

Rippers



Death on Dartmoor

DEATH ON DARTMOOR

By

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**Requires the Savage Worlds rules by Shane Lacy Hensley
available at www.peginc.com.**

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INTRODUCTION

This investigative adventure for *Rippers* is designed for a party of four Seasoned characters. Stronger parties should face more opposition during the later encounters to ensure a challenging scenario. While there is combat, it is not the core focus of the adventure, and parties should be encouraged to use their brains over brawn, especially in the early stages.

This mission is actually part one of a two-part story. The second part does not follow on directly from this tale, however. This allows the GM to use this adventure without waiting for the second part to be published and use part two whenever he wishes during his campaign.

Running this adventure does not require the second part to be used at all, though. It is a completely standalone story with a fixed conclusion in its own right. Likewise, when part two is released, characters need not have run through this adventure first, though those who have will likely get greater enjoyment from following what begins here to its final conclusion.

SAVAGE MELEE DAMAGE

Melee damage in *Savage Worlds* was updated with the release of *Savage Worlds: Explorer's Edition*.

In the original edition of *Savage Worlds*, as in *Rippers*, melee damage was Strength plus a number and, as a Trait roll, could be rerolled with a Benny.

In *Savage Worlds: Explorer's Edition* and newer products, including this adventure, damage is now Strength plus a die type. The second die type is limited to the character's Strength die. Both dice may Ace, but damage is no longer considered a Trait roll that can be rerolled with a Benny.

If you have converted your *Rippers* campaign to the new style of damage, you can use this adventure as it is written. To use this adventure with the original style of melee damage, simply use the following conversions:

<u>NEW STYLE</u>	<u>OLD STYLE</u>
Str + d4	Str + 1
Str + d6	Str + 2
Str + d8	Str + 3
Str + d10	Str + 4
Str + d12	Str + 5

PLOT OVERVIEW

This particular tale involves very little supernatural activity (just one werewolf and a mentalist, in fact). Instead, it focuses on a Night Guard plot to acquire deadly new weapons on behalf of their dark masters.

A notable Prussian psychiatrist and senior Night Guard agent, Doctor Karl Muelhoffer, operates an asylum for the criminally insane on Dartmoor (in the county of Devon, England). His choice of location was not accidental, however, for nearby lived Lord Arthur Cotterill, a peer of the realm and notable armaments designer, whose inventions were decades ahead of their time.

Contacted openly by German officials (actually Night Guard agents), Cotterill refused to sell them his latest weapon designs, designs which the British government had rejected as being too expensive or fanciful. So a plot was hatched to steal the plans and remove Cotterill from the equation (the latter to prevent the *Rippers* from using him to create weapons to counter the Night Guard threat).

A highly-skilled chemist with a diabolical mind, Muelhoffer devised an experimental serum (a form of Rippertech extract) which not only gave him control of a patient's mind, allowing him to implant hypnotic suggestions, but also infected them with condition-triggered lycanthropy, turning them into killers. A lunatic and convicted murderer by the name of Willy McTavish was given the drug and ordered to break into Lord Cotterill's house and kill him.

Willy managed to break into the house unheard and unseen and waited for several hours before killing the nobleman (his programming told him to take no risks, but he was surprised and reacted instinctively, triggering his lycanthropy). Willy escaped by smashing a window, which then allowed other watching Night Guard agents to ransack the safe and steal the designs, using the murder as the perfect cover. The Night Guard agents planned to escape by boat to Germany and from there manufacture an arsenal of weapons with which to declare war on the rest of the world.

Willy was a sacrificial goat, the drugs giving him no memory of the attack, but his reputation was enough to send him to the gallows this time. If captured, he would deny any knowledge about the missing safe contents and the Night Guard could conduct a story that they had been lost on the moors and ruined by the weather.

However, the Night Guard had not allowed for the intervention of the *Rippers*—they saw this as a mundane crime not likely to attract unwanted attention from their enemy.

The heroes' involvement begins with a telegram from a damsel in distress and ends with a vicious fight on a luxury yacht moored in London.

ACT I: A DAMSEL IN DISTRESS

One of the heroes receives a telegram from Lady Amelia Cotterill, asking for assistance. The telegram is vague but has an air of urgency. Hand the players Handout 1. Exactly how Lady Cotterill knows of the character depends on the makeup of the group. For instance, a Masked Crusader may have a contact address for his alter ego so he can aid folk in need, a detective may advertise his services, and a fellow noble may have been recommended by a mutual acquaintance as someone who can "get things of a sensitive nature sorted."

Lady Cotterill's telegram explains that she will be in London in two days' time and wishes to meet at the exclusive Gore Hotel, Kensington. During this time, the heroes may research more about her family through trips to the library and records offices. Have those who wish to conduct background checks make an Investigation roll. The roll takes an entire day, so each Ripper may make a maximum of two rolls. Alternately, a Cooperative roll may be made as the adventurers follow up individual leads.

With success, the characters learn that Lord Arthur Cotterill resides on Dartmoor (southwest England), is founder of the Cotterill Armaments Company, and that half a dozen of his patents are used by the British armed forces. On a raise, the heroes discover Cotterill's last three patent applications were turned down, leaving the company virtually bankrupt due to excessive research and development costs.

Should the characters score a raise on the first day, they have time to visit the Patent Office and research Lord Cotterill's patents. Again, this requires an Investigation roll. On a success, the investigators learn Cotterill's successful patents include a type of smokeless powder, a breech-loading artillery piece, an explosive shell for naval guns, and the like. The three rejected ones were for a gun so large it required a railway carriage for transportation, an armored, tracked vehicle, and a new type of machine gun capable of tremendous rates of fire.

SCENE 1: LADY COTTERILL'S STORY

On arriving at the Gore Hotel and asking for Lady Cotterill the heroes are shown into a private room. Seated by the fire is an attractive lady dressed in a fine, black dress.

She rises as the characters enter, introduces herself as Lady Amelia, and asks the characters to sit in one of the many armchairs available.

"Sirs," she begins, "thank you for seeing me at such short notice. I wish to hire your services to investigate a crime, the murder of my father. My father was murdered at our family home near Okehampton four days ago.

"I have until recently been away in India, but returned with my fiancée, an Army captain, just yesterday and learned of the terrible news. Father had been working hard on a new invention and I returned to ensure he was looking after himself—he was not a well man."

The heroes can gain further information by asking questions. Sample questions and answers are provided below and follow a standard line of enquiry. Since Lady Amelia has only just returned from India, she knows little else concerning her father's recent activities, thus allowing the GM to politely circumvent questions regarding any exact details of the case.

Q: Who found your father?

A: *"Jacobs, the butler. He took father his evening tea and discovered him dead in his study."*

Q: Do you know the cause of death?

A: *"Jacobs said my father had been stabbed by an intruder."*

Q: Was anything stolen?

A: *"The safe door was open, but I do not know exactly what was inside. As soon as I learned of the murder I telegraphed you and ordered that nothing in the study be touched. Father's body was taken away, of course, to the local doctor, for a post-mortem."*

Q: Had he received any visitors that day?

A: *"Just one, his business partner, Mr. Edington Burtle. According to Jacobs, he and father had a frightful row. Their voices could be heard throughout the entire house. Mr. Burtle stormed off without waiting to be shown out. Unfortunately, Jacobs could hear voices, but not words. Mr. Burtle is elsewhere in England on business, but I have left messages for him to come to Okehampton as soon as he receives them."*

Q: What was you father working on at the time?

A: *"According to father's last telegram, which I received two weeks ago in Alexandria, he had just finished a new invention and was waiting to hear back from the War Office on the prospect of a contract. As always in these matters, father was tight-lipped and I do not profess to understand his work."*

Q: Isn't murder a job for the local police?

A: *"Normally, yes. Sergeant Barnes is a dear man and knew my father well. His heart is in the right place, but I fear he lacks the experience to bring my father's killer to justice."*

Q: Why isn't his death in the papers?

A: *"Fortunately we live in a small community and I have managed to keep father's death quiet for now. However, news will undoubtedly leak out, and as a peer of the realm murdered in his home will attract reporters from Fleet Street. I wish to have the case solved before then to avoid any unnecessary speculation."*

Lady Cotterill is not excessively rich, but agrees to a fee of £100 (collectively, not each) to bring her father's killer to justice. Greedy heroes may try for more. Remind them first that £100 is a considerable sum of money in Victorian England (the equivalent of a year's wages for a skilled craftsman). Should they continue pressing for more, Lady Amelia becomes distraught, protesting at the "mercenary nature of mankind in times of other's grief." Characters lose a point of Status if Lady Amelia reaches this state.

Any further demands result in her terminating the meeting and finding assistance elsewhere. Only with exceptional groveling should the heroes be able to win her back and gain employment—otherwise they have failed the adventure.

The next train to Okehampton, via Exeter, leaves in four hours and arrives in Okehampton at 10 p.m. Otherwise, the heroes must wait until morning for the next scheduled departure, arriving in Devon in late afternoon. Once an agreement has been reached, Lady Amelia says she will telegram Jacobs and have him meet the party at the station in Okehampton with the carriage. She has to stay in London and begin sorting out her father's affairs, but will return to Devon as soon as possible.

LAST MINUTE RESEARCH

The heroes can, in they wish, look into Lord Cotterill's latest invention. Unless a character has Connections with the British government or nobility, an Investigation roll is required at -4. Those with Connections need only use their contacts and score a success on the Persuasion roll. Either way, a successful roll reveals Lord Cotterill's latest invention, a calculating machine that could determine the range to an enemy force and provide firing coordinates, was rejected as being too unreliable for the cost of production.

A successful Investigation roll and an hour of time (this can be repeated) locates the home of Edington Burtle, which is in Chelsea (a district of London). Burtle's butler, Caruthers, informs any visitors that his master is away on business but is due to return in the next few days. He asks if he can pass on any message for when Burtle returns.

There is no way of tracking down Burtle before he makes his scheduled appearance in the adventure. Should the party decide to get rough with Caruthers, use the stats for an Innocent (see *Rippers*). Caruthers has no qualms about summoning the police should he be attacked.

SCENE 2: ARRIVAL IN OKEHAMPTON

This scene assumes the heroes arrive at night, having departed London the same day as meeting Lady Amelia. All times mentioned are referenced from this date (day four after the murder). A few minor changes need to be made to the text if the characters arrive in the afternoon of the following day, such as adding one day to all references to the passage of time.

After a long and boring journey the heroes arrive in the small town of Okehampton on the edge of Dartmoor. Dartmoor is a bleak moor, broken by outcroppings of rock (known as tors) and dank, marshy regions. The weather is highly changeable, capable of going from brilliant sun to torrential rain in just a few minutes. Throughout the entire adventure it is cold and raining.

Jacobs, the butler, greets the heroes at the station and escorts them to the carriage. He is unwilling to discuss Cotterill's murder in the open, insisting he will cooperate fully once back at the manor. He is polite at all times, but is not easy to bully (treat him as having Spirit and Smarts d6 and the Strong Willed Edge).

The journey to the manor requires a trek of several miles onto the moors and takes an hour. After roughly 30 minutes, the carriage draws to a hold. The characters can hear voices from outside. On looking out, they see a police sergeant talking to Jacobs.

"Yer out late, Jacobs. What yer doin'?" says the sergeant.

"I have been to the station to collect some guests of Lady Amelia," Jacobs replies. "They are here to investigate his lordship's murder."

"Ruddy cheek of it," snorts the sergeant. "'Twas obviously the work of that... they awake in thar?"

This is the characters' cue to intervene in the conversation. Should they fail to do so, Jacobs and the sergeant (Barnes) exchange a few more comments and then Barnes sends Jacobs on his way. Barnes is a local man through-and-through. He has a thick West Country accent (he speaks a bit like a pirate, for our colonial readers) and is rather disgruntled at outsiders investigating a murder in his jurisdiction. However, as a loyal friend of the Cotterill family he respects Lady Amelia's wishes. Treat him as a Constable (see *Rippers*) should his stats be required.

Barnes refuses to discuss why he is out on the moors. Treat him as Neutral. If his attitude is improved, he states only that it is police business. A failed Intimidation roll shifts Barnes' attitude one step towards Hostile. He questions the *Rippers* as to their backgrounds, asking about their experience and so on, but doesn't snoop too far. Once he is satisfied they

are capable of handling the investigation, he sends Jacobs on his way.

ACT 2: THE INVESTIGATION BEGINS

By the time the heroes reach the manor it is almost midnight. Jacobs prepares a light supper for the heroes and then shows them to their rooms. While the adventurers can begin their investigation that night, they should really rest. Have each make a Vigor roll. Failure indicates the character has a level of Fatigue, which can only be recovered by a decent sleep.

There are just two live-in servants—Jacobs, the butler, and Martha Mayweather, the cook. Martha knows absolutely nothing about the murder. A maid, a local lass by the name of Susan Woodspoon, visits every few days to clean, but she was not present on the day of the murder and can add nothing to the investigation.

SCENE 1: THE MORNING PAPER

While having breakfast, the local paper arrives. There is one story of immediate interest. Give the players Handout 3 at this time.

Sergeant Barnes is at the station should the heroes visit him, coordinating the search. Heroes may chastise him for mentioning the murder, something Lady Amelia wanted to avoid, but Barnes is adamant he has done the right thing. After all, he has not mentioned Lord Cotterill by name and the escape of a single lunatic is unlikely to have Fleet Street reporters flocking to the region.

Belligerent characters are threatened with arrest for obstructing an official police investigation. Barnes can't hold such Rippers for long on these charges, but it is long enough to rule the adventurers out of the rest of the adventure set in Dartmoor.

SCENE 2: QUESTIONING JACOBS

Since Jacobs found the body, it is natural he will be questioned at some point. This scene can be inserted whenever the heroes begin their questioning.

Q: Where was his lordship found?

A: "In front of his desk, sir. He was lying in a pool of blood."

Q: What were his injuries?

A: "It appeared he had been stabbed, sir, in the chest and stomach. I am not a medical man and cannot elaborate further. Doctor Locock, the local physician, was called, but did not discuss the injuries with me."

Q: Was the intact bay window open?

A: "No, sir. Lord Cotterill had a dislike of breezes and never opened the window. When we checked, it was firmly on the catch."

Q: Didn't you hear the window smashing?

A: "I was in the kitchen most of the night, sir. There is no chance of hearing anything in the study from there. Cook can verify that."

Q: Did you step in the blood?

A: "No, sir. I was careful not to, for fear of staining the carpets elsewhere in the house."

Q: What did his lordship keep in the safe?

A: "Money and blueprints. I know most of them are available at the Patent Office in London, but his lordship also had designs he had not yet revealed to the War Office or filed for patents. Unfortunately, I do not know to what they pertained."

Q: Did Lord Cotterill receive any other visitors of note?

A: "Yes, sir, he did. About a week ago he was visited by a foreign gentleman, one Herr Oberst Ludwig von Steinhagen. He was not expected, but was insistent his lordship see him. I took his card to Lord Cotterill, who reluctantly agreed to see him. I escorted the gentleman through to the study and then retired to the dining room to prepare dinner. Next I knew of the matter was the front door slamming and his lordship ringing for me. When I arrived in the study he was fuming. He told me to take his evening meal to the study and not to disturb him again that night."

See **The German Visitor** below for more information.

Q: Did you take anything from the safe? [Have the interrogators make Notice rolls at this point. Success indicates Jacobs is hiding something, for he averts his eyes from their gaze.]

A: "No, sir, I did not."

Pushing the matter further and succeeding in an Intimidation roll causes Jacobs to crack.

"All right, I did take the money. When I entered the study, I saw Lord Cotterill lying there. He looked quite dead, even to my untrained eye. I was going to call for help when I noticed the safe was open. I...I placed the coffee pot on the table and went over to the safe. It still had money in, sir. A lot of money."

"I didn't want to steal, sir. Lord Cotterill has been most kind to me, but my sister is very ill. I...I thought no one would miss it, sir. They'd think the murderer stole it."

Jacobs still has the money (£150) hidden in his room. He is prepared to accept his fate should the heroes wish to hand him over to the local sergeant. However, one way to save his honor and earn his undying friendship is to offer a way out—if he hands the money to them, the heroes can claim they found it outside and return it to Lady Amelia. Such a noble gesture should be rewarded (whether through a benny or an extra Experience Point).

Of course, disreputable Rippers may just take the money for themselves. Should such a course be taken, Jacobs eventually learns of the deception and admits his crime to Lady Amelia. She in turn alerts the authorities, who begin hunting the Rippers for theft. Some may simply allow Jacobs to keep the money and blame the “thief.” Technically this is aiding a crime, but it’s unlikely to ever become public knowledge.

THE GERMAN VISITOR

Characters with direct ties to the British or German government, such as diplomats, government spies, members of Parliament, or high-ranking military officers may make a Common Knowledge roll to know of Herr Oberst von Steinhagen. No other characters can make the roll, though it can be researched by wiring the Lodge and getting a fellow Ripper to make an Investigation roll. This route takes a total of 12 hours, however (the telegram must be taken to Okehampton, acted upon, and the reply collected).

Success indicates the characters know the name—Herr Oberst von Steinhagen, a Prussian, is the German military attaché to the United Kingdom and works out of the German Embassy in London. He can be telegraphed or visited by a Ripper in London, but is not available for the duration of the adventure. Although he is a clue, he is a dead-end with regard to direct contact.

SCENE 3: THE STUDY

After breakfast, Jacobs shows the team to the study, which is currently locked. Hand the party the map of the study (Handout 2). All obvious clues, such as the blood stain and open safe, are already marked. Tell the characters that the room is laid out exactly as on the map. As Jacobs shows them in, he declares that the room is exactly as it was found when Lord Cotterill’s corpse was discovered, save for his lordship’s body having been removed.

The bookshelves contain a variety of tomes on military engineering and strategy, various areas of science, and so on—typical of a military designers’ collection. There is no indication any books have been stolen.

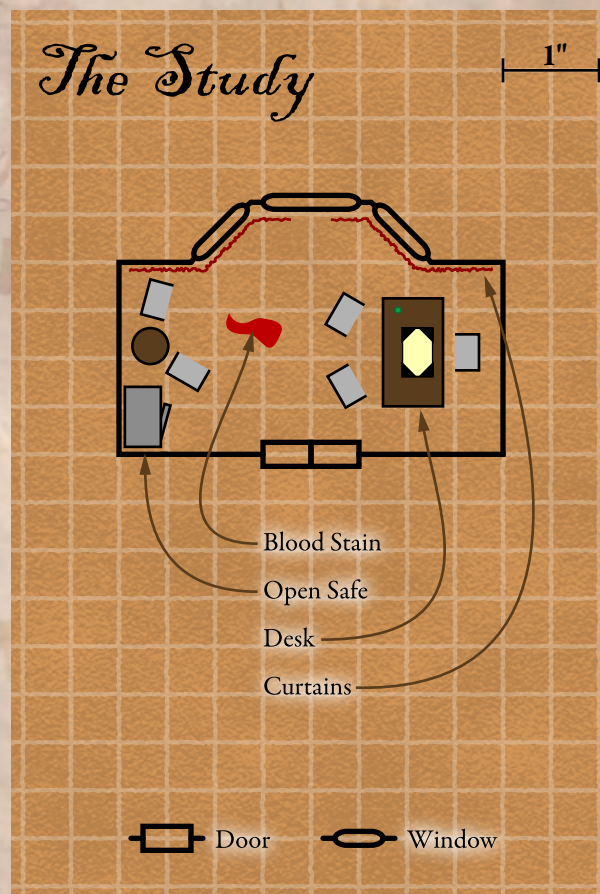
CLUES

Various clues exist in the room, though not all are immediately obvious. Below is a list of clues and the areas in which they can be found. You can make your players roll Notice a few times to spot the clues and Smarts to deduce their meaning or allow good roleplaying to replace dice rolling in this scene.

RAY WINDOWS

The heavy velvet drapes are closed when the characters enter the room. Checking behind them, the heroes discover there are two large windows, one of which has been smashed and boarded up. If questioned, Jacobs says the window was smashed during the murder, probably by the intruder. Although he declared earlier the room had been left untouched, he admits to boarding up the window to keep out the rain.

Any hero who asks learns the majority of glass is on the outside, in the rose garden, not inside. It’s up to the player to work it out, but this means the window was smashed from the *inside*. A careful check of the windows reveals scratch marks on the sill of the unbroken window. A Notice roll reveals slight indentations in the carpet by that window,



perhaps indicating someone stood in the carpet for a long time.

A successful Tracking roll places the intruder at over 7' tall and weighing in excess of 300 pounds. Though it is impossible to deduce with any accuracy, the hero estimates the person must have stood in the same spot for several hours to leave marks visible after so much time. The person was also bare-footed!

ASHTRAY

The ashtray on the desk contains the stub of a cigar and a single match. Jacobs can confirm that Lord Cotterill never smoked, but Edington Burtle did.

BLOOD POOL

Any hero with working eyesight can deduce that this is where Lord Cotterill died. Close study reveals a slight smudge in the carpet just beyond the pool, toward the safe. A Tracking roll reveals this to be the heel print of a boot. The heel does not match any shoes in the house, should the characters care to check.

COAT

The coat hanging by the door contains a set of small keys (for the desk) and Cotterill's wallet. The wallet contains his business cards and £50 in £5 notes.

DESK

The top drawer of the desk is locked and there is no sign of the key (this is in the coat by door). Jacobs has a spare key, however, though he does not volunteer this information (believing a servant should remain quiet until asked to do something). Investigation of the lock in the drawer indicates no sign of lockpicks having been used. The drawer was locked throughout the murder and subsequent robbery.

Inside are various papers of no relevance to the adventure and a large key—this is the safe key. The other drawers contain writing paper, envelopes, ink pots, and other mundane items.

OUTSIDE

The only area of interest outside is the rose garden outside the bay windows. Due to the recent rain, a single Tracking roll is required to spot the clues in the mud. Success reveals three set of footprints.

The first pair was made by a bare-footed human of approximately 6' in height and weighing 160 pounds. They come from the gravel drive, cross the garden, and end at the intact window. Heavier depressions indicate the person pushed upward at this point, as if climbing through an open window.

The second pair of footprints leave from the smashed window and are considerably larger, matching the imprints in the carpet inside. The hero deduces by the first set that the intruder leapt from the window to the ground, clearing a distance of some 9 feet.

The third pair is from booted feet. Again, they lead from the gravel across the garden, but go to and from the smashed window. It is clear these were made after the large prints, since they lie on top of them.

Finally, a brief search of the garden locates large shards of glass, further proof the window was smashed from the inside (see above).

SAFE

The safe is wide open. A casual examination reveals it is opened by a key, rather than a tumbler mechanism. However, there is no key in the lock, nor was one found near Lord Cotterill (no one searched his pockets).

If asked, Jacobs informs the party that Lord Cotterill kept the keys in the top drawer of his desk. A second set exists on Jacobs' key ring, which never leaves his side. Jacobs did not open the safe for his lordship that night. See above if the heroes check the desk.

Any character who states he is closely examining the lock of the safe locates a series of fine scratch marks, obviously quite fresh. Though he cannot prove it, it is evidence the lock was picked. Any character with the Lockpicking skill who studies the safe for a few minutes and makes a successful Common Knowledge roll (characters with the Thief Edge roll at +2) knows the lock is complex, a top of the line one, meaning whoever picked it was a master of the art.

Inside the safe are various letters (such as love letters from his late wife), rather mundane design plans, and his will (which lists Lady Amelia as sole heir to the estate). There is no sign of any money or of the latest patents (the ones which were rejected), though copies of earlier patents can be found. While Jacobs had access to the safe, he never looked inside, and so cannot give any indication as to the contents before the robbery.

WHAT ACTUALLY HAPPENED

There were two intruders—the murderer and the thief. Willy McTavish, the escaped asylum inmate, entered through

the intact bay window, which was open at the time. Edington Burtle had opened it a crack earlier because he was smoking a cigar in the study, something Cotterill detested but tolerated out of friendship, but never closed it. He then waited behind the curtain until the serum took hold and transformed him, whereupon he killed Lord Cotterill, as instructed. In his frenzied state, he made his escape by jumping through the other window.

Later, a second intruder (a Night Guard agent) entered via the smashed window and crossed the room to the safe, which he then picked. He inadvertently trod in the edge of the blood pool, leaving a small imprint of his heel. He stole only the blueprints.

SCENE 4: POST-MORTEM

When the heroes are ready, they may go to see the body of Lord Cotterill. Jacobs can drive them, they can borrow the carriage and drive themselves, or they can walk (two hours cross country as the crow flies or three hours by road).

The body is currently in the possession of Doctor Robert Locock, the local medical practitioner, though one trained in London and here in semi-retirement. As a prominent member of society, the doctor and Lord Cotterill knew each other socially. As such, Locock is keen to assist the heroes in any way, even offering to explain the cause of the injuries if the heroes lack medical knowledge.

The body has multiple stab and slash wounds to the stomach and chest, as well as slash marks on his forearms. A successful Healing roll indicates they caused massive blood loss. Also, the initial stab wounds were inflicted on a man standing upright, whereas the claw marks indicate a prone target. With a raise, the examiner deduces the stomach wound, which is a stab wound, was the first injury caused. Any hero can see the injuries were not caused by a weapon, but are indicative of a beast's claws.

Willy, in werewolf form, was the murderer. When he confronted Cotterill, he thrust his hand, palm upward, into Cotterill's stomach, causing the initial puncture wounds and sending the lord sprawling to the floor. He then clawed him to death.

ACT 3: THE ASYLUM

The asylum lies 12 miles from Cotterill Manor by road and a mere five miles cross country. A stark, grey, imposing two-storey structure, it speaks of untold misery within its

walls and offers little hope of release for those sent here as inmates.

On arriving and ringing the bell for attention outside the gate, the Rippers are met by a burly guard. He asks, in a foreign accent (he too is Prussian) what business they have. Any reasonable answer gets them access—the guard is not the sharpest tool in the box and Muelhoffer doesn't like his minions to know too much in case they get questioned. Questioning the guard reveals nothing concerning the case, not even the escape of Willy McTavish.

They are escorted by another guard, this time one who only grunts if spoken to, into the asylum and to the doctor's office. Refer to the map on page 13, but don't reveal it to the heroes. The guard knocks and waits for a reply, before showing in the heroes. His only words throughout the entire trip are, *"Guests to see you, Herr Doctor."*

Doctor Muelhoffer stands behind his desk. Tall and muscular, though not to excess in either regard, he has close-cropped dark hair broken only by a few streaks of grey at the temples, sunken grey eyes portraying little emotion, a smart suit, and wears a monocle on his right eye. When the heroes enter, he gestures to several chairs along the walls of his immaculately ordered office and enquires whether they would like some refreshment before politely asking their business.

He poses two simple questions to each hero—who are you and what are you doing on Dartmoor? An astute judge of character, he listens carefully to the responses for any clues to the identity of his guests. Any mention of Lord Cotterill (or his daughter), murdered nobles, missing blueprints, werewolves, and other such obvious clues the heroes aren't simple detectives places him on his guard.

Naturally, the tables are soon turned and the heroes can begin asking questions.

During the interrogation, have heroes close to the desk make a Notice roll. With success, they catch a glimpse of Muelhoffer's open diary. Written in for the date two days from today are the words, *"Lady Henrietta, London, 7:30 p.m."* Unless a hero scores a raise on his roll, Muelhoffer detects their glances and promptly closes his diary, though in a nonchalant manner.

Q: Was Willy McTavish one of your patients?

A: *"Ja, he was. A most disturbing case indeed, but he was making good progress until he absconded."*

Q: How did he escape?

A: *"Ach, a most unfortunate accident. Von of my orderlies administered the wrong drug. Willy was not as sedate as he should have been. He overpowered the orderly and escaped by hiding inside the laundry baskets, which he knew were due to be collected soon. He may be insane, but he is not stupid."*



Q: Why did you ask for him to be admitted?

A: *"My research is at the cutting edge. Vile Freud goes on about patient's mothers, finding something wrong in every person's childhood, I prefer to put my faith in therapeutic drugs. Willy sounded like the ideal case for my research."*

Q: What do these drugs do?

A: *"I will put this in layman's terms for you. Through the use of my patented sedatives I take the patient to a peaceful level, where he feels relaxed und safe. These sedatives do not make him merely drowsy, but also completely calm. Even a raving lunatic would be among the most sane of people, without risk of harming anyone. Then I tell the patient that he is cured over und over until he believes it for himself. Simple, yet very effective."*

Q: Can you hypnotize patients this way?

A: *"You mean like a stage-magician? Certainly not! I do not make patients cluck like chickens. I cure those others call incurable through the power of my will!"*

Q: Was Willy cured?

A: *"Almost. Whatever Darwin thinks, humans are not animals. We are not designed to live in cages. My aim is to cure madness, all madness, so humans can enjoy a full and healthy life."*

Q: What do you know of lycanthropy? [A rather dumb question, as it alerts Muelhoffer to the possibility his guests may be more than freelance detectives.]

A: *"A disease of the mind. Soon it will be curable, like all other mental illnesses."*

Q: Have any of your countrymen visited you recently?

A: *"Ja. Herr Oberst von Steinhagen, a government official, paid me a visit about a week ago. I do not know him personally, but as a fellow countryman he felt compelled to visit. Whatever the world thinks of us, we Prussians are a well-mannered people."*

Q: Who is Lady Henrietta? [Note this is a stupid question, for the only way the heroes can have learned this information is by reading his diary.]

A: *"A personal acquaintance."*

Once the interview is over, Muelhoffer summons two guards to escort the heroes out of the asylum. He refuses any requests for a tour, claiming the patients require calm and rest and strange faces may upset them. He sounds almost apologetic.

FIGHT!

There is a chance some groups will want to start a fight, perhaps believing the doctor is guilty beyond doubt and that “might makes right” overcomes the requirement for any legal evidence. Muelhoffer and his guards have their stats listed on pages 14–15.

Should the Night Guard win, they quickly disarm the heroes and lock them in cells, letting them out only after the *Lady Henrietta* sails (see below). Although the characters can still get revenge on Muelhoffer, the stolen plans are now in the hands of Night Guard masters in Europe and beyond rescue attempts.

Muelhoffer then informs the local police that the heroes went mad and attacked him, and had to be kept locked up until they calmed down to ensure the safety of the brave, local police. The sergeant falls for the story and dismisses any claims made against Muelhoffer (even if they have captured Willy already).

LADY HENRIETTA

There is no way for the heroes to check the reference to Lady Henrietta while in Okehampton, but they can contact the Lodge via the railway station’s telegraph office and have any Rippers stationed there look into it. The response arrives back the morning after it was sent—*Lady Henrietta* is a yacht privately owned by the German government. She is due to sail back to Germany tomorrow night at 7:30 p.m. for the Kaiser’s birthday celebrations. On the passenger list is one Herr Oberst Ludwig von Steinhagen.

The heroes have until tomorrow morning to solve the case at this end and get to London if they want to recover the plans.

What if the heroes don’t spy the diary entry? There are two possible solutions. First, they can discover it when they break in (a natural course of action for any Rippers worth their salt searching for clues). However, that probably won’t leave them much time to contact the Lodge and discover the truth. Then again, with the case effectively closed at this end, returning to London in a hurry leaves few loose ends.

Second, they can learn of it through the local paper, which carries a story about the Kaiser’s birthday as he is related to the British royal family. *Lady Henrietta* is named as the yacht on which German dignitaries will be returning home. Ideally, this should be discovered on the morning the ship sails, forcing the team to hurriedly return to London.

WORK LEFT UNDONE

Should the heroes delay any raid on the asylum (a logical step when you know someone is concealing evidence) and return to London, Muelhoffer acts quickly. He soon learns

of their departure and takes quick steps to remove any incriminating evidence. If the heroes return to deal with him, run any raid as normal (see below), but there is absolutely nothing to connect him to the murder of Lord Cotterill. This includes removing all references to his secret drugs and experimentations.

ACT 4: OTHER INVESTIGATIONS

This act comprises three scenes which can occur at any point in the adventure. Some may be forced by the actions of the characters, whereas others can be inserted by the GM to help move the adventure along.

SCENE 1: BURTLE RETURNS

At some point in the adventure Edington Burtle arrives, having received the missives left by Lady Amelia. Jacobs answers a knock at the door at Cotterill Manor and welcomes in Edington Burtle, Cotterill’s financial partner. The butler explains the current situation and Burtle asks to be shown to the investigators right away. After introducing himself, Burtle invites the heroes to question him. Again, this is presented in the form of questions and answers.

Q: What was your relationship with Lord Cotterill?

A: “Arthur and I were partners. Several years ago, the Cotterill Armaments Company hit a lean spell. As a man of independent wealth, I was seeking an investment at the time and my broker brought me to the attention of Lord Cotterill. After several meetings, I invested heavily in the company and became a partner.”

Q: Was the study window open during your visit?

A: “Only a crack. I like to smoke cigars, but Arthur hated the smell.”

Q: Did you close the window?

A: “No, no, I didn’t. Arthur and I had a terrible row and I stormed out. I must have forgotten to close it in my anger.”

Q: What did you argue about?

A: “Work. It’s an old argument. Arthur and I had been partners for 15 years. He did the design work, I provided the money and used my contacts to acquire materials—some of our inventions required very precise machining. I suppose it all started two years ago, really. Arthur had just sent off his latest designs to the War Office. He was confident they would accept anything he sent them, arrogant fool that he was. He had designed an underwater weapon for these submarines everyone

is experimenting with. The War Office turned him down, quoting it as being too expensive, especially since submarines are still experimental.

"Successive inventions were also rejected. Each prototype of these designs costs us thousands and thousands, and we were getting no return. The regular patents provided limited income, but our expenditure was huge.

"Anyway, the German government offered us a fortune for the blueprints for all the weapons the War Office had rejected. No idea how they found out about them. Arthur refused without even consulting me—'You can't trust foreigners,' he used to say. A Herr von Steinhagen contacted me a few days before Arthur's death and asked me to try and change his mind. That's why I was here. Arthur remained pig-headed, though, saying he'd rather go bankrupt than deal with a German."

Q: When did you tell Herr Oberst von Steinhagen of the result of your meeting?

A: *"I telegrammed him from the village, just before I caught the train."* [Note that the enemy agents were already in place. Von Steinhagen suspected the meeting would fail and had already taken the steps to secure the plans.]

Q: Did Lord Cotterill open the safe while you were there?

A: *"No. There wasn't any need."*

Q: Was Lord Cotterill alive when you left?

A: *"I don't appreciate your insinuation. Of course he was alive, just ask Jacobs. He had just summoned Jacobs to escort me from the house when I stormed off! Ejecting his own business partner!"*

Q: So now you're free to sell the plans to the Germans?

A: *"No, not really. Until the will is read, I can't do anything. I suspect Amelia will inherit, which means I would have to ask for her support. Anyway, I spoke to Steinhagen only yesterday and he was rather dismissive of the idea, claiming the German government would no longer be seeking Arthur's designs. Change of policy back home or something like that."*

SCENE 2: THE LOCAL TRAIN STATION

If not prompted by player actions, this scene can occur in town as a "random encounter." However, it should occur after the party's initial visit to the asylum. As written, it



assumes the party stumbles across the information, rather than seeking it out for themselves.

While in Okehampton, the Rippers bump into the local stationmaster, Bartholomew Brown, who is muttering to himself about “foreigners.” If questioned about this, he elaborates further.

“Eh? Oh, sorry, I was just talking to myself. Strange goings on around here lately, what with that escaped lunatic and all them foreigners visiting. Foreigners? About a week back some foreigner with a pointy helmet and blue uniform arrived here and asked for directions to Cotterill Manor. A few days later, three other men with similar accents arrived. They left the next evening. Damn rude lot, all curt and snappy.”

The first “foreigner” was Herr Oberst von Steinhagen. Brown, if prompted, recalls the day the three men arrived the day before Cotterill was murdered and left the day of the murder. These men were Night Guard agents, one of whom was the safecracker. Brown can also confirm that Edington Burtle left by train to London that same day, after using the station telegraph office. Burtle caught the afternoon train, while the Germans caught the late evening one.

SCENE 3: SEARCHING THE MOORS

By the time the heroes learn of the escaped lunatic, they already know the killer may not have been entirely human—large footprints and claw marks on Cotterill’s corpse are fairly good evidence. While no direct evidence of a werewolf exists, circumstantial evidence is fairly damning and should alert experienced Rippers to the nature of the killer. Since the Rippers are experienced monster hunters, it makes sense for them to venture onto the moors at some point to try and apprehend, or maybe just kill, the creature.

WATCHING THE BIRDS

At some point before finding Willy, the heroes encounter a stranger out on the moors. Dressed like a rambler and carrying binoculars, he greets the heroes with a cheery wave and bright smile before asking what they are doing out on the moors. He is polite, charming, and avoids asking any questions which may arouse suspicions.

When questioned back, he says his name is Clancy Trombley, a solicitor in London down for a few days to spot birds. Ornithology, he says, is a hobby of his and one which can get rather obsessive at times.

In truth, Clancy is a member of the British intelligence services looking into the murder of Lord Cotterill (messages left for Burtle were intercepted). German interest in

Cotterill’s designs has not gone unnoticed and his murder raises the questions of assassination in order to gain new weapons. Clancy doesn’t know many facts about the case and is here more as an observer than an investigator. Naturally, he makes some allowances for the heroes actually being enemy agents, hence he is careful not to alert them to his being anything other than a birdwatcher. His stats can be found on page 17.

HUNTING BEAST

Searching the moors requires a Tracking roll. Unless the heroes split up into small groups operating at least a half mile apart, this may be a Cooperative roll, but not a series of individual rolls. Each roll takes 4 hours. Assume for ease there are 12 hours of reasonable light each day. It’s raining, there’s poor light, and the ground is extremely muddy, so there is a –4 penalty in total.

Success locates a set of bare footprints heading toward a cave on a small tor. The prints are only a few hours old at most. With a raise, small droplets of blood are also found.

Lurking in the cave is Willy McTavish, unwilling, and indeed unknowing, murderer. The blood is from a sheep, which Willy is eating raw. He is in human form when the heroes arrive. Frightened and insane, Willy immediately charges at the heroes. His aim is to escape and lose any pursuers on the moors, not get involved in a prolonged fight. However, he is one man against a Ripper team, so his chances of success are slim.

When Willy takes more than three wounds, he is automatically Incapacitated but conscious. He can then be questioned by the Rippers. Afterward, make the Vigor roll to see the true extent of Willy’s injuries.

Q: Why did you murder Lord Cotterill?

A: *“I dinna murder anyone, not for a while anyways.”*

Q: What are you doing on the moors?

A: *“I dinna remember. I’ve been having special treatment so I won’t murder no more. The doctor (he winces) said I was making good progress.”*

Q: What do you know of this treatment?

A: *“Doctor Muelhoffer (wincing) gives me drugs, sedatives he calls them. Make me feel tired. Then he talks to me.”*

Q: What does he say?

A: *“I canna remember. Too tired to remember.”*

Willy can be of no more help regarding the case. Hopefully he has raised questions in the heroes’ minds regarding the involvement of Doctor Muelhoffer in the murder. Although Willy can now be handed over to the police (or sent back to the Lodge for experimentation—he simply vanishes from history and the murder is never officially solved), the true villain is still at large.



WILLY MCTAVISH. WEREWOLF FORM

Willy's werewolf form is a result of experimental chemicals. As such, he has no true power of transformation and cannot pass on his condition to others (not that the heroes know this). His condition was initially programmable, in that it could be triggered by a specific condition, but the potency is wearing off and now it is triggered only by extreme stress. It works both ways, though, so his werewolf form can spontaneously switch off.

Attributes: Agility d10, Smarts d10 (A), Spirit d10, Strength d12+2, Vigor d8

Skills: Fighting d10, Guts d10, Survival d10, Notice d10, Stealth d8, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Fearless:** Willy is insane, which makes him immune to Fear and Intimidation.
- **Fleet Footed:** Werewolves have a d10 running die.
- **Go for the Throat:** If a werewolf gets a raise on its Fighting roll, it strikes its opponent's least armored location.
- **Howl:** A werewolf can use its entire action to howl at the moon. When it does so, every enemy able to hear the chilling sound must make a Spirit roll or be Shaken.
- **Improved Frenzy:** Werewolves can make 2 Fighting attacks each round at no penalty.
- **Low Light Vision:** Werewolves ignore lighting penalties for anything less than Pitch Black conditions.
- **Quick:** Werewolves can redraw any initiative card of 5 or less.
- **Unstable Transformation:** If Willy the werewolf is dealt an ace in a stressful situation (such as combat), he involuntarily transforms back into human form. This takes an action. He automatically reverts to human form when Incapacitated.
- **Weakness (Silver):** Werewolves take +4 damage from silver weapons.
- **Weakness (Wolfsbane):** Werewolves suffer a -2 penalty to attack a creature carrying wolfsbane.



WILLY MCTAVISH. HUMAN FORM

Attributes: Agility d8, Smarts d10 (A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d10, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Fearless:** Willy is insane, which makes him immune to Fear and Intimidation.

• **Improved Frenzy:** Inmates can make 2 Fighting attacks each round at no penalty.

• **Unstable Transformation:** If Willy is dealt a deuce in a stressful situation (such as combat), he transforms into a werewolf. This takes an action.

ACT 5: RAID ON THE ASYLUM

To solve every piece of the puzzle, the heroes need evidence of Muelhoffer's involvement in the case. Since raiding the asylum by day is foolhardy and trying to get a judge to order an investigation into the practices of a renowned scientist with a good success record could take months, the only real option left is to raid the asylum at night. Remember, and remind the heroes if necessary, that Rippers are not immune from the law and murder carries a death sentence in Britain during this era.

DEFENDERS' REACTIONS

Any gunshots, explosions, loud shouts (especially ones in German claiming there are intruders), or sighting of intruders result in the alarm being raised one round later. The guards begin running to the armory to grab their pistols, Muelhoffer grabs his rapier and Rippertech extracts, and the dominated inmates are released via remote-controlled doors to roam the corridors (they don't attack the guards or Muelhoffer). Track their locations secretly on your map, placing any miniatures on the tabletop only when they cross the heroes' path.

No defender is omnipotent, but they are clever enough to head for areas where shots, explosions, or screams were heard. Rippers who make a noise are more likely to be located once an alarm is raised.

Muelhoffer also collects his Rippertech extracts. He begins by taking the Aetheral Form. He then moves around the asylum until he locates the characters. While still invisible, he uses his Demon Hide, Moon Claws, and Sinner's Spine extracts (taking three rounds), before attacking. His Corpse Dust extracts are used as required. Should he be slain before he can use all his extracts, they become available to the characters.

Note that the Night Guard do not stop to ask questions—they shoot strangers first and let Muelhoffer cover it up afterward.

A RISKY TACTIC

One valid, and risky, tactic is for the heroes to release other inmates. Although totally mad and incapable of picking

sides or following orders (leadership Edges do not work on them), they present as much a threat to the Night Guard as they do the heroes.

Draw a card from the action deck whenever a cell is opened by the heroes. A red card indicates the patient is catatonic, totally calm, or otherwise no use in a fight. He might roam around absently, but he is a noncombatant under all circumstances. He cannot be provoked into violence, either. (As added amusement, a patient may think he's Napoleon and begin shouting orders—he may even know his stuff and count as having the Command Edge, which is only good for the Night Guard). A black card means the patient is homicidal—he has the same stats as the inmates detailed below, but attacks the nearest person each round. A Joker means real trouble—treat the lunatic as per a black card, but he's a Wild Card!

LOCATIONS OF NOTE

This act uses the map below, which is marked with the position of Muelhoffer (M), the guards (G), and inmates totally under Muelhoffer's control who can be used as

additional defenders (A). Areas not detailed below should be described as necessary by the GM.

ARMORY

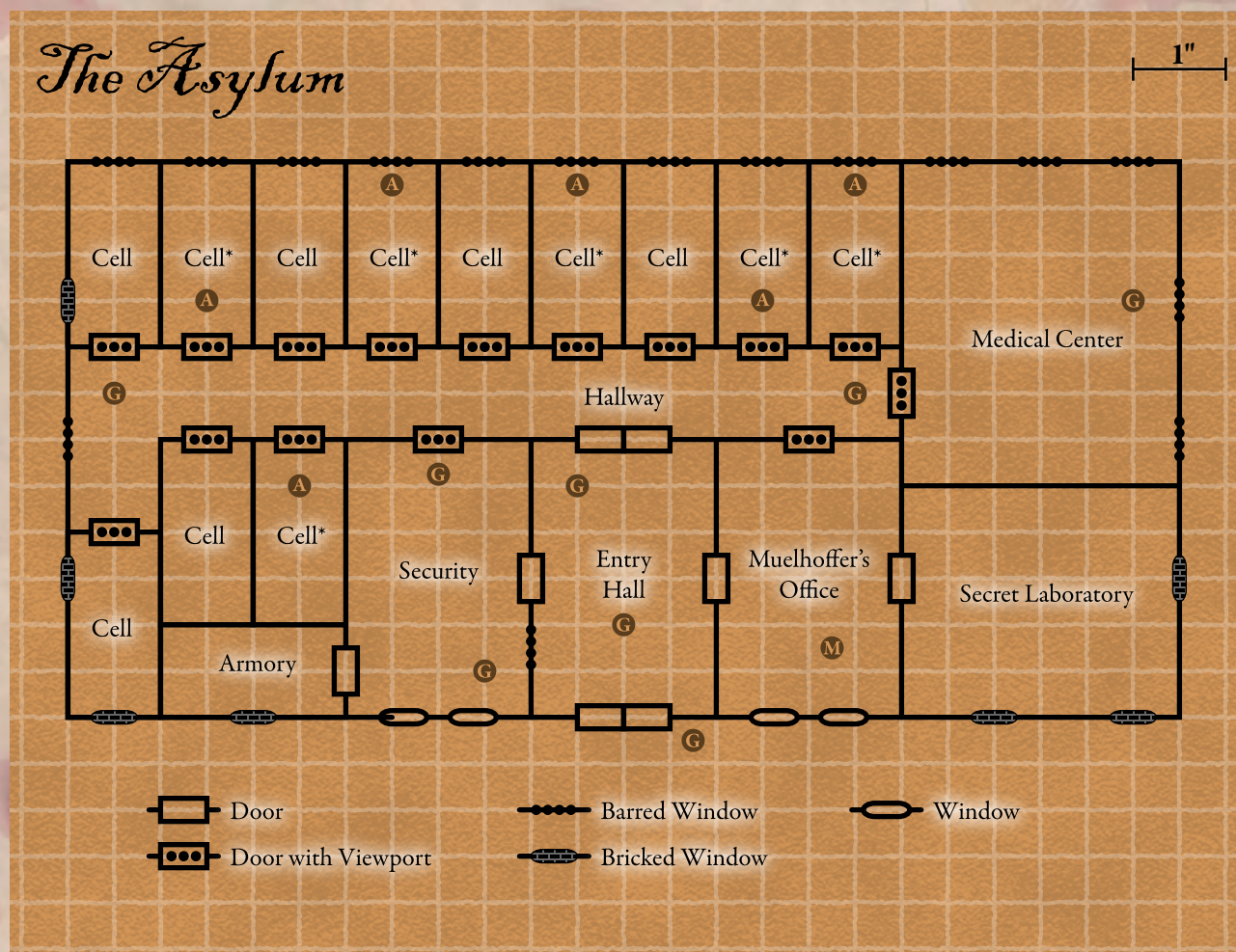
The door to the armory is metal and locked (Toughness 18, Lockpicking -2). Every guard has a key. Inside are a dozen pistols (Range: 12/24/48, Damage: 2d6, AP 1), less any already taken by guards, 200 rounds of pistol ammunition, 10 spare batons, and a great axe (for cutting down doors barricaded by escaped inmates).

CELLS (12)

There a dozen cells in the asylum. Those marked with an asterisk are inhabited by inmates controlled by Muelhoffer, the others by random lunatics (see above). Each door has Toughness 14 (Lockpicking -2) to batter or cut down.

MEDICAL CENTER

The various mundane items associated with the medical center can be gathered together to form a healer's toolkit. Using the medical center grants +1 to Healing rolls, giving



the heroes a small bonus to recover from any injuries taken during their illegal activities.

Aside from these items, there is a drugs cabinet. The lock has Toughness 12 and can be picked with a Lockpicking roll at -1. Inside are 3 doses of cocaine, 6 doses of morphine, and 2 doses of opium.

MUELHOFFER'S OFFICE

The only important information pertinent to the adventure is kept in the safe (Toughness 14, Lockpicking -4 to crack). Inside are various papers and letters spelling out the plot to acquire Lord Cotterill's latest weapon designs by any means and return them to Germany, where they will be transferred to Transylvania and handed over to the "Master of Night." The words "Night Guard" are mentioned several times, but the Cabal is not directly referenced. Neither is the location of the final destination in Transylvania given.

SECRET LABORATORY

Hidden behind a locked, sturdy door (Toughness 14, Lockpicking -2) is Muelhoffer's secret laboratory. Only the mad doctor has a key to this room.

As well as all the glass tubing, small oil lamps, textbooks, and other accoutrements of a mad scientist, there is also an operating table (where Muelhoffer conducted Rippertech research on creatures captured in Great Britain by fellow agents), organs from monsters preserved in glass jars, and a small library regarding Rippertech research. Stealing the Rippertech books increases the Lodge Rippertech Lab Facility Modifier by 1, to a maximum of +2. It has no effect on other Facilities.

There is also a filing cabinet containing his research notes on his special sedatives (the ones with the lycanthropy "side effect."). Not actually true Rippertech, though it shares some similarities because it uses werewolf blood, the potion grants three rounds of the *puppet* power (d10 arcane skill because of Muelhoffer's talents opposed by victim's Spirit). During this time, the drinker is in a highly receptive state for hypnotic suggestions.

Assuming a specific condition is given and met (only one instruction can be given per dose and additional doses within 48 hours have no effect), the drinker turns into a werewolf (see *Rippers*) at that point. The drug remains in effect until the transformation is complete or 48 hours pass, whichever occurs first. Victims retain no knowledge of being commanded to perform the deed or of becoming a hairy killing machine.

There is a fairly major side effect Muelhoffer has yet to iron out—even after the initial condition has been met, the

victim's blood still carries the werewolf serum for a further week. During this time, he may transform (either to or from a lycanthrope) during moments of stress. See the stats on page 12 for details.

The research notes allow duplicate potions to be made using Rippertech at -2, though each dose requires a pint of blood (which is distilled down during the process to increase its potency). Removing the side effect requires redesigning the potion, which means treating it like a new Rippertech discovery.

SECURITY

The security room has a few objects of interest—the main alarm bell (which can be deactivated by a simple switch) and a set of three unlabelled levers.

The levers can be used to open or close and lock the doors in the asylum. One activates *all* the cell doors, one just the cell doors for the inmates controlled by Muelhoffer, the other all the other doors in the facility. Since every guard has a key to every door, this can at best be used as a delaying tactic by the Rippers, but it can, and will, be used by the guards to frustrate and trap the intruders. There is no way to open and close individual doors from here (that requires manual labor and a key).

Should level one be activated, draw cards for the remaining six inmates, as detailed on page 13.



DOCTOR KARL MUELHOFFER

Doctor Muelhoffer isn't just a mad psionicist with a detailed knowledge of psychology, psychiatry, chemistry, and Rippertech—he's also an expert fencer.

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

Skills: Fighting d10, Guts d10, Knowledge (Psychology, psychiatry, and chemistry) d10, Knowledge (Rippertech) d8, Healing d10, Intimidation d10, Notice d8, Persuasion d8, Psionics d10, Stealth d6, Shooting d8, Taunt d12

Charisma: +2; **Pace:** 6; **Parry:** 8/9; **Toughness:** 6

Hindrances: Arrogant, Overconfident, Stubborn

Edges: Arcane Background (Psionics), Block, Charismatic, Command, Dodge, Fervor, Frenzy, Hold the Line!, Level Headed, Mentalist, Mighty Blow, New Powers, Power Points

Powers: Boost/lower trait, deflection, puppet, quickness (20 Power Points)

Rippertech Extracts: (use his Rippertech die when used) Aetheral Form, two doses of Corpse Dust, Demon Hide, Moon Claws, Sinner's Spine

Gear: Rapier (Str+d4, +1 Parry—kept in office)

NIGHT GUARD ASYLUM GUARDS (8)

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

Skills: Fighting d8, Guts d8, Notice d4, Shooting d8

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

Gear: Pistol (Range: 12/24/48, Damage: 2d6, AP 1—kept in armory), baton (Str+d4)

Special Abilities:

- **Stout-Hearted:** Night Guard get +2 on Guts rolls.

"LOYAL" INMATES (6)

Attributes: Agility d8, Smarts d10 (A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d10, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Gear: Various hand weapons (improvised medium weapon, Str+d6, -1 attack).

Special Abilities:

• **Fearless:** The insane are immune to Fear and Intimidation.

• **Improved Frenzy:** Inmates can make 2 Fighting attacks each round at no penalty.

ACT 6: ALL ABOARD THE LADY HENRIETTA

On returning to London it takes only an hour to discover where the *Lady Henrietta* is berthed. No matter what time the heroes return to London, they don't have a great deal of time to plan their attack—if *Lady Henrietta* leaves port, all is lost.

SCENE 1: BRITISH INTELLIGENCE

Before the Rippers can board the *Lady Henrietta*, they are accosted by Clancy Trombley, the "birdwatcher" from Dartmoor, and four men in heavy coats. This time he introduces himself properly as an agent of the Crown.

"Good evening, gentlemen," he says. "Name's Trombley, Clancy Trombley, British intelligence service. Look, I don't care what you know or how you know it, but I'm damned well sure we're here for the same reasons. British intelligence has been keeping an eye on a German spy ring for some time. We suspected the German military attaché was the ringleader and it seems we were right."

"I'm sure you can brief me on how Lord Cotterill was murdered later and what part Doctor Muelhoffer played, but for now I want us to pool our resources. Whatever your motives for being here are, we want Cotterill's blueprints returned. Now, are we on the same side or do I have to arrest you all for obstructing an agent of Her Majesty?"

Let the heroes discuss this. Trombley is obviously here for mundane reasons, whereas the Rippers probably suspect they are dealing with Cabal agents. Can they take the risk of exposing Trombley to supernatural phenomena? Once some sort of consensus is reached, Trombley drops a bombshell.

"One thing, and it's dashed important, Herr Oberst von Steinhagen is aboard that yacht and he cannot be killed. The murder of an important German official on our soil would cause massive political backlash and we just can't afford that right now. No accidental killing or anything—if he dies, you face the gallows. Feel free to beat him senseless, though, and his men are expendable—given what he's done he's very unlikely to go and report this to the Kaiser. Germany can't afford bad press any more than we can."

Trombley is deadly serious about von Steinhagen surviving. Any hero who kills the attaché during the raid (they get a chance later) will either be arrested on the spot or hunted down later if he escapes. Of course, if no British agents survive, the Rippers can hide any evidence of their involvement. However, British Rippers should be urged to think twice out of patriotism before going down this route. Although the Rippers are generally loyal to each other, the senior Lodges will look badly on any Lodge which endangers the organization through foolhardy actions, and most Lodges try to avoid causing political turmoil if they can avoid it.

Should von Steinhagen be murdered, feel free to have both the German government and the Night Guard conduct their own investigation. Sooner or later their agents will track down the Rippers and their revenge will be harsh.

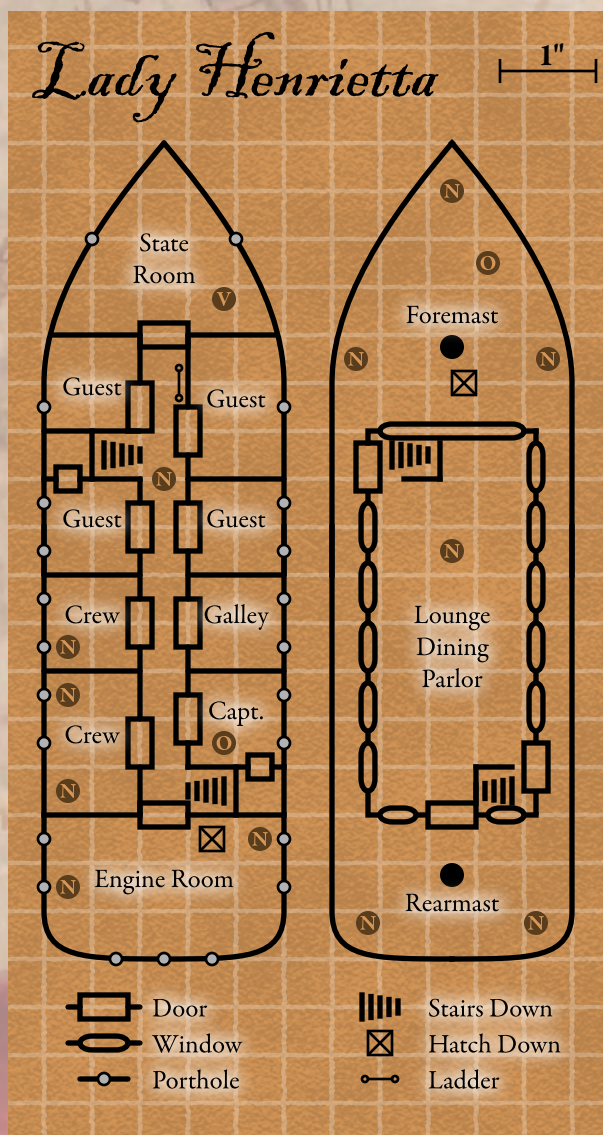
Taking von Steinhagen alive is more a moral decision for the Rippers than a necessity of the adventure. Can they afford to let a member of the Night Guard, one who knows their identities, live to report back? Should he be taken away and interrogated for information (against Trombley's wishes)? Or do they use him as bait and attempt to follow him back to his masters?

GM Advice: There is a chance the Rippers may decide to turn on Trombley and his agents. Unless this is achieved silently, the Night Guard on the yacht are alerted to any disturbance on the docks and are prepared for an attack.

SCENE 2: ATTACK!

Use the map below for this encounter. Initial positions for NPCs are marked as follows: von Steinhagen is marked "V", the Night Guard officers "O," and the soldiers labeled "N." Run the fight as normal. Von Steinhagen is slightly paranoid, so all the guards count as active sentries should the team try to sneak aboard.

As in the asylum, the enemy are not stupid—they respond to gunfire or cries for help as soldiers, rushing to the scene but not throwing away their lives. Use Cover and tactics against the Rippers to the Night Guard's best advantage.



Assuming von Steinhagen is captured alive (see above if he isn't), Trombley speaks to him. Otherwise, the adventure is over, with whatever backlash that brings from British intelligence.

"Herr Oberst von Steinhagen, your plan has failed," Trombley says, his gun aimed firmly at the officer's head. "Your death would serve no purpose, so hand over the plans and be on your way."

Von Steinhagen sighs and reaches for a briefcase concealed beneath one of the seats. "All of you think you are so very clever, but you have been duped. Germany is not behind this." He opens the case and reaches inside. "My death will cause trouble between your nations. It may not lead to war, but war is coming, and soon. The darkness shall win, gentlemen." He pulls out a grenade and reaches for the pin!

Draw initiative cards again. Von Steinhagen isn't interested in killing the heroes, only himself. Mad as a hatter and fanatically loyal to the Night Guard, he knows his masters will take advantage of the unrest his death causes to further their own aims. Assuming von Steinhagen gets chance to pull the pin, he simply drops the grenade at his feet and falls forward on it, suffering double damage.

Trombley is annoyed if von Steinhagen is killed (whether by his own hand or the Rippers' actions), but it was a kill-or-be-killed situation. British intelligence concocts a contingency plan to sail the yacht out into the sea and blow it up, making it look like the work of German anarchists. It isn't the solution they wanted, but the political ramifications are far less severe.

GM Advice: A lot can go differently to what is written in this final scene. For instance, a player may interrupt the speech and snatch the briefcase away. In this case, von Steinhagen can either dive for the nearest gun lying on the floor or just lunge at the heroes.

Of course, if he is unconscious after the fight and bound, he's screwed, and his last ditch attempt to cause unrest fails utterly. Assuming he is allowed to live (Trombley again demands this), he can return later to confront the heroes. He will also inform his masters of the identity of the Rippers, endangering the lives of everyone at the Lodge, not to mention their families.

In the end, there is no correct solution to the adventure. The GM shouldn't worry too much—just use the notes in this scene to create possible follow-on adventures based on the final result.



CLANCY TROMBLEY

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Notice d8, Shooting d8, Stealth d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Cautious, Loyal (The Crown)
Edges: Combat Reflexes, Marksman, Quick Draw
Gear: Heavy coat (+1), pistol (Range: 12/24/48, Damage: 2d6, AP 1)

BRITISH AGENTS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: —
Edges: Stout-Hearted
Gear: Heavy coat (+1), pistol (Range: 12/24/48, Damage: 2d6, AP 1)



HERR OBERST VON STEINHAGEN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 6
Hindrances: Loyal (Cabal), Overconfident, Vengeful (Major)
Edges: Ambidextrous, Block, Combat Reflexes, First Strike, Improved Dodge, Marksman, Quick Draw, Two-Fisted
Gear: Rapier (Str+d4, +1 Parry), pistol (Range: 12/24/48, Damage: 2d6, AP 1)

NIGHT GUARD OFFICERS (2)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Notice d8, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: —
Edges: Command
Gear: Pistol (Range: 12/24/48, Damage: 2d6, AP 1), 20 silver bullets, saber (Str+d6)

NIGHT GUARD SOLDIERS (12)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Notice d4, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Gear: Rifle (Range: 24/48/96, Damage: 2d8, AP 2), cold iron dagger (Str+d4)
Special Abilities:
 • **Stout-Hearted:** Night Guard get +2 on Guts rolls.

REWARDS

Successfully recovering the plans and thwarting the Night Guard plot to acquire advanced weapons is worth 2 Experience Points.

Lady Amelia pays the heroes what they are owed—£100 between them—so long as Willy has been brought to justice. Without his capture and trial, she does not consider the matter solved.

If Willy is handed over to the police, the story eventually makes the main papers in London within a few days. As the apprehenders of a noble's killer, the heroes gain +1 Status and may even be invited to a few low-key social events so other nobles can express their thanks in private. This may lead to potential sponsors or even further adventures.

Unless the heroes have Connections with the media, the true story is never revealed, in the interests of national security and diplomatic relations—the Germans are not accused in any way of involvement in the murder or theft (and they are, of course, actually innocent).

At the GM's discretion, Clancy Trombley can become a Connection (this is a free reward), giving the Rippers access to a member of the British intelligence community. This should only apply if the heroes treat him with respect, rather than as some hired lackey. He may even be recruited to join the Lodge, though he has yet to witness supernatural activity. Really annoying characters may find themselves on the receiving end of covert surveillance, possibly threatening the safety of the Lodge and perhaps the Rippers' network.

HANDOUT 1

TELEGRAPHIC LETTER

IMMEDIATE DELIVERY

ELECTRIC
TELEGRAPH
COMPANY



DARTMOOR
DEVONSHIRE
ENGLAND

Sir,

I seek your assistance in a matter of urgency concerning my father, Lord Arthur Cotterill.

I shall be at the Gore Hotel Kensington in two days and wish to meet to discuss the matter.

I hope you can find time to accommodate my request.

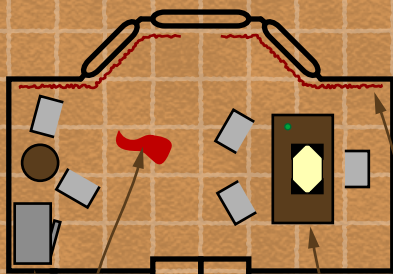
With respect,
Lady Amelia Cotterill

THE COMPANY APPRECIATES SUGGESTIONS FROM PATRONS CONCERNING SERVICE.

HANDOUT 2

The Study

1"



Blood Stain

Open Safe

Desk

Curtains



Door



Window

HANDOUT 3

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as far as the local constabulary was concerned, the was the end of it. There is no remark yet as to how the blood could have gotten onto the crosier without being seen, or how the head of a bishop could have been placed inside a baked wedding cake without suffering heat damage.



LUNATIC ESCAPES LOCAL ASYLUM

KILLS LOCAL RESIDENT & MANHUNT ON THE MOORS

Local police are hunting for a madman who has escaped from the local asylum, according to Sergeant Barnes of the Okehampton District Constabulary Office.

The madman, Willy McTavish, also known as the Strathcylde Strangler, was serving a life sentence for the murder of three Scottish prostitutes. Although a death sentence was considered, the judge, Lord Justice Reginald Montague-Fawkes, agreed to a proposal that McTavish should receive care at the asylum on Dartmoor run by renowned German psychiatrist Doctor Karl Muelhoffer.

Although Doctor Muelhoffer was unavailable was comment, his aide, Gunther Schenker, told our reporter that the asylum was working with local police to recapture McTavish. He further said that McTavish was responding to a revolutionary new treatment and was no longer a danger to the public.

McTavish is 5'11" tall, weighs approximately 160 pounds, has short brown hair, and green eyes. Sergeant Barnes has warned that he should not be approached. Any sighting of him should be reported to the local police.





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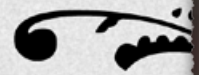
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