
- Tabris:** free will
- Teiaiel:** the future
- Thiel:** love
- Uriel:** salvation
- Zagzalel:** wisdom
- Za'miel:** hurricanes
- Zuphlas:** forests

* Servants of the Angel of Death (who is not named)

between our world and the next are deliberately hard to breach, primarily in order to stop the unprepared from opening a doorway to Heaven.

Before a ritual begins, the magician must declare how long a span the spell is to last if it is successful. The span being sought can be in hours, days, or weeks, as shown below. The actual duration is fixed at 1d6 of those time units, and cannot be extended in any way. Throughout the Duration, the hero may activate and deactivate the power as a free action. After all, walking round with *deflection* (whirling winds) can cause social difficulties.

To calculate the Power Points required to cast a ritual spell, compare the original duration of the spell against the duration being sought through the ritual. Multiply the base Cost by the multiplier below.

RITUAL COST TABLE

New Duration	Original Duration		
	Rounds	Minutes	Hours
1d6 Hours	x4	x2	x1
1d6 Days	x8	x4	x2
1d6 Weeks	x12	x8	x4

Example, a light spell has a Duration measured in minutes and a basic Cost of 1 Power Point. To extend the spell's duration to 1d6 Days would cost 4 Power Points.

MATERIALS

All summoning spells require materials. Every spell needs candles, mirrors, warded circles, chalk, incense, astronomical tables, crystals, and such like. Ideally, the caster should work his magic in an Alchemical Lab, which has many of these permanent fixtures but this is not required. The cost of expendable components is £1 per Power Point being used in the ritual.

CASTING TIME

Ritual spells are long, elaborate affairs, requiring a great deal of time. The casting time for a ritual depends on the duration the caster seeks.

For a duration of Hours, the spell takes a number of rounds equal to the Power Points being invested. A duration of Days takes a number of minutes equal to the Power Points, and a duration of Weeks takes a number of hours equal to the Power Points. No breaks may be taken or the ritual is disrupted.

DISRUPTION

Concentration is vital, for a single wrong inflection can ruin the entire ritual.

If the ritual is disturbed, the caster must make a Smarts roll with a penalty imposed by the GM based on the interruption. A knock at the caster's door may warrant +0, for instance, but someone walking in and shouting at him may be -4.

Disruption through damage requires a Smarts roll versus the damage the caster suffers, as per normal spellcasting. If the caster becomes Incapacitated, for any reason, the ritual is automatically disrupted.

A disrupted ritual is ruined. The caster must start again from the beginning. Expendable material components must be purchased anew. Power Points invested in the ritual are also lost.

ARCANE SKILL ROLL

Aside from the high Power Point cost, summoning angels is extremely difficult. Every syllable and inflection of the complex ritual must be enchanted correctly, and even if that is done, there is no guarantee an angel hears the petition.

At the end of the ritual, the caster makes a Spellcasting roll, with modifiers as shown below.

RITUAL MODIFIERS

Mod	Event
+/-X	Facility Modifier for Alchemical Lab
-4	Not using an Alchemical Lab
-X	Ritual difficulty. See the Ritual Difficulty Table below
-4	Caster does not know the spell he is invoking
-1	Knowledge (Enochian) at d4
+0	Knowledge (Enochian) at d6
+1	Knowledge (Enochian) at d8
+2	Knowledge (Enochian) at d10
+4	Knowledge (Enochian) at d12
+2	Caster invokes an appropriate angel for the spell*
+2	Caster has the Angelic Pact Edge
+1	Per extra £10 of components used

* See the sidebar on page 21 for a list of sample angels and their spheres of influence. For instance, a caster invoking detect arcana may call upon Akatriel, revealer of divine mysteries.

If the GM is unsure about whether an angel is totally appropriate, he may give a +1 bonus instead.

Successes and raises work as normal. If the roll is failed, the spell simply fails to yield results and all the Power Points and expendable materials are lost. If the

summoner rolls a 1 on his arcane skill die (regardless of Wild Die), the ritual fails as above and the caster suffers a level of Fatigue, which remains for one hour per Power Point expended in the ritual.

Should the roll be a critical failure, the caster has glimpsed the true power of Heaven. In addition to the effects of rolling a 1, the caster loses 1 point of Reason. This can cause a negative Reason score, even if the caster has no Rippertech.

RITUAL DIFFICULTY TABLE

The table below shows the difficulty of the ritual, which is determined by comparing the spell's original duration to the duration being sought.

New Duration	Original Duration		
	Rounds	Minutes	Hours
1d6 Hours	-2	-1	0
1d6 Days	-4	-2	-1
1d6 Weeks	-6	-4	-2

Example: Dr. Doe, a Rosicrucian mage with Spellcasting d8 and Knowledge (Enochian) d6, wishes to invoke an angel to provide him with deflection for a period of Days. Dr. Doe knows the spell already.

Deflection has a Duration measured in rounds and a base Cost of 2 Power Points. Consulting the Ritual Cost Table, we see that going from Rounds to Days has a x8 multiplier. Dr. Doe must expend 16 Power Points in the ritual. It also costs him £16 in trappings.

The ritual takes 16 minutes, during which time Dr. Doe leaves instructions he is not to be disturbed.

At the end of the ritual, Dr. Doe makes his Spellcasting roll. His basic grasp of Enochian gives him a +0 modifier. Extending the spell from Rounds to Days gives him another -4. However, his excellent Alchemical Lab grants +1. Dr. Doe calls on Pedaël, the angel of deliverance. The GM is unsure whether this angel is entirely appropriate, but sees how he might assist, so he gives Doe a +1. Doe's total modifier is now -2.

Dr. Doe wants to make sure this works, so he invests a further £20 in components, giving him another +2 modifier, for an overall modifier of +0.

Doe rolls a 9, and the ritual is completed with a raise. Doe now receives the benefits of deflection with a raise for the next 1d6 days.

FORTUNE TELLING

Gypsies are said to be able to see in the future through the Tarot cards, among other methods. These systems can be used if a character has the Fortune Teller Edge or the characters consult a gypsy seer at some point in their travels.

Note that neither system is designed to favour the characters in any way. By consulting a seer, they are trusting in the forces of fate, rather than their own skill.

LIMITING READINGS

These systems give some sort of benefit (or bane) and are therefore open to abuse, with characters potentially queuing up to have their fortunes told in the hope of getting good results and possible bonuses. You should restrict fortune telling to one character per session, and then only if it fits into your plot.

Characters who actively seek out fortune tellers should be charged a nominal fee to have their fortune told, and then informed the reading is ambiguous. Very few fortune tellers have the true gift of foresight, with the majority being shameless charlatans who instead take the opportunity to extract some cold cash from their gullible or vulnerable clientele.

SIMPLE SYSTEM

This system should be used when a single character seeks a reading, or looks for an answer to a simple answer or a yes/no answer.

When a character asks for a reading, simply draw one card from the action deck. A red card means the reading is fortuitous and the questioner earns a benny. A black card means the reading is bad, and he loses one. You can make this slightly more in-depth, and heighten the tension a little, by drawing three, five, or even seven cards and basing the reading on whether the majority of cards are red or black.

Jokers are the wild cards of the deck and confer an extra boon of your choice. You might want to give the character another benny, or perhaps let him change one of his initiative cards to a joker once during the evening.

To answer a yes/no type question, a red card means yes and a black means no. You'll obviously have to do some winging to make sure the result fits your adventure.

IN-DEPTH SYSTEM

This system is slightly more in-depth than the basic card system, but is still quick and easy to use. It works

best when the characters seek knowledge regarding the outcome of a battle with a foe, but it could easily be adjusted or interpreted to produce results for other situations.

Draw four cards, one at a time, and place them face up on the table to form a cross with a space in the center for another card. As you turn each card, make up some nonsense about the fates based on the color of the card, with red being positive and black negative. These need not be actual insights (though they may be), they just need to sound like a fortune telling. We'll give you an example in a moment.

Then turn a fifth card and place it in the center of the cross. This is the only one we're interested in—the rest are just window dressing. Depending on the suit, make up some suitable flavor text and secretly record the following bonuses or penalties. The characters should only ever get the flavor text—keep the game mechanics secret.

Clubs: The characters' weapons will strike true, but the fates offer no protection. They get +1 to Trait rolls, but are -1 Parry and Toughness.

Diamonds: The characters are protected by good fortune, but their blades will be weak. They get +1 Parry and Toughness, but suffer -1 to Trait rolls.

Hearts: A very fortunate card. The characters receive +1 to Trait rolls, Parry, and Toughness against the main villain they seek to destroy.

Spades: The fates are against the characters in their endeavor. In the climatic battle, they suffer a -1 penalty to Trait rolls, Parry, and Toughness.

Joker: The omens are exceptionally strong. Look at the previous card, and double any modifiers.

EXAMPLE

Okay, here's a quick example using flavor text with the in-depth system.

The characters approach a gypsy seer to find out whether the omens are good for storming a vampire's castle.

The GM draws the first card and gets a club. He tells the players that the enemy they seek is shrouded in darkness (he lives in a crypt).

The second and third cards are spades, so the GM says that the enemy is strong (he's a vampire, after all), and that a darkness is in their hearts (which means nothing, but sounds about right). The fourth card is a diamond, so the GM says the enemy does not know they are coming (which is true).

The final card is also a diamond. The GM says that they are protected by the powers of good, but the foe is protected by a great power and their weapons will not bite as true.

OPTIONAL EXTRAS

This chapter takes a look at options for running strategic missions and outfitting Ripper Lodges.

STRATEGIC MISSIONS

While the *Rippers* rules on fighting the Cabal are fast, furious, and fun, these alternate rules add an extra dimension to the system by pitting the team against the GM in a mini-adventure. They also make Triumphs and Catastrophes slightly harder to achieve, or at least riskier to push for.

RESOLVING MISSIONS

Shuffle the action deck at the start of each mission. The GM should give the players some clue about the nature of the mission, such as “Investigate a murder,” or “Slay the vampires.”

Both the players and the GM are dealt an initial number of cards equal to the number of Rippers assigned to the mission.

Unlike the standard rules, these cards are kept secret, though players can obviously look at their side’s cards. Each side may then be dealt extra cards.

EXTRA PLAYER CARDS

The Rippers receive a number of bonus cards, depending on the skill of the team. All Rippers must be of the listed Rank.

If all are Seasoned	Draw 1
If all are Veteran	Draw 2
If all are Heroic	Draw 3

If the players have come up with a clever plan or trap they may draw an additional card at the GM’s discretion.

EXTRA GM CARDS

The GM receives extra cards based on the strength of the Cabal in the area.

Cabal Threat 5-9	Draw 1
Cabal Threat 11-15	Draw 2
Cabal Threat 16+	Draw 3

EDGES

The Strategist and Strategic Genius Edges work as normal. Once the Rippers have been dealt all their cards, they may redraw 1 or 2 of them, as appropriate to the Edge. Keep any replaced cards face down so the GM doesn’t know what you threw away.

TEAM SIZE ADVICE

Although a small team might seem the way to go to secure a Triumph, this gives you less cards to draw upon. Being dealt just one card and watching the 2C come up will guarantee your Ripper is annihilated. There is, of course, a *chance* of getting a higher card than the GM if both players and GM are drawing the same number of cards, but that’s a rather risky gamble.

Small teams are best used when you have experienced Rippers fighting a low Cabal Threat, when the number of cards dealt is in the Rippers’ favor.

Against a strong Cabal Threat, despatch large teams. Yes, there's very little chance of securing Triumph, but on the other hand you also have a better chance of avoiding Catastrophe by having more cards to use.

RESOLUTION

Rather than just laying the cards on the table and comparing suits, the players and GM play against each other.

Missions are broken down into scenes. Each mission has a number of scenes equal to the number of Rippers involved in the mission and one card is played per Scene. Any extra cards allow the players tactical input by deciding which cards to play and when, and allowing skilled teams or strong Cabal threats to make a difference to the mission outcome.

The GM begins by describing the first scene. For a mission with only a few cards, the adventure may start with the heroes confronting the Cabal early on. With more cards, there may be investigation or several fights before the climatic showdown.

The GM plays one card from his hand (of his choice) face up on the table, representing the difficulty of the scene. The players then play a card from their hand.

If the GM's card is higher, he takes both cards and places them face up in front of him, with his card on the top. The losing card is irrelevant and should be covered.

If the players win, they take the cards and place their card on top. If the cards are of equal value, the Scene is tied. Neither side wins, and the cards are placed face down.

Repeat this until there are no Scenes left to play. Place winning Scenes next to each other, so it is easy to see the winning card value of each Scene. Once this is done, discard any left over cards and check the outcome of the mission.

OUTCOME OF THE MISSION

Once all the Scenes have been played, the players and GM look at the number of Scenes they won.

FAILURE

If the GM won more Scenes, the mission failed. The Cabal Threat increases by 1. Furthermore, if there are more Clubs face up on the table than Hearts, looking at both side's winning hands, half of the team is killed (round down).

SUCCESS

If the players won more Scenes, the Rippers win and the mission is a success. The Cabal threat decreases by

1. If there are more Diamonds showing than Spades, half the team advances 1 rank (round down).

STAND OFF

If the number of Scenes won is equal, half the team is killed and the survivors advance 1 rank. The Cabal Threat is unchanged.

TRIUMPH

If the heroes win every hand, the mission ends in Triumph. All the Rippers in the team advance a rank and the Cabal Threat is reduced by 1. Also, check the suit of the highest red card (if any) showing in the team's winning Scenes and take the corresponding reward, as detailed on page 72 of *Rippers*.

If the highest cards are the same in both suits (King of Hearts and King of Diamonds, for example), take both effects.

CATASTROPHE

If the GM wins all the hands, the mission ends in Catastrophe. All the Rippers on the mission are killed and the Cabal Threat increases by 1. Check the suit of the highest black card (if any) showing in the GM's Scenes and take the corresponding hit, as detailed on page 72 of *Rippers*.

If the highest card is the same in both suits (the GM has the Ace of Clubs and the Ace of Spades, for instance), the mission is affected by both.

Example: *The Rippers despatch a team of four Seasoned Rippers against a Cabal Threat of 12.*

Both sides receive 4 cards, this being the number of Rippers in the team. The Rippers then receive 1 bonus card because all the team are Seasoned, whereas the GM receives 2 bonus cards because of the Cabal Threat level.

The Rippers' cards are Joker, JS, 10D, 5D, and 3H. The Cabal cards are QC, 8H, 6H, 6C, 3S, 2S. The mission consists of 4 Scenes.

Scene 1: *The GM informs the players the team has found a mutilated body in the back streets of the local city, but are not sure what sort of beast they are dealing with. Their first task is to discover the identity of the attacker. The GM plays a 6C to represent the difficulty.*

Not wishing to blow their Joker, but with no middle cards, the team plays the 10D and wins the Scene. The GM decides they discover the killer is a werewolf.

Scene 2: Knowing what they are looking for, the team sets out to track the beast to its lair. The GM plays the 8H, representing the difficulty of the task. The Rippers play their JS.

Scene 3: The team discovers the werewolf lives in the slums, a dangerous den of thieves and murderers. While heading for the lair, they are waylaid by thieves. The GM plays the 6H. Wishing to keep their Joker, the team plays the 5D.

The GM, who won with a Heart, rules the team took minor damage but eventually drove the thieves off.

Scene 4: The climatic battles takes place in the monster's lair, a ruined house. The GM, with an evil smile, plays the QC. His grin is short-lived as the heroes play their Joker and declare it to be the AD. Through great bravery, the Rippers win the day and slay the beast.

Since the mission had only 4 Scenes, the mission is over and the extra cards are ignored.

Outcome: The Rippers won 3 Scenes to the GM's 1, which gives them Success. Their AD gives them more winning Diamonds than there are Spades (of which there is one, the Jack), so half of the team advance a rank. The Cabal Threat is reduced to 11.

Alternate Ending: Had the cards in Scene 3 been reversed, the heroes would have won all four Scenes and achieved Triumph.

LODGES

Lodges lie at the heart of the Rippers' organizational structure. They provide a refuge for weary or wounded Rippers, somewhere to conduct research away from prying eyes, and a military headquarters from which to wage the war against the Cabal.

NEW FACILITIES

Although the rules provide a list of facilities, there are other facilities available. This section looks at new facilities and how to use them.

CHAPEL

The Order of St. George remains firmly anti-Rippertech and, as a result, most members of this faction would prefer not to have a Rippertech lab in their lodge.

Rather than install a lab, the heroes can instead elect to install a chapel when their Facility rating reaches

level 5. If they want a chapel *and* a lab, treat both as level 5 facilities with a cost of £250 per facility.

Chapels don't have to be Christian structures. The Order of St. George is open to any faith, and a chapel may be a meditation room, a synagogue, a mosque, a Buddhist shrine, or a combination of any or all of these, depending on the faith of the members.

Once per month, the characters can use the chapel to furnish themselves with holy water. A character (or an NPC Ripper if the heroes are busy) who spends the month working in the chapel may make a Spirit roll, adjusted by the lodge's Facility Modifier. Each success and raise produces 1d6 vials of holy water.

SPECIALIST LIBRARY

Libraries are generic collections of tomes, newspaper articles, diaries, and such like. A specialist library is one devoted to a specific topic.

A lodge may have more than one specialist library. Each specialist library provides the lodge's Facility modifier to a bonus to a specific Knowledge skill, determined at the time the specialist library is bought.

The bonus only applies when the character is actually in the library, and thus could be used to augment a theoretical Knowledge (Rippertech) roll, but couldn't be used as a bonus when performing surgery in a Rippertech Lab. Most libraries are geared toward Arcana or Occult studies.

Each specialist library costs £100 to create and may be installed anytime after a standard library exists in the lodge.

TORTURE CHAMBER

While most Rippers frown on the use of torture, sometimes the end does justify the means. A torture chamber contains a variety of tools and devices, the exact nature of which depends on the lodge's Facility modifier, and possibly includes cold iron and silver tools.

A torture chamber costs \$450 and may be installed any time after the lodge has Secure Cells. Using a torture chamber adds the Facility modifier to Intimidation rolls made while interrogating subjects in the room, as below.

Interrogation requires an Intimidation roll opposed by the victim's Spirit and only one victim per month may be questioned. The GM may assign modifiers depending on the victim and the questions being asked. The GM also needs to determine how much the victim knows.

For instance, a misguided lackey might spill his guts very easily (-4 to his Spirit roll) but he's unlikely to know much. A henchman, on the other hand, is likely

LODGE LOCATIONS

As well as thinking about the game mechanics of a lodge, encourage the players to think about the lodge's location. What if a lodge isn't just a room in an inn, but it is the inn? Would it grant any bonuses? Here's some basic ideas and some bonuses you might wish to grant based purely on their location.

Castle: The obvious bonus from living in a castle is the added protection it gives the Rippers. Of course the expense of maintaining such a huge structure, and staffing it, can be immense if it is not to fall to wrack and ruin.

Docks: A lodge on the docks might allow the characters to acquire cheap sea voyages through contacts or import foreign goods without going through customs.

Inn: Inns are usually the hub of community activity. As such, there's usually plenty of gossip going on. An inn might grant a +1 bonus to Streetwise rolls made in the establishment or could be used simply to drop rumors and hints of a forthcoming adventure to the Rippers. You might rule that an inn automatically grants Sleeping Quarters and a Meeting Room for free.

Museum: Hiding out in a museum (usually in the basement) might give access to ancient books, a library, weapons, and even a few minor magic items. Destroying any of the artifacts, however, should have serious consequences.

Police Station: A lodge in a police station might allow the Rippers access to criminal files, the ability to use the cells to detain the "madman," or even guide the police to help raid a Cabal stronghold.

Slums: Many urban lodges start in the slums, where people tend not to ask questions. A slum lodge may grant +1 to Streetwise when questioning the local beggars or allow the heroes to hire a thief (as Militia but add Climb, Lockpicking and Stealth at d8 and replace musket for a knife) once per month for £10.

to be very stubborn (+2 or higher to his Spirit roll) but know a great many things about his master's plans.

A success forces the victim to answer one question truthfully. A raise causes him to add further details or answer another question without being prompted. On a failure, the victim reveals nothing. With a roll of 1, the victim passes out and cannot be interrogated again this month. On a critical failure, the victim dies.

A number of interrogation rolls may be made equal to half the subject's Vigor die. After that, he automatically passes out and cannot be questioned again this month.

Yes, you can interrogate someone without a torture chamber, but the outcome is left to the GM and subjects are likely to be far less cooperative than if strapped to a rack.

Note that an over-reliance of such extreme methods is likely to draw some criticism from other Rippers. Many view torture as sign that the perpetrator has succumbed to the evil he claims to be fighting, and there is much debate about whether the Rippers hierarchy should take a firmer line against the practice.

PUBLIC AREA

This unusual facility is suited for lodges which maintain a public face, such as a gentleman's club or an inn. Not every lodge is willing to risk having the public walk through their doors, of course. A high level of security is required to ensure patrons do not accidentally enter areas the Rippers would rather keep secret.

The Facility modifier grants a bonus to Streetwise rolls made in the lodge. Such information may be street-level scuttlebutt or rumors about notable politicians or nobles, depending on the nature of the facility.

The Facility modifier should also be used by the GM and players to determine more background details about the facility. A low rating for a public bar may indicate it's not very popular, whereas a high rating means it draws in large, regular crowds. Likewise, a low level gentleman's club may be for the less affluent members of high society, whereas a higher rating draws in politicians, military officers, merchant bankers, and the like.

A Public Area may be purchased anytime after the lodge buys Sleeping Quarters and costs £500. Purchasing this facility automatically grants the lodge an extra £50 per month in income, but does not affect the actual Resource level.

RELICS OF POWER

This section provides a number of new relics. These should be placed in adventures carefully, not treated like magic items in a fantasy game and handed out like candy. These relics cannot be purchased (unless that's part of the adventure), duplicated, or manufactured by the characters.

Items listed as Blessed or Cursed work as per page 57 of *Rippers*. All other items can be used freely, regardless of the wielder's Reason score.

If you want to decide on an item randomly, roll 2d20 and consult the table below.

2 Piece of the True Cross (Blessed): This innocuous piece of wood, no larger than a match, is in fact a piece of the True Cross and is anathema to vampires. It can be worked into any wooden weapon, such as a stake or staff.

If a vampire with a Weakness to Wood (i.e. not Count Dracula) suffers a wound from a weapon containing a piece of the True Cross, it must make a Vigor roll or be instantly destroyed.

3 Saint's Blood (Blessed): Usually found in a glass vial engraved with Enochian characters (giving the saint's name), saint's blood can be used to destroy demons.

A successful Touch Attack (+2 Fighting) with the vial causes the glass to shatter and the blood to make contact with the demon's skin. The demon must make a Spirit roll at -4 or be banished back to Hell. For game purposes, it's killed.

The vial can be thrown to a range of 3/6/12, but if it misses it shatters, wasting the precious contents.

4 Bronze Head: Roger Bacon made the first bronze head back in the 13th century, but copies

were made by other alchemists during later centuries. Whether these heads are receptacles for demons or angels has been long debated, and no one is any nearer the truth.

The spirit within a bronze head is capable of providing great benefits to the Rippers, but does so only when a sizable quantity of human blood (enough to cause a wound) is poured into its mouth.

When this is done, the head provides a +1 bonus to the Results table of Research Adventures. A roll of 7 on the table grants the heroes +4 to their Investigation rolls for the research project.

5 Egyptian Monocle: Some scholars claim that these gold-rimmed monocles could not have been created before the Romans, but the presence of Old Kingdom Egyptian hieroglyphs tells otherwise. Several varieties are known, each with different colored lenses.

Rose: When held to the eye, the wearer gains the benefits of the *detect arcana* spell. The item has infinite power points. Should an opposed arcane skill roll be required to find a *concealed* object, the monocle has an arcane skill of d12.

Blue: This lens magnifies vision, providing +2 to Notice rolls.

Green: The monocle reveals the true nature of any person or object viewed through it. Thus, a werewolf in human form would appear as a werewolf, a vampire would be seen as a fanged fiend, and a possessed person as the demon inhabiting the body. Guts rolls are made as normal.

6 Pilgrim's Badge (Blessed): In Medieval time, pilgrims were awarded a badge for completing a pilgrimage. These items quickly became infused

with holy power. A hero wearing a pilgrim's badge gains the benefits of the Arcane Resistance Edge. Bonuses stack if the wearer already has the Edge.

7 **Ring of Thoth:** Thoth was the ancient Egyptian god of science and learning. A character who wears this ring can understand any language, written or spoken, no matter its antiquity.

8 **Candles of Communication:** These magical candles are the size of church candles but are engraved with glyphs or runes of communication and distance. They are usually, but not always, found in matching pairs.

When the wicks are lit, the candle burns with a green flame. By speaking into the flame, anyone within 1" of the candle can speak to a person at the other end as if they were in the same room, regardless of distance, so long as the other wick is lit.

While an external heat source can melt the candles, they never burn down naturally, no matter how long the wick is lit.

9 **Voodoo Dolls (Cursed):** Although associated with voodoo, many other magicians, including witches, use similar effigies. When a personal token of a victim, such as a lock of hair or fragment of clothing, is attached to the doll, a link is formed between victim and effigy. A spellcaster can cast spells at the victim no matter where he is in the world. Treat all spells as being cast at their longest range bracket, if that impacts the Power Point cost.

Any spell that can be cast on another person may be cast through the doll. Think about the effects of a spell and how they would harm the victim over range. A *blast* spell with a fire trapping might cause a victim to spontaneous combust, for instance, whereas *bolt* would just cause the victim to suffer as if he had been struck by the spell but without balls of fire, screaming skulls, or whatever the usual trappings appearing.

Once a doll is attuned to a victim, it can never be used to affect someone else. So, as long as the victim is alive, the doll is useful.

10 **Grave Dirt (Cursed):** Said to be gathered from the graves of lunatics on a full moon, grave dirt allows communication with the dead. Grave dirt must be sprinkled over a corpse, or its final resting place if the bones have decayed.

The hero may then ask the spirit of the deceased 3 questions, making a Spirit roll each time. On a success, the spirit must answer truthfully and to the best of its ability. On a failure, the spirit may choose to answer, but is not compelled to do so.

The deceased only knows what it knew in life, so a person struck down by a killer hiding in the

shadows has no extra insight into the killer's identity, for instance, and a 100 year old corpse has no idea of events since its death.

11 **Satan's Whistle (Cursed):** Crafted from human bone, this whistle is inaudible to humans. Its high pitched tone can be heard by demons, however, who find the noise extremely painful. All demons within hearing 12" must make a Spirit roll or be Shaken.

12 **Satan's Fiddle (Cursed):** Satan, it is said, is a master fiddle player, and can best any mortal. While this fiddle isn't actually his, it does contain demonic energy.

Anyone within 12" of the fiddle when it is played must make a Spirit roll opposed by the player's Agility. On a success, they are unaffected and immune from the fiddle's effects for 24 hours. With a failure, they begin a frenzied dance and may take no other action. Their Parry is unaltered due to their frenzied motion, but they may not move (they dance on the spot). Each round, they must make a Vigor roll or suffer a level of Fatigue. This can lead to Incapacitation, but not Death. Fatigue recovers at the rate of 1 level every 10 minutes of rest.

The fiddle player may take no other actions while he plays, including movement, or the spell is broken. His Parry drops to 2. If he is wounded, he must make a Vigor roll versus the damage to remain playing. As soon as he stops playing, for any reason, the enchantment is broken and the dancers are freed from the effect.

13 **Saint's Cross (Blessed):** Said to have been carried by a saint during their mortal life, these religious relics have power against vampires. On a successful Touch Attack (+2 Fighting) against a vampire, the fiend bursts into flame as if it had been exposed to sunlight.

14 **Egyptian Ankh:** The ancient Egyptian symbol of life, these pagan relics still hold great power. A hero who wears one around his neck receives a +2 bonus to Soak rolls.

15 **Renfield's Diary:** Said to have been written by the madman Renfield, this item is as much a curse as it is a boon to the reader.

Contained within the pages of gibberish and mad ramblings are many secrets. A reader can use the diary to get a bonus to any Investigation or Knowledge roll, but he risks losing his mind.

The reader states what bonus he wants, from +1 to +6. However, after making his Investigation or Knowledge roll, he must make a Spirit roll with a penalty equal to the bonus he gained.

On a failure, the reader goes slightly insane, and gains a Minor Delusion. Should the Spirit roll be a 1 or lower, regardless of Wild Die, the

reader gains a Major Delusion. The exact nature of these delusions are left to the warped mind of the GM.

- 16 Enchanted Clay:** Supposed to be from the same batch of clay used to create the infamous Golem of Prague, a character making a successful Agility roll can shape the clay to form his own golem. This takes 1d10 days.

Treat the creature as a stone Animated Statue (see *Rippers*, page 120). The statue remains animated until destroyed and is under the command of its maker.

- 17 Hand of Glory (Cursed):** Made from the hand of a criminal hanged at a crossroads, and transformed into a candle by drying it and coating it with the criminal's fat, the hand of glory, also known as a thief's hand, emits powerful magic when the wick is lit.

All creatures within 20 yards (enough to cover even a large house), except the person who lit the flame, must make a Vigor roll at -2 or fall into a deep sleep from which they cannot be woken. They awake, unharmed, as soon as the wick is extinguished. Unfortunately, neither strong wind, grasping the wick, nor water can dampen the flame. The only substances that work are milk or blood. The owner can extinguish the flame with a single puff.

- 18 Astronomical Charts:** Many magicians have used astronomical charts to determine auspicious days for casting magic. A Rosicrucian may consult the charts once each day. The GM rolls a d6. On a 1-2, the day is inauspicious and the mage has -2 to Spellcasting rolls. A 3-4 means the day is neutral, and there is no modifier. On a 5-6, the auspices are good and the hero gains +2 to his Spellcasting.

If a Rosicrucian who owns astronomical charts does not check them, the GM has the option of rolling in secret or treating the day as neutral.

- 19 Lucky Heather:** Gypsies have made a fortune selling lucky heather to *gorgios*, or non-Gypsies. The vast majority of these fragrant bundles are nothing more than simple heather, but a few gypsies still remember the old rites necessary to impart true magic.

Lucky heather (the magic variety) grants an extra benny to the wearer for a month. After this, the heather withers and the magic is lost.

- 20 Aqua Vitae:** The "water of life" was first discovered by alchemists searching for the Philosopher's Stone. Drinking a vial of aqua vitae instantly heals one wound, regardless of time. It does not cure crippling injuries.

- 21 Wolvesbane Balm:** Made from wolfsbane and silver powder, this salve must be rubbed into the

wounds of those Incapacitated by a werewolf within an hour of the attack. When done, it grants a second Spirit roll to avoid becoming a werewolf. A victim receives no benefits from additional doses to the same wounds.

- 22 Garlic Balm:** Made from crushed garlic, holy water, and powdered holy wafers, this thick soup must be drunk to be effective. For the next hour, anyone Incapacitated by a vampire has a +2 bonus to their Spirit roll to avoid dying and becoming a vampire. Drinking more than one dose per hour has no additional benefits.

- 23 Aqua Vitae Magna:** A more powerful version of aqua vitae, this potion instantly cures all wounds or one permanent injury, no matter how long since the damage was taken. It cannot cure physical Hindrances, however.

- 24 Witchfinder's Finger:** The preserved fingers of witchfinders can be used to detect witches. If placed on the palm of the hand, the finger points toward the nearest creature within 1 mile with the Witch keyword.

- 25 Prayer Scroll (Blessed):** This relic may be a Christian prayer, a verse from the Koran or Torah, or even a Buddhist prayer strip. Whatever its origins, it grants a free benny once per session for the purposes of resisting magic. The benny is called for when needed and must be spent immediately.



- 26 Ripper's Clothing:** Many Rippers have favorite garments, which they claim are lucky. These enchanted garments belong to Rippers fallen in battle and have been adopted by new Rippers. They provide +2 to recover from being Shaken, but only from supernatural attacks.
- 27 Enchanted Mirror:** Made of finely polished glass with a silver back, the mirror allows the wearer to see invisible foes via their reflection. Any attacks he makes against an invisible foe are made at -2 (because everything is backward).
As an action, the character may use the reflection to guide the attacks of allies (by shouting things like, "He's by the chair!"). Allied characters using the directions may attack the invisible foe at half the usual penalty (typically -3 instead of -6).
- 28 Bone Dust:** This fine grey powder is made from powdered supernatural creatures and enchanted. When sprinkled over a corpse, it animates. Roll a d10. On a 1-5 it is a zombie, a 6-8 a servitor mummy, and 9-10 a vampire.
The creator must make an immediate Intimidation roll versus the creature's Spirit. On a success, the creature accepts him as its master. With a failure, it becomes a free agent, and quickly tries to flee the scene.
- 29 Ushabti Figure:** An ushabti is a small figurine (see page 68 for details). The ushabti figure has 10 Power Points and can be activated with a Smarts roll. It costs 1 Power Point per hour to animate the figure. Spent Power Points recharge at the rate of 1 per hour, but do not recharge while the statue is animated.
- 30 Headman's Axe (Cursed):** Once used by an executioner to behead an innocent victim, this cursed relic has a lust for decapitation. Called shots to the head are made at no penalty. However, if the wielder rolls a 1 on his Fighting roll, regardless of Wild Die, the axe swings back round and strikes him in the head, with the effect of a called shot. So a Wild Card character could hit both his foe and himself in the same round if his Wild Die rolled well and his Fighting die came up 1.
- 31 Seeking Crystal:** When wrapped in a fragment of hair or clothing from a specific person or creature and suspended over a map, the wielder may make a Spirit roll to try and locate the target. On a success, the crystal moves to hover over the location of the target in the real world. Detailed area maps are necessary to give an exact location, but a city map could narrow the search to a district, for instance.
The crystal can be used once per day with ease. Each subsequent the same day gives a -1 penalty to the Spirit roll.
- 32 Shrunken Head:** Made by cannibal shamans, a shrunken head contains a single non-combat skill at a d8. This cannot be changed. A character may benefit from multiple heads, but only one per skill.
The following skills are suitable for use by the head itself, and the character may use the head's skill die instead of his own: Intimidation, Knowledge, Notice, Persuasion, Taunt, and Tracking.
The following skills can be used by the head as part of a Cooperative roll, typically by giving advice: Boating, Gambling, Healing, Investigation, Knowledge, Lockpicking, Notice, Repair, Survival, and Tracking.
- 33 Knights' Standard (Blessed):** Although the Rippers have ancient ties to the Hospitallers, the Order of St. George dates back much further than the Rippers and once included Teutonic, Lazarus, and Templar knights, as well as the Knights of Christ and Knights of Santiago.
This standard is a relic from ancient battles against the supernatural and is imbued with special powers. When held by a member of the Order of St. George, the character gains the Command, Fervor, Hold the Line, and Inspire Edges.
- 34 Death Mask (Cursed):** Created during the French Revolution, this wax mask is molded from the severed head of a nobleman. When donned, the mask alters to match the face of the wearer, becoming part of his head. The wearer's Status increases to 20 and cannot be altered, no matter how good or bad his behavior, but his Reason drops by 1 as he has nightmares of the demise of the noble. Worse still, called shots to the wearer's head cause an additional +4 damage.
Once placed on the face, the mask can only be removed by decapitating the wearer.
- 35 Clockwork Man:** Possibly created by Da Vinci, or maybe one of his students, the clockwork man is useless in combat, but makes a great worker. A lodge with a clockwork man can use it in place of 2 Rippers for maintaining facilities. It costs £10 per month to maintain the clockwork man.
Treat the clockwork man as a stone Animated Statue (*Rippers*, page 120) but with no Fighting skill and the Fearless ability.
- 36 Book of the Dead:** Written in antiquity by the priests of ancient Egypt, the Book of the Dead contains one of the rarest forms of magic known—resurrection.
The ritual takes 72 days to perform, during which time the corpse's insides are removed and the body desiccated. The corpse is then soaked in fragrant oils and wrapped in bandages. That's right, the resurrection turns the corpse into a mummy! Material components cost £500.

When the ritual is complete, the corpse returns to life as a mummy. The revived hero retains all Traits, Edges, and Hindrances, but gains all the special abilities of a servitor mummy.

The Book of the Dead cannot be used to resurrect a character who has already been resurrected through its magic.

- 37 Dictionary of the Damned:** This leather-bound tome is crammed full of biographies on supernatural personalities. It doesn't cover generic creatures, such as vampires, but it does cover named vampires, such as Count Jurgen of Munich, as well as any other named personality you want to include.

Once per adventure, a character may read through the dictionary to try to discover a weakness about a named foe. He must make an Investigation roll at -4. On a success, he finds useful information about his quarry. The nature of this is up to the GM, but examples include a list of known haunts, a fondness for young women (useful as bait), a weakness in his combat style (+1 Fighting against him), and such like.

- 38 Martyr's Nail (Blessed):** These relics were cold iron nails once used to crucify martyrs. The suffering of the martyr enchanted the nail with holy power.

A martyr's nail worked into a regular cold iron weapon, usually in the hilt of a sword, can be used to cause greater damage to a demon. Demons struck by such a weapon suffer +8 damage instead of +4.

If worked into a non-cold iron weapon, even a wooden or silver one, the weapon deals damage against demons as if it were a cold iron weapon. Thus, a silver blade with a martyr's nail worked into it could affect both werewolves and demons.

- 39 Book of Gates:** This ancient papyrus scroll is written in Old Kingdom hieroglyphs and defies any magical attempts to decipher it, save for the Ring of Thoth (see page 29). This magical protection was placed on the scroll for good reason, for the Book of Gates opens portals to the past, *and only the past*.

A character with the Arcane Background Magic or Miracles Edge who spends 2d12 *months* reading the book may use the scroll to open portals in time (though not in space). The character may make an arcane skill roll to open a portal through time. He must give a specific date, including day, month, and year. This costs 1 Power Point per century, or part thereof. There is a catch, however. The magic required is extremely powerful and Power Points expended on this spell are permanently lost.

The portal remains open for just 10 rounds, and one person per round may enter. Anyone entering the portal arrives in the past naked. Their clothes and gear remain in the present. Even the Book of Gates is not immune to this limitation. The spell ensures characters do not arrive inside walls or other obstacles, nudging the hero to the nearest vacant spot.

Living characters are automatically returned to their own time 30 days after arriving in the past (again naked) and cannot return before this time.

Remember, in both the outward and homeward journey, the characters only travel in time. If they left the present in the ruins of a Roman villa and traveled back 1700 years, they would arrive still in the Roman villa, though it would likely be occupied. If in 30 days they are 100 miles away, then they will arrive back in the present 100 miles from their original departure point.

The GM is left to determine the nuances of time travel, but the heroes should always be thwarted in attempts to alter history, by killing Dracula when he was mortal, for instance.

Disclaimer: If using time travel isn't appealing, allow the Book to transport the characters in space but not time. Every 500 miles cost 1 permanent Power Point. Nakedness still applies.

- 40 Soul Stone:** These blood red gems contain extremely powerful magics from a bygone age. The soul of a person who dies while wearing a soul stone does not travel to the afterlife (even if promised to a demon), but instead enters the stone, where it remains in limbo.

If the stone is picked up by a sentient being, the soul in the stone immediately attempts to take possession of the victim, for that is what the unlucky finder has become. The soul makes a Spirit roll opposed by the victim's Spirit.

On a success, the soul gains full control of the body and destroys the victim's soul (the victim effectively dies). The soul keeps its own Smarts and Spirit, as well as any skills and non-physical Edges and Hindrances (GM's call). The soul retains its new body's Agility, Strength, Vigor and any physical Edges or Hindrances. Failure means the soul in the stone is destroyed, leaving it empty. Assume the soul in a soul stone has a d8 Spirit if found by a hero.

According to legend, powerful sorcerers have been able to live for millennia by taking control of new bodies when their old ones die.

NOTE: This item can lead to instant character death. It also requires a hero to kill an innocent to ensure his own immortality. If this is inappropriate for your campaign, ignore this item.

ADVANCED RIPPORTECH

The Rippers are continually researching new Rippertech. Some of the latest discoveries are listed below. Unless otherwise stated, these are all Advanced Rippertech.

ADVANCED CARNIVOROUS MAXILLAE (-3)

Recent advances in Rippertech have allowed for more powerful Carnivorous Maxillae to be created.

Donor: Any creature with a Bite attack.

Benefits: Recipient can use fangs in combat for Str+1 damage (AP 2) and is never considered unarmed.

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

Damage: 2d8.

Additional Benefits: The character gains the Go For the Throat Special Ability.

BASILISK EYES (-3)

The victim has his eyes replaced with those of a fearsome monster.

Donor: Any creature with the Fear Special Ability.

Benefits: As an action, the recipient may stare at one target within 12" who can also see him, and make a Spirit roll opposed by the target's Spirit. On a success, the victim is Shaken through fear.

Side Effects: Light is very painful to the recipient and he must wear dark glasses or suffer penalties. Candlelight or dim moonlight (full moon on a cloudy night) gives a -1 penalty to all Trait rolls; lantern light, moonlight on a clear night, or sunlight on a cloudy day gives -2; and bright sunlight gives -4.

Damage: 1d8.

Additional Benefits: On a raise, the victim is Shaken and may not attempt to recover for 1d6 rounds.

COLD BLOOD (-2)

The blood of the cannibalistic wendigo and yeti can be made into an elixir or used to replaced a Rippers own blood.

Donor: Wendigo and yeti only.

Benefits: A character with cold blood has an icy touch. A successful Touch Attack causes the opponent to make a Vigor roll or suffer from the chills. A failed Vigor roll means the victim must redraw Jacks or better for the next 3 rounds (excluding Jokers, which act as normal). Multiple attacks increase the duration by 3 rounds for each failed Vigor roll.

Side Effects: As soon as someone or something within 6" of the recipient is killed, he must make a Spirit roll as a free action. On a failure, the recipient must move directly to the corpse on his next action and begin devouring its flesh. He may make a Spirit roll after each turn he has spent devouring the flesh to snap out of his feeding.

The recipient of cold blood has a permanent Side Effect of cold skin. This may cause social problems if the GM wishes.

Damage: 2d10.

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

CONSTRUCT DUST (-2)

Powdered construct dust can be mixed with blood to create a thick paste, which must be rubbed onto the skin to be effective, or injected under the skin.

Donor: Any construct.

Benefits: The character's skin hardens, giving him +2 Armor.

Side Effects: The hardened skin is very stiff, and the character suffers a -1 penalty to all Agility and Agility-linked skill rolls.

Damage: 2d10.

Additional Benefits: The character suffers half damage from piercing attacks.

DEMONIC JACK'S LEGS (-2, IMPLANT ONLY)

This involves replacing the Ripper's legs with those of the demon Spring-Heeled Jack (see *Rippers*, page 107).

Donor: Demonic Spring-Heeled Jack only.

Benefits: The recipient may leap up to twice his Pace instead of walking, allowing him to spring over opponents or obstacles.

Side Effects: The character must make a Vigor roll or gain a level of Fatigue if he jumps further than his Pace. Fatigue recovers at the rate of one step per 10 minutes of rest.

Damage: 2d10.

Additional Benefits: The hero can jump down from a height equal to twice his Pace without suffering any damage.

ESSENCE OF VAMPIRE (-1, EXTRACT ONLY)

This is an advanced version of Aetheral Form rather than a true unique Rippertech device. It allows the recipient to separate his molecules, becoming like mist.

Donor: Any vampire.

Benefits: The character becomes a cloud of mist. He moves at his standard Pace and may move against the wind. He cannot pass through totally solid objects (such as a brick wall) but may flow through tiny gaps, such as a keyhole. While under the effects of the potion, the character cannot affect the world in any way, but he can be affected by arcane attacks.

Side Effects: The character must make a Vigor roll when the effects wear off or permanently lose a die type in Strength.

Damage: 2d6.

Additional Benefits: The character becomes truly aetheral and can pass through solid objects. If he becomes corporeal inside an object, he suffers 3d6 damage and is pushed to the closest vacant spot.

HECATE'S BOON (-4, IMPLANT ONLY)

By grafting pieces of a witch's brain to a Ripper's brain, the recipient gains the ability to use magic.

Donor: Any witch,

Benefits: The recipient gains the Arcane Background (Magic) Edge. Spellcasting must be learned as normal, however.

Side Effects: The character develops an unhealthy attraction to graveyards.

Damage: 3d8.

Additional Benefits: The character may ignore the Rank requirement when learning new spells.

HECATE'S SPLEEN (-2, IMPLANT ONLY)

Highly sought after by Rippers with arcane abilities, this implant increases the rate at which Power Points are regained.

Donor: Any witch.

Benefits: A character with the Arcane Background (Magic, Miracles, or Psionics) Edge gains the benefits of the Rapid Recharge Edge (or Improved Rapid Recharge if he has the Edge already).

Side Effects: The character gains a Supernatural Weakness (Magic) Hindrance.

Damage: 2d6.

Additional Benefits: The character gains the benefits of Improved Rapid Recharge. Characters with this Edge gain no additional benefit.

LIVING HAIR (-1)

The recipient must have his scalp replaced with that of a bearded lady.

Donor: Bearded lady only.

Benefits: Long strands of hair grapple all foes within a Medium Burst Template, centered on the hero. All actions by an entangled character are at -2, they cannot leave the area of effect without an opposed Strength roll, and they suffer 1d6+2 damage per round.

Side Effects: The character's hair grows at a rapid rate, forcing him to have his hair cut every day or it grows down to his feet!

Damage: 2d6.

Additional Benefits: The flailing, thrashing hair gives attackers a -1 penalty to attacks against the character.

OLFACTORY RECEPTORS (-1)

This device takes the form of a werewolf mucus potion or a surgical graft. Either method increases the recipient's sense of smell to supernatural levels.

Donor: Any devil dog, dog hybrid, or werewolf.

Benefits: The character gains the benefits of the Danger Sense Edge.

Side Effects: Strong smells within 6" (GM's call) force the recipient to make a Vigor roll or be Shaken.

Damage: 1d8.

Additional Benefits: The character gains +2 to Notice and Tracking due to his acute sense of smell.

POISON FANGS (-1)

The recipient has his canines removed and replaced with fangs.

Donor: Serpent People only.

Benefits: The character's bite is mildly poisonous. Victims of a bite attack must make an immediate Vigor roll or gain a Fatigue level. Fatigue is recovered after 24 hours. Anyone who reaches Incapacitated as a result of a bite dies in 1d4 hours.

Side Effects: The character cannot close his mouth properly, giving -2 to all rolls involving speech.

Damage: 1d8.

Additional Benefits: None.

WEREWOLF LARYNX (-2)

As an implant, the character's larynx is surgically replaced. As an extract, the potion temporarily alters the recipients vocal cords.

Donor: Werewolf only.

Benefits: The character gains the benefits of the werewolf's Howl ability. Remember, allied characters are as affected as foes.

Side Effects: Speaking clearly becomes difficult. The character suffers -2 to any roll involving speech.

Damage: 2d6.

Additional Benefits: The character's voice carries much further than normal. His command radius increases to 10" when using Leadership Edges.

WINGS OF THE DAMNED (-4, IMPLANT ONLY)

Wings are surgically grafted to the recipient's back and shoulder muscles, allowing him to fly.

Donor: Any creature with Flight or Wings.

Benefits: The recipient can fly at his standard Pace. Climb is equal to half his Pace. He retains his normal running die.

Side Effects: -4 Charisma due to having wings and the character needs special clothing if he wants to use his wings without stripping. The character may also end up hunted by the authorities for his weird appearance.

Damage: 2d6,

Additional Benefits: The character doubles his Pace when flying.

WITCH'S THUMBS (-1, IMPLANT ONLY)

A witch's special sensitivity to evil can be a great benefit to those who seek it out and hunt it down. By replacing his thumbs with those of a witch, the recipient can gain an insight as to the proximity of evil, indicated by the familiar tingling, or pricking,

sensation in the thumbs as a source of wickedness approaches.

Donor: Any witch,

Benefits: The recipient can sense whenever an evil GM-controlled character is within 100 yards. The closer the character gets, the stronger the sensation.

Side Effects: The character gains the All Thumbs Hindrance.

Damage: 1d8.

Additional Benefits: The range extends to 150 yards, and within 10 yards, the recipient can detect the individual causing the sensation.

WITCHFINDER'S EYES (-1)

A Ripper can have his eyes replaced with those of a witchfinder as an implant, or he can drink their juice as an extract..

Donor: A witchfinder.

Benefits: The character can use *detect arcana* as an action. He gains 6 Power Points specifically for this purpose and these recharge naturally. He uses Notice as his arcane skill.

Side Effects: The character becomes color blind, seeing everything in black and white.

Damage: 2d8.

Additional Benefits: None.

WITCHFINDER'S HEART (-4, IMPLANT ONLY)

The unholy fervor of a witchfinder gives it remarkable healing powers. By surgically implanting a Witchfinder's heart, a character can gain some of that power.

Donor: A witchfinder.

Benefits: The character may make a natural Healing roll every day. The device ceases to function when the recipient is dead, so the hero isn't immortal.

Side Effects: The character gains the Weakness (Magic) ability.

Damage: 2d10.

Additional Benefits: The character can make a natural Healing roll once per hour.

ZOMBIE'S HEART (-3, IMPLANT ONLY)

The still heart of an undead creature, though eerie and alien to the living, can confer some useful benefits.

Donor: Any Undead.

Benefits: The character can feign death flawlessly, for a time, as he need not breathe for up to his Vigor die type in minutes.

Side Effects: The character has pallid skin and is lifeless and cold to the touch (-1 Charisma).

Damage: 2d8.

Additional Benefits: None.

SECRETS OF THE SUPERNATURAL

In the world of *Rippers*, the supernatural is clearly a malevolent force, but where does it come from? If you were to ask the average person in the *Rippers*' world, they would probably tell you that all occult power flows from Satan, or his equivalent. Of course, *Rippers* aren't exactly average people, and scholars within the organization have offered numerous suggestions explaining the order of things, ranging from ancient dark gods to a natural force.

The truth, however, lies in the aether.

THE AETHER

In the *Rippers* world, scientists understand that light is a wave. They have also noticed that waves require a medium to travel through. However, light can move through a vacuum, so how is this possible?

Physicist Hendrik Lorentz proposed that light moves through an invisible medium known as "luminiferous aether." This substance fills the void of space, but offers no resistance to physical objects. In 1887, Albert Michelson and Edward Morely attempted to prove the existence of aether by measuring the effect of the "aetheral wind" on beams of light. In the real world, the experiment failed, and led to the rejection of the aetheral theory. In *Rippers*, however, the experiment worked, and proved that the physical world shares space with an incorporeal substance.

The existence of the luminiferous aether is common knowledge among those interested in the occult or scientists and educated types.

What most people don't know is that the aether contains much more than waves of light. It is the home of magic, demons, and the undead.

DEMONS

The most nefarious inhabitants of the aether are evil spirits, commonly known as "demons." These beings are composed of pure malevolent energy, and can only assume physical form under unusual circumstances, such as when summoned by a conjurer, or during acts of great defilement and evil. The physical form of a demon is made of coalesced energy, and takes on whatever form is "imprinted" upon it by the surrounding minds. For instance, a demon manifesting in the Middle East might take on the form of a fiery genie, while the same creature appearing in the wilds of England might appear as a shaggy goat-man.

Evil spirits are obsessed with obtaining corrupted human souls, and all of their actions must be viewed as leading toward that goal. A rampaging demon might slay passersby at random in the hope one of them has a soul evil enough to suit its purpose, whereas a conniving demon might reveal the location of a great treasure in exchange for a human soul, leading the summoner down the path of evil so the devil may eventually claim the corrupted soul for his own. Those who traffic with such creatures are usually aware of these tricks, but demons are ageless beings of infinite patience and can rarely be truly outsmarted.

Exactly what the dark spirits do with the souls they collect is a matter of lively debate among *Rippers* and theologians. Some believe they are being collected for an apocalyptic assault on the gates of Heaven. Other believe demons consume souls to sustain themselves. Whatever the truth, souls claimed by demons are never seen again.

THE UNDEAD

Sometimes when a person dies, his soul becomes trapped in the luminiferous aether. The aether, ideally suited to hold a spiritual energy, prevents his soul from passing on to the afterlife. Sometimes the soul is able to maintain a tenuous link with its physical body, becoming a walking corpse like a vampire, mummy, or zombie. Other time, the link with the physical form is severed, leaving the soul to wander the aether as a bodiless ghost. Regardless of the condition of the body, these trapped souls are collectively known as the "undead," for though they are no longer alive, they find themselves unable to die.

GHOSTS

There are many different ways for a person to become undead. The simplest is a sudden and violent death while attempting to complete an important task. For some reason, such a death tends to turn people into ghosts. Though the reasons for this are unclear, it seems likely that the soul does not realize its body has died, or possibly its anguish over its unfinished business prevents it from passing on.

ZOMBIES

Though a ghost's existence is miserable, its suffering pales in comparison to that of a zombie, possibly the most wretched of any undead creature. The word "zombie" comes from the Kimbundu word *nzambi*, which means "ghost," though in many ways zombies are the opposite of ghosts. A zombie is a body without a soul, the result of having the soul forcibly separated from the body, usually through dark spells or elixirs.

The magic recalls part of the soul into the body. This part, known in voodoo as the *gros bon ange*, reanimates the body into a semblance of life, but leaves the part of the soul containing the personality, called the *ti bon ange*, in the aether. The result is that the victim must watch helplessly from the aether as his body is consigned to serve the necromancer who animated it. Unlike vampires, zombies have no method of preventing bodily decay, and steadily rot away until they become fleshless skeletons, and eventually collapse into piles of dust.

VAMPIRES

Other methods of becoming undead are far darker. Vampires, for instance, are formed when evil folk



afraid of punishment in the afterlife strike a deal with a demon or other dark spirit. After death, the person's soul is allowed to reside in the body and avoid the fires of Hell. In addition, the demon sometimes grants the vampire incredible powers such as superhuman strength, the ability to hypnotize those who meet its gaze, or to transform itself like a skinshifter.

Of course, the deal comes with a heavy price. Because demons enjoy suffering and pain, a vampire is also burdened with terrible weaknesses designed to torture the creature and remind it of the life it can no longer have. It may be required to sleep in a coffin filled with blood or grave earth, it might be unable to stand the sunlight, have no reflection, or suffer burning when touched by holy things.

More importantly, the vampire's soul is anchored to the aether in its body, and because the body is dead, it begins to rot. The only way to stave off the decay is to rejuvenate the cadaver with life forces, which the vampire obtains by drinking the blood of the living. Usually the blood is drawn through the neck, but some vampires bite the chest and draw blood directly from the heart. Since blood does not contain life force unless it is within a living body, bottled blood or blood from corpses will not suffice. Vampires can feed on the blood of animals, but it is a poor substitute and only delays their need for human life force. Vampires who do not feed eventually become nosferatu.

When a vampire feeds, it somehow "infects" the soul of its victim with tainted aether. Anyone heavily or repeatedly drained by a vampire becomes bound to the aether in their own body, and when they die they sometimes return from the dead as vampires themselves. Vampires usually take steps to prevent this from happening, because creating new vampires not only requires the creature to compete with its progeny in the hunt, but also tends to attract the attention of Rippers.

The easiest solution, in theory, is to avoid heavy or repeated feeding on a single victim. In practice though, vampires have trouble controlling their hunger, and often overfeed. As a consequence, many vampires strangle their weakened victims to prevent them from becoming undead. This method has the added benefit of hiding marks made by the vampire.

However, when around a person with a particularly strong and pure life force, a vampire feels a strong attraction toward the person's life energies, and many vampires mistakenly interpret this feeling as love, perhaps in an effort to recapture some semblance of humanity.

In order to be with the person forever, the vampire drains the victim to death intentionally, sometimes going so far as to feed the victim some of the vampire's blood in order to "prime" the body for its transformation into undeath.

MUMMIES

Though they seem to have little in common with blood-sucking vampires, the undead mummy is a kindred spirit. In the days of ancient Egypt, evil priests learned that a person could die and yet somehow still remain in the physical world. After numerous attempts at ritual suicide created dangerous vampires, the priests developed the process of mummification, preserving the body and obviating the need to consume human blood. Of course, for the mummification process to grant the gift of undeath, the subject would need to be mummified alive, but there was no shortage of priests and pharaohs willing to undergo the process.

The dark gods were furious at being cheated out of vampiric minions, and cursed the mummies to lie helpless for thousands of years, prisoners in their own bodies. Soon thereafter, the Egyptians began mummifying the dead instead of the living, hoping to gain immortality while avoiding the wrath of the gods. It failed, but the undead mummies continued their tortured existence, slowly going mad and waiting to awaken from their accursed nightmare.

CONSTRUCTS

"Construct" is a term applied to artificial life forms, and they are considered by many to be the opposite of the undead. These life forms, including creatures such as homunculi, golems, and Frankenstein's Monster, are actually much closer to the undead than might at first be apparent. A secret of which few are aware is that constructs are actually animated by the reincarnated spirits of the dead. However, like the spirit animating a zombie, this reincarnated spirit is a *gros bon ange*, and not a true soul with memory and personality. Despite its similarity to a zombie the resulting creature is not undead in the traditional sense, since the spirit that inhabits it is no longer tied to the body it carried in life.

The "shell" of a construct can be formed from many different materials. Probably the most common is dead flesh taken from animals or human beings and sewn together into a composite object. Other common materials include wood, straw, clay, and stone. Regardless of its composition, constructs are able to see, hear, and feel pain like a living creature.

Much in the way a human baby gradually develops memory and a personality, given enough time a construct can eventually acquire a true soul. Unfortunately for anyone who might wish to nurture them, the developing soul of a construct is uniformly filled with evil and hatred. The reason for this is unknown, but some theologians suggest that only the spirits of damned souls are reincarnated into constructs.

SHAPESHIFTERS

Like many of the other creatures battling the Rippers, the origins of shapeshifters can be traced back to demons. As previously explained, demons are creatures of energy, able to assume a variety of forms, depending on the beliefs of those around them. However, some demons are also able to assume a human form, and move back and forth between this and their monstrous "true form" as they choose.

In many parts of the world, demons take the form of massive animals. Though many different animal forms can be assumed, the most common seems to be that of a wolf. When these creatures are also able to assume human form, they are known as "loup-garou," or "true werewolves." There are other types of shapeshifting demons, however, including the cannibalistic hag, the lustful succubus, and the ravenous incubus.

WEREWOLVES

Werewolves, also known as "skinshifters" or "wolfmen," are humans who gain tremendous physical prowess through means of a demonic pact with a true werewolf. The demons give the werewolf an "extra" life force taken from a predatory animal such as a wolf, or bear. As a direct result of this extra life energy, skinshifters can assume the form of beasts or bestial humanoids, gaining incredible speed, acute sense, unnatural strength, and superhuman combat skills.

These pacts usually require the human to don a fur cloak, belt, or some visible sign of the contract, and like all demonic bargains, this one comes with a terrible cost. Specifically, the werewolf becomes a ravenous animal with a hunger for human flesh.

As with vampires, the pact of the skinshifter often comes with additional strings attached. Usually, these take the form of weaknesses to hasten the werewolf's inevitable demise. Unlike a vampire, a wolfman keeps his soul and is still alive, but the monstrous actions he performs while transformed are certain to damn his soul for eternity and deliver it into the hands of the demon when he dies.

On the rare occasions when someone survives the attack of a werewolf, he becomes contaminated with some of its extra life force. Without demonic aid to regulate the life energy, the victim becomes an "infected" werewolf, unable to control his transformations.

HYBRIDS

Dr. Moreau's original animal hybrids were mere mockeries of the human form created through radical plastic surgery. However, Dr. Prometheus took the experiments further with the development of his serum,

and created true synthetic shapeshifters. By magically combing the life force of an animal and a human, Dr. Prometheus is able to create were-apes, -cats, -dogs, and other creatures that even the dark spirits never conceived of. While the transformation to hybrid seems more stable than the transformation of a werewolf, the process is still imperfect, and given a period of several months, the intruding life force eventually bleeds out," returning the creature to its original animal or human form.

MAGIC

Magic is the name given to the art of manipulating the luminiferous aether to affect changes in the physical world. In the *Rippers* world, there is no such thing as "good" magic. Although magic can be twisted to serve the needs of the good, as in the case of the Enochian magic studied by Rosicrucians, the practice of magic is inherently evil and corrupting.

BLACK MAGIC

Black magic comes in a seemingly endless variety of forms, from incantations directly to dark and ancient gods, to the summoning of demons, to the animation of the undead. All forms of black magic originate with the same evil spirits responsible for the creation of vampires, werewolves, and other sorts of monsters. In most cases, practitioners of magic make pacts with demons in exchange for power. In other cases, the magician in an unwilling dupe who believes that spellcasting is harmless, but is slowly drawn into a web of cruelty and hate.

ENOCHIAN MAGIC

Enochian magic gets its name from the Biblical Enoch. It is said that he learned to speak the language of the angels. In the 1500s, psychic and con artist Edward Kelley made contact with the angels through the use of a magical scrying crystal. Working in conjunction with Dr. John Dee, Kelley learned the language of the angels and transcribed the information in a series of notebooks. Through further experimentation, they learned to contact many different sorts of angels, and to invoke their protective powers. However, given Kelley's shady reputation, there is a good chance the creatures being contacted are not angels at all.

The Rosicrucians incorporated this information into their alchemical and qabbalistic knowledge, and it became the basis for an entire system of magic. Enochian magic is the only form of "good" magic in the world of *Rippers*. However, true practitioners of Enochian magic are rare, and many evil magicians adopt the traditions of Enochian magic to add a veneer of respectability to their own foul practices.

DARK PLACES

This chapter provides a few more details on countries Rippers may visit on their missions. Particular focus is given to Egypt, one of the most ancient countries on Earth, and certainly one most plagued by the Cabal.

EGYPT

Pharaonic Egypt began around 5500 BC and lasted until the death of Queen Cleopatra VII in 30 BC, when it became a Roman province ruled from Rome.

During that five millennia period, Egypt was ruled by Egyptians, Hyksos, Nubians, Persians, and the Greeks, resulting in the land being a melting pot of cultures and beliefs. Since the fall of Rome, Egypt has fared no better and has been under foreign rule for far more years than it has home rule.

Egypt was once a land of many gods, ruled over by Ra, the sun god. By the time Alexander the Great conquered Egypt in 332 BC, the gods were mere shadows of their former selves, their rituals having been lost or corrupted. Within a few short years Greek had replaced the Egyptian scripts, and soon the language faded into obscurity.

Things have fallen lower still since those distant days, and in the 1890s the only gods worshipped are the darker ones, who awoke from their ancient slumber the same time as Sosra.

In prehistory, Egypt was divided originally into two lands, becoming one land in Pharaonic times. Egyptologists still refer to Egypt as Upper Egypt and Lower Egypt. Upper Egypt is the southern half of the country and Lower Egypt the northern half. While this may seem strange at first, it makes sense when you realize it is based on the flow of the Nile.

GM's Note: Although the gazetteer of Egypt has been expanded, the sheer antiquity of the region, not to mention all the cool stories of magic, mean we can only provide an extra gloss. An entire *Rippers* campaign could be run in Egypt. GMs wishing to use the region are encouraged to do further research of their own.

ALEXANDRIA

Alexandria lies on the Mediterranean coast and is the first port of call for most Rippers arriving by ship. Founded by Alexander the Great, the city became the Greek administrative center for Egypt and home to the Ptolemaic pharaohs after Alexander's untimely death.

In recent years, Alexandria has been the scene of several riots and massacres. In 1882, several hundred Europeans were massacred. The English demanded an apology, and the heads of the rioters, but the Egyptians refused. On July 10, the English began a naval bombardment of the city's forts. However, the British did not land any soldiers, and a second massacre occurred.

On August 10, the British finally landed troops, an event which led to the whole of Egypt falling under the control of the British Empire.

Strange Locales

Alexander's Tomb: Although Alexander died in Babylon, his body, entombed in a gold coffin, was brought to Alexandria by Ptolemy (one of his generals and founder of the Ptolemaic pharaonic line), where it was placed on display. According to legend, Ptolemy IX melted down the gold coffin and had Alexander reinterred in a glass coffin. Locals claim that Alexander still sleeps beneath the streets of Alexandria, in a maze

A SECOND POWER

Most Rippers, including Allan Frazer believe that Sosra is (or was, if he's been destroyed), the main Cabal threat in Egypt. While it is true that the ancient mummy is a powerful force, he has only recently awoken from his long slumber. For the last 5000 years, a single figure has been at the heart of Egypt's magical power.

Known as Tchatcha-em-Ankh, ("Strengths in Life"), this powerful figure served Pharaoh Snefru (2613-2589 BC) as court magician. Although he vanished from history, he never actually died.

A student of the magic founded by Imhotep, Tchatcha-em-Ankh delved further into the mysteries than Sosra and discovered a spell for immortality without the requirement of mummification. The spell was not perfect, however, and the magician still needed to drain life force. Whereas vampires needed blood, Tchatcha-em-Ankh could do it with a touch. Although at first he needed to kill but once a decade, as the duration of his unnatural life extends, so he needs to perform more frequent feeding. Currently he needs to feed weekly.

Power corrupts, or so they say, and over the first few centuries the mage became corrupted beyond redemption.

At first, he was content to rule from the shadows as an advisor. Having seen Egyptian power decline since the time of Ramses II, he began to formulate a plot to rule Egypt as an immortal pharaoh. Unfortunately, his plans have failed, and each time he draws close to success Egypt has been invaded. His last attempt was in 1882, but he is ready to try again.

Treat Tchatcha-em-Ankh as a liche (see *Savage Worlds*). The Death Touch power is his ability to feed on human life force.

of catacombs, waiting to reawaken and reclaim his lost empire.

■ **Alexander's Legacy (49):** The heroes learn of the location of Alexander's tomb, and how it can be used to help them in the Horror War.

Great Library: The Great Library of Alexandria, said to contain the entire wisdom of the ancient world, stood in Alexandria during the Ptolemaic Era. The Library was destroyed around 400 AD, and its entire contents were said to have been destroyed in a fire. Where the library stood is now a mystery, lost to the sands of time.

■ **Forgotten Words (50):** The heroes discover the entrance to the Great Library, now buried beneath the streets of Alexandria. What secrets lie within?

AMARNA

The city of Amarna, which lies in middle Egypt, had a short, but glorious life.

Founded around 1364 BC by the heretic pharaoh Akhenaten, the city served as his capital during his short reign. From here, the pharaoh ordered that the old religion be swept aside to make room for worship of the Aten, secretly a powerful demon seeking to form a kingdom on Earth.

Although Akhenaten released many evils on the world, his reign was short-lived, and Amarna quickly fell into disuse after his death, when King Tutankhamen (a little-known name in the time of *Rippers*) moved his capital back to Thebes and reinstated the old faith.

Amarna was deliberately demolished by Horemheb, who ruled after Tutankhamen's successor, Ay, and its ruined buildings left for the desert to swallow. Within 50 years of being founded, the city ceased to exist in both the physical world and the minds of the Egyptians.

The city remained hidden for almost 3500 years, when it was mapped, in brief, by Napoleon's scholars. Since then, several expeditions have excavated the site.

In 1892, the current excavation is led by Flinders Petrie, a British archaeologist and a friend of Allan Frazer.

Strange Locales

Boundary Stelae: Akhenaten placed 14 interlocking stelae around Amarna, inscribing on them words of power.

■ **Fourteen Parts (50):** The heroes learn that the pillars of Akhenaten are imbued with supernatural energy.

CAIRO

The modern capital of Egypt did not exist in Pharaonic times and came into being during the Persian era, when the Persian invaders built a fort on the site around 530 BC. During the reign of the pharaohs, the capital was at Memphis, located some 15 miles south of Cairo.

Cairo is a blend of old and new. The newer districts were designed by Westerners, and have wide avenues and parks, bordered with grand buildings. Here can be found government offices, hotels, and the houses of the rich and powerful.

The older areas are made up of mazes of small alleys and mud brick houses. In these myriad alleys live regular Egyptians, as well as groups of cultists. Talk persists among Frazer's Fighters that several sorcerers who still practice ancient Egyptian magic live there as well, but they remain reclusive.

Although the opening of the Suez Canal earlier in the century has helped Egypt's economy, Cairo is only just beginning to boom.

The *Rippers* adventure **The Black Ankh** (available from our online store) is set, in part, in Cairo.

Strange Locales

Cairo Museum: The first museum was founded in 1835 as a way of preserving artifacts that would otherwise be plundered. In 1892, the museum stands in an annex of Giza palace.

The museum contains many thousands of artifacts, ranging from colossal statues to pieces of pottery, and royal mummies (possibly some minions of Sosra) to scraps of linen. Remember, in 1892 Tutankhamen is barely known, and his fabulous wealth remains hidden.

While Sosra's minions have managed to remove many magical items from the museum, they have not been able to identify every object. As such, a Ripper with extensive knowledge of ancient Egypt could find the museum a treasure trove. Many of the supposedly magical papyri may actually contain spells.

Great Pyramid: The pyramid of Khufu (also known as Cheops) was the world's tallest build for over four millennia until being surpassed in the 13th century by the cathedrals of Western Europe.

Although Egyptologists insist it was a tomb, no inscriptions, paintings, or trace of funerary goods commonly associated with burials have been found.

■ **Pyramid Plateau (51):** Strange things happen in the Great Pyramid on certain days of the year.

GIZA

Giza, a high plateau, lies to the west of Cairo and it is here the great pyramids and Sphinx stand. The

whole area is often known as the Giza Necropolis, and behind the pyramids are many noble tombs, cut into the bedrock.

Egyptology is very much in its infancy, and many of the tombs in Giza remain buried by sand, as do the smaller temples. Most tombs were robbed within a decade or two of being sealed, and often by the people who built them in the first place, so the ruins that are discovered are empty except for a few shards of pottery or ripped linen torn from a mummy. However, who is to say what mysterious objects await discovery beneath the shifting sands?

Sosra and his mummies slept through much of Egypt's 2500 year history and have no idea of the exact layout of Giza or what treasures it contains. However, they have many human agents, some of whom work as diggers for Egyptologists (and Rippers). When something of interest is found, the mummies are usually informed within a few hours.

Strange Locales

The Sphinx: The Sphinx (a Greek word meaning "strangler") has stood at Giza for over 4000 years. In the time of *Rippers*, much of the Sphinx still remains buried under sand, with only its head and chest exposed. No image of its full form exists, and it attracts little curiosity from Egyptologists or Egyptians. Although speculation says the nose of the Sphinx was blown off by one of Napoleon's cannoners, it has actually been missing for centuries.



Although the rumor of tunnels under the Sphinx is relatively new (no-one knew what the thing looked like in 1892), it makes a great adventure seed for the GM. Perhaps an ancient piece of papyrus gives clues to the existence of the tunnels.

KARNAK

The ancient city of Thebes, now called Luxor, is home to two temples. The temple of Luxor itself, a large colonnaded temple, lies just a mile or so away from the second, Karnak. Although Luxor Temple is the better known of the local temples, the temple at Karnak is destined to play a vital role in the Horror Wars.

Karnak is a vast temple complex located in Upper Egypt (that's the southern half) surrounded by the ancient city of Thebes, the religious center of Egypt during the Pharaonic period. The site comprises three main walled precincts, each dedicated to a specific deity (these being Amon-Ra, Mut, and Montu), with smaller temples being contained within the mud-brick walls.

Within the southern precinct, dedicated to the mother goddess Mut, Amenhotep II (1390-1352 BC) erected over 700 statues of the goddess Sekhmet.

Sekhmet is a female deity with the head of a lion whose name means "powerful." Although seen as a protector of Egypt, her favor came at a price, for she was a bloodthirsty war deity and a bringer of devastation. Every day of the year, her cult performed lengthy rituals to appease her and keep her wrath focused.

Since the fall of Egypt as a superpower, Sekhmet, like the other Egyptian gods, has slumbered. With the awakening of Sosra, however, the ancient gods have stirred and Sekhmet has opened one eye to Egypt. Unappeased for several millennia, and with her land in the hands of foreigners, Sekhmet's wrath is building. When she finally awakens, the devastation she unleashes will shake the globe.

■ ■ **The Lion Awakes (52):** Cultists are trying to awaken Sekhmet, hoping to destroy the English invaders and restore Egypt to her former glory.

MEDINET EL-FAYUM

Located near the Fayum Oasis, a swampy area plagued by crocodiles and mosquitoes lying some 60 miles southeast of Cairo, the town of Medinet el-Fayum was dedicated to the crocodile-headed god Sobek.

The cult of Sobek, which naturally had crocodiles as their sacred animal, was powerful and influential enough that the Greeks later called the town Crocodilopolis.

The town first grew in power during the late 12th and 13th Dynasties (1799-1650 BC), when several little known pharaohs took the name Sobekhotep ("Sobek is content").

Most Egyptologists consider the rise of Sobek as a passing phase, brought about by the first pharaoh to use his name, a female ruler called Sobekneferu ("Most beloved of Sobek") being born in the region where the cult held power. Her raising of Sobek to an important god was a natural act, also carried out by other pharaohs born in cult centers.

In truth, however, Sobek, like many of the darker gods of Egypt, was seeking more than just a small cult center. Although his cult failed to achieve any real dominance, they still exist today and have not forgotten their god's desire to rule Egypt.

■ ■ **Crocodile Rock (52):** A group of Sobek cultists are stealing Sobek related artifacts from museums across the world.

FRANCE

France, and especially Paris, is considered the cultural capital of the world. The ancient city is home to many stunning works of art, but it also has a bloody past.

PARIS

As well as being a cultural center, Paris in the 1890s is also a hotbed of occult activity and research. Much of it is relatively harmless hokum, but a few organizations are a front for the Cabal.

Strange Locales

The Louvre: Originally a fortress, Francois I first turned the building into a private museum when he installed a dozen paintings. Successive monarchs added to the collection, and by 1715, when Louis XIV (the Sun King) died of gangrene, it boasted over 2500 works of art.

The Louvre was a private collection for the monarchy, and only became available to the public after the Revolution. Napoleon Bonaparte added a vast number of works to the collection, but a large portion of these were returned to their rightful owners after his defeat at Waterloo.

The Louvre fell under ownership of the State in 1848, and has remained that way ever since. Among its famous works are the Venus de Milo (installed 1820) and the Mona Lisa (circa 1799).

■ ■ **Vive Le Revolution (54):** A possessed guillotine is continuing the work it began during the French Revolution.

NORWAY

A thousand years ago, Norway was home to the Vikings, a barbarian culture that raided much of western Europe in search of plunder and land. The gods of the Vikings were once powerful, but they have been dormant for centuries.

Between 1537 and 1814, Norway was a Danish province. At the end of the Napoleonic Wars, Norway was ceded to Sweden, and currently remains under Swedish control. The Norwegians, angry at the deal, demanded self-governance, and were granted a democratic constitution by the Swedish king, though he retained control over their foreign policy. Norway will not become fully independent of Sweden for another 13 years.

Strange Locales

Jotunheim Mountains: Separating Norway and Sweden, the Jotunheim Mountains were once believed to be home to giants. Local legends claim that a powerful Viking chief was buried here with a stash of treasure, including a magic sword.

■ **Cold Fury (55):** The Rippers are asked to investigate the disappearance of another team in the mountains.

Oslo: A cult has sprung up in Oslo behind the facade of an independence group. The leaders seek not only a free Norway, but a Norway ruled by the ancient gods. They have begun raiding museums to acquire collections of artifacts.

■ **Gone Viking (54):** Reports of ghostly Vikings draw the heroes to Norway.

ROMANIA

During the *Rippers* Plot Point, Romania is the stronghold of Count Dracula and one of the major centers of Cabal activity. Things don't improve much after his death, but the sudden power vacuum among the Cabal allows the Rippers chance to gain a small foothold. The lodge opens six months after Dracula's death.

■ **Howling Mad (55):** While visiting Romania, the Rippers are attacked by what appears to be a wolfman.

■ **Carpathian Castle (56):** Traveling through Romania in the company of an elderly Frenchman, the heroes' carriage throws a wheel, forcing them to seek sanctuary in a derelict castle.

Strange Locales

Transylvania Lodge (In:5: Me:3: Re:4: Fa:4): The Transylvanian Lodge is actually a busy roadside inn located halfway between Bistrisa and Cluj and makes an ideal resting point for travellers. The inn, the Red Wolf, is owned by Janos and Voica Ionescu, both of whom have lost family and friends to the horrors that stalk the night. They are not Rippers, but know a little of the organization's activities.

The lodge itself is actually located in a secret cellar, entrance to which is gained through a concealed trapdoor in Janos' office (locked from the cellar) or via a secret tunnel, which leads in from a hollow tree in the nearby woods.

Although the lodge is small and financially stretched, the Ionescus ensure the Rippers have clean rooms and food, as well as security. The lodge is run by Xavier Jahrling, a member of the Order of St. George. He maintains a good relationship with the Harkers.

UNITED KINGDOM

Britain isn't a large country, but 2000 years of recorded history (and several thousand more years of pre-history) have left their mark. Burial mounds, stone circles, Roman ruins, hill forts, and castles dot the landscape. Most of these are just mundane ruins, but some areas have been associated with supernatural events for countless centuries.

Britain also has its fair share of supernatural creatures, including black dogs (possibly devil dogs), ghosts, and witches. Britain escaped the worst of the witch hunts in the 16th and 17th centuries, and the Cabal still has many members operating in the country.

Despite her size, Britain rules a vast Empire and is still expanding, though at a considerably slower rate than in previous decades. A side effect of British colonialism is the spreading of the English language across the world, although at this time fluency is generally limited to bureaucrats or colonial troops. Still, Rippers serving outside of England can usually find someone who speaks the language.

Strange Locales

Stonehenge: The megalithic monument of Stonehenge is built on a convergence of ley lines. A character with an Arcane Background (except Weird Science) standing in the center of the circle at dawn on the solstices or equinoxes receives an extra 20 Power Points. These extra points are always used first when casting and do not recharge.

■ **Misguided Faith (61):** A group of druids plans to perform a ceremony at dawn on Midsummer morning. Unfortunately, the magic they using is all too real.



LONDON

London, fog-shrouded capital of Britain and the largest city of Earth. London, like Britain, is a city divided by class, with the rich and powerful living on wide avenues in grand houses, and the poor families sharing a single room in a rat-infested hovel in the slums.

A GM could use just the city of London for an entire campaign. There isn't space to include more than a cursory glance at a few areas of the city, but there's plenty of resources available elsewhere a GM can use to expand this work.

Strange Locales

Bedlam

In South London, near Battersea and Wandsworth stands Bedlam, the popular name for Bethlem Royal Hospital, moved to this site in 1815. The hospital is notorious as a home for the mad and criminally insane, and Bedlam has become a byword for chaos and mayhem.

That said, the hospital has some very talented physicians, and a doctor with the Alienist Edge can always be found to treat a Ripper suffering from diminished Reason.

Fleet Street: Located in the City of London, Fleet Street was the medieval heart. The Knights Templars erected a complex known as the Temple here, much of which still stands, albeit with modern additions and alterations. Most of the Temple (as it is still known), which extends south to the River Thames, is used by

the law courts now, and Fleet Street is surrounded by law courts and legal offices. Nearby stands the infamous Newgate Prison (where the British perform executions).

Fleet Street is perhaps best known to the British public as the printing center of the country, if not the entire world. Most of the major newspapers have presses there, and printing has taken place here for centuries.

The River Fleet, a small tributary of the River Thames, flows under Fleet Street and is one of London's largest subterranean waterways. Parts of the river are diverted to flush out the sewers, and sewer workers have reported sightings of a giant rat (as large as a man) in the pipes.

■ **Writer's Block (57):** A popular magazine begins serializing a story with similarities to the Horror War.

Limehouse (London): One of the poorest districts of London and situated by the docks, Limehouse is home to a large Chinese community. Life is cheap here, and prostitution and opium dens can be found on every street. While it isn't a no-go area for whites, those who visit the district are usually doing so to partake in some criminal activity.

■ **Hop to It (57):** The heroes investigate a crime scene and discover unusual footprints.

London Docks: Britain has a powerful Empire, and the docks of London are some of the busiest in the world. All manner of goods from around the world, legal or illegal can be found here. They're also home to countless thieves, murderers, and prostitutes, perfect hunting and recruiting grounds for the Cabal.

■ **Tumu-I-Te-Are-Toka (57):** A wereshark is haunting the docks of London.

Madam Tussauds: In 1884, Joseph Randall, grandson of Marie Tussaud, opens the famous waxwork exhibition in Marylebone Road. Many famous, and infamous people, have wax doubles created to display to the public. Among the exhibits are some of Marie Tussaud's original creations, moulded from the heads of victims of the French Revolution.

Mayfair: An affluent part of London, Mayfair is home to many gentleman's clubs. Women, regardless of social status, are not allowed membership in such clubs. Characters who want to join a club should consult the Gentleman's Club Edge on page 9. Clubs can also be used by the GM to run Recruitment adventures.

Clubs include the Army and Navy Club (for military personnel), the Travellers Club (for people who have been more than 500 miles from London), the Athenaeum (for writers and scientists), the Diogenes Club (speaking is forbidden inside), the Chimera Club (which has a special Green Room for entertaining guests), and the Conservative Club (for members of the Conservative political party). The Savage Club (founded in 1857) has a membership of Savages—all hell-raisers and bons vivants, while The Umbral Rooms has a very exclusive clientele, its existence being unknown to many gentleman.

■ **The Wager (58):** The Umbral Rooms are part of an insidious Cabal plot to create minions from those willing to hand over their souls—the lost.

Pudding Lane: Situated in the City of London, Pudding Lane is famous as the location where the Great Fire of London (1666) began. Although the fire devastated much of London, it did put an end to the Plague of 1665.

■ **Home Fires Burning (61):** The Cabal seeks to rekindle the Great Fire.

Tower of London: The original tower, called the White Tower since 1240, was built by William the Conqueror in 1098. It has served as a royal palace, a prison (often for royalty or traitors), and a place of execution. The Crown Jewels are displayed here, guarded, as is the entire complex, by the Yeomen

Warders (also known as "Beefeaters").

The Tower grounds are also home to many ravens, and it is said that when the last raven leaves, the British Empire will collapse.

Whitechapel: Another poor area of London, Whitechapel is best known as the killing ground of Jack the Ripper. The narrow streets and small squares form a veritable maze, and like much of London the area is prone to heavy fog.

■ **Jack's Back (62):** Somebody is killing prostitutes in Whitechapel. Can Jack the Ripper really be back?

UNITED STATES OF AMERICA

America is currently the greatest melting pot of cultures in the known world. Immigrants from many nations have settled here, sometimes in mixed communities, and sometimes in smaller enclaves within cities.

Strange Locales

Sleepy Hollow: Situated in upstate New York, the small town of Sleepy Hollow once suffered at the hands of the Headless Horseman. The Horseman was apparently destroyed, but a century on the Horseman is back.

■ **Headless (XXX):** The heroes learn about the Headless Horseman.



TALES OF HORROR

Presented below are new Savage Tales. None of them directly affect the original *Rippers* Plot Point.

Although some of the tales are set in a specific locale, with a little work most of the Savage Tales can be moved to suit the geographic area of your campaign.

Also provided are a number of sample maps of typical *Rippers* locations, that should prove useful in some of these adventures, and many more of your own devising.

DRAC'S BACK?

Count Dracula is a doomed man, not just because he's a vampire, but because he dies at the end of the Plot Point. In the movies, however, Dracula has a nasty habit of returning from the grave (so to speak), and there's no reason why you can't bring him back in *Rippers*.

Typical methods include a henchman soaking his ashes in blood, removing a stake from his heart, or performing ancient rituals. Other methods could include having his dark spirit possess a new body (maybe Dracula had a ring which stored his soul which some innocent is now wearing), placing his ashes inside a stone circle or burial mound for a defined period of time, creating a golem with his ashes, or even just having the Dracula killed in the Plot Point be a doppelganger.

Dracula was a key figure in the Cabal, and his loss hurt the organization. Although the factions quickly began adopting their own goals on his demise, his return would give them some renewed focus. Dracula's rebuilding of Cabal unity could be a underlying thread in a new Plot Point of your own devising.

DEATH DREAM

Run this Savage Tale after the Rippers suffer a major defeat—and several deaths—at the hands of the Cabal.

As the last Ripper falls in battle, he awakens in his bed bathed in a cold sweat. The preceding events were all a dream—or were they? The GM can now run the adventure again. However, the ripper can use his prophetic dream to give him and his colleagues an advantage over their foes.

The source of this prophetic dream is unknown and probably shouldn't be used more than once to bail the rippers out.

HYDE AND SEA

Run this Savage Tale when the Rippers are on a long ocean voyage.

Unbeknown to them, the Cabal is using their ship for a recruitment drive. The food, delivered to the ship just before it departs, has been marinated in Dr. Jekyll's Hyde serum.

The diluted serum only begins having an effect on the passengers after the half way point of the voyage and only affects Extras due to its diluted status, so the Rippers are safe—but, they don't need to know.

The first hyde to manifest goes on a rampage and—as “luck” would have it—kills the captain before the Rippers can interfere. Terrified passengers take to their cabins, eating meals delivered to them by the nervous crew. As the voyage progresses the transformations become more frequent and violent. Paranoia and fear run rampant throughout the ship.

The ship's chef, and his assistants, are completely blameless, having no idea the ship's provisions have been tampered with.

If the source of the infection is discovered (possibly with a *detect arcana* spell), the Rippers' companions must be convinced not to eat for the rest of the voyage. The easiest way of doing this is throwing the provisions overboard. However, this causes its own problems as the ship's crew and passengers may now face the dangers of starvation (see *Savage Worlds*, Hunger). Thankfully, the voyage will be over (one way or another) before cannibalism becomes an option.

The Rippers' ship is being shadowed by a Cabal vessel, crewed by the Night Guard and led by an evil priest. If the ship starts behaving erratically (such as veering off course), the cultists close, board, and overwhelm the new "volunteers." The Rippers' ship is left to drift the high seas—a modern day *Marie Celeste*.

🦋 **Evil Priest:** See *Rippers*, page 124.

🦋 **Hydes (lots):** See *Rippers*, page 126.

🦋 **Night Guard (20):** See *Rippers*, page 128.

BITE SIZE TERRORS

This adventure can be run anywhere there's a small village in a remote location.

The heroes enter a remote village. Although the village seems a bustling place, they quickly notice there are no children between the ages of 6 and 12. The locals refuse to talk about the subject, but a character making a Intimidation or Persuasion roll at -2 learns that a "plague" killed them.

That night, have the heroes make Notice rolls while they sleep. Those who succeed hear children playing outside in the village square. Peering out the window, they see a group of 8 children, all aged between 6 and 12, throwing an object to each other.

If the hero makes his presence felt, such as by calling down, they beckon him to join them. Any hero venturing outside is attacked by the pint-sized terrors, who are in fact vampires! The object they were throwing is a dead cat, recently drained of blood.

The first child vampire was created by a vampire passing through the district. Since then, the children have multiplied by draining their former friends of blood.

The villagers are naturally distraught at the death of their children, but are grateful their nightmare has ended. They reward the team with £10.

🦋 **Child Vampires (2 per hero):** As Vampire (*Rippers*, page 133), but with Strength and Vigor d8, Size -1, Toughness 7, Fighting d6, and Stealth d8.

THE HUNTSMEN

This adventure works best in England, where hunting foxes and deer with dogs is common, but can be moved to almost anywhere in Europe.

The heroes hear talk of a pack of "black dogs," which have been terrorizing Dartmoor in South West England. Several people have been torn to pieces, but the tracks seem to vanish into thin air, leaving the local police without a trail to follow.

The dogs are in fact devil dogs, summoned by a corrupt landowner by the name of Squire Jeremy Harcourt. Harcourt is a minor Cabal lackey, and has taken to hunting humans for sport.

When the heroes begin sniffing around the local villages (the only real course of action open to them), Harcourt soon gets word from his minions and invites the heroes to an evening meal at his manor. There, he tries to get as much information out of them about their visit to the area as he can without arousing suspicion. When the heroes leave the manor, he summons his huntsmen and dogs and begins the chase.

Since they were invited to dinner, the heroes may not be heavily armed. Feel free to adjust the number of villains based on the characters' skills and Edges.

The heroes will undoubtedly be inclined to kill Harcourt, and deservedly so, but this carries its own dangers. His servants, who aren't Cabal members, will be able to identify the dinner guests to the police, who will be interested in talking to them about their trip to the moors. If the heroes have any wounds, they could find themselves in deep water.

🦋 **Huntmaster:** As Wild Card Nightguard Officer (see *Rippers*, page 128).

🦋 **Huntsmen (1 per hero):** As Cossacks but without rifles (see *Rippers*, page 122).

🦋 **Devil Dogs (1 per hero):** See *Rippers*, page 123.

A TRAITOR AMONG US

Run this Savage Tale after the Rippers have foiled several Cabal operations.

The Rippers Lodge has become a serious thorn in the Cabal's side, and an insidious plan to deal with them is hatched.

A Cabal sorcerer hides himself away in a nearby building and casts a spell that allows his consciousness to permanently leave his body. The aethereal sorcerer possesses the London fogs and listens to everything around him.

He concentrates on the Rippers' Lodge, listening in at windows as the Rippers plan their missions.

Anything interesting is reported to 3 henchmen who see to his body's needs and pass on his findings.

The missions the Rippers undertake become significantly harder. The Cabal is always expecting them and anticipates many of their actions.

When resolving strategic missions, an extra card is drawn for every red card that is turned up. If the new card is black, it replaces the red, otherwise it is ignored. If you are using the optional Take Back the Night rules (see page 24), the GM gets an extra card, and the Rippers do not gain any advantages from the Strategist and Strategic Genius Edges.

Before long, speculation of a Cabal spy within the Lodge is rife. Suspicion naturally falls on anyone who joined the Lodge recently, but pretty soon everyone is suspected. Tempers are short and fist fights are common. Even the most innocuous remark is treated like an admission of guilt. The Lodge soon threatens to tear itself apart.

If a *detect arcana* spell is cast outside the Lodge in the fog, an amorphous sorcerous energy is seen, enveloping the entire building. A single energy tendril leads off into the fog.

Following the tendril leads the Rippers to a nearby rundown tenement building. Within they find the comatose body of the sorcerer tied to a chair and three henchmen desperately burning papers.

If the sorcerer's body is attacked or moved then his consciousness manifests as an apparition of fog and attacks the Rippers. If the body is killed, the sorcerer is destroyed. Whatever happens he cannot be revived and questioned. The run of bad luck the Lodge has been suffering finally ends.

☛ **Aethereal Sorcerer (1):** Use ghost stats (see *Rippers* page 124).

☛ **Henchmen (3):** See *Rippers* page 125.

A ROUGH RIDE

This Savage Tale can be used as a cameo to help break up a long coach journey or as the start of an adventure, which leaves the heroes stranded in the wilderness. With modifications, it could easily be run on a train journey.

The heroes are the only passengers on the coach. The only other person is the driver, and he won't be around long enough to be of any help.

Night is just falling (treat it as Dim Lighting) and the coachman is a few miles from a coaching inn, where he plans to stop for the night. Suddenly, the coach shakes and the heroes hear several thumps on the roof and a panicked neighing from the horses. A character who *immediately* looked out the window sees the mangled body of the coachman tumbling in the dirt!

AMBUSHED

A group of wolfmen (you can substitute this for another creature of your choice) have ambushed the coach. Two have leapt onto the roof, and the other two are about to make their presence felt.

Deal initiative cards as normal, splitting the wolfmen into two groups. The first group are already on the roof, the second group of two rush out of the nearby undergrowth and leap onto the side of the coach on their first action, one each side. They then try to rip open the doors (a Strength roll) and attack the passengers.

Coaches aren't designed to fight in, so any character trying to fend off a wolfman suffers a -2 penalty to Fighting. Use the rules for firing guns in melee as long as the heroes are all in the coach. The coach also counts as an Unstable Platform.

A hero wishing to get onto the roof must make a Climbing roll or an Agility roll at -2 to swing up.

OUT OF CONTROL

Once on the roof, a hero can see one of the wolfmen has smashed the yoke holding the horses to the coach. Before the hero can act, the horses break free and flee into the countryside. Normally the coach would come to a halt by itself, but unfortunately it is heading down a steep hill, at the bottom of which is a sharp turn to avoid plummeting over a cliff!

The coach is 48" from the cliff and is moving at 6" per turn. It accelerates by 2" per round, to a maximum speed of 10". Stopping the coach requires using the handbrake. Up to two heroes may cooperate on applying the brake by making a Strength roll as an action. Each success and raise reduces the speed by 2". Once reduced to zero, the coach comes to a complete halt and the brake locks.

Heroes leaping from the coach take damage as per the standard rules. Any hero on the coach when it reaches the turn goes over the edge and takes 2d6+40 damage. Any equipment left on the coach is smashed beyond use.

Whether the coach is saved or not, the horses have long gone. Fortunately, the walk to the inn takes only a few hours.

☛ **Wolfmen (4):** see *Rippers*, page 137.

ALEXANDER'S LEGACY

While in Egypt, the heroes come across an ancient scroll, written in Greek. The scroll might be found in an antique store, as part of a Research mission, or in a dusty tomb. When translated, it provides the location of Alexander's corpse, but also reveals a secret—a

formula for an oil which causes the corpse to impart military knowledge.

Shortly after finding the scroll, the heroes are attacked by servants of Sosra. They have been tracing the hiding place of the scroll, and tracked it down to the heroes.

🐉 **Egyptian Sorcerer:** Treat as an Evil Priest (see *Rippers*, page 124).

🐉 **Cultists (2 per hero):** See *Rippers*, page 124.

ALEXANDER'S TOMB

Alexander's tomb is located deep beneath the streets of Alexandria but can be reached, as indicated in the scroll, through a secret tunnel. The tunnels are now used as sewers, however, and the stench is unbearable. The characters must make a Vigor roll or suffer Fatigue until they leave the tunnels.

Eventually, the heroes locate the secret door and follow a new tunnel (still in the sewers), which emerges into a circular chamber some 50 yards across. A walkway provides access around the outer edge. In the center of the chamber is a raised dais, measuring 4 yards to a side. The area between the walkway and dais is filled with dark, oily water.

Atop the platform is a gold throne, on which sits Alexander's corpse. The corpse is remarkably well-preserved and aside from the pallor of the skin, it looks as if the ancient hero is merely sleeping.

The water is ten feet deep. Any one disturbing the water awakens Alexander's guardian, a particularly vicious Old One bound here by Alexander's Egyptian priests. Once awakened, the Old One fights to the death, following fleeing heroes along the tunnels.

🐉 **Old One:** Treat this creature as a Wild Card (see *Rippers*, page 129).

Alexander's Corpse: Alexander's corpse is a valuable discovery, and earns the party £2000 if they reveal its location to the scientific world.

It can, however, be used to provide the heroes with aid in the Horror War. If anointed in fragrant oils (cost £10), the corpse provides military advice. In game terms, it has the Strategic Genius Edge. It must be anointed each time the Edge is used.

How the heroes extract the body and get it to their Lodge is left to their clever planning.

FORGOTTEN WORDS

Run this Savage Tale after a Research adventure.

During their research, the heroes come across several references to the fabled Library of Alexander. In one book, a note, written in modern Greek, reveals that the entrance to the Library's vaults can be reached by moving a statue of a sphinx located in a park.

When the heroes arrive in Alexandria, they find the park has dozens of sphinxes dotted around. A successful Notice roll made while searching the sphinxes reveals scratch marks on the concrete base of one statue.

Moving the sphinx requires a Strength roll at -6. Four characters can cooperate on the task. Should the heroes move the sphinx during the day, they are spotted and reported to the police. A squad equal in number to the characters arrives a few minutes later and questions them. If the characters handle the confrontation badly, they are arrested as antique thieves. This carries a penalty of 10 years in an Egyptian jail.

Once the statue is moved, the heroes find a set of worn stairs leading into the darkness below. The stairs lead into a warren of tunnels. A successful Notice roll reveals a recently scratched arrow pointing south. Similar arrows can be found at intersections.

After two hours, the heroes emerge in a subterranean chamber filled with hundreds of scrolls. Three skeletons lie in the center of the room. A successful Healing roll at -2 reveals they are no more than a few years old. A number of large statues stand in niches in the walls of the room.

If any scrolls are touched, some of the statues animate. These are ancient guardians, placed here to protect the scrolls.

🐉 **Minions of Set (1 per 2 heroes):** see *Rippers*, page 127.

Library Scrolls: Many are badly decayed and crumble if touched, but a good portion can be transported. The scrolls add +2 to any Library Facility Modifier, but can only be used if a researcher speaks Greek or Latin. Otherwise, they provide no bonus.

The scrolls are very valuable. The entire collection is worth £1000. Alternately, half the collection can be sold for £500 and the remainder used to give a +1 Library Facility bonus.

FOURTEEN PARTS

Run this adventure any time the heroes are in Egypt.

The heroes are contacted by Allan Frazer, who invites them to a meeting at the Cairo Lodge. Once there, Frazer explains about the history of Amarna, and informs the heroes he has just discovered the pillars of Akhenaten are all magical and could be of use to the Rippers. He suspects that Sosra is also aware of the pillars, and may be taking steps to uncover them for himself.

If the characters agree to help, Frazer gives them the location of Amarna and whatever excavation gear they need. He also has forged papers, which declare

the heroes to be part of an archaeological team, which should save them trouble with the authorities.

Finding a pillar isn't easy. Each week spent at Amarna, the heroes must make a Notice roll at -6. Each success and raise nets them one pillar.

As soon as the first pillar is found, Sosra's agents arrive on the scene. That night, they attack. Their goal is to capture a pillar, not to kill the team.

🐉 **Royal Mummy:** See *Rippers*, page 131.

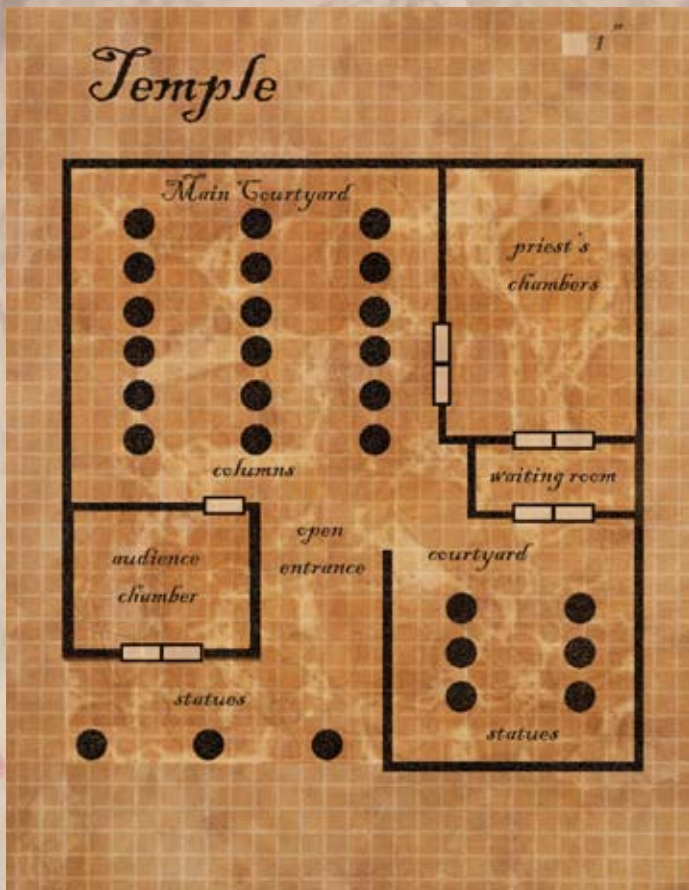
🐉 **Cultists (2 per hero):** See *Rippers*, page 124.

Pillar: Each pillar is inscribed with a spell of the GM's choice. A character with the Magic or Miracles Arcane Background who speaks Ancient Egyptian and studies a pillar for 2d6 months may make a Smarts roll at the end. On a success, he learns the spell and may cast it no matter his rank. After the spell is learned, the pillar crumbles to dust.

PYRAMID PLATEAU

This Savage Tale can be run during any stay in Cairo or its environs.

The only object found inside the Great Pyramid is Khufu's sarcophagus. Although it must have been built into the pyramid during construction (it is too large to fit through the entrance to the chamber), an



adult can only fit inside by bending his legs, a very un-Egyptian funerary practice.

LONG DREAMS

The helical rising of Sirius, the "dog star," marked the start of the Egyptian calendar, and was a very important date.

Any person sleeping in Khufu's burial chamber (not his sarcophagus) on the 20th July, the night Sirius begins her ascent to first appear above the horizon just before dawn the next morning, finds himself in a strange world.

Sleepers are transported back in time to the days of ancient Egypt, but only their spirit makes the journey. Exactly which period of ancient Egypt you choose is up to you as GM. Make up an adventure and create a group of pre-generated characters. The heroes could be Roman soldiers in the new province, workers building the pyramid, or priests who entombed Sosra, as examples. The heroes' spirits occupy the bodies of these ancient folk. The characters retain their own memories, but have new skills, Edges, and Hindrances to cope with. Don't forget to include new languages to fit the era.

The adventure can be as long or as short as you want, but here's the thing—the characters are only dreaming.

Any damage taken during the dream is treated as normal, but when a character dies, his spirit returns to the present. His Egyptian body will die, which may cause his colleagues some consternation. At the end of the adventure, all the characters wake up still in the pyramid and are unharmed. No matter how much time passes in the dream, only a single night has passed in 1892.

The characters retain full memory if the adventure, when they wake, which may or may not be of use to them in the present.

DIVINE INSPIRATION

On the 29th September, Sirius completes its cycle and stops being a morning star. On this night, anyone sleeping in the sarcophagus is visited by the gods in their dreams.

The sleeper may ask one question of the gods, which they will answer truthfully. Gods being what they are, they are also easily offended. Any character asking where an undiscovered burial chamber full of treasure can be found is punished (roll on the Fright Table for what happens).

Unfortunately for the heroes, however, the gods have no knowledge of the world after 30 BC, when the last pharaoh (Cleopatra) died.

THE LION WAKES

This adventure works best if the heroes have a lodge in Egypt, but can be tweaked to suit a visiting team.

BACKGROUND

Sekhmet is waking from her millennia of sleep, and she isn't happy. Egypt has been invaded by non-believers, and the proper appeasements have not been made in over 2000 years. To say she's cranky is the understatement of the millennium!

Unfortunately, Sosra, or one of the other royal mummies, has begun to appease the goddess, and in return she is granting them extra powers.

ESCALATION OF HOSTILITIES

When the team launches its next mission to take back the night, make a point of dealing yourself one card. This can be used, if you wish, to replace any of the team's cards *after* they have used any Strategist or Strategic Genius Edges. On the next mission you can change 2 cards, and on subsequent missions 3 cards. This gives you the chance to negate any Triumph results, and possibly cause a Catastrophe.

If you're using the rules in this book, deal the Cabal one extra card. Don't tell the players why, but make sure they spot the extra card being dealt. On the next mission, deal 2 extra cards, and then three on each subsequent mission.

When the heroes decide to investigate the reason for the Cabal's sudden increase in power, let them make Investigation rolls at -4. Each player can make one roll per month, but this consumes the hero's time for that period. With success, they learn the Cabal's new strength seems to be centered on Karnak.

KARNAK TEMPLE

If the heroes investigate Karnak by day, a Notice roll at -2 (it's a big site) reveals fresh blood on several of the statues of Sekhmet. The locals (who know what horrors haunt the Egyptian night) are too scared to be of any real use, and claim they heard strange noises on nights of the full moon.

A successful Common Knowledge roll (with bonuses for characters with an interest in Egyptology) reveals that Sekhmet was the traditional guardian of ancient Egypt and protected the land from intruders, but only if she was honored with blood sacrifices.

The next full moon is the night after the Rippers arrive at Karnak, which gives them time to search the temple and talk to the locals.

On the night of the full moon, a royal mummy and a group of cultists enter the temple and make their way to the statues of Sekhmet. If defeated, Sekhmet drifts back to sleep and the Cabal lose their extra cards. Should the Rippers wish to engage in blood sacrifices to a dark goddess, they can continue the practice and earn bonus cards for their own missions.

• **Royal Mummy:** See *Rippers*, page 131.

• **Cultists (3 per hero):** See *Rippers*, page 124.

CROCODILE ROCK

This adventure can be run in any city with a decent museum.

A local newspaper contains an article about a recent break-in at the local museum, during which a guard was killed but nothing was stolen. According to the story, a night watchman was savaged by some sort of beast. Unfortunately, the article goes into no other details.

THE MUSEUM

An investigation during daylight reveals the attack took place in the Egyptian collection. Among the artifacts are two mummified crocodiles, one of which is wearing a talisman around its neck. Both crocodiles are in glass cases, but the one wearing the talisman is behind new glass. It takes a Notice roll at -2 to spot the new glass.

The staff are reluctant to talk about the incident, but a successful Persuasion roll at -2 reveals that the thieves stole several charms dedicated to the god Sobek. A raise reveals that they also tried to steal one of the mummified crocodiles, and managed to smash the glass and drag it from its case before fleeing the scene.

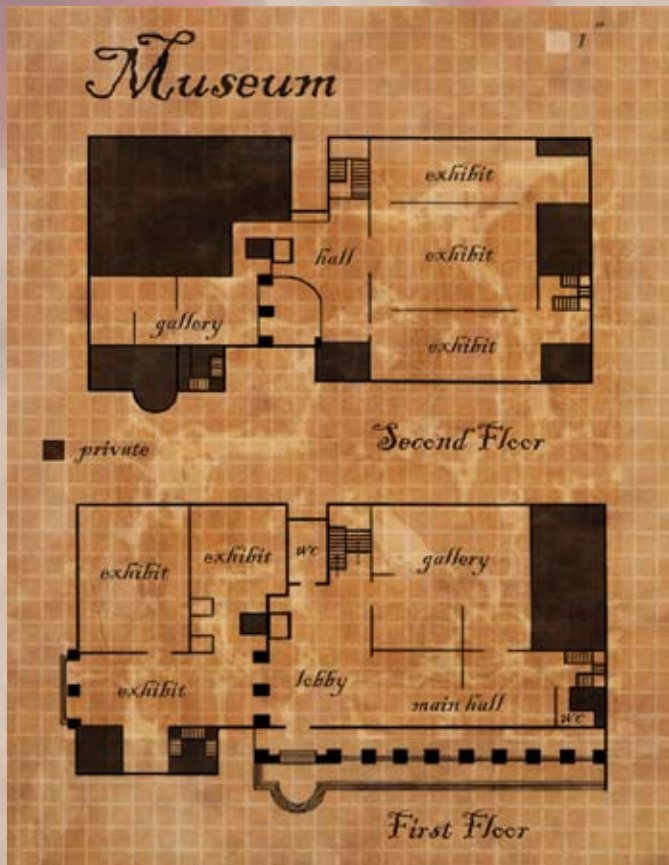
The latter information is harder to discover simply because the staff care less about a mummified animal than the charms, which were a tourist attraction.

In fact, one of the missing talismans is around the crocodile's neck. The cultists planned to animate both crocs and have them walk out of the museum with them. Unfortunately, they were discovered part way through. The animated croc killed the night watchman, but the cultists fled, ordering the lumbering beast to lie still and await their return.

The museum staff placed the croc in a new case, failing to notice it was now wearing a talisman around its neck.

THE CORPSE

The corpse of the night watchman is currently in the local morgue. A successful Persuasion roll (+2 if



the character is a doctor or other medical person) or a small bribe (£2) earns the heroes access to the corpse.

The body has been mangled, but there are no signs of claw marks. Instead, all the wounds appear to be bite marks around the legs and abdomen. Unless the heroes have encountered crocodiles or alligators before, it requires a Common Knowledge roll at -2 to identify the killer as a large predator with a lot of teeth. A raise on the roll, allows the hero to guess at a crocodile.

RETURN TRIP

The cultists plan on returning to collect the crocodiles the following night. If the heroes are watching the museum, they see a group of Arab "tourists" enter just before closing time.

If the heroes try to stop the group, the curator of the Egyptian collection arrives, and says the group are guests for a private viewing of their country's artifacts. The curator is actually a misguided fool who believes the "tourists" want to make him rich by offering him a large amount of cash for a few minor pieces of Egyptiana.

The group go into a private room in the Egyptian wing and lock the door. Shortly after the museum closes, the heroes (if still present) hear a scream from

the meeting room and see the cultists rushing out. They have killed the curator and now seek to finish the job of animating the crocodiles.

As soon as the heroes arrive, one calls the crocodile to animate. It spends its first action breaking free of its case, then joins the fight. If a cultist can reach the second crocodile, he smashes the glass and places a talisman around its neck. On the next round, it animates as well.

Although the heroes may stop this theft, the Cult of Sobek can be used again as a recurring nemesis.

• **Sobek Cultists (2 per hero):** See *Rippers*, page 124.

MUMMIFIED CROCODILE

The Egyptian priests of Sobek, the crocodile god, kept sacred crocodiles in their temple precincts. When the crocodiles died, they mummified them.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d8, Guts d6, Notice d6

Pace: 3; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Crocs have thick skins.
- **Aquatic:** Pace 5
- **Bite:** Str+2
- **Rollover:** Crocs are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If one of these creatures hits with a raise, it causes an extra 2d4 damage to its prey in addition to its regular Strength damage.
- **Shuffling Gait:** Crocodile mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.
- **Weakness (Fire):** The chemicals used in the preservation process mean mummies take +4 damage from fire.
- **Weakness (Talisman):** The mummified croc is only animated by the magic of the talisman. If Disarmed, the croc becomes a harmless relic of a bygone age.

TALISMAN OF SOBOK

Shaped like a crocodile's head and engraved with hieroglyphs calling on Sobek to awaken the soul, the talisman awakens any mummified crocodile (or alligator if the heroes happen to find one) around whose neck it is placed. It doesn't work on any other creature.

VIVE LE REVOLUTION

Word on a series of mysterious crimes reaches the Rippers. Several severed heads have been discovered in the city in the Place de Bastille, near the remains of the infamous Bastille jail. The bodies have not been found.

A character making an Investigation roll while reading the papers notices a small article that the Louvre has recently uncovered an authentic guillotine from the era of the French Revolution, which it has put on display.

An examination of the guillotine requires a bribe of £5 to get near it. On a successful Notice roll, the heroes discover sticky blood on the blade, probably no more than a few days old. This ties into the discovery of the latest head.

The guillotine is possessed by a bloodthirsty spirit, and is murdering people by beheading them. Whenever the heroes are alone with the device, it tries to possess one of them (see below). If the hero resists, or is held back, the guillotine summons the headless corpses of its victims, which it has been hiding in nearby exhibits.

• **Headless Corpses (2 per hero):** Treat as zombies (see *Rippers*, page 137) but add the Fear (+0) ability.



POSSESSED GUILLOTINE

The guillotine is actually that used to execute Louis XVI and is possessed by an evil spirit. Removing the guillotine from storage awakened the slumbering spirit, which seeks to continue the work it began a century ago. Although the blade is on runners, the spirit can cause it to pop free, allowing it to be used in melee (it's attached to a rope remember).

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

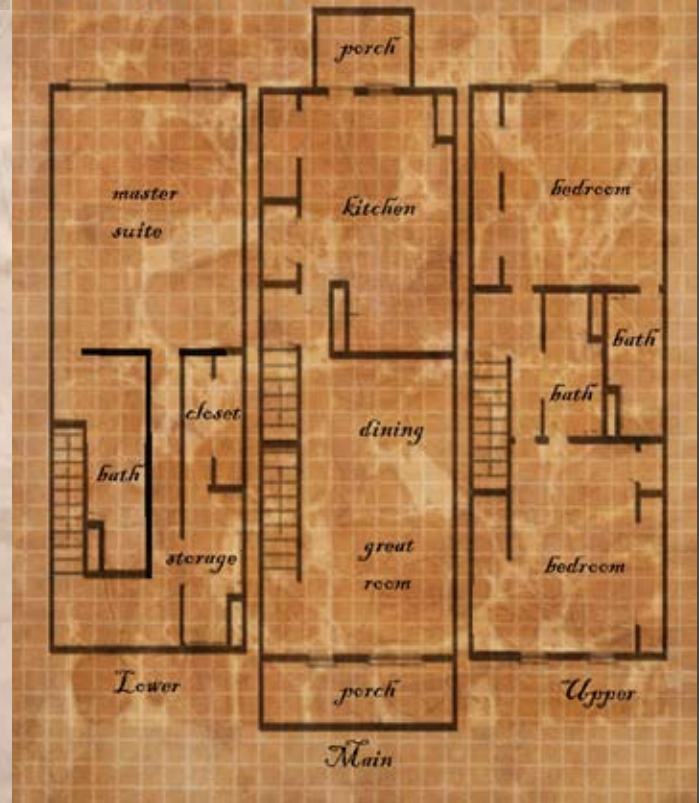
Skills: Fighting d10, Notice d6, Spellcasting d10

Pace: 0; **Parry:** 7; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Wooden frame.
- **Blade:** Str+3, Reach 1. The guillotine always makes Called Shots to the Head.
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half damage from piercing attacks, not affected by disease and poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Lure:** The guillotine can use the *puppet* power and has 20 Power Points for this purpose. Victims are compelled to put their heads on the block and receive another chance to break free as the blade drops. Those who make their roll must

Townhouse



then make an opposed roll of their Agility against the guillotine's Fighting or lose their heads. Permanently.

- **Zombie:** Those beheaded by the guillotine become zombies under its control.

GONE VIKING

The Rippers learn of several deaths and break-ins at museums throughout the city. Many artifacts have been stolen, including large rune-inscribed stones weighing hundreds of pounds. One report makes passing reference, in a mocking manner, to an eyewitness's claim to have seen a Viking longship in the harbor shortly after the latest theft. A successful Smarts roll at -2 while reading the reports reveals that the attacks all occurred on nights of the full moon.

Shortly after reading these reports, a newspaper carries a story of a major Viking exhibition being launched at the largest museum in Oslo.

The perpetrators are in fact einherjar, Odin's chosen warriors released from Valhalla and given undead form on Earth. They are under the control of an evil sorcerer skilled in the use of rune magic.

As one might expect, the sorcerer and his cronies plan to attack the exhibition on the night of the next

full moon. The einherjar have no subtlety, and simply smash down the doors and begin stealing exhibits. Hopefully the heroes are there to stop them.

🐉 **Viking Priest:** Treat as an Evil Priest (see *Rippers*, page 124).

🐉 **Einherjar (2 per hero):** See page 67.

COLD FURY

Run this adventure after a *Rippers* team trying to take back the night suffers a catastrophe.

A senior Ripper, possibly the leader of the lodge, summons the team to the meeting room. He tells the characters that a team of *Rippers* from their lodge was recently sent to Norway to uncover an ancient sword, supposedly with powers over supernatural evil, and has failed to report in. The characters are being sent to check on their whereabouts.

INTO THE MOUNTAINS

On arrival in Oslo, a successful *Streetwise* roll at -2 reveals a group of foreigners set out to explore the Jotunheim Mountains two weeks ago but has not yet returned. They were well equipped with winter gear and rations. This is a hint to the heroes. The mountains are cold and the east wind that blows constantly comes straight from frozen Siberia.



The team must travel to Lillehammer by train (possibly dealing with a travel encounter on the way), and then march into the mountains. Groups without cold weather gear should be punished with frequent application of the Cold rules from *Savage Worlds*.

The team discovers the bodies of their comrades on the 9th day of travel. All show signs of having been killed through violent means, with the majority having their backs broken. The camp has been smashed and all the equipment wrecked. A successful *Healing* roll reveals the injuries have been caused by claws, possibly from a bear.

The team leader's diary, which is inside his jacket, has two entries of note. The first details how the *Rippers* discovered an open barrow grave and found within a ghastly bloated corpse clutching a gigantic sword. The second has only the words "It hunts us!" written hastily across the page.

THE BARROW

Finding the barrow is easy as the diary gives exact directions. The tomb is a simple stone structure, albeit one covered in snow, with a gaping entrance. The snow around the entrance has been heavily disturbed. A *Tracking* roll at -2 reveals the prints were not made by a bear, but seem to belong to a bare-footed human. Indeed, they belong to the owner of the barrow, a long-dead Viking chieftain of evil demeanor who was awakened as a draugr when the previous team stole his magical sword.

The draugr is currently resting, his sword by his side, but will awaken again if his blade is touched or his body attacked.

🐉 **Draugr:** See page 59.

Magic Sword: This enormous, rune-engraved great sword measure over 8 feet in length and requires a Strength of d12 to wield effectively. It causes Str+5 damage against mortals and Str+7 (AP 2) against supernatural foes.

HOWLING MAD

While traveling through Romania, the heroes are attacked by a humanoid dog. The creature looks very much like a wolfman, but doesn't change back to human form when killed.

At a nearby village, which is overlooked by a lunatic asylum on a craggy cliff, the heroes learn that several such creatures have been seen in the area. The locals are convinced a werewolf stalks the land.

If any hero has been injured in the fight, the locals suggest they visit the local asylum, where the doctor, who treats the villagers for free, can bandage their wounds.

Doctor Janik, the owner of the asylum, is as mad as his inmates, though he hides it well. He has developed his own technique for creating dog hybrids, though he actually uses wolves rather than regular dogs. Currently he uses the inmates as test subjects, but they keep escaping and terrorizing the locals.

As soon as he meets the heroes, he hatches a plan to use one of them as a subject. Being sane, they may be easier to control.

Options for getting a hero to his lab include demanding they stay at the asylum overnight for further checks (so he can drug them and then convert them) or kidnap them from the village inn (the only place for them to stay) using his lunatic army.

Janik isn't stupid, despite being mad. If he uses his lunatics and the heroes stop the attack, he claims, if questioned, there was a mass breakout that night.

Fortunately, for the heroes, Janik's hybrid program requires lengthy surgery. However, anyone persuaded to stay at the asylum or kidnapped is drugged. When their colleagues come to rescue them, treat them as being Exhausted as they wake up after basic surgery (just exploratory to see the state of their organs). Nasty GMs might give the character some free Rippertech instead, such as Carnivorous Maxillae or a Retinal Graft. If you go this route, they get just the basic implant, with no additional benefits.

If a hero is somehow persuaded to stay overnight or kidnapped, the remaining heroes are approached by a shaggy human later that day, one of Janik's victims who escaped before surgery was complete. He tells them of the doctor's evil plans and urges them to stop the doctor before it is too late.

Any assault on the asylum causes Janik to release the inmates to aid in his defense. If the party is experienced or armed to the teeth, Janik also has a few dog hybrids in the basement he can release as well.

🐾 **Dr. Janik:** Treat as a Wild card Overseer but with no Instant Evolution Serum (see *Rippers*, page 130).

🐾 **Dog Hybrid (4):** See *Rippers*, page 126.

🐾 **Lunatics (10):** See *Rippers*, page 127.

CARPATHIAN CASTLE

Run this adventure anytime the heroes take a carriage ride through Romania.

Shortly before the carriage is due to leave, an elderly man with a limp climbs aboard, greets everyone cordially in French, and says that he will be sharing their carriage for a while. He introduces himself as Jules Verne (yes, the famous author). Characters making a Common Knowledge roll have heard of him, and may have read his books. If a player and the GM have read Verne's works, feel free to discuss them (in character).

As evening approaches on the second day, the carriage lurches violently, and the passengers hear the coachman swearing loudly (in Romanian). He explains, in very broken English, that the coach has broken a wheel and can go no further today. He explains that he will walk to the nearest village, but will not be back until morning. He suggests the passengers should perhaps wait in the derelict castle visible just up the hill. The driver hands them a bag of food. It isn't much, just some bread, cheese, salted mutton, and fruit, but it's all he has to spare. Verne is incapable of walking any great distance and refuses to stay in the coach overnight.

The castle is indeed deserted, and has been for several decades, since the owner died. The building is still intact, however, and there is plenty of dry wood that can be used for firewood. As the sun sets, a fierce storm breaks, making travel outside the castle all but impossible (unless the heroes want to get hypothermia).

As midnight approaches, the heroes hear the chiming of a clock, though no such item can be found. The castle is, of course, haunted. You can run the rest of adventure as a simple battle against the ghost, or slowly build up the tension with strange noises, slamming doors, and levitating objects.

Whether the heroes defeat the ghost or not, it fades away at sunset, just as the coachman approaches the castle to say the carriage is fixed.

These events prompt Verne to write his story *Le Château des Carpathes* (The Carpathian Castle), which was published in 1892 but only discovered in 1989.

🐾 **Ghost:** See *Rippers*, page 124.



Even during the age of *Rippers*, Verne is a well-known and popular author, especially in continental Europe. Verne's knowledge of science, which borders on Weird Science in this era, would have made him an excellent Ripper, had he been born 40 years later. His limp is the result of being shot by his insane nephew in 1886.

Although Verne spent his latter years in politics, there is no reason why he could not be recruited as a Ripper. He dies in 1905, however.

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

Skills: Fighting d4, Guts d6, Investigation d10, Knowledge (Literature) d8, Knowledge (Science) d10, Notice d6

Charisma: +0; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Hindrances: Elderly, Lame

Edges: Scholar, Very Rich

Gear: Walking cane, notebook, pencils

WRITER'S BLOCK

The *Strand Magazine* has been serializing a story, written by one Algernon Rose, called *The Night Guard*. Chronicling the exploits of a world wide network of heroes who battle against the Clan, monsters and corrupted humans, they are able to consume the ghosts of their vanquished foes, gaining their powers for a limited time.

The similarities between the Horror War and the story are perplexing and worrying, so Johann assigns the Rippers the task of finding out as much about Rose as possible, and dealing with him as they see fit.

Strand Magazine has its offices in Fleet Street and is easy to find. They do not give out the details of their contributors unless browbeaten into doing so by someone very important. Those with a Status below 8 suffer a -4 to any Persuasion or Intimidation rolls. Attempts to break into the offices run the risk of attracting the attention of the local constabulary or an editor, working late into the night to meet a deadline. Burglars can find Rose's address with an Investigation roll. Surprisingly, he lives in an affluent area of Chelsea.

Algernon Rose is actually the pen name of Gerald Harding, a respected reporter who works for *The Times*. Harding knows nothing of the Horror War, his story is purely a product of his imagination.

How the Rippers deal with this is up to them. Harding's demise will cause lurid headlines in the London Press for several weeks—and may cause legal problems for those involved in his death—but it will certainly end the stories. Probably the best outcome for all involved is if Harding is "recruited" into the Rippers organization. He is in an ideal position to feed them information before it is reported by his paper. If the players allow him to continue writing his story, it's only a matter of time before the Cabal notices.

If Harding is recruited rather than ignored or killed, award each Ripper with a free Connections (Press) Edge.

GERALD HARDING (AKA ALGERNON ROSE)

Gerald is a respected reporter who has decided to try his hand at writing fiction. Unfortunately the story he chose to write bears a remarkable resemblance to the Horror War.

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

Skills: Guts d4, Investigation d8, Persuasion d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bad Eyes, Curious, Pacifist (Minor)

Edges: Investigator

HOP TO IT

While investigating a murder on the outskirts of Limehouse, the heroes discover an unusual set of footprints and multiple puncture wounds on the victim's torso.

Although the prints are obviously human, whoever made them moved with short jumps rather than walking. Note that hopping vampires are currently unknown outside of China, so unless the characters have been there and fought one, the players shouldn't use any knowledge they have of such fiends.

The puncture wounds look like they were made by a three-pronged weapon, but were in fact caused by the vampires long claws.

A successful Streetwise roll made by questioning residents in the vicinity of the crime reveals the victim was a known opium user. On a raise, the heroes learn that he frequented an opium den in Limehouse known as the Jade Dragon.

The victim had failed to pay his debts to the opium den, and the owner, a sorcerer by the name of Lao Chou, awoke a hopping vampire he keeps "for emergencies" to send a message to other customers who try to cheat him.

If the heroes pay a visit to the Jade Dragon, Lao Chou admits the victim was a customer, and laments that his frequent custom will be sorely missed. When the heroes leave, he sets his hopping vampire on them.

The heroes should be unable to prove Lao Chou is behind the vampire's activities, leaving him available to come back in another adventure.

🐾 **Hopping Vampire:** See *Rippers*, page 101

TUMU-I-TE-ARE-TOKA

Run this adventure anytime the group are in England.

BACKGROUND

A group of English dockworkers, possessed of racist views and too much alcohol, murdered and robbed a visiting Polynesian sailor. One of the dockworkers, John Jacobs, took a shark amulet from the victim, which he now wears.

The amulet is sacred to the demon shark Tumu-I-Te-Are-Toka, whom the Polynesian sailor worshipped, and the dockworker has been possessed by the demon shark's spirit, becoming a monstrous man-shark at night and slaughtering those involved in the murder.

A STRING OF DEATHS

The Rippers may be alerted to a recent spate of grisly murders by a newspaper report or through wild stories, depending where in England they are.

According to reports, a wild beast has escaped from a ship and now haunts the Tiger Bay docks of London, where it dines on human flesh, tearing its victims limb from limb before vanishing into the night.

An Investigation roll reveals that there have been six similar killings in the last month and all the victims were dockworkers. On a raise, the heroes learn the killings started shortly after a Polynesian sailor was found murdered at the docks.

INVESTIGATIONS

The docks aren't the sort of place for middle or upper class folks. Rippers with a Status of 7+ are likely to be approached by prostitutes, be the target of thieves or muggers, and that's if they're in a group. Woe betide those who walk the area alone. Make the docks seem like the haven for the last dregs of humanity. Even the police walk the beat in gangs.

A successful Streetwise roll down at the docks reveals the Polynesian was drinking in the King's Head tavern before he was killed.

The landlord of the tavern remembers the Polynesian, mainly because of his foreign looks, and recalls a group of eight dockworkers were taunting him. When the Polynesian left, the workers followed him. An Intimidation or Persuasion roll (or a £3 bribe) is required to learn their names and the company they worked for.

Checking with the newspapers, the six murder victims were part of the group who tormented the Polynesian. Only two of them are left alive, and both quit their jobs a week ago.

Finding their addresses requires an Investigation or Streetwise roll, and can be made at a public records office, their former place of work, or just by asking on the docks. No matter how well the heroes roll, it will be near dark before they find the information.

The first, John Jacobs, isn't home. His wife says hasn't been seen in a week and "good riddance to bad rubbish!"

Jacobs doesn't know he's the wereshark, but he has worked out the killer is hunting down those who murdered the Polynesian. He quit his job a week ago and has been hiding out in the nearby slums ever since in a bid to escape being murdered. He kept meaning to sell the amulet, but has been unable to bare being away from it for more than a few minutes.

The second dockworker, Tom Portman, is not at home either. His wife tells the heroes he switched to working in a factory a week ago without giving her

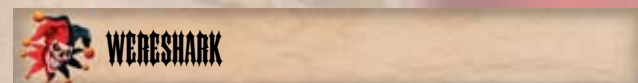
a reason. He usually stops at the Black Horse Public House for a pint after work and should be there now if the heroes hurry.

THE FINAL VICTIM

As the heroes near the Black Horse, they hear a scream of absolute terror from a nearby alley. The wereshark has found his penultimate victim, Portman, and is biting him in half when the heroes arrive on the scene.

After Jacobs is killed, he assumes his human form. If the fight involved a lot of noise, especially gunshots, the heroes will have to flee soon or answer some very awkward questions from the police, or worse, face an angry mob.

The shark amulet loses its power when the last of the Polynesian's murderers is killed (i.e. Jacobs) and becomes a simple trinket worth £0.20 at the junk shop.



The wereshark takes the form of a human with rough skin and the head of a gigantic great white shark.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10, Stealth d10, Swimming d12, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (2)

Special Abilities:

- **Aquatic:** The wereshark can move at a Pace equal to his Swimming die in water.
- **Armor +2:** Thick skin.
- **Bite:** Str+3, AP 2.
- **Fear (-1):** Anyone seeing the creature must make a Guts roll at -1.
- **Fearless:** Immune to Fear and Intimidation.
- **Improved Frenzy:** May make two Fighting attacks each round at no penalty.
- **Rend:** If the wereshark scores a raise on his damage roll, he has rended his target. The victim immediately rolls on the Injury Table.
- **Size +1:** The wereshark stands over 8' tall.



Francois Blanc, the name taken by a demon known as the Croupier, offers a loaded wager to those who have lost everything. Those who lose—and they all do—are prepared and shipped around the globe to assist in Cabal operations. Blanc keeps several of the burliest of these to act as security for his club.

AN OLD FLAME

One of the Rippers bumps into an old flame in the street, Nicola Glover. The hero was hopelessly in love with her ten years ago, but her heart belonged to Christopher Wicks, a wastrel and gambler. Nicola married Christopher, breaking the Ripper's heart.

Nicola looks dazed and fragile at the sight of her old paramour, and breaks down in wracking sobs, haltingly telling her story.

“Christopher never stopped gambling, despite promising many times that he would. He gambled away everything, most of it at the Umbral Rooms—an exclusive gentleman's club in Mayfair.

“When everything seemed lost, the owner, a Frenchman called Monsieur Blanc, offered him one last bet, a single spin on the roulette table. If it came up red, all Christopher's debts would be wiped out. However, if it came up black, Christopher would forfeit his soul.

“I tried to talk him out of it, but Christopher was adamant. This time he was going to win, he just knew it. He said would return the next night with a clean slate, and would never gamble again.

“Three days have passed, and Christopher hasn't returned. I've spent that time looking in all his old haunts, but it's as if he has vanished off the face of the earth. I have been to the club, but they refused me entry, saying my husband hadn't been there for weeks. I know they are lying.”

INVESTIGATION

A successful Common Knowledge (+2 to those with the Gambling skill) reveals the Umbral Rooms is an exclusive gambling club. Membership is by personal invitation from the club's owner, a mysterious Frenchman named Francois Blanc.

The Rippers will not be able to gain entry into the club legitimately and must instead break in. The club is busy between the hours of 8 p.m. and 6 a.m., but appears quiet during the day.

The windows and doors are locked at all times with the best locks money can buy (-2 to Lockpicking rolls). Furthermore, the windows are magically armored to give them an Object Toughness of 8. Breaking a window sets off a silent magical alarm, alerting the club's inhabitants, unless the alarm has been suppressed with the *conceal arcana* power.

• Six lost (see page 60) roam the club, and come running to investigate any break in as the Croupier awakens and prepares to entertain visitors.

THE UMBRAL ROOMS

The club is well appointed—most of the common rooms contain card tables or roulette wheels. Two well stocked bars and extensive kitchens provide for members' needs.

The club also has an elaborate complex of cellars, which have been converted into plush gaming rooms. Searching the cellars discovers a single unremarkable locked, armored door (-2 on Lockpicking rolls and an Object Toughness of 10).

Beyond the door is a row of barred cells either side of a walkway with another locked door at the far end. Christopher Wicks sits vacant-eyed in the farthest left hand cell. His clothes are dirty and torn and his face is bruised. He shows little interest in the Rippers. The cell is padlocked and Christopher whimpers and crawls into the far corner of the cell, hiding his face in his gloved hands, if the padlock is moved.

In truth, Wicks is one of the lost and this is all a masquerade to fool the Rippers. He attacks savagely if anyone approaches to try and comfort him, possibly getting the Drop (GM's call depending on the level of concern shown by the heroes).

When Wicks attacks, three more lost and the Croupier burst through the far door and attack. If the Croupier is ever wounded he retreats back through the door, and locks it behind him. The door has similar qualities to the previous one.

THE PHYLACTERY

Beyond the second door is a large room dominated by a pentagram-shaped table with an ornate roulette wheel in its center. A massive hourglass, filled with blue sparkling light, stands against the far wall.

The hourglass is a phylactery containing the souls of those who lost their wager. When the Rippers enter the room, faces appear in the light, screaming for release. The noise they make is very distracting, inflicting a -1 on all the Rippers' actions requiring concentration, including maintaining spells.

If the phylactery is broken, the souls escape in a flood of blinding light and return to their bodies, freeing themselves from the Cabal's thrall. The Croupier loses all his Power Points as well. However the phylactery is made from leaded glass and has an Object Toughness of 10.

POSTMORTEM

If Wicks survives, he has a tearful reunion with his wife and this time, makes good on his vow to never gamble again. Another Phylactery remains intact within a similar club in Monte Carlo.

THE LOST (10)

The lost are zombie-like minions of the Cabal who have lost their souls to the Croupier's hellish games of chance. They have a limited amount of self-determination and can follow fairly complex orders.
Attributes: Agility d6, Smarts d4 Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Throwing d6

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

Special Abilities:

Claws: Str+1.

Hardy: The Lost do not suffer a wound from being Shaken twice.

Soulless: The Lost have four points of armor against miracles which damage or affect them.



THE CROUPIER

Francois Blanc is the worst kind of monster, a human who willingly gave up his mortal existence for power. The Croupier appears as a handsome debonair Frenchman, but something twisted and sick, robs him of all his charm.

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

Skills: Fighting d6, Gambling, d12+2, Intimidation d10, Notice d8, Persuasion d10

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

Gear: Walking stick (Str+1, +1 Parry)

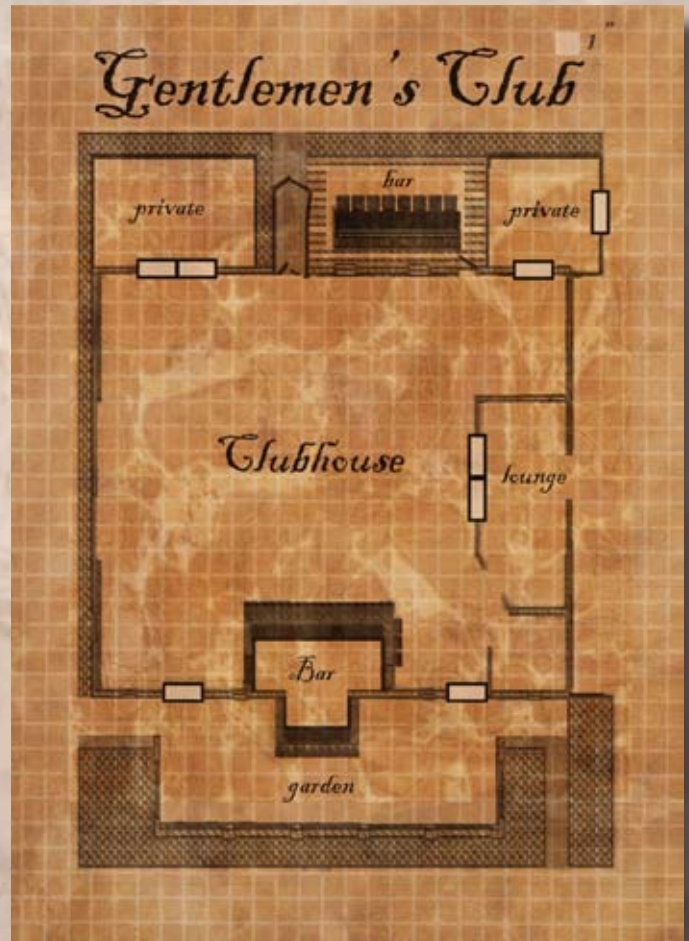
Special Abilities:

- **Command:** The lost under the Croupier's command gain +1 on Spirit rolls to recover from being Shaken.
- **Greater Luck:** The Croupier gets 2 extra bennies.
- **Phylactery:** The phylactery stores the souls the demon has taken, and they act as Power Points for the powers listed below. At the start of the adventure, it holds 8 souls. Each power costs 1 PP per use and destroys a soul, condemning it to Hell and killing the body should the phylactery be destroyed. The last soul is that of Wicks.

Hellish Luck: After initiative cards are dealt, the Croupier can make a Gambling roll opposed by the Spirit of a single foe within 12" as a free action. If successful, he swaps initiative cards with his target.

Cheat Fate: When a character spends a benny, for any reason, the Croupier can make a Gambling roll opposed by the target's Spirit as a free action. With success, the character loses his benny before it can be spent.

Twist Luck: When a character within 12" of the Croupier gets a raise on a Trait roll to affect



the Croupier, the demon may make a Gambling roll opposed by the hero's Spirit. With success, the raise becomes a critical failure.

NEW RIPPORTECH

Both of these Rippertech devices are unique, and can only be gained through this adventure.

CROUPIER'S FINGERS (-2, IMPLANT ONLY)

A Ripper willing to have his own fingers amputated and replaced with the fingers of the Croupier gains a fragment of the demon's ability to twist fate.

Donor: The Croupier.

Benefits: The recipient draws an extra card for initiative and acts on the best. This works as the Level Headed Edge, but stacks with that Edge.

Side Effect: The recipient becomes a gambling addict, spending £50 per month to feed his habit. If he runs out of funds, he resorts to borrowing, selling or pawning his possessions, or stealing money.

Damage: 2d6.

Additional Benefits: The hero gains +2 to Gambling rolls and if he cheats is only caught on a critical failure.

ESSENCE OF LUCK (-1, EXTRACT ONLY)

By grinding the Croupier's brain into pulp and eating it, a Ripper can gain great luck, if only for a short while.

Donor: The Croupier.

Benefits: The recipient gains 1 benny for the duration of the Rippertech. The benny is lost if not used before the effect ends.

Side Effect: The Ripper cannot use any of his own bennies, and must rely on those granted by the extract.

Damage: 2d4.

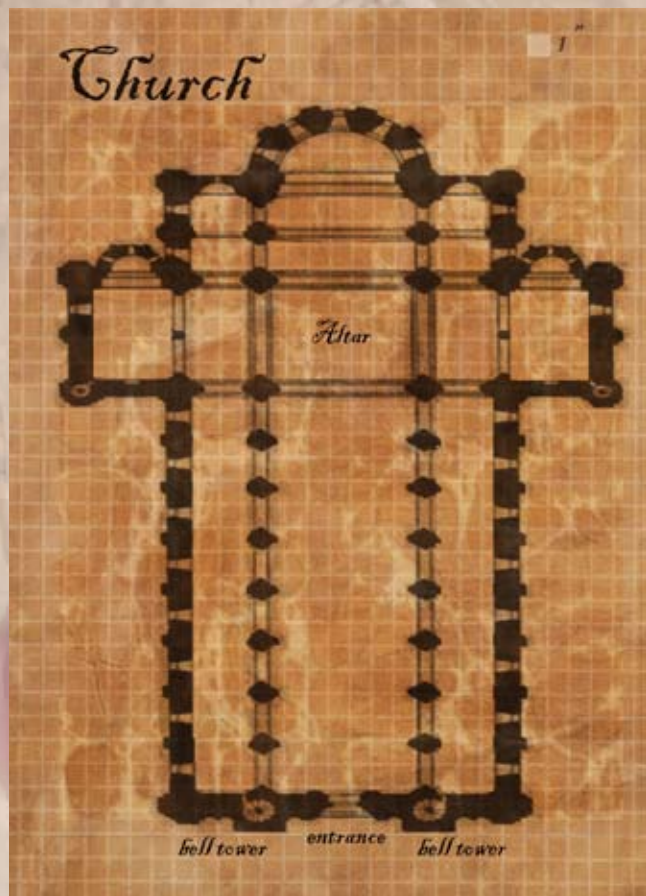
Additional Benefits: The hero gains an extra benny (total of two).

MISGUIDED FAITH

This adventure is tied to Midsummer's Day, though it could just as easily be moved to Midwinter or either of the equinoxes.

BACKGROUND

A group of druids, generally harmless sorts who have "recreated" the druidic rites as part of the



Victorian fascination with the occult, plan to conduct a rite on Midsummer's Day at Stonehenge.

Unbeknown to the common members, their leader has actually uncovered an ancient scroll, which he believes will add authenticity to the proceedings. The scroll is actually a spell to summon a demon.

CIRCLE OF DEATH

The Rippers catch wind of the ritual, either through a small newspaper article, the occult grapevine, or from a friend who's a "druid" and who invites the heroes to attend.

Any character making a Knowledge (Occult) roll or Common Knowledge at -2 knows the "druids" have been conducting such rituals for years and that their so-called rites are just mumbo-jumbo with no basis in hard facts or scholarly research.

Assuming the Rippers bother to attend, have them make Knowledge (Occult) rolls just before sunrise. On a success, they realize that the ritual isn't just a stream of gibberish but an actual summoning spell!

Although they have time to prepare themselves for trouble, they cannot stop the ritual. As the sun breaks the horizon, there is a fearsome, primordial scream, and a scaly, cloven-hoofed monstrosity steps through a tear in space. The druids, being innocent folk, panic, and are no use in the battle.

Demon: Use the horned god stats (see *Rippers*, page 125).

HOME FIRES BURNING

Disgusted by the efficiency of London's Rippers, the Cabal has decided to deal with them once and for all, by destroying the city.

A trio of Cabal priests has opened a temporal portal in Pudding Lane to the year 1666—the flash point and year of the Great Fire of London. Their plan was to merge present day London with the doomed city over two hundred years in the past.

However, their spell went awry and they became trapped in time neither in London of 1892 or 1666. The flames from the inferno consumed them, but before they could die, time just stopped. The three priests have spent literally eons trapped in a quasi-reality, burning constantly, but unable to die. They quickly went insane and embraced their new state.

Now the spell is weakening and small portals are opening between the two times, causing relatively small fires. It is only a matter of time before it collapses completely releasing three new abominations upon the streets of London.

The Rippers first become aware of the situation with reports of arson in Pudding Lane. The papers

report five separate fires starting within 200 feet of one another, set on different nights. The police have been unable to catch the perpetrators. The Rippers are called in by a Metropolitan Police contact (if they have one) after two constables are inexplicably burnt to death whilst on a night time stake-out.

The second night the Rippers spend in the lane, the spell collapses. The Rippers are suddenly bathed in intense heat and must succeed at a Vigor roll or take 1 level of Fatigue. A concave window in time opens, through which can be seen an earlier London gripped by an inferno. Three burning figures are ejected through the window, which remains open behind them.

The inferno that was London of 1666 slowly encroaches upon the modern day, advancing 1d6" a turn. The flames inflict 2d10 damage per turn (see Fire in *Savage Worlds*) and cause anyone within 3" of them to make a Vigor roll or take a Level of Fatigue from smoke inhalation. The priests are immune to the effects of the inferno. The portal remains open until the last priest is destroyed.

The flame priests immediately embark on a frenzy of destruction intent on burning everything.

POSTMORTEM

If the flame priests are dealt with quickly, the damage to London is minimal—firefighters of 1892 are better organized and equipped than their counterparts of 1666. If the flame priests aren't dealt with quickly, then London faces destruction all over again.



FLAME PRIESTS

The three priests have become something new, not human, not flame, but something that combines the two.

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

Skills: Fighting d10, Shooting d8

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

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Fiery Touch:** 2d10 damage; Chance of catching fire.
- **Flame Strike:** Flame priests can project a searing blast of flame using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The strike does 2d10 points of damage, plus the chance of catching fire.
- **Invulnerability:** Flame priests are immune to non-magical attacks but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.

JACK'S BACK

Run this adventure any time the heroes are in London.

A recent series of murders in Whitechapel has made the newspapers. The reports indicate that the victims, three so far, were prostitutes and all had organs surgically removed. Most of the headlines state that Jack the Ripper has returned after a 4 year hiatus. Needless to say, the citizens of Whitechapel are once more in a state of panic and the police are, once again, powerless to stop the murders.

The killer is in fact John Bond—a Ripper with permanent Ripping psychosis. In his deranged state, he believes he can use human organs to augment himself. Prostitutes were chosen as his "donors" because they are the easiest members of society to prey upon.

How the team catch the new Jack is up to them, but the fog-shrouded streets should give rise to a cat-and-mouse game. The Metropolitan and City Police forces are again at odds about how best to apprehend a killer who respects no jurisdictional boundaries and the sensationalist press coverage feeds public fears, as it did before.

If, in their efforts to trap the killer, the heroes are repeatedly seen at the crime scenes, they could easily become hunted as suspects. If they finally apprehend the murderer, they will a fight on their hands and a dilemma about what to do with him.

Ideally, one of the characters should know the deranged Ripper, lending extra emphasis to the revelation that Rippertech is highly dangerous.

• **Deranged Ripper:** Use Saucy Jack stats (see *Rippers*, page 131).

MR. PUNCH

Punch and Judy puppet shows are extremely popular in Victorian England, and have been for many years. Most stories revolve around the vile Mr. Punch getting into trouble and beating up his poor wife, Judy. Other common characters include a policeman, a crocodile, Punch's dog, his baby, and the Devil.

TOY STORY

While exploring a seedier part of London, the heroes come across a Punch and Judy show. The audience is mainly children, but there are several old men in the crowd as well. The story is the usual tale, with Mr. Punch trying to commit a crime and then taking his anger at failing on Judy before being hauled off to jail by the policeman. At one stage, there are four

puppets active at once, which is an impressive task for a single puppeteer (English characters know that Punch and Judy is always run by a single puppeteer because the booth is too small for two adults).

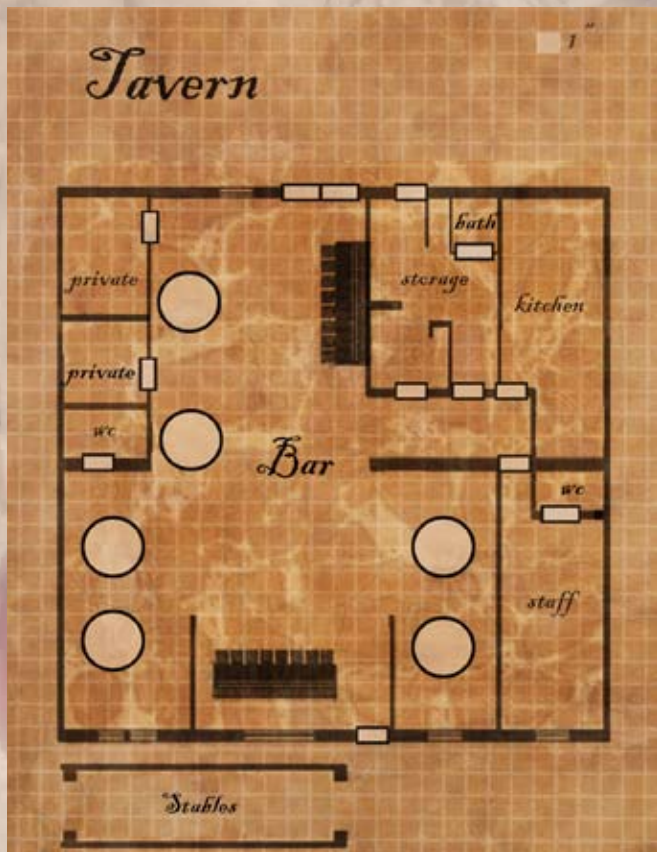
At the end of the show, Mr. Punch invites children into the booth to meet the puppets. Several take him up on the offer. After a few minutes, they emerge, some clutching a Mr. Punch rag doll and others with nothing. If the heroes join the queue to meet Mr. Punch, they meet a small, gray-haired old man inside. He is polite, but has little to say of interest. A character making a Notice roll at -2 realizes the back flap of the booth is open and the puppeteer looks out of breath. If questioned, he explains that the booth gets very hot and handling all those puppets is hard work.

TOY STORY 2

A week later, the heroes come across another Punch and Judy show. This one introduces a new character called Timmy, however. A Ripper making a Notice roll at -2 observes that Timmy looks similar to one of the boys who entered Punch's tent at the end of the last show and left with a rag doll.

If the heroes enter the tent during or after the show, they see no sign of the gray-haired puppeteer. Instead, the puppets are working themselves! They launch a ferocious attack on the heroes.

Although a serious fight, the GM should inject some



humor. Being clubbed by a 2' policeman is pretty amusing, especially while Mr. Punch is shouting his catchphrase, "That's the way to do it!"

The puppeteer is a mortal lackey of Mr. Punch's, kept in line through fear. He is actually a puppeteer down on his luck, and Mr. Punch pays his room and board in return for his assistance. After a show, he enters the tent through the back (he usually watches it from the sideline) and hands our rag dolls to waifs and strays who won't be missed by anyone. The puppets track down and kill the child, turning him into a puppet through dark magic.

Treat the puppeteer as an Innocent (see *Rippers*, page 119).



MR. PUNCH

Mr. Punch is a real walking, talking doll. He's also a homicidal maniac with no morals.

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

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d10, Taunt d8, Throwing d6

Pace: 4; **Parry:** 6; **Toughness:** 7 (2)

Gear: Knife (Str+1)

Special Abilities:

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Size -2:** Marionettes stand no taller than 2'.
- **Small:** Attackers suffer a -2 penalty when attacking a marionette.

MARIONETTE (C)

What did you think Pinnochio (written in 1881) is really about? These evil puppets are Mr. Punch's lackeys and were all once children.

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

Skills: Fighting d6, Intimidation d4, Notice d6, Stealth d10, Taunt d4, Throwing d6

Pace: 4; **Parry:** 5; **Toughness:** 5 (2)

Gear: Club (Str+1)

Special Abilities:

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Size -2:** Marionettes stand no taller than 2'.
- **Small:** Attackers suffer a -2 penalty when attacking a marionette.

HEADLESS

The heroes hear that headless corpses are turning up in the New York town of Sleepy Hollow. A successful Common Knowledge roll reveals that the town suffered similar attacks a century ago, but that the horror behind it, the Headless Horseman, was defeated. On a raise, they know that the Horseman was originally killed by a cannonball, which tore his head from his shoulders.

Now he has returned from the grave (again) due to the increased supernatural activity in the world. While before he was hunting specific people, the Horseman is now simply out to cause terror, and slaughters anyone who gets in his way. Any night the heroes patrol the town, they encounter the Horseman.

Unfortunately, he can only be slain by the cannonball that destroyed his mortal body. Otherwise, the night after his “death,” he rises from the grave fully healed.

As luck would have it the cannonball still exists and can be found at a flea-market in Sleepy Hollow. Finding it requires a successful Notice roll at -4 while investigating the town, or at no penalty if the heroes state what they are looking for.

CANNONBALL

A successful Investigation rolls traces the history of the item back to the Revolutionary War, and an eyewitness account does claim it decapitated a Hessian cavalry officer. Luckily, the cannonball still has the power to kill his ghost. Unfortunately for the team, it must be fired out of a cannon to do so.

Finding a cannon is the first problem. The Rippers will either need to buy the item on the black market or steal one. Establishing contact with the black market require a Streetwise roll at -2, or a successful Gambling roll in a dishonest establishment. The team can obtain a 12-pounder iron Napoleon cannon from the black market for about £120. If the team decides to steal a cannon, they can either attempt to lift one from a military base (not a good idea), or they can simply steal one from a battlefield memorial.

The kind of cannon needed to launch a 12-pound cannonball with sufficient velocity to kill the horseman weighs about 1200 pounds, so they can't just wheel the thing around with them until they find him. If they want to put the evil spirit to rest, they need to devise a plan to ambush him. Even the best thought out plan only gives them a single chance to succeed—if the shot misses, it must be retrieved, reloaded, and the team must try again. A successful hit with the cannonball against either the horseman or his steed kills them both, regardless of the damage.

🐾 **The Headless Horseman:** See page 67.

NEW DISTRACTIONS

A selection of distractions to lure Rippers away from the struggle with the Cabal

1. A group of radicals approaches one of the Rippers to enlist aid in destabilizing the government. They promise positions of power to any who help them.
2. A Wild West traveling show comes to the area, but the presence of American Indians upsets the locals, who blame them for anything that goes wrong while the show is in town.
3. The team is at the wrong place at the wrong time and is targeted by a mob. The “Vigilance Committee” is looking for some local criminals and the mob leader calls for the heroes to be strung up!
4. On a journey to an important mission, the Rippers are set-upon by robbers, who demand the passengers hand over all their goods. They are criminals, but innocent in the Horror War.
5. The Rippers decide their lodge is no longer suitable and must seek out new premises that are larger or more secure, and arrange for facilities to be transferred.
6. The activities of the team come to the attention of the Catholic Church. A secretive team of papal investigators is sent to shadow the Rippers and discover more about their suspicious and possibly heretical behavior.
7. A senior Ripper starts to suffer a decline in his Reason, leading to erratic decision-making. The Rippers must orchestrate the removal of a much-loved mentor.
8. A spate of unusually thick fogs settle over the region. Whether they are supernatural or the result of modern industrial life is hotly debated, but they reduce visibility to arm's length for the next few weeks (with appropriate penalties to skill rolls).
9. The Rippers are wrongly identified in the sensational tabloid press as being responsible for some high-profile crime.
10. Among exhibits in a passing Freak Show are some suspicious-looking creatures. They are fakes, but the owner of the exhibits will not admit this, claiming they were sourced from all manner of exotic locales. This could send the team off on numerous wild goose chases.

SOMETHING WICKED...

The forces of the Cabal are numerous and continue to grow in scope and power, but the Rippers are not without their allies. Presented here are new monsters with which to terrorize the night and new allies with which to claim it back.

Several monsters first appeared in the adventure **Laughter of Death** and are reproduced here for completeness.

ALLIES

Three new allies to aid your heroes in their struggle against evil. The fight for good can use every stout heart it can find.

CHOIR BOY

These orphans have dedicated their lives to the Order of St. George, and are used only in the direst emergencies. They often bravely face unspeakable horrors, but they are young and vulnerable. Those who survive can go on to become the most fervent and dedicated Rippers.

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

Skills: Fighting d4, Guts d6, Notice d6

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

Hindrances: Young

Edges: Song of St. George

Gear: Vestments (+3 Armor vs. supernatural attacks).

DIGGERS

Due to the nature of the Rippers' extralegal activities, they employ a number of gravediggers and

manual laborers. They also serve to help out during archaeological excavations.

Though they appear as simple diggers, these men are capable fighters, and have proved their worth on many occasions. They are not as committed as the Rippers, however and have been known to break and flee when the going gets weird.

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

Skills: Fighting d8, Guts d6, Notice d6, Survival d6

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

Edges & Hindrances: Sweep

Gear: Shovel (improvised medium weapon, -1 attack, Str+2, Parry +1)

TOMB GUARD

For countless millennia, a mysterious brotherhood has watched over ancient burial tombs, ensuring the monsters and secret inside stay there. Which not part of the Rippers, the Tomb Guards, as the organization is known to the Rippers, can often be called upon for support. Should a band of Rippers open the wrong tombs, however, they may also find the Tomb Guards opposed to them.

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

Skills: Fighting d10, Guts d10, Notice d6, Shooting d10, Survival d8, Tracking d8

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

Hindrances: Loyal

Edges: Combat Reflexes, Musketeer, Stout Hearted

Gear: Scimitar (Str+2), musket (Range: 10/20/40, Damage: 2d8+1; AP 1), 10 shots.

CABAL FORCES

But for every new ally, there are more creatures of the night to oppose them.

BEARDED LADY (DEMON)

Horrible demons from the foul pits of Hell, these grotesques have living hair growing from their bodies. When displayed as “curiosities”, their hair hangs limply, but when angered the flowing strands can grapple, choke, and strangle foes in all directions.

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

Skills: Climbing d6, Fighting d8, Gambling d4, Streetwise d4, Taunt d6

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

Special Abilities:

- **Living Hair:** Strands of hair grapple all foes within a Medium Burst Template, centered on the Bearded Lady. All their actions are at -2, they cannot leave the area of effect without an opposed Strength roll, and they suffer 1d6+2 damage per round.
- **Size +2:** Because a Bearded Lady's hair is alive, it is much larger than it appears.
- **Weakness (Cold Iron):** Bearded Ladies takes +4 damage from cold iron weapons.
- **Weakness (Holy Symbol):** Bearded ladies suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.

DEVIL CHILD (DEMON)

Devil Children are normal children who have been possessed by demons or other evil spirits. Some of them appear normal or even angelic, while others have green skin, glowing eyes, or other obvious signs of demonic influence.

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

Skills: Guts d4, Intimidation d8, Persuasion d8, Spellcasting d6, Taunt d8, Throwing d6

Pace: 6; **Parry:** 2; **Toughness:** 4

Gear: Bag of toys (small improvised weapon, -1 Fighting/Throwing, Range 3/6/9, Str+1)

Special Abilities:

- **Ill Omen:** A Devil Child radiates an aura of bad luck in a Large Burst Template. Any attempt to spend a benny within the area of effect requires spending TWO bennies instead.
- **Stun:** Devil Children can use the *stun* power with no Power Point Cost. The power takes the form of the child vomiting up straight pins, frogs, slime, and other repulsive substances. The child cannot vomit more often than every other round.

- **Weakness (Cold Iron):** Devil Children take +4 damage from cold iron weapons.

- **Weakness (Holy Symbol):** Devil Children suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.

DEVILKIN (DEMON)

Although witches often claim to have summoned the Devil, Lucifer is too powerful to answer to the beck and call of mortals. The creature summoned by these misguided fools is actually a devilkin, a minor minion of the Devil. Devilkin are humanoid, but have cloven hooves and the head of a goat.

Attributes: Agility d8, Smarts d10(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6

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

Special Abilities:

- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Kick:** Str+1.
- **Powers:** Devilkin have 20 Power Points and know the following spells: *barrier* (invisible wall), *bolt* (fiery bolts from eyes), *detect/conceal arcana* (word of power), *fear* (curses), *obscure* (cloud of darkness), *puppet* (hypnotic gaze), and *stun* (word of power).



DRAUGR (ZOMBIE)

Draugr are a form of undead known to the Vikings. Necromancers are the most likely to rise as draugr, although sometimes the gods curse evil individuals to suffer the fate. Despite being zombie-like in appearance, draugr are intelligent and quick moving. Former spellcasters raised as draugr cannot wield magic, but their powers more than compensate.

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

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Claws:** Str+1.
- **Fear (-2):** Anyone seeing the blackened, decaying corpse must make a Guts roll at -2.
- **Fearless:** Draugr are immune to Fear and Intimidation.
- **Invulnerability:** Draugr can be Shaken by weapons and magic, but only take wounds from being grappled.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.

- **Weakness (Grappling):** Defeating a draugr requires a hero to grapple them. Unlike a regular grapple, draugr suffer damage equal to the attacker's Strength each round the grapple is maintained.

EINHERJAR (ZOMBIE)

In Norse mythology, the einherjar were Odin's eternal warriors, mortals who had earned a seat in Valhalla. Necromancers could petition Odin for use of the einherjar, though on Earth they appear as zombies rather than "live" warriors. They are renowned for their strength and courage.

Einherjar can speak, though only in Old Norse. A character with knowledge of any Scandinavian language can make a Common Knowledge (if it's his native tongue) or Knowledge (Language) to communicate with them.

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

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d8, Notice d6, Taunt d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Gear: Leather armor (+1), medium shield (+1 Parry), sword or battle axe (Str+3), spear (Str+2)

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

FREAK (DEMON)

These unfortunates were once normal men and women who sold their souls to the Ring Masters. When their time ran out, the dark powers gave them a choice—Hell or service as a freak. The latter does not keep them from the Pit forever, but at least grants them a temporary respite from their final penance.

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

Skills: Fighting d10, Guts d6, Lockpicking d10, Stealth d10

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

Gear: Various hand weapons (small improvised weapon, -1 attack, Str+1 damage)

Special Abilities:

- **Fear:** Anyone seeing a Freak must make a Guts roll.
- **Weakness (Cold Iron):** Freaks take +4 damage from cold iron weapons.
- **Weakness (Holy Symbol):** These demons suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.



HEADLESS HORSEMAN (ZOMBIE)

The Headless Horseman was a Hessian soldier decapitated by a cannonball during the Revolutionary War. Those who know how can actually summon the Horseman to fight for them. Though he has been destroyed many times, the horror somehow manages to return every time he is summoned.

The Horseman appears as a soldier in antique uniform with a string of severed heads tied to the saddle of his nightmare. It is said the creature takes the heads out of envy over the loss of his own.

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

Skills: Fighting d10, Guts d8, Intimidation d10, Riding d12, Taunt d6, Throwing d6

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

Gear: Cursed Saber (Str+4)

Special Abilities:

- **Block:** Parry +1.
- **Flaming Heads:** The Horseman can throw flaming heads. These have a range of 3/6/12 and explode in a Medium Burst Template, causing 3d6 damage to all within.
- **Regeneration (Special):** The Horseman can only be slain by the cannonball which killed him in life. Although he takes damage from and can be "killed" by other weapons, each night, he returns fully healed.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, no wound penalties, immune to poison, disease, and gas, no additional damage from called shots, half damage from firearms and other piercing weapons.
- **Weakness (Salt):** The Horseman take full damage +4 from a shotgun or blunderbuss loaded with rock salt (instead of half damage), and suffer a -2 penalty to Fighting attacks against anyone who carries at least a half-pound of salt.

THE HORSEMAN'S NIGHTMARE (ZOMBIE)

The horse may attack any creature it is in contact with during the Horseman's action.

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

Skills: Fighting d10, Notice d4

Pace: 8; **Parry:** 7; **Toughness:** 11

Special Abilities:

- **Charge:** If the Horseman moves over 6" toward his foe, he adds +4 to his damage roll.
- **Flaming Hooves:** Str+3 damage. Victims have a chance of catching fire as per *Savage Worlds*.
- **Fleet Footed:** The creature has a d10 running die.
- **Size +2:** The Nightmare is the size of a large horse.

- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison, disease, and gas, no additional damage from called shots, half damage from firearms and other piercing weapons.
- **Weakness (Salt):** The Nightmare takes +4 damage from shotguns loaded with rock salt, and suffers a -2 penalty to Fighting attacks against anyone who carries at least a half-pound of salt.

KILLER CLOWN (DEMON)

The stars of the Circus of Death are the killer clowns. The fears expressed by millions of children (and adults!) come true with these freakish demons.

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

Skills: Fighting d10, Guts d10, Taunt d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Gear: Clown costume (Armor +1)

Special Abilities:

- **Tricks:** A clown may only do one trick per round
 - **Acid Flower:** Anyone covered by a Cone Template is squirted with acid and must make an Agility roll or suffer 2d10 damage.
 - **Bag of Marbles:** The clowns can spill marbles over a Large Burst Template. This remains for 1 minute before dissolving into smoke. The area is considered Difficult Ground, and anyone running through it must make an Agility roll or fall and be automatically Shaken.
 - **Mallet:** A gigantic baseball bat, mallet, or other club causing Str+1d6 damage.
- **Weakness (Cold Iron):** A clown takes +4 damage from cold iron weapons.
- **Weakness (Holy Symbol):** Clowns suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.



RING MASTER (DEMON)

The demons that cause pain and panic are cruel and sadistic creatures. Once they've managed to take over a circus, they gradually begin to insinuate their demonic allies into the show. This infiltration is kept very secret, of course, and their mayhem carefully controlled so as not to draw too much attention.

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

Skills: Fighting d8, Guts d6, Persuasion d8, Streetwise d8, Throwing d10

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

Gear: Cursed throwing knives (Str+1d6), whip (see below), padded suit (Armor +2)

Special Abilities:

- **Weakness (Cold Iron):** The Ring Master takes +4 damage from cold iron weapons.

- **Weakness (Holy Symbol):** The Ring Master suffers a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.
- **Whip:** This barbed whip causes Str+3 damage, and always causes at least a Shaken result. This cannot cause a wound if the damage isn't enough for a second Shaken result or higher, however.

STRONGMAN (DEMON)

Ring Masters use these powerful demons to crush those too curious about the circus. At first, a Strongman appears to be a heavily muscled human, but it has hairless leathery skin, no genitals, and no tongue or ability to speak.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d12

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Gear: Large improvised weapon (Str+3, -1 attack)

Special Abilities:

- **Armor +1:** Strongmen have a tough hide.
- **Crushing Blow:** A Strongman's attack does double damage on any round he is dealt a Joker.
- **Size +1:** Strongmen stand over 7 feet tall
- **Weakness (Cold Iron):** A Strongman takes +4 damage from cold iron weapons.
- **Weakness (Holy Symbol):** A Strongman suffers a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.

USHABTI (GOLEM)

Ushabti are small figures found in Egyptian tombs. With the correct magic, an ushabti grows into an animated, life-size version of the model.

The figures must be commanded to perform tasks in ancient Egyptian. Their tasks are limited to carrying or digging; they never fight. They are also mindless and must receive clear commands of no more than 10 words (otherwise they stand motionless until they receive clear instructions). They cannot speak, write, draw, nod, or otherwise impart information.

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

Skills: Guts d10, Notice d4

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

Gear: None

Special Abilities:

- **Brawny:** Can carry 8x Strength, +1 Toughness.
- **Construct:** +2 to recover from being Shaken, no extra damage from called shots, half-damage from piercing attacks, unaffected by disease and poison.
- **Weakness (Explosives):** Golems take +4 damage from explosions.