



MAZING DVENTURES

DON'T FEAR THE
RIPPER





DON'T FEAR THE RIPPER

AN AMAZING ADVENTURES ADVENTURE BY JASON VEY

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THE DEEPER DARK TRILOGY, VOL. I: DON'T FEAR THE RIPPER

An **Amazing Adventures** scenario for 4-8 characters of levels 6-8 by Jason Vey

Original Playtesters: Juliette Gouirand, Eric Kiefer, Rachael Samuels, Sam Anderson, Bob Russell, Kalie Ofciarcik.

Special Thanks: My “Ripper” table at Gen Con 2016—I’ve sadly forgotten your names, but it was a blast and you caught an important oversight! You know who you are, and you have my gratitude.

INTRODUCTION

This scenario involves a string of ritualistic murders in New Orleans that lead the characters to a young witch who has been possessed by an ancient and vengeful spirit through a tainted Athamé (dagger used to direct mystic energies). She purchased the blade at a second-hand auction, unaware that the spirit within is beholden to the Great Old Ones, which seek to widen the tear in reality that will allow their apocalyptic return. Characters with psychic visions will be very useful in this scenario, as will characters with street contacts. The general assumption is that the Brotherhood of William St. John will be used in this adventure, having been advanced to between levels 6 and 8; however, with minor alterations it should work with any group of pulp characters. It can be played by a group as low as 5th level, though the challenges for such a party will be exceptionally deadly. Throughout, the main villain will make heavy use of the Gate and various Illusion spells to achieve a number of unsettling effects, and even upset the laws of nature.

The Game Master should be well aware of these abilities and use them to whatever ends suit the story best, calling for Sanity checks as necessary. Many of the effects are not explicitly tied to specific spells; which spells are used are left to the GM’s discretion; creating them can be done by consulting the spell lists in the **Amazing Adventures** core rulebook, the **Amazing Adventures** Companion, the Castles & Crusades Player’s Handbook, and even the **Amazing Adventures** Book of Powers. In general, however, exact spell names should not be needed, and the GM is encouraged to make up effects on the fly, remembering that the Ripper is, after all, a demon with reality-warping powers and not an Arcanist or Occultist.

As with most adventures, this scenario will present supplemental information and clues which will be set off for the Game Master, for easy reference.

BOXED TEXT

Boxed Text will appear in boxes like this and are intended to be read aloud to the PCs, to set flavor and tone of a given scene.

GAME MASTER’S INFORMATION

Text in boxes like this presents specific background and supplemental information for the Game Master’s eyes only, to help fill in the missing pieces of the puzzle. Such boxes will give insights into events taking place behind the scenes, ways to troubleshoot scenes that the PCs approach differently than written, rules information such as maps or special, situational rules, etc. Any game-related info that isn’t specifically tied into story events will most likely be in these sidebars.

THE BROTHERHOOD OF WILLIAM ST. JOHN

The Brotherhood of William St. John are the “iconic” heroes for the assumed **Amazing Adventures** “meta setting.” Character statistics for the Brotherhood and information about the Brotherhood itself can be found in the **Amazing Adventures** core rulebook, and the **Amazing Adventures** Companion. It is recommended that if using the Brotherhood in this adventure, the characters be advanced to levels 6-8; otherwise, the challenges herein may be exceedingly deadly.

Mackie Gleeson: The leader of the Brotherhood of William St. John; a wealthy socialite with contacts everywhere. Also the pilot and “wheel-woman” of the group.

Maddie Black: a P.I. in New Orleans and direct descendent of the original Medusa of Greek myth

Marie Laveau: Yes. That Marie Laveau. She looks a lot younger than she is and pretends to be her own granddaughter.

Titanus Williams: Another P.I.

Natalya Abramova: Up-and-coming Hollywood starlet and secretly a former cat-burglar named The Fox.

Tennessee O’Malley: A scholar and adventuring archaeologist.

Bucky Newsome: An engineer and gadgeteer.

“Savage” Steve McPartland (and Bluto): An Irish dock worker, pugilist and adventurer whose simple but unshakable sense of right and wrong makes him the moral core of the group. With his faithful Rottweiler Bluto, he’s been invaluable in many situations.

USING ANOTHER PC GROUP

While designed for use with the Brotherhood from the core rulebook, Don’t Fear the Ripper can easily be run using the group’s own characters, rather than the iconics. It will be very helpful if the group in question has at least one arcanist and one private investigator. If the PCs does not have access to an Occult Library or a mentalist or arcanist in their midst, introduce the Café Arcana, a local café and occult shop, as a resource

for the PCs, and it will be necessary to introduce an NPC to suffer from the nightmares that give the all-important clues as to what's going on. Mackie and other members of the Brotherhood can function as useful NPCs, providing resources and an Occult Library (Appendix 2), as well as the potential to join the Brotherhood if they have not already through past adventures.

DET. JOE KNONAEM

Getting the players involved could theoretically be problematic if you don't use the Brotherhood, especially if you don't have any psychic or arcane characters to have the nightmares that pull it all together. If necessary, introduce an NPC, one Detective Joe Knonaem of the New Orleans Police Department (or whatever city in which the PCs are based). Det. Knonaem is a grizzled, heavysset detective in the homicide or major crimes division who also happens to be a contact of one of the PCs.

When cases arise that are strange and unusual, Joe calls the PCs in for help, always begging them to keep things on the D&L—invariably, their exploits have gotten him in trouble before, so it's generally with reluctance he brings them in.

DET. JOE KNONAEM (*This 3rd-level LG Gumshoe has vital stats HD 3d10 (25 hp), AC 16 (Fedora, 3-piece suit, trench coat, dexterity), move 30 ft. His primary attributes are Dex 15, Con 13, Wis 15. He attacks by .38 Special dealing 1d8 (Rof 3, Acc +1, Rec -2; BtH+3). His special abilities are Climb, Cat and Mouse, Hide, Move Silently, Precision Shot +1, Take 'em Down +1, Face in the Crowd.*)

USING OTHER LOCATIONS

Even though this adventure is set in New Orleans, there's nothing at all in it requiring NOLA to be the location. The city was simply chosen as it is the base of operations of two of the Brotherhood (Marie Laveau and Maddie Black), and because it has a history and legacy of mystery and magic behind it. There should be no issues whatsoever, however, with transferring the location to whatever city in which you base your campaign. Just swap out locations and have at it!

BACK STORY

NOTE: This section, while too large for a sidebar, is intended for the Game Master's eyes only, and provides back story for the coming adventure, as well as a quick synopsis of the PCs. All stats for PCs, Supporting PCs, and Adversaries can be found at the end of the adventure.

Dana Green, a 23-year-old inheritress and practicing witch, has been obsessed with fantasy since she was a child. And by fantasy, we're talking swords and sorcery, schools of witchcraft and wizardry, fireballs and lightning bolts, wizened old men with long gray beards, and priestesses filled with wisdom and magic. She got involved with witchcraft at the age of 14, when she entered a local New Age bookstore and was recognized as having the spark of magic within her by the owner.

Dana quickly became wrapped up in the trappings of the Old Faith, but was disenchanted with the lack of real power it afford-

ed the majority of its members. Sure, she understood the benefits of meditation, of the feeling that one could direct energies to control her life, but she wanted something less...subtle. Where were the lightning bolts? The power to strike down those who had wronged her? She began to pray to the Goddess daily for more power and became frustrated when it never came.

Unaware that the forces she was meddling with were growing darker, and more sinister, she began to seek knowledge through ancient tomes of black magic, still praying every day (now to any gods who would listen) for the power she sought, which she still believed would be used to right wrongs and avenge injustices. She became even more frustrated when at the age of 21, she inherited her grandmother's multi-million dollar estate, but the money and material power she held as a result didn't help her to gain any more magical power, though over the past 3 years she has amassed quite an occult library.

Then, one night, she had a dream in which a soothing and fatherly voice told her that it had heard her wishes and prayers, and would grant her the power she was so hungry for. She saw an auction, and at the auction a beautifully carved dagger was up for sale. Within that instrument, the vision told her, resided the power to give her all that she desired and more.

The next day, she purchased the dagger. As soon as her hands touched the instrument, she could feel the power coursing through it. Unfortunately, all she's been rewarded with thus far is recurring nightmares and psychic visions about murders taking place, in which the dagger is involved. She wakes up at night in cold sweats, and feels compelled to check on the weapon. The first night, she awoke with the dagger in hand, and grease on her arms. After that, she locked the dagger up in a case, but still awoke night after night to find it nearby, covered in blood. Finally, she had a special display case commissioned, which she placed the dagger inside and from which it could not be removed. Since then, she no longer wakes to find the dagger nearby, but the nightmares continue.

Dana is at heart a deeply good person who has been led astray by the temptations of power and now realizes all too late the folly of her actions. All she wants is to be rid of the forces aligned against her, but she is too responsible to simply try to get rid of the dagger (not that she could, even if she tried). She has grown desperate and has begun to think there's no one out there who can help her.

DANA'S NIGHTMARES

Dana's recurring nightmares involve a series of ritualistic murders, the victims of which are prostitutes, strippers, and sex workers throughout the city. Unfortunately, she's been waking up to news reports of actual killings that mirror her dreams. What she is not aware is that the spirit within the dagger possesses her each night and sends her for more souls to feed Leviathan. Realization is beginning to dawn, however, and she is researching ways to free herself from the dagger's influence. Still, she is growing more powerful, and this tempts her. Her sanity is dwindling with each passing night, and at this rate it's only a matter of time before she manifests the Mark of Leviathan.

She feels fatigued, as she has been losing sleep as well as time. Further, her staff all provide alibis for her, as the dagger has the ability to PCs a spell of hypnosis over her house, convincing all within that Dana spent the night quietly inside. They believe that she is under a great deal of stress due to the scrutiny of the police, and would like to find a way to help her, as she treats them very well.

The truth of the matter is that the dagger is infused with a demonic entity from a dark and hellish dimension. This demon escaped almost a century ago, and has been on a quest ever since to manifest physically, which in the past has always been thwarted. Recently, however, the demon was contacted by the Mad God Leviathan, who made a deal with it: Leviathan will guide the demon to its awakening, provided that when it arises it uses its power to tear a hole in reality which will bring forth the Mad God into our world.

The demon's name is the Ripper Demon, and its first appearance was to possess the man who became known as Jack the Ripper. The demon feeds upon souls that perish through violence and absorbs their souls to grow more powerful. Three times in the past 150 years has the demon tried to ascend, and three times it has failed. Now its time has come once again. It will raise a new body for itself through the ritual sacrifice of a Chosen One, a woman with a specific birthmark that is reborn every 50 years, who is fated to come into possession of a certain cursed ritual dagger, or athamé, which is tied to the demon's essence. When the Ripper has gained enough strength, it only needs to complete its awakening through the ritual suicide of Dana, and the End Times will begin. This is the PCs' plight, to stop the rising of the Ripper and the return of the Old Ones, and to save a soul in the process.

CUT SCENE I

The girl hurtled through the city streets she'd walked so many nights before. He was following her, slowly, his steps echoing with an ominous ring through the alleys and avenues. She could almost feel his smug confidence, that he would catch her and that it was only a matter of time. But she wouldn't—no, couldn't—let that happen. She had to live, had to get away to tell someone, her sisters on the streets, that there was a new danger now.

She'd seen Hell Hounds, vampires, children that turned into monsters...things that would make most people crazy. Most people, however, didn't live on the streets and didn't eke out a meager living selling their malnourished bodies to anyone who had an extra fifty bucks. She was probably already crazy, truth be told, her and all of her street sisters. Crazy or not, though, she'd seen them all, even had a few as clients, and survived. But this wasn't anything like a vampire feeding off of opium-addled working girls.

This was death incarnate.

She turned down an alley, clutching her chest. Each breath came as a battle, now, but she forced herself to keep moving. It was only fear, now, that kept her going.

The footsteps turned the corner behind her.

The alley was almost pitch black, covered with a coating of black grease that gleamed in the slivers of moonlight that pierced through. She bobbed and weaved under fences, piles of refuse, through narrow gaps into other alleys. She knew this city, even without being able to see clearly. That was why it came as such a shock when she ran face first into a brick wall and fell, dazed, to the ground.

He was on her before she could get up. The knife appeared from the folds of his archaic coat, a flash in the full moon. It rose above the killer's head as he straddled her and squatted down close.

"But wait," she whispered, "You're not even a...!"

The knife came down and across, neatly severing her windpipe and vocal cords. It took seconds for her to lose consciousness, minutes for her to die. The killer basked in the released Essence as it flowed out of the dead body, immersed in the ecstasy of absorbing the power held therein and wished to be like the Master. A sense of bliss and calm washed over the ripper, and a soft, fatherly voice rang out through the alley. "You've done well, Jack. Now return home, and sleep."

Jack stood and walked from the alley, aware that tomorrow would bring the sleep of death once again, but the night would come soon enough, and with it, more service to the master.

Miles away, in the wealthier sections of the city, a red-headed beauty sits bolt upright in bed, soaked with sweat, tears streaming down her face. "Not again," she sobs. "Please, Goddess, not again."

On the other side of town (and halfway across the country), Marie Laveau and Natalya Abramova also sit bolt upright in their beds, knowing that until the murders stop, they will continue to be plagued with these horrible dreams. She wonders for the thousandth time if mystical power is a blessing...or a curse. She reaches for the phone and dials a long-distance number.

"Hello, Mackie? We need to gather the brotherhood...in New Orleans."



SCENE ONE: RETURN OF THE RIPPER

The city is awash with rumors of the recent serial killings. In the past two weeks, six women have been systematically murdered in a form and pattern that matches that of the infamous serial killer Jack the Ripper. All of the women worked in the sex industry as prostitutes, strippers, amateur porn actresses, webcam girls and similar professions. The media, it seems, can talk of nothing else, and television, newspapers, and radio are doing an excellent job of their usual tactic of desensitizing through overexposure. The police are adamant that they are “following several leads,” and that people shouldn’t panic. Serial killers stick to a pattern, and those not in a high risk group shouldn’t fear for their lives. Those who are in the risk group for this killer are advised to remain indoors until the situation is resolved. The general feeling among the populace is that the police are only making token efforts because the killings are so high profile. After all, who cares about the derelicts of society?

As the scenario begins, our PCs have gathered at the Café du Monde with their leader, Mackie Gleeson, having been called together by Natalya Abramova and Marie Laveau due to strange and disturbing dreams about the murders. As they sit around, drinking their coffee and browsing the bookshelves, Marie and/or Natalya are probably preoccupied with her recent string of nightmares, in which she sees the murders as they happen. She hasn’t been sleeping well, and it’s starting to show. While she hasn’t yet said anything to her friends, the time has now come. With a simple Wisdom Task, Mackie will notice (probably with some concern) that the character suffering from nightmares has been looking very fatigued lately.

At some point, a waiflike girl that would probably be attractive if she were better kept wanders into the store. Her clothes are woefully out of date and a bit threadbare, and she wears a little too much cheap makeup. She scans the store with somewhat wild eyes. Allow the PCs to react to this a bit before Maddie, whose back is turned to the newcomer, sees and recognizes the girl, a prostitute by the name of Nancy. As soon as the two make eye contact, the newcomer begins to sob and collapses to the floor. She has come bearing sad news: a mutual friend of hers and Maddie’s, a street kid and prostitute named Elly, was the most recent victim of the Ripper just the night before. Just as she regains her composure, she grabs Maddie by the shirt and insists, “You’ve got to do something, Maddie. You’ve got to stop this.”

Maddie’s most likely response will be one of feigned ignorance, to which Nancy will insist, “I’ve seen you, Maddie. I know what you can do, and I bet they can do things, too. The cops aren’t helping. The cops don’t care. Please, this isn’t a normal human being. There’s something more to it. We all know it. We all feel it.”

Upon calming her down, the PCs can question Nancy. If the group pools their resources, they can get a decent amount of information from various contacts and research. With successful skill use, the following information is available for the PCs to find; Game Masters may wish to spread out this information over several rolls or between several characters researching separately. In general, each success gained by the PCs in their research garners one piece of information below.

- These murders are hauntingly similar to those of the famed serial killer Jack the Ripper, who was never caught. The murders attributed to him simply ceased one night, and no one was ever able to conclusively prove who the Ripper was, or that he had indeed been captured or killed.
- The current victims don’t exactly match the classic profile of the Ripper. While he did slit his victims throats, originally the Ripper was known to remove the parts that constituted a woman’s nether region, and these victims don’t match that profile. A visit to the crime scene or a successful Contacts roll or Cat and Mouse roll under the right circumstances (contacts, stealthy investigation, etc.) reveals that the current victims are also marked by the eyes and heart of the victims, with surgical precision. This information is not available to the public, and should require some good role playing coupled with skill rolls to glean. Just don’t be too stingy with it, as it could lead to further research.
- If the previous bit of information has been revealed, an Intelligence check, especially with any sort of Myth and Legend, Arcana or Occult Knowledge background or knowledge reveals that many primitive cultures believe the eyes and heart to be the window and receptacle for the soul, respectively.
- In contrast to the surgical precision of the organ removal, the throats of the victims have been viciously slashed with what appears to be a kris dagger—a type often used in magical rituals which is marked by a wavy blade. Because of the shape of the blade, the cut leaves a different pattern than a straight-edged knife. This has led the police to believe that there are occult implications. Tracking sales of Kris blades locally over the past month (using Contacts or Cat and Mouse) generates perhaps a dozen or more possible sales—more than a few of which are from internet sites. However, hidden among the sales records is a mention of a kris blade sold at local auction about a week before the first victims appeared. The auction was sponsored by a pawn shop dealer very near the group of alleys where the first murders took place. Failing their use of contacts or computer skills, an Intelligence roll at CL2 allows them to recall a news report about the auction and the sale of the dagger.
- The timing of the murders seems to place them during the three nights of the full moon, and occasionally there is more than one victim a night. There’s no telling how many more women will die this week if the killer isn’t found and stopped.
- Once the PCs locate the potential dagger, a successful Intelligence roll at CL5 also reveals that the blade in question was found at the site of one of the last Jack the Ripper murders. Further research using Cat and Mouse, Arcana, or any sort of occult or criminal knowledge or background reveals that the blade vanished from Scotland Yard’s evidence room soon thereafter and has periodically resurfaced in private collections ever since. The last known owner of the blade was a Necromancer in 1906 who sought to achieve something called “Awakening,” and used the dagger as his means of sacrificing a “Chosen One.” He was stopped by a group of Witches and Rosicrucian mystics and killed. On Friday, the 33rd anniversary of his failed Awakening will occur.



WALDO, THE PAWN SHOP OWNER

Talking to the owner of the pawn shop where the blade was sold can yield a great deal of information. While not the most pleasant man in the world, Waldo doesn't like the idea that an item sold from his store may be implicated in a killing spree. It's bad for business, and he's more than willing to help out. As such, the PCs gain a +2 on any social Tasks to get information out of Waldo. He has a photographic inventory of all the items sold at the auction, and can provide a picture of the dagger, as well as information on the buyer.

"The chick who bought it? Yeah, I remember her. Pretty girl, red hair, green eyes, but one o' them new age freaks, all into candles and incense, and prob'ly drugs, too. No offense, mind ya. But you know the ones I mean, too much money to know what to do with, so they start playin' pretend with the boogie boogie. Personally, I don't like all that ghosts and goblins crap. If I'd'a known that knife was some sort of magic symbol I never woulda bought it. Why, just the other day I turned away a guy tryin' ta sell a old Ouija [he pronounces it "weejee"] board. But ain't none o' my business, I figure. A customer's a customer, weird or not, and if that thing was full of ghosts or somethin', best I got rid of it, right?"

A NAME AND A LEAD

He's unconcerned overall about the murders, and washes his hands of the whole thing, being firmly convinced that he is not at all responsible for what someone does with anything he sells them. After the money changes hands, it's none of his concern. He's just running a business and nothing can convince him otherwise. Persistent efforts may find the characters tossed out on the street. On the other hand, with proper questioning and persuasion, he can be persuaded to turn over the name and address of the woman, one Dana Green. Again, don't be too stingy with this information—it's vital to move the story forward!

The dagger itself (from the photo Waldo provides) is a silver blade stretching from a bronze handle, ornately carved into the shape of what appears to be a native of some sort (further research reveals that this "native" is actually an Aztec Indian shaman.) There is very little that is remarkable about it; it appears to be a standard ceremonial dagger, probably designed as an athamé.

Following their talk with Waldo, the characters have enough information to begin their search for the killer, and should be fairly convinced that these killings are not the work of a mortal psychopath. There's something darker, more sinister, and probably magical going on here.

CUT SCENE 2

She steps outside, into a beautiful Romanesque garden. She is sad and frustrated. No one in the world understands her; there's no reason left to go on. Everything has fallen apart. There's nothing left, no *raison d'être*. She may as well just end it here.

She sits upon the stairs and gazes out over the garden. The perfume of lilac soothes her senses, serving only to convince her that peace lies on the horizon. She turns her gaze to the sky, looking at the cold, clear night stars twinkling above. The moon is bright and full, a witches' moon. There's power there, untapped power...and peace.

She's afraid of the future.

A sudden breeze penetrates the bedroom behind her. The curtains blow, the candles flicker and die, leaving only the silver glow of the moonlight as illumination. And suddenly, he is there, face obscured as always beneath a wide-brimmed top hat and high-collared cape. He leans nonchalant upon his silver headed walking stick and she gets the impression that he is smiling at her. In that moment, all of her fear and resignation leave her. She leaps to her feet and runs to him. He catches her up in his arms and holds her close, leaning to whisper in her ear.

"Not yet, my dear," he says. "Your purpose is not yet served."

"But why, my love? Of all the women in the world, why have you chosen me?"

"Destiny, love. You are destined to be mine, forever."

"And I want nothing else."

"Then have no fear, my bride. Have no fear."

"I cannot fear you. I never could."

She clutches him tightly. Slowly, his left arm, obscured until now beneath his cape, raises high into the air, a Kris bladed dagger held tightly in his grasp. As she holds him, unaware, the dagger plunges down once, twice, a third time. Blood sprays the scene, which is obscured through a crimson haze. Her lifeless body slumps to the floor, the dagger embedded in her heart. He throws his arms to the air and cries, "AT LAST! I LIVE AGAIN!"

She awakens, screaming, in a cold sweat. Her bedroom window is open, the cold night breeze blowing her curtains about her. The man who has been as a father to her rushes in, soothing her, tucking the blankets about her and laying her back to bed. "It's all a dream, lass. All a dream."

Finally, sleep takes her again. He stands, closes the window, PCs one last worried look at her, and leaves her to a fitful slumber.

Across town, Alexis's eyes pop open and she stares into the pitch black night.



SCENE TWO: THE RIPPER STRIKES BACK

The PCs's prime suspect should now be Dana Green. At the very least, they are going to want to talk to her. This won't be an easy task to accomplish surreptitiously, since the police have been scrutinizing every minute of her life since the murders began—the PCs aren't the only ones following up on this particular lead.

Locating Dana is easy enough; they have her address and her house is located in the wealthiest area of the Garden District. Her two-storey mansion features five bedrooms, three bathrooms, a library, study, living room, dining room, large kitchen, office den, and game room, and a courtyard and garden in back.

Wisdom Tasks reveal that the house is being staked out by two officers in an unmarked Chevy sedan across the street. Like it or not, our PCs have just implicated themselves in the investigation. What role, if any, this plays in the scenario is up to the Game Master. At very least, however, it makes the PCs realize that they're in and not going back now.

Upon ringing the bell, the PCs are greeted by Dana's butler, a middle-aged Irishman named Peter who is very protective of Dana. He is distressed about the undue amounts of attention inflicted upon his mistress and at first is not willing to let the PCs see her. Some fast talking may be necessary to get past him, or at least keep him at the door for a few minutes, until they catch their first glimpse of Dana. She walks into the foyer, looking disheveled and exhausted, but still quite beautiful, and asks, "What is it, Peter? More Police? I've already told them everything I know." Her voice is strained, but musical. Natalya or Marie, with a successful Intelligence check, may be shocked to learn that this is the woman she dreamed about last night—or more accurately, whose dream she apparently shared.

Regardless, how Peter answers Dana depends upon the PCs's presentation of themselves. If they have managed to convince him that they are police, he will answer in the affirmative, and probably demand that they come back if and when they're prepared to present legal warrants. If, on the other hand, they are not posing as police, he will dismiss them as curiosity seekers, private investigators, or some other such epithet. At this point, the characters have a chance to (quickly) interact with Dana, but they need to convince her quickly that they're here to help and not to harm or harass her. She's not in the mood for games.

Their best bet is to make mention of their special abilities, or even to channel Essence for some purpose. Dana is a minor arcanist, and as such will sense the same quality in others. Once she realizes that her visitors are "gifted," as she puts it, she will not hesitate to invite them into her home, believing that perhaps others like her can help her with her problems. She will especially be enamored of Marie, who she recognizes by reputation, and Natalya, whose films she has seen. The moment she detects supernatural energies in her visitors, she will step up to the door, stare intently at the PCs for a moment, then instruct Peter to let them in.

Any conversation the PCs have with Dana will be convincing. As far as the woman is concerned, and as far as she knows and honestly believes, she has done nothing wrong. She hasn't left the house, and her staff can corroborate this. She has been having horrible nightmares, but she doesn't always remember the details of them. Many are about the murders that are happening around the city, but others are darker and more deeply buried. No prompting by the PCs will bring the details forth; they're too deeply buried in her subconscious. All she remembers is blood, a man in archaic evening clothes, and mixed feelings of peace and of horror. She readily admits to purchasing the dagger, and to her status as a solitary practitioner (she doesn't even know of any local covens, and she's not of the voodoo persuasion). She has an extensive occult library, and will happily give the PCs a tour of it. The dagger itself is hermetically sealed inside a glass display case inside the library. It doesn't look like there's any way the knife could come out of the case without shattering the glass, which Dana claims is bulletproof (characters with appropriate skills can confirm that it is). She informs the PCs that the knife has been locked inside the case for the past month.

If (when) the PCs inquire as to why it has been sealed within the case, her answer is honest and forthright. "I told the police it was to protect the value of the knife, and that's part of it. Unfortunately, it's not the whole truth, which I doubt they'd believe anyway. You're Gifted, though. You know there are things out there that conventional science just can't explain." She takes a deep breath before continuing, "There's just something about this knife. It's something magical, dark, and just wrong. I didn't feel it at first. At first I only felt the raw power in it. Then I started having the nightmares, and this knife was there, in all of them. The first three nights, I woke up in a cold sweat, and the knife was there beside me on the bed. I tried to destroy it, but it just wouldn't break, no matter what I did. Finally, I had this display case commissioned and the knife sealed inside. It didn't stop the nightmares, but at least the damn thing stays put, now."

Her reasons for keeping the knife are equally logical. "The thing is evil. What can I do, sell it to someone who might use it for evil purposes? I'm not going to stand here and deny that the knife is connected to the killings; in fact, I'm sure it is. But you have to believe me. I didn't kill anyone, I swear it." She's almost in tears by this point. Any skills, spells, or powers the PCs use to sense her motivation reveal that she is entirely sincere, and terrified, though one or two details might be eluding her.

Dana is aware that the police are watching her house, and for that reason alone doesn't think it's a good idea for the PCs to stick around long (why make themselves accomplices in whatever the police decide to charge her with?), but she is willing to allow one or two of them to stay at the mansion in order to research using her collection, or even to keep an eye on the

dagger to see if they can figure out what's going on. It should be noted that Dana's collection may provide information and resources that Mackie's library does not.

STAYING WITH DANA

Characters who do stay in the house that evening will miss the assault by the zombies and Hell Hounds described in the next section, but may have a chance to catch a clue into what's going on. However, doing so requires overcoming the Dagger's reality-warping and illusion effects. PCs staying at Dana's must succeed at a Wisdom save against the dagger's control abilities of CL 10. PCs who fail the roll remain convinced that Dana spent the entire night peacefully asleep in her bedroom, and the dagger remained safely tucked away in its case. They may even have memories of checking up on Dana a few times throughout the night, just to make certain everything remained kosher. For story purposes, all of Dana's staff, and the police staking out her house fail this roll automatically.

However, PCs that succeed at the save experience a strange, dreamlike sequence of events. They will find that they are trapped as spectators in the events, and are unable to act to alter what happens, like prisoners dragged along against their will. Their experience begins around midnight, when a figure in archaic evening clothes enters the library and magically removes the dagger from the case, seemingly reaching through a tear in reality to pull the knife forth (this is an advanced effect of the Gate spell). The figure tucks the dagger away, hefts his silver-headed cane, and heads out into the night, whistling an old English folk tune. The PC is compelled to follow.

The streets are dark and silent. There aren't any prostitutes out, even in the areas of the city normally crawling with them. The figure skulks about the shadows for a time, then curses in a very masculine voice. He then turns and heads for a local brothel, where he proceeds to seduce and leave with a stripper (with a little help from Charm Person). He guides the stripper into a dark alley, where he proceeds to brutally murder the young woman. This requires a SAN roll at an additional +3 to the CL at a loss rating of 1d6/1d8. Any attempts to stop the killing result in the PCs unable to move or interfere, except to cry out. After the murder, a fatherly voice fills the area: "You have done well, Jack. Now go home, and sleep it off. Tomorrow is Dana's final night."

The killer removes his hat and runs his fingers through his hair, then turns towards the PCs (though still obscured in shadow) and screams in a high-pitched, female voice, then gives a little wave, and walks away. The PCs awaken with fuzzy memories of what happened. He or she is still in the alley, standing over a dead body. The character's first clear moment is that of a gun in his or her face and a cop growling, "Don't move, asshole." The character is arrested and taken downtown for questioning. However, the evidence linking them to the crime is nonexistent, and they can only hold the PCs overnight before having to release them.

THE TRUTH

The figure in the black evening clothes was indeed Dana Green, possessed by the spirit within the dagger. She sits up around midnight, goes to her wardrobe and opens a secret panel in back with houses the Ripper's clothes. She dresses, and then performs an Invocation to summon the beasts in the next section to deal decisively with the meddling PCs.

Then she walks to the display case and steals the dagger, then proceeds upon the course described above. At first any PCs who sees her won't be able to remember the face of the Ripper, though they will be aware that they saw the killer's face last night. This comes at a dramatic moment, preferably shortly after the rest of the PCs picks up the arrested character, they'll remember that it was Dana, speaking with a hollow, echoing male voice, and her green eyes glowing with a black light.

After killing the stripper, Dana returns home, puts the dagger back in its case, undresses, cleans up, and goes back to bed, where she wakes up ten minutes later, soaked in sweat, from another "nightmare."

MEANWHILE, BACK AT THE RANCH...

With the information and clues they've already put together, the PCs can hit Marie's library (or Dana's) and discover the following information with research and investigation. Some of what follows may also be provided by Mackie's contacts in the local occult community, if she thinks to call them for help. This is often best handled with the PCs making a phone call, and the contacts informing him that they will be in touch when they have the information. Now would be a dramatically appropriate time for that call back. An Intelligence check could spark a vague familiarity in the mind of one of the P.I.s about the Ripper, which motivates him to investigate further. Regardless of the methods taken, the following information is available:

- The Ripper is an ancient demon who feeds on the souls of murdered women. For centuries it has traveled various worlds, bringing death and mayhem to everywhere it visits. It exists using a dark form of Essence known as Sadicas, which is Essence that is colored by the pain and suffering of those tortured or caused to suffer intensely (hence its *modus operandi*). Alternately, another look into Jack the Ripper's history using Dana's library leads to this link about the Ripper demon.
- An Awakening rite is a ritual in which a demon possesses a human being, then gathers unto itself enough souls to manifest physically as an almost godlike creature. This Awakening is completed by the ritual sacrifice of a Chosen One, who bears a specific birthmark on her hip, resembling a circle with two prongs arcing off of it at the top and bottom. When the Chosen One dies, the human host's body twists and warps into the manifestation of the demon, and the human host is no more. Successful Awakenings are rare, and generally not healthy for the surrounding populace.



- The Ripper demon has the ability to summon undead when its foothold on a dimension is so strong that it is nearly ready to complete its Awakening.
- The Gate spell is contained in both Marie's and Dana's libraries.

Characters who return home for the evening eventually find themselves in an unpleasant situation. The Ripper doesn't like the PCs meddling in its plans and has decided to deal decisively with them. Through Dana, it summons a small horde of Zombies and Hell Hounds to deal with the PCs decisively. The attack isn't subtle; they simply crash through the windows and doors of anywhere the PCs might be congregating (likely, the Café Arcana for more research) and attack. Generally speaking, there will be one Zombie for each PCs. Game Masters should feel free to add more attackers if the first batch are dropping too easily, or adjust stats downward if they're too tough. There are three Hell Hounds involved in the assault.

The Zombies fight to the end, and before the last one falls, it croaks out in a raspy, dry voice, "None of this matters! Another soul has been claimed, and the Ripper grows closer to Awakening! When he finally manifests in this world, you will all burn! The Chosen One is claimed and she has been called, and her death on the anniversary will mean his salvation! You will all burn!"

If this doesn't begin to put things together for the PCs, a recollection the next day of Dana's face in that alley, glowing green eyes and male voice and all, certainly will.

TROUBLESHOOTING

This may be the trickiest part of the adventure to run, as it's nigh impossible to predict which path available to them the PCs will take, and the GM needs to be at their best, ready to react and adapt to whatever steps they take.

It is possible that all or none of the PCs stay with Dana in the evening. This can potentially upset the events of the next section of the adventure, and there are several ways to handle the issue. If the entire group of PCs remains with Dana, the fight with the Henchmen can take place in the alley immediately after the murder and before the police show up, or even in Dana's house (what better misdirection than for the Ripper to pretend to attack its own vessel?).

Alternately, this encounter can be skipped over, and the events of the next section expedited to cover Dana's capture. If none of the PCs remain with Dana, or if all fall under the hypnotic spell of the dagger, the murder can be handled via another cut scene (a nightmare experienced by Marie or Nat is most likely). The characters can get details from Dana or one of their own via the nightmares, or from investigation similar to that in Scene 1.

Some PCs may decide to sit in the room and stare at the dagger to make sure nothing happens to it. The solution to this is simple—at some point (preferably in the morning), the dagger is simply gone and they have no memory of anyone taking it. Alternately, they will obviously be subject to the Wisdom save.

The PCs may decide to rush to Dana's house in the middle of the night following the Zombies / Hell Hound attack. If this is so, then every PC arriving on Dana's property must make the CL10 Wisdom save against the Invocation effect of the dagger as well; those that succeed will have a dreamlike experience of the Ripper, similar to the one described above, but this time involving the murder of the two police staking out the house. They will wake up at home in their own beds the next morning. Those that fail simply wake up at home with no recollection of anything after heading to Dana's house.

The real trick here is the dissemination of information to the PCs. What information do you give them and when? There's no easy answer to that, save to be careful not to give too much or too little at any given point. They have to keep on the trail of the murders, gaining enough info to give them new leads, but not enough to answer all their questions until the end. The addition of Dana's library to the mix is a great excuse to give information that wasn't gleaned earlier, as are James's Rosicrucian contacts. A little fast thinking on your part may be required, however, to keep things from getting too far out of hand.

Finally, many PCs may decide to simply spend Fate Points to make their saving throw. The results of a successful save are listed in the text, but it's possible to move encounters around as you please—the demon's minions can attack Dana's house just as easily as the PCs' own residence, and Dana can easily be kidnapped or vanish in the confusion. The use of the demon's gating abilities can pop in distractions or minions pretty much anywhere you need them! Keep the PCs on their toes and build the sense of confusion, misdirection and danger, and just run with the chaos!



SCENE THREE: RISE OF THE RIPPER

CUT SCENE 3

The final sacrifice lays upon the table. She squirms, kicks, screams, begs, and threatens, all to no avail. The killer stands over her, looks to the black candles to his right and left. He picks up a knife, traces it across the victim's chest, leaving a thin line of blood in its wake. He can smell the fear upon her, his last victim.

Midnight strikes; it is time.

The killer shrugs off his cloak to stand naked before the victim. He...is a she.

It matters not. Gender means nothing to the Ripper. Soon it shall rise; the body it inhabits is meaningless. It will be transformed into a higher being.

The knife slashes across the girl's throat, cutting her scream off in a sharp gurgling sound. The blade flashes three times and the eyes and heart come out. The creature that was once human devours them in wonton bloodlust.

The blade flashes a fourth time as the killer plunges it down into her own chest. She screams in agony and in ecstasy as she doubles over. Her skin turns a sickly green and scales erupt from beneath it. Spikes plunge through her back as her tailbone extends into a sharp, thrashing appendage. She grows to ten feet in height.

The process takes an eternity of seconds during which she cannot act.

Finally, the Ripper rises, throws its bladelike fingers high into the air and cries out in victory. The world will be torn asunder.

Nat [and/or Marie] awakens with a scream of utter horror. Across town, Dana Green also sits bolt upright in bed, screaming herself hoarse. Again, Peter rushes into the room. "Lassie! Are ye all right?"

"I remember!" Dana cries. "I remember everything, and I know!"

"Know what, lassie?"

"It's begun, Peter. His time is at hand, and Goddess help me, I'm the vessel!"

By the next morning, only one or two pieces are left in the puzzle, and the PCs have a slew of problems to deal with. At least one of their number may need bailed out of jail, or at very least a ride home. The police, fortunately, have only circumstantial evidence with which to hold the PCs, and several eyewitnesses at the club can describe the man who left with the stripper, a man who doesn't match the PCs' description, but who does correspond with a description the PCs can give the police regarding the murderer. Combined with the lack of hard evidence, fingerprints, and DNA samples from the PC(s) on the body, there's little choice but to set them free. Any weapons the PCs possessed legally (with proper permits) are returned; others are confiscated and the appropriate fines levied. In any case, James has enough clout and money to arrange for the release of any incarcerated PCs.

It gets worse. The PCs receive an early phone call from a frantic Dana. She's rambling and almost incoherent, going on about the hour approaching, the Awakening being near, the souls all gathered, and her inability to fight it alone. She begs them to come to her house, insisting that she's put together some new information, but that the phone isn't secure, and she can't talk like this...then hangs up on them.

Heading over to Dana's house reveals a scene straight out of a horror film. Her entire block is still and unnaturally quiet, the result of a powerful Illusion effect to dampen the sound in

the surrounding area. Communication is possible, but any loud noises are dampened to the level of quiet conversation. Even yelling does not break the sound barrier; while a screaming PC will hear themselves scream, others will still only hear their voice at a moderate volume. There is a lingering amount of power in the area, a sickening combination of corrupt magical energy that requires all PCs to pass a SAN check at an additional +3 to the CL at a rating of 1d4/1d6.

GAME MASTER'S INFORMATION

The Ripper has now gained control of Dana and PCs the Illusion spell over the block. While on first appearance this spells trouble, it was done so that the violence that took place here wouldn't draw undue attention. It means that open gunplay is not out of the question in this situation; the noise will not attract the police.

The car with the two police officers has been removed, again courtesy of the Ripper's Gateway Invocation, leaving no evidence of the murders behind.

The unmarked Chevy and its two police stakeout officers are gone; what happened to them is anyone's guess. The door to Dana's house hangs from one hinge, swinging back and forth with a quiet but ominous creak. The house inside is trashed;



tables overturned, carpets torn and bunched up, holes in the walls. The windows are shattered. The whole place looks like a war zone.

There are traces of blood throughout the house. In the kitchen, the PCs find the cook, brutally murdered and parts of her body devoured (Fear Checks at a -2 may be in order). One of the maids is likewise found murdered in the living room, and another in the Lounge. In the Library, the glass case that held the dagger is undamaged, but empty. There are no visible means by which the knife could've been extracted (though spell research may have already revealed the existence of the Gateway Invocation). Peter and Dana are nowhere downstairs, and calling out doesn't yield any useful results (remember that sound dampening effect). However, hidden among the stack of opened books on the table in the Library is a small notebook with handwritten notes. Unless the PCs actively search the table or the room (Wisdom at CL5 or Cat and Mouse CL0), these notes won't be immediately noticeable, though Peter will reveal their existence later on. The following information is here:

- The Ripper needs only one more soul before the Chosen One can be sacrificed. Dana has now realized that she possesses the birthmark, and that she is the Chosen One.
- The ritual sacrifice of the Chosen One must be performed at midnight, at a major place of power. Dana suspects that the most likely place is a spot in a local public park that was constructed on the ruins of a dark temple in the 1800's, where a cult dedicated to the Mad God Leviathan was said to gather in worship. It is a center of mystical convergence and the focal point for many supernatural activities. In the passage is a sketch of the Mad God's mark, which matches the birthmark of the Ripper's Chosen One!
- Dana fears that if the ritual is completed, it will tear a small hole in reality that will allow Leviathan to begin the first stages of manifesting itself on the Earth. It could begin the Reckoning.
- Dana has come to realize that the Ripper is inside her, attempting through the dagger to possess her. She feels that an exorcism is the only way to save her soul and defeat the Ripper. A successful exorcism would allow the dagger to be destroyed and end the entire problem. However, it also means that the Ripper's job is easier, for all it has to do is force her to commit suicide at midnight. If Dana can be exorcised, the demon will be banished for a millennium. If she dies before the exorcism is complete, the killings will only be put off for another 33 years.
- Only a character who achieves a CL10 Wisdom check with an Arcana or other occult knowledge or background will notice that Dana has misinterpreted the above information. Circled in one of the books is a passage which notes that once the final victim dies, the Ripper may kill the Chosen One at any time after midnight in order to arise.
- If Dana dies, and the Ripper arises, its weakness is the dagger that served as its vessel for so long. While it is vulner-

able somewhat to normal attacks, the dagger is the most potent weapon available for battling the monster.

- The last entry in the notes reads, "I can't fight much longer. The dagger calls me. I have to get away from these notes before the Ripper wakes up within me and realizes I've left these clues behind. Have to hide the notes and warn Peter."

Searching upstairs, the PCs can discover a half-alive and savagely beaten Peter partially beneath the bed in the master bedroom. With a CL3 Wisdom roll, his quiet moans can be heard when the PCs enter the room. Dana's wardrobe is smashed, and a simple Perception Test reveals the secret compartment in the back, just large enough for a single suit of clothing. The compartment is now empty.

Throughout the house, hiding in various rooms, are Zombies left behind by the Ripper to take care of the interlopers (the PCs). All are lying in wait to ambush the PCs at the right moment. There should be three to four Zombies per PCs, but again, tailor the number and ease of battle to the individual PCs. This should be a tough battle, but is designed to keep the PCs here and engaged, rather than having them turning to run.

Peter, for his part, has information to share. Anyone who leans down to check on him will find that the old Irishman is still conscious. He grabs for whoever is closest and coughs, "Something not of this world came upon her...no is inside of her! It took her, dressed in its own clothes, and left. I tried to stop it, to save her, but she...it...called those demonic things upon us!"

"She knew it was coming. She told me it was coming. Before it took her, she told me that tonight's the night, and that she's the vessel. She said you could help her. Please. She's like a daughter t'me. She said midnight. That's hours away. Said she left notes in the Library."

He then gurgles, coughs, and falls unconscious. PCs with medical abilities can make an Intelligence check to note that his injuries are not life threatening and that if made comfortable he will survive, though he'll need to be watched over for a few hours to ensure that he stays stable. The PCs are free to call an ambulance, but will most certainly be mired with police questions for hours at least, and possibly charged and implicated in the crimes if they do so. A simple Intelligence check should make the PCs aware of the problems inherent with calling the police or an ambulance at this time (any P.I. characters don't need to make this check at all). In fact, their best bet is to make the house look as presentable as possible so as not to draw undue attention to the mess. This will take several hours as well, but will most likely be the PCs' best bet to actually make it in time to stop the ritual. In the end, they've got a full day's work ahead of them preparing to stop the ritual and cleaning up the mess so as not to have police hot on their trail when they do. In the end, Marie will be the one to perform the exorcism, but the rest of the PCs must find a way to restrain Dana while it goes on, and fight off the undead retainers she will no doubt have nearby.



SCENE FOUR: THE DEMON RISING

NOTE: *There is no Cut Scene for Scene 4*

This is your straightforward climactic battle scene, where the PCs must rush to stop the evil from rising and the Mad God Leviathan from entering our reality. By now, the PCs should have all the pieces to the puzzle. They can go to the ritual site at any time, plan, and prepare. As midnight approaches, however, there will be no sign of Dana, her final victim, or the Ripper. This suspense should be carried on as much as possible.

At 11:50, and hopefully just as the PCs are about to leave, an inky black portal appears right at the center of the park, and Dana steps forth with a group of 6 Zombies retainers, 2 Hell Hounds, and a Shoggoth. Dana's hair has turned jet black, her eyes glow an unearthly green color, and dark veins snake their way up her face. On her forehead, a faint mark is beginning to appear, a circle with two horn-like prongs coming off of it...the Mark of the Red God Ornduhl. She tosses the bound, unconscious, naked body of a blonde woman at her feet. This, then, would be the last victim.

The very instant the PCs makes their presence known (a must if they expect to exorcise the demon), the monsters attack, and Dana plunges her knife into the chest of the final victim. Barring an absolutely ingenious plan, there's no way the PCs are going to save the girl. Dana has to be their primary concern. They have to get through the press of monsters, restrain the possessed witch, and perform the Exorcism. On the up side, their meddling has forced the demon to call upon a great many powerful magicks, and its Sadicas pool is dwindled. It cannot afford to call upon its own Metaphysics, lest the ritual fail. Optionally, if the PCs has too easy of a time with the existing monsters, the Ripper can call forth from the Gate a Lesser Shaitan to do battle with the PCs. It can also continue to call forth more Zombies as needed.

Unless they scored the requisite CL 10 Wisdom check in scene 3, the information the PCs has is mistaken in one important area: Dana does not have to die exactly at Midnight. Rather, the final victim had to be killed any time before midnight, and the Chosen One sacrificed at or any time after midnight. Once that girl dies, the Ripper's primary goal is to kill Dana, so the PCs will have their hands full. So long as the demon is still in human form, however, it is vulnerable to all the types of attacks a human is and suffers full damage type modifiers for any attacks against it. Alas, if the PCs kill Dana, it gets worse.

If Dana manages to kill herself, or the PCs kill her, the Ripper Demon arises. Its transformation is exactly as described in the

dream sequence from Scene 3. This transformation takes two rounds, during which the Demon is helpless to attack (though it can still defend clumsily, -2 to defensive actions). The PCs can all do their worst in those two rounds. Their best bet is to attack it with the dagger, which does five times normal damage against the demon, and bypasses its natural armor. Otherwise, the demon does not suffer multipliers for damage type, and is immune to attacking specific parts of the body (a head shot does the same thing as a body shot to it). Even with its pool of MEP depleted, if the demon rises, it's very possible that some of the PCs won't survive the encounter.

DENOUEMENT

At the end of the battle, bodies are littered about the scene, and Dana is either saved, or the corpse of the Ripper lays at their feet. Suddenly, a whirlwind whips about the place, swallowing up all the bodies. A disgusting sucking sound erupts from the whirlwind, and lightning arcs about it. At last, a soft voice floats forth. What it says depends upon the outcome of the battle.

IF DANA SURVIVES:

"You think you've won? We haven't even begun, my pets. You may have won the day, and saved one woman's soul, but she has delivered so many unto me. Mark my words, my friends, one day we shall yet meet again, and these meager victories cannot hope to keep me from my final destiny."

What's more, the PCs have gained a valuable ally. Dana's library is impressive, and she now considers all the PCs friends and compatriots, and wishes to join them in their battle against the darkness as a member of the Brotherhood of William St. John.

IF DANA DIES:

The PCs are tormented by the sounds of her agonized screams from within the whirlwind. Finally, that terrible, familiar voice speaks to them again. "Oh, she tastes so sweet! My destiny is at hand, and you've given it to me! You're fools if you think you can stop me! In the end, I shall devour the world!"

On a more mundane front, Peter blames the PCs for Dana's death and looks upon them all with thinly disguised animosity. As the sole named heir to her fortune, Peter now has the resources to become a serious thorn in their side, and may be ripe for recruitment by the Order of the Dragon or any other evil secret society.



APPENDIX: NPCs AND MONSTERS

DANA GREEN (*This neutral good, 3rd level arcanist (wisdom) vital stats are: HP 15 and AC 15. Her primary attributes are: dexterity 15, wisdom 16, and charisma 15. Her spellcraft check is +5. Her prepared spells are: (0-level) detect magic, first aid, light, message, prestidigitation (1-level) bless, command, cure/infect light wounds. She has 14 MEP. Her notable abilities are Wealthy, and she possesses an extensive occult library.*)

DANA GREEN (*Possessed*) (*This chaotic evil creature's vital stats are HD 4d10, AC 18, HP 31. Its primary attributes are physical and mental. It attacks with cursed athamé for 1-6+5 or magic. It is immune to fear or fear type spells, can levitate as per the spell at will, and can cast confusion, create/control undead, and summon planar ally (2d4 hellhounds, demons or zombies) three times per day.*)

DEMON (*Summoned*) (*This chaotic evil creature's vital stats are HD 4d10, AC 18, HP 31. Its primary attributes are mental. It attacks with two claws for 1-4 and one bite for 1-6 damage points of damage. It is immune to fear or fear type spells, can fly 60 feet per round and cast color spray once per day.*)

HELL HOUNDS (*These lawful evil creatures' vital stats are HD 8d8, AC 16, HP 46. Their primary attributes are physical. They attack with a bite for 1d6 points of damage; any successful bite inflicts a further 1d6 points of heat damage. They have a breath weapon that inflicts 1 hit point of damage per hit dice. They are immune to fire based attacks and have darkvision.*)

THE RIPPER DEMON (*Manifest*) (*This chaotic evil creature's vital stats are HD 12d12+20, AC 20, HP 103. Its primary attributes are all. It attacks with two claws for 2d6 plus energy drain. It is immune to fear or fear type spells, charm and enchantment, can fly 30 feet per round, takes half-damage from all non-magical weapons (full damage from silver), darkvision 60ft, spell resistance 12, and cast the following spells as a 12th-level caster, using souls to power them: confusion, create/control undead, dominate person, ghoul touch, summon 4 hell hounds or 2 demons, spectral hand. Its weakness is the athamé, which deals 3d10 damage on a successful hit, and against which its AC is only 12.)*

ZOMBIES (*These neutral evil creatures' vital stats are HD 2d8, HP 8, 9, 11; AC 11. They have no primary attributes. They attack with one claw that does 1d8 damage plus possible disease. For each extra zombie attacking they collectively gain a +1 to hit. So if there are three zombies attacking one target they all get +3 to hit.*)

THE RIPPER DEMON

NO ENCOUNTERED: 1

SIZE: Large

HD: 12d12 (83 hp)

MOVE: 30ft (fly)

AC: 20

ATTACKS: Claws 2d6 (plus energy drain; see below)

SPECIAL: Darkvision 60ft.; devour soul; DR half damage from all nonmagical, non-silver weapons; energy drain; Immune to fear, charm, enchantment; possession; SR 12; vulnerability (athamé).

SANITY: 1d10/1d12

SAVES: P, M

INT: Supra-genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar

XP: 5,875+12 (6,871)

A servant of the Great Old Ones who reside in the Deeper Dark, in the Spaces Between Spaces, and a manifestation of the Red God Ornduhl, the Ripper Demon is a herald of their coming return. Its goal is to spread pain and suffering, and it has a special hatred for women. It has appeared many times throughout history, possessing a host and engaging in serial murders, usually driven towards those that its host has some sort of bias towards or against. This has changed recently, however, as the Ripper's previous host, Jack the Ripper, willingly accepted it and openly relished his work. The Ripper, as such, drew Jack into itself when it was defeated by a secret cabal of Rosicrucian sorcerers, and now is driven by Jack's own desires—to punish ladies of the night.

The ripper demon possesses its host through the cursed athamé dagger that has been around since time immemorial. Constructed of mysterious "Star Metal," the original forging of the dagger is unknown and it is indestructible by any means known to man. Thus, it passes down from age to age, cropping up when the time is right, and the demon sets about its grisly work. Prophecy states that when it has collected enough souls, the end times will begin. Of course, it is best able to do this through wholesale mass slaughter, so its usual goal is to manifest physically, which it must do through a complex ritual of serial murders followed by the sacrificing of its host.

The ripper demon's appearance is that of a 12' tall, vaguely humanoid creature which appears to be made largely of shadow. Its general shape suggests archaic evening dress—a top hat, traveling cape and the like, though its limbs are long, gangly and skeletal, its clawed, multi-jointed fingers nearly as long as its very forearms. Its eyes are two pits with two pinpoints of sickly yellow light radiating from deep within, and its mouth hangs low, its jaw unhinged so as to swallow the world whole.

COMBAT: The ripper demon's only goal, when manifest, is to conduct wholesale slaughter and destruction. It will summon hell hounds, raise the dead and even manifest demons to do its bidding, while wading into battle with wanton glee.

DEVOUR SOUL: When a demon strikes a victim with energy drain, the level drained is devoured by the demon and used to power its unholy abilities. If the demon is destroyed with the athamé (see below), any unused levels are released and regained by its victims. If a victim dies as a result of having its soul devoured, it can never be revived; it is lost forever. In addition, any victims slain by hell hounds or demons summoned by the ripper have their souls devoured by the ripper.

ENERGY DRAIN: Each time the demon strikes a victim, that victim must succeed at a CL 8 Constitution check, or lose one level, which is drawn into the demon. The victim loses one HD worth of hit points, any level-based abilities associated with

the lost level, and has their XP total reset to the beginning of the prior level. The only way to restore this lost level is via the Restoration or Wish spells, or by defeating the demon before it expends the levels through powering its abilities (as per Devour Soul, above).

POSSESSION: The ripper demon can possess the current owner of the cursed athamé, provided that she is a Chosen One, born every 50 years with a certain birthmark. It begins at any time after the victim comes into ownership of the dagger, with a series of horrible nightmares from which the victim cannot awaken. Each night the victim must make a Charisma-based saving throw to ward off the psychic attacks; each night that the victim fails, they take the athamé and go out to kill in the ripper's name. The next morning, they awaken remembering only shadowy nightmarish images. When the victim has committed enough murders, the demon can cause them to perform the ritual to sacrifice themselves and manifest. The exact number of murders required varies by victim and no occultist has been able to establish a hard pattern. Victims of possession have the following game statistics while under the ripper demon's influence:

RIPPER DEMON HOST: (This chaotic evil creature's vital stats are HD 4d10, AC 18, HP 31. Its primary attributes are physical and mental. It attacks with cursed athamé for 1-6+5 or magic. It is immune to fear or fear type spells, charms and enchantments, can levitate as per the spell at will, and may cast confusion, create/control undead, summon 2d4 hellhounds and thief's dream once per day.)

SPELL-LIKE ABILITIES: The ripper demon can cast the following spell-like abilities as a 12th-level caster: confusion, create/

control undead, dominate person, ghoul touch, summon 4 hellhounds or 2 demons, spectral hand, thief's dream. Rather than MEP, the demon expends the life energy of devoured souls to power its magic. Each time it casts an ability, it expends one level of a soul it currently contains. When a soul's levels completely run out, that victim is forever destroyed and can never be returned to life. If, for example, it kills a 4th level PC, the demon will gain 4 soul levels with which to power spells, and when those 4 levels are expended, the PC's soul is devoured. By the time the demon manifests in this adventure, it has 7 souls (19 soul levels divided among the 7 as the GM sees fit, with four belonging to Dana herself).

SUMMONED DEMONS: *(These chaotic evil creatures' vital stats are HD 4d10, AC 18, HP 31. Their primary attributes are mental. They attack with two claws for 1-4 and one bite for 1-6 damage points of damage. They are immune to fear or fear type spells, can fly 60 feet per round and cast color spray once per day.)*

VULNERABILITY: The demon is especially vulnerable to the cursed athamé that holds its essence. The blade, a long, Kris-bladed ceremonial dagger, is exceptionally sharp and well balanced and normally would provide +3 to hit and damage. When used against the demon (in corporeal form; it does not have this ability against victims of possession) the dagger deals 3d10+3 damage (plus any ability bonus of the wielder), and the demon's AC is treated as being only 12. Killing the ripper demon with the athamé while in its manifest form will banish it for at least 100 years and the athamé itself will become inert for the ensuing century, displaying no magical properties other than remaining indestructible.



APPENDIX 2: NEW SPELLS AND ABILITIES

NEW SPELLS

THIEF'S DREAM (Level 3 Int, Level 3 Cha)

CT: 1 action **R:** Sight **D:** 1d4 rounds

Sv: None **SR:** Special **COMP:** V,S,M

This spell allows the magician to remove small objects from locked or sealed cases, by transforming the object into a beam of light, which projects into the hands of the caster, and then reforms. The object must weigh less than one pound and be small enough to hold in one hand. Also, the witch or wizard must be able to see the item in order to steal it. It is possible to use this spell on items viewed through devices such as security cameras, but doing so imposes a -4 penalty to the spellcraft check, as the witch is working off of a reproduced image of the item rather than the item itself. Photographs and drawings, however, will not work with this spell.

The spell can also be used to replace an item within its housing when the caster is finished with it.

Certain items which are warded to grant resistance or protection against magic, can be warded to protect against this spell. One method of doing so is to use the Symbol spell to etch a symbol of spell resistance on an object, granting it an SR equal to 10 plus 1/2 the caster level.

Banish the Ripper (Special Ritual)

This special ritual is designed to exorcise the ripper demon from a victim it has possessed. It is special in that any occultist or arcanist of any level can attempt the spell, though obviously the more powerful the caster, the more effective the spell will be. The spell requires the burning of incense and the scattering of certain herbs while the caster chants and faces the demon in a battle of wills. Over a series of rounds, the caster spends MEP and focuses their energy, making a Spellcraft Check against a CL of 10; each MEP spent adds +1 to the Spellcraft Check. The Demon then must succeed at a Charisma save, at a -1 penalty per point of MEP spent by the caster.

For each contest the caster wins, the CL for the next check is reduced by 2; for each contest the caster fails, she takes 1d4 points of damage from the demon's own dark energy.

To win the contest and exorcise the demon, the caster must whittle the CL of the check to zero and succeed at one last push. Failure usually means death for the caster.

It is possible for multiple casters to engage in battle together, pooling their resources to combat the demon. In this case, one caster is chosen as the "lead," and makes the check, while others contribute MEP to the cause. Victory reduces the CL by only one per successful check rather than 2, and failure means all casters suffer the damage equally. However, with multiple casters contributing MEP to the check, victory is also much more likely.

GENERIC CLASS ABILITY

OCCULT LIBRARY

NOTE: this is an abbreviated version of the ability in the *Amazing Adventures Companion*. It is included here for those who do not have that book, though the version in the book is more expansive and should be considered the "true" version. An updated version of Marie Laveau from the core rulebook would sacrifice the Exalt class ability to gain Occult Library.

Possessing an occult library provides +1 to any checks related to esoteric, mystical or occult lore and research, and when rolling to see if an arcanist can learn a new spell. As the character improves in experience they find new information and add new books to the library, increasing this bonus. At 3rd level the research bonus increases to +2, at 6th to +3, at 9th to +4 and at 12th to +5. In addition, at 5th level access to such a library improves the base knowledge of the spellcaster, resulting in +1 to all spellcraft checks (including those for spell casting) and to the CL of saving throws cast by the owner. This bonus increases to +2 at 7th level and to +3 at 10th level.



APPENDIX 3: THE BROTHERHOOD OF WILLIAM ST. JOHN

THE BROTHERHOOD OF WILLIAM ST. JOHN

The Brotherhood of William St. John is a fictional explorer's and adventuring guild designed especially for **Amazing Adventures**. It is hoped that you can use it as a springboard for your game, a group to which your player characters can eventually belong. In the next section, you will find some pre-generated characters who form the core membership of the group. Feel free to use or ignore them in your game, as it suits your needs.

OUTLINE

GOALS AND INTENT: The Brotherhood of William St. John is a fraternal order that also incorporates elements of Scholarly, Warrior, and Espionage societies. It is a philanthropic adventuring guild dedicated to exploration and discovery, and championing justice and the plight of the weak. Members will root out and battle evil wherever it shows its face, and seek to gather, protect and preserve knowledge and information for the good of all mankind.

REACH AND RESOURCES: Nominally, the guild is a wealthy group. However, members come together when needed in more of a "cell" format than as a group *en masse*. Often, any team has only the resources available to the team's wealthiest member. In rare and emergency situations, Mackie Gleeson has been able to provide funding, contacts and personnel to a small degree, but the guild is more of a brotherhood than a paramilitary or espionage group.

MEMBERSHIP REQUIREMENTS: Successful explorers and adventurers are bound to catch the eye of the guild at some point, and will be contacted and offered membership. Despite its name, the Brotherhood allows both men and women into its ranks, so long as prospective members are judged to be forthright, honorable and stout of heart. Those who seek out the guild will be expected to prove themselves worthy in the field before membership is offered. Mackie Gleeson, the current leader of the guild, makes all formal offers of membership.

There are no formal levels of membership in the guild; members are considered nominal equals, though those with more experience are held in higher regard overall.

Most members will have their own circle of friends and fellow explorers with whom they will consort regularly, and may not know other members very well. Members may identify each other with a series of signs and code words similar to those used by soldiers in the field during wartime. These signs are changed regularly and are distributed to members by Mackie herself.

Any member can choose to leave the guild at any time, simply by announcing their retirement to Mackie. There are no penalties or dangers to doing so, though the guild may occasionally look in on "retired" members to make sure all is well.

Members are expected to battle evil, champion justice and the weak, and search the world for lost and undiscovered knowledge above all other pursuits. It believes that knowledge is to be shared for the good of the world, but has, on occasion, decided as a group to withhold certain arcane secrets dubbed too dangerous for guild to hold. This occurs on a case-by-case basis.

MEMBERSHIP BENEFITS AND DRAWBACKS: Mackie is an exceptionally wealthy woman with a great deal of power behind the scenes and as the granddaughter of William St. John, she is entirely dedicated to the cause. She has contacts and friends all over the world, and can sometimes provide members with aid and assistance in this area. She is also a skilled pilot with her own private plane and if an extraction is needed, may be able to show up to perform the pickup.

On the down side, members don't have unlimited access to supplies and resources. While Mackie is wealthy and dedicated, she doesn't spend blindly and any team of adventurers is expected to be self-reliant, sometimes in the extreme. Members are expected to share any knowledge, contacts, and information they glean with the rest of the guild—the guild does not keep secrets within its ranks. Finally, the expectation to always champion justice and the downtrodden can be a burden at times.

OPERATIONS AND ACTIVITIES: Members of the Brotherhood of William St. John are explorers, adventurers, and though some are flawed in this regard, tend to be heroic to their core. The operations a member might undertake range from exploring South African jungles to root out the secrets of a long-forgotten religion, to attempting to bring down an evil cult that is infiltrating a world government, to stopping a mad scientist from unleashing a plague upon the world. The one thing about which guild members can be certain is that their lives will never be boring.

Since the guild is so loosely organized with such an open mandate, it is vulnerable to infiltration, and there have been one or two times where an enemy has struck a blow against them through gaining access to code words and countersigns. There have also been times when Mackie or another member has played things a little too close to the vest, and injurious situations have resulted. There is certainly a danger in Mackie being the sole keeper of the guild's history and membership roster. That information is vulnerable to loss or theft should something untoward happen to Mackie.

HIERARCHY: The hierarchy within the guild is as informal as its structure. Mackie is the undisputed head of the organization. She funds it and keeps all records and membership rosters. Next to her is Tennessee O'Malley, a well-regarded raider and renowned expert in antiquities. Beyond those two, there are few who have any formal authority in the group; however, the remainder of Mackie's group are often considered her inner circle and most guild members will defer to them when leadership is needed.

INTERIOR MOBILITY: Such a thing as mobility is really not an issue in the guild, where all members are viewed as equals. However, should members render great service directly to Mackie or one of her inner circle, they may find themselves entrusted with specific missions or even working directly with the inner circle itself. This is not an easy thing to accomplish, however; while Mackie welcomes new members into the group, she does not give out personal trust lightly.

DEGREE OF SECRECY: The Brotherhood of William St. John is an open secret guild. It is known amongst the upper crust of society, amongst those downtrodden whose cause it has championed, and well known to its enemies, but it remains something of a legend. While a certain few members might be open about their status, they reveal nothing about the guild itself or its inner workings, on penalty of expulsion from the group. Indeed, should a member reveal information that causes harm to another member or to the guild itself, they may find that they have earned the group's enmity and that their power extends further than the betrayer may once have expected.

While many have heard of the Brotherhood of William St. John, only its members know of their exploits and the group's inner workings. Such an air of mystery gives them an advantage in many situations.

HISTORY:

- **Founded in 1853** by Sir William St. John, renowned British explorer.
- **By 1855**, rendering humanitarian aid all over the world and fighting for the rights of the oppressed wherever they could.
- **In Egypt in 1857**, Sir William ran afoul of a group called the Cult of the Worm, whom he barely defeated with the help of two close allies, Jonathan Trapp and the Lady Sylvia Morningside.
- This group, it turned out, was a splinter group of a much larger organization called the Order of the Black Dragon.
- **1857:** Sir William barely survives his first direct encounter with the Order of the Black Dragon and dedicates their new guild to battling such organizations and gathering lost knowledge to be used for the benefit of all mankind.
- **1858:** guild battles and defeats the Cult of Yig in Brazil. Doctor Serpent is first encountered.
- **1859:** The Order of the Yellow Sign in New York is stopped from summoning a mad god to the world.
- **1862:** The group faces the Blood Sect, a supposed cult of vampires in Hungary.
- **1865:** The group defeats the Sisters of the Poison Kiss in Germany. Doctor Serpent is revealed to be in league with the sisters, but escapes capture.
- **1866-1880:** New members enter as older members retire from active service. The guild now has members all over the world.

- **1890:** The guild takes down the worldwide syndicate known as the Brotherhood of Crime. When Doctor Serpent is revealed to be behind the group, an aging Sir William comes out of retirement.
- **1890-1900:** The guild dedicates all of its efforts to tracking down and capturing or killing Doctor Serpent.
- **1901:** Sir William and Doctor Serpent have a final confrontation in the mountains of Tibet. Both are presumed dead following a massive explosion that leveled an ancient temple.
- **1902-1935:** Rumors persist that Sir William and Doctor Serpent survived, and one or both were rejuvenated in the lost city of Shangri-La. The guild continues on, nominally leaderless but under the guidance of the 90-year-old Lady Sylvia.
- **1935:** Sir William's Granddaughter, Mackie Gleeson, comes of age and proves herself an amazing pilot and adventurous spirit. Lady Sylvia chooses Mackie as the new leader of the guild, turning over all of its records and passing away of natural causes soon after.

NAME: The Brotherhood of William St. John

EXPANDED BACKGROUND

The Brotherhood of William St. John is an adventuring guild founded in 1853 by the famed British explorer, adventurer and champion of justice and the weak, Sir William St. John. At its founding, Sir William was a 21-year-old wealthy aristocrat who dedicated his life to seeking adventure and excitement. In his travels, Sir William could not help but notice the plight of those the world over who were far worse off than him. Moved by the poverty, downtrodden souls, and victims he saw everywhere he went, Sir William dedicated his life to aiding those less fortunate than himself. At first this aid was delivered in the form of humanitarian donations—food, money, social programs, clothing—but eventually Sir William stumbled onto more than he bargained for.

In Egypt in 1857, Sir William ran afoul of a group called the Cult of the Worm, whom he barely defeated with the help of two close allies, Jonathan Trapp and the Lady Sylvia Morningside.

This group, it turned out, was a splinter group of a much larger organization called the Order of the Black Dragon, whose head was a mysterious villain known only as Doctor Serpent.

Barely surviving his initial encounter with the Black Dragons in 1857, Sir William, who had already been an established athlete, big game hunter and adventurer, took his actions to another level, vowing with his friends to battle evil and darkness both where it publicly reared its head and wherever he could root it out.

Over the next forty-plus years, Sir William grew the guild into a worldwide network of like-minded individuals. It was they who defeated the Cult of Yig in Brazil, the Order of the Yellow



Sign in New York City, the Blood Sect in Hungary, The Sisters of the Poison Kiss in Germany, and took down the worldwide syndicate known as the Brotherhood of Crime.

It is said that Sir William defeated dozens of criminal syndicates and secret societies, and eventually went on to establish a worldwide guild of like-minded individuals who would also step up when called to do their duty for God, Country, and humanity. Still, through it all, one adversary kept re-appearing and always eluding their efforts. The crime lord Doctor Serpent seemed ever involved with the conspiracies faced by the group, and Sir William pursued him doggedly.

Sir William and Lady Sylvia eventually married. Sir William retired from active service in 1880, recognizing his advanced age as finally catching up with him, but continued to fund and guide the guild's efforts while focusing time on his family.

In 1890 and against his wife's wishes, Sir William came out of retirement when Doctor Serpent, having vanished long before and believed dead, reappeared. For the next eleven years, Sir William pursued his foe to distraction, determined to rid the world of Doctor Serpent's evil once and for all.

Alas, it happened that age and the years may have been too much for Sir William to bear. Sir William vanished in 1901 in a heroic final battle with his arch-nemesis. It is said that the two

perished together in a massive explosion that leveled an ancient ruin in the mountains of Tibet, though there have been whispers ever since that either Sir William, Doctor Serpent, or both survived the explosion and went deep into hiding. It is said that one or both of them discovered the ancient city of Shangri-La, where they regained their youth and vitality and that they may both be at large today.

Regardless, the guild continued on under the guidance of Lady Sylvia, and since its founding, the guild has welcomed adventurers from all over the world who show a unique skills set and determination to uphold the cause of justice, liberty, and the spirit of exploration at the heart of every man's soul. In 1935, the guild came under the guidance of its current leader, one Mackenzie "Mackie" Gleeson, the wealthy New York socialite and ace pilot who many say has picked up where Amelia Earhart left off (and who, some skeptics whisper, will likely suffer the same eventual fate).

Gleeson is also the granddaughter of Sir William and Lady Sylvia, and was passed on the mantle of leadership and all of the guild's records and treasures by Lady Sylvia herself, who died of natural causes soon after doing so, at the astounding age of 103. Some believe that Lady Sylvia imparted secrets about Sir William, Doctor Serpent, and the guild before dying, but Mackie has given no signs of having such knowledge.





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