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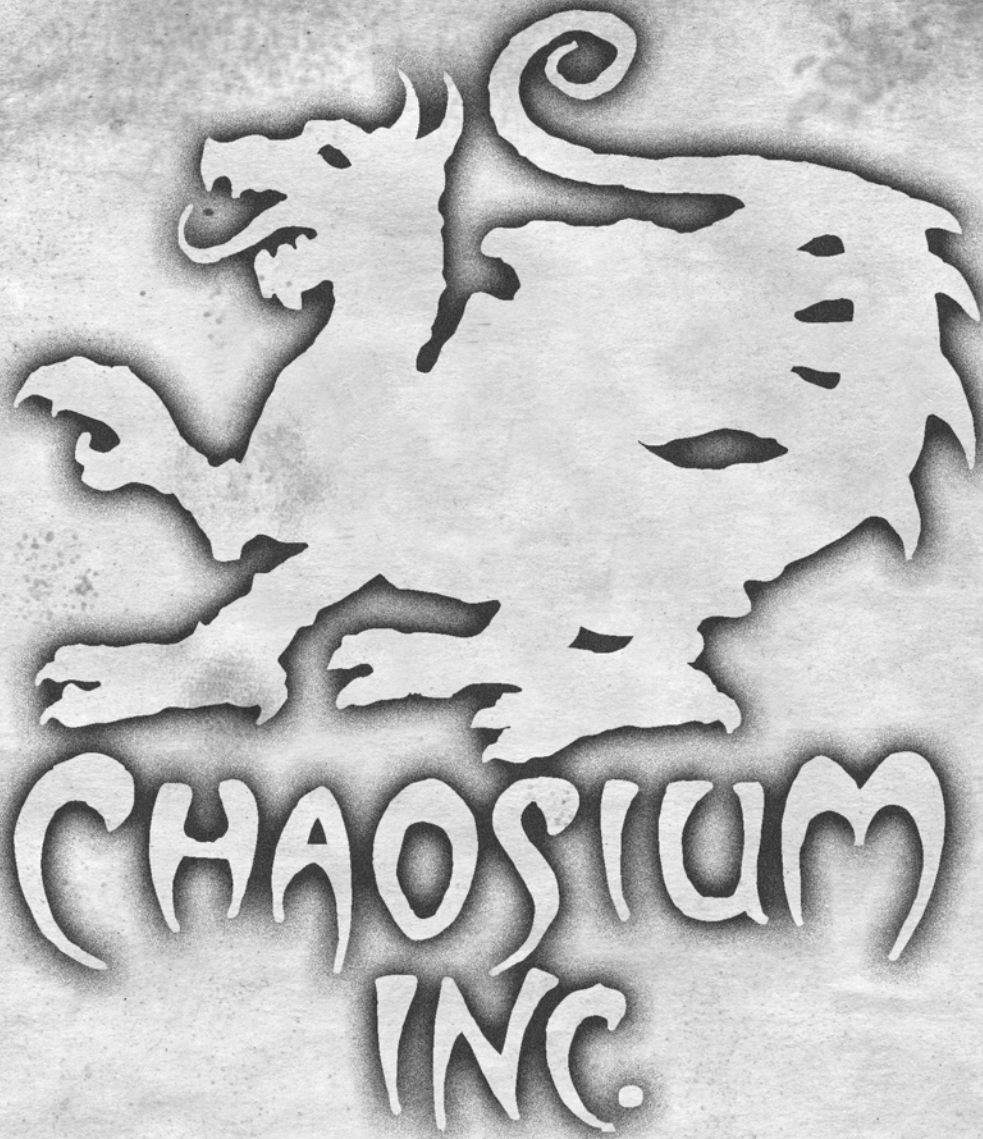
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RETURN OF The RIPPER



An 1890s Scenario for CALL OF CTHULHU
and CTHULHU BY GASLIGHT





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Return of the Ripper

An 1890s Scenario for *Call of Cthulhu*® and *Cthulhu By Gaslight*
(And a Sourcebook for Adventure in Victorian London's East End)

By William A. Barton

Respectfully dedicated to Robert Bloch, not only for his contributions to the Mythos but for his almost as plentiful additions to Ripper lore



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Playtesters: (Detroit) Pam Wisniewskii, Michael L. Galligan, Bill Yates, Laurel Goulding, John Schippers, Mark Moellering, David Schmitt, Steve Sterling; (Indianapolis) Vicki Barton, Bruce Coleman, Ross Rannells, Larry Wheeler, and Nathan Hammer—many thanks!

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(**Warning:** Because of the subject matter of this scenario, parental guidance is strongly advised.)



**Time Magazine's
Man of the Year,
2006!**

Author's Bio: William A. Barton is the author/designer of the first two editions of the award-winning *Cthulhu By Gaslight* (and a co-author of the upcoming third edition). His other *CoC* adventures include "The Curse of Chaugnar Faugn," originally published in *Curse of the Chthonians*, and "The Killer Out of Space," in *Cthulhu Now*, plus the M.U. monograph *Menace from the Moon*. His contributions to the latest editions of *Call of Cthulhu* include the 1890s skills, price lists, and weapons and the Mythos descriptions and spells for The Colour Out of Space, Chaugnar Faugn, and the Rat-Things, as well as assorted other tidbits. Outside of *Call of Cthulhu*, he was a contributor to Chaosium's *Superworld* RPG; co-author of the first three editions of Steve Jackson Games' *GURPS Space* and *GURPS Space Atlas I* (and contributor to several other *GURPS* supplements); and designer/publisher of his own RPG, *So Ya Wanna Be A Rock 'N' Roll Star! A Rock 'N' Role-Playing Game*TM. (This award-winning RPG is available directly from Bill for \$18 pp. at P.O. Box 26290, Indianapolis, IN 46226-0290; on the Web, visit <http://bill-barton-games.iwarp.com>; the game also includes several spoofs of and references to the Mythos.)

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Return of the Ripper

By William A. Barton

In which a new spate of murders allow a group of London-based Investigators the opportunity to solve the secret of Jack the Ripper—and face even greater, ancient horrors now in league with Saucy Jack himself.

Return of the Ripper takes place in London, beginning in late summer to early autumn of 1893. (The Keeper may adjust exact dates as best fits his campaign.) It involves a new series of killings perpetrated by Jack the Ripper. The Ripper has returned to London to continue his bloody work after a five-year absence. The scenario also reveals the Ripper to have been the victim of a Cthulhian ritual that transformed the man he was originally into something more—and yet less—than human. Working in league with the Ripper, some more or less independently, are other occult horrors with which Investigators attempting to stop the fiend must deal. And at least one of these is far more formidable—and deadly—than the Ripper himself!

The scenario presents a series of clues, encounters, and locations that, explored to their fullest, will lead Investigators to the identity—and terrible secrets—of Jack the Ripper. A number of peripheral dangers may be encountered along the way that may either be dealt with during the course of the scenario or, in some cases, sidestepped to be handled at a later time—provided Investigators retain life and sanity enough to do so. A significant number of red herrings are also present, designed to mislead and confuse the Investigators. Some of these might lead to entire side adventures of their own; others will simply throw Investigators momentarily off the track of their quarry.

This adventure is less linear in nature than many CoC scenarios. It has a definite beginning designed to draw Investigators into the hunt for the Ripper. A less-definite, but probable, ending is also provided, although the actual outcome of the adventure will depend greatly on the investigative skills and inclinations of the Investigators. In between lie a series of encounters, clues, and situations, the exact order of which vary, based entirely on how players decide to handle their characters' investigation. Several "mandatory" encounters are included that the Keeper may instigate either randomly or at will whenever the Investigators are in the proper places at the right times. Additionally, a wealth of other situations are included, designed in part to add to the flavor of the East End London environment of the late Victorian age in which the Investigators must conduct their investigation. These situations can also feed additional clues (or offer

extra danger) to Investigators who have sidestepped the main encounters of the adventure. All the while, the Ripper will continue at his bloody business, seemingly defying anyone mortal to stop him.

Return of the Ripper is designed for a group of from four to eight 1890s Investigators—five experienced Investigators being the optimum number. Although it is recommended that the players be skilled at *Call of Cthulhu*, it is possible to successfully complete this scenario with "new" Investigators. The less-experienced the Investigators, however, the more of them that should become involved in the adventure—and the more assistance from NPCs the Keeper should allow them. Ideally, at least one Investigator should have some experience in the Mythos and perhaps even know a spell or two—preferably the Elder Sign among them. (Alternatively, the Keeper may create an NPC whom they can use as a Mythos resource.) A mixture of private inquiry agents and/or journalists, as well as at least one scholar-type among the group, is imperative for a successful outcome.

The adventure is best run as a multi-session mini-campaign lasting several weeks to months of game time. As such, the many events of the scenario can even be interspersed with other, shorter *Gaslight* adventures of the Keeper's own devising (or with those to appear in other 1890s CoC monographs). Meanwhile, should they find themselves stumped, the Investigators can await the Ripper's next strike or for new clues to turn up. On the other hand, the adventure can be telescoped into a period of several days to a week or so of game time if the Keeper prefers—and if Investigators are especially zealous in tracking down clues and leads in a shorter time period. Even so, the Keeper is advised to break the scenario into at least two to three lengthy game sessions—or more shorter sessions—to successfully complete the adventure so that his Investigators have every opportunity available to foil the *Return of the Ripper*.

OPTIONAL: If the Keeper has only a small group of players and none already have 1890s Investigators, he could allow them to run some of the allied NPC characters described in the scenario rather than create new Investigators for this adventure. Barker and Mallory are

musts if the Keeper chooses this course. Another possibility is old seadog Sinbad Ahab (if any player wants an especially challenging role-playing experience). Some effort on the part of the Keeper would be necessary, however, to integrate Ahab into the adventure early on without giving away too much of his part in the plot. Other possibilities might include George Lusk or another Whitechapel vigilante, a police constable with the MPF (currently on leave)—or even Inspector Abberline, as long as the Keeper doesn't let him get too bogged down by the Scotland Yard bureaucracy. Using such NPCs would change the dynamics of any interactions described between them in the scenario, so the Keeper must either prepare accordingly or be ready to improvise.

KEEPER'S INTRODUCTION

Early in 1888, a young British aristocrat, Sir John Danielson, Baronet, arrived in Sumatra to examine some of his family's holdings in the Netherlands-Sumatra Company, then in operation on the great island. Unfortunately, the operations of the company had incurred the wrath of a local tribe of natives—members of the dreaded Tcho-Tcho race that live throughout southeast Asia. Danielson and his party were ambushed by members of the tribe and everyone but the young baronet killed. Sir John himself was inflicted with a far worse fate: Employing an ancient occult ritual, the Tcho-Tchos transformed the hapless aristocrat into a psychic vampire—a creature that, to continue to exist, must feed off the life energy and fear of other beings. The Tcho-Tchos then bound to Danielson a fearsome servant, a Dimensional Shambler, to help him in his quest for souls on which to feed. They released the baronet to return to the West and wreak havoc on the civilized nations that had sent men to their island to disturb their eons-old way of life—primarily, Great Britain.

Driven insane, Danielson returned to England with his dread companion to carry out the Tcho-Tchos' bidding. He had little choice. To live, he had to kill—and in the most horrible, fear-inducing manner possible—so that he could drain the life energy produced by his victims' terror as they watched themselves ripped apart by the mind-blasting horror of Sir John's "pet" Shambler. And so Sir John, while by day continuing the airs of an upper-class British dilettante, set out in late August of 1888 on a reign of terror by night—one that would stain the back alleys and mews of London's East End red with blood and create the chilling legend known as Jack the Ripper!

But as insane as he was and as desperate to feed on the life force of others to sustain himself, Danielson still retained some shards of his own previously decent personality. And while the evil being he'd become committed the atrocities that would shock London, his "true" self, buried within, managed to leave clues: faint traces that, if followed up by a clever Investigator, might eventually lead to Danielson and an end to the killings—

and to the baronet's torment. Unfortunately, the evil thing he was twisted those clues, obscuring their true meanings. And no one understood.

Meanwhile, Danielson gained some allies. One night, when he'd enticed a young Whitechapel streetwalker into an alley and had called the Shambler to slash her up for his evening's prey, he was astonished to see the girl show no fear whatsoever at the creature's appearance. Seeing instead the hard glint in her eye, the calculating measure she took of him and his monstrous companion, he held off, somehow knowing that the Ripper would not be taking this one. The girl, he learned, was Colleen McCabre, who was more than a simple streetwalker. McCabre was, unlike Danielson before his conversion, a truly evil person. She'd been raised by her mother to hate Englishmen and to believe in the existence of supernatural forces that could be called on to destroy her enemies, if one but took the time and effort to learn how. McCabre had come to London from the slums of Dublin only months before to carry out her dying mother's last wishes: to destroy the English from within—in their very capital—with the forces of darkness. Considering the brief amount of time she'd been at it, McCabre had done quite well.

Unfortunately, the lass had come to the great Babylon on the Thames completely unprepared with any skills to earn her living. Lacking the niceties of any Christian morals, she at once decided that prostitution was the only door open to her if she was to survive long enough to accomplish her goal. Her looks and her firm young body were more than sufficient for the task. Her scheming mind would serve her as well in her chosen profession, while she filled it with the occult lore she would need. Her first break, only weeks after she'd arrived, was the chance discovery of a copy of the *Revelations of Glaaki*, owned by a peculiar little man who ran an obscure bookstore in the East End. Enticing him to the flat she'd saved enough to rent, McCabre killed the man, took his keys, and rummaged through his shop until she'd found the book—and his money, of course. With what she was able to learn through the *Revelations*, McCabre soon contacted a colony of Ghouls whose warrens under the capital connected with the London sewer system. The Ghouls, who had been responsible for many of the mysterious "Vanishings" throughout the East End of London for years, were willing to help McCabre in her goals, in exchange for certain services the villainess was more than willing to perform for them.

And now, she was willing to make a pact with Danielson: In exchange for her life and for his help in learning and mastering more of the dark forces that would help her destroy Britain, she would provide him with other girls to rend and tear at his "pleasure" for their terror and their life forces. And her Ghoulish friends would be more than happy to carry off the carcasses after Danielson and the Shambler were through, keeping the heat off of him while he killed again and again. Danielson accepted her

offer. Up till then, he'd used the Dimensional Shambler to carry off the bodies of his victims—those he didn't have to abandon first as others happened near. But controlling the Shambler took too much of his concentration away from the business of feeding on the life forces of his victims. With the Ghouls' aid, it would be so much easier. There'd be fewer victims discovered, and he could spend more time absorbing the life energies he needed to live. And so it was. Jack the Ripper struck again and again during those fearful months in the late summer and autumn of 1888. But McCabe and her Ghouls were efficient—only five of the Ripper's many victims were discovered. The other prostitutes that McCabe led or lured to Danielson's clutches simply disappeared—more victims of the Vanishings. Life—and death—went on in the East End of London.

But still, those five were enough. Spurred on by a fearful public and a condemning press, the Metropolitan Police Force mounted the greatest manhunt in its almost 60-year history. And this, coupled with the clues his better self had managed to leave or send to the police, finally forced Danielson to flee. The gruesome murder and mutilation of Mary Jane Kelly on November 9 was the Ripper's last—in England at least. Several days later, Sir John Danielson, Baronet, left for an extended trip to the Continent—a trip that would last five years and take the twisted creature the young aristocrat had become not only to the Continent, but through Africa, the Middle East, India, and, finally, back to Sumatra to report to his masters, the Tcho-Tchos.

During his sojourn, Danielson found it much easier on what remained of his conscience to feed off the subjects of other countries rather than his own countrymen—or women. His Shambler he'd left in London, disguised as a wax statue of a “South Seas Daemon” he'd donated to Madame Tussaud's Wax Museum. He could still call it to wherever he traveled from there. And as he fed off the life energies of those unfortunates he chose as his victims in Paris, Berlin, Amsterdam, Rome, and other stops, the last remnants of the old Danielson—the one who wanted to be caught and freed by death from his frightful affliction—slowly withered away, replaced totally by the evil thing the Tcho-Tchos had made him. He was still Sir John Danielson in name, appearance, and heritage, but his soul was totally that of Jack the Ripper.

Meanwhile, as Danielson traveled, he studied arcane texts and grew in magical knowledge to prepare him for what he knew would be his eventual return to England. In the East End of London, McCabe grew as well. As she studied the *Revelations of Glaaki*, she became even more evilly depraved than before—and much more powerful. She gathered other independent East End streetwalkers together, manipulating them by fear and the force of her own strong will and forcing them to work for her, bringing her most of their own pitiful revenue to help build her power. In turn, she offered them protection . . .

from the criminal elements, the ordinary evils of the streets, and from her Ghoulish comrades. When the criminal community of London suffered a void in organized leadership in '91, following the supposed death of Professor James Moriarty, the “Napoleon of Crime,” McCabe slipped in to fill that gap in prostitution. Those who opposed her, or failed to join her, slowly, one by one, began to disappear. By the fall of '93, McCabe had nearly cornered the market on the independent trollops of the East End. And those rest, she vowed, would not last long, unless they joined her. For now, in addition to her own resources, the Ripper had returned.

Danielson, after returning to Sumatra and communing with the Tcho-Tchos, had been sent back to London to finish what he'd started five years before. This time, the Tcho-Tchos had sent with him an additional “companion” to aid him, should he have problems with the Shambler—a back-up, so to speak. It was a giant Sumatran rat. Danielson had to purchase a private yacht to bring it back in secret, but he'd managed. And now, he'd returned to plague the capital of the British Empire once more, as he killed and fed to sustain his own, now totally evil existence. He'd contacted McCabe again, this time to tell her he didn't really need her help. But now, he found that McCabe was too powerful herself for him to discard so readily. For in those five years, she'd opened herself up as a vessel for the Great Old One Y'gonolac and was well on her way to becoming his newest priestess. She wished to continue their old “business” arrangement, and Danielson, as much as he'd learned in the intervening times, was not powerful enough to refuse her. She allowed the Great Old One to possess her body to demonstrate her new powers to Danielson. He knew enough to realize he had little choice if he wished to continue his own existence—and so he agreed to a renewed partnership with the woman.

And the Ripper struck again. With the Shambler and the aid of McCabe's Ghouls, Danielson took up his bloody deeds once again. (The rat he held in abeyance until needed, at the baronet's estate in Barnet, north of London.) But the Ghouls, at McCabe's instructions, did not carry off all of the Ripper's victims this time. It was the terror of the Ripper's renewed killing spree in Whitechapel that McCabe was counting on to drive those remaining independents who'd resisted her into her camp, making them “her” girls. That way, she could “protect” them from the Ripper. And those who still chose to resist her? Well, they could very easily become the Ripper's next victims—and would. With such a threat—a far greater inducement than were the simple Vanishings—Colleen McCabe, now quite evilly insane, would control all prostitution in the East End. And from there . . . ? With the power of Y'gonolac, nothing could stop her from rising through the criminal ranks of London, to eventually rot and destroy the British Empire from within—especially while all eyes were focused on the atrocities of Jack the Ripper.

And so McCabre schemes and consolidates her power, while the Ripper stalks and rends his victims with both the aid of his Dimensional Shambler and the Ghouls in the sewers, the latter also plucking up at will random derelicts and drunks who venture or fall asleep too close to the sewer openings. And London sleeps in renewed terror as the newspapers scream “The Return of the Ripper!” But as the killings mount, a group of Whitechapel businessmen, disdainful of the apparent inability of the police to stop the fiend from ripping streetwalkers, turn to a group of Investigators in the hope that they can stop the Ripper before he kills again.

ADDITIONAL KEEPER NOTES

As play begins, the Investigators are approached by a group of men representing the Whitechapel Merchants Consortium, who offer to hire their services to find and stop Jack the Ripper. (This assumes that among the Investigators is a private inquiry agent, a consulting detective, or an official police detective who hires out his services to private clients when not on duty with the force. If no such character type is in the party, see the section “Alternative Ways of Getting the Investigators Involved” for ideas on getting others into the scenario.) When the Investigators agree to take the case, as it may be presumed they will, the Keeper will be responsible for running them through a series of encounters and presenting to them the clues that will eventually lead them to the identity of the Ripper—if they are astute and pay close attention to the facts, as they uncover them.

Many of the encounters and some of the clues are set up on tables so that the Keeper may administer them randomly if he wishes—which may be necessary in situations in which the Investigators do not follow courses of investigation that he expects them to. Or he may take the situations presented and craft them into a series of planned encounters to draw the Investigators ever nearer to the solution of their quest. Much will depend on the actions of the Investigators themselves, and the Keeper must be ready at all times to improvise on the basis of their decisions and deeds.

The Keeper has been presented with a lot of material that may or may not actually come into play. That which cannot easily be inserted into the adventure, either due to the players’ actions or because it simply does not come up during the course of the scenario, can be saved for use in future London-based adventures set in the poorer sections of the East End. Or, if Investigators get far off track, the Keeper can utilize it to keep them going in one direction or another as long as he—and they—wish. Danielson will continue to kill until he is stopped or decides to leave the country again. And unless he’s been positively identified as the Ripper, he’ll be back. Any loose ends the Investigators fail to tie up—such as McCabre and/or her Ghouls, Danielson’s “companions,” or whatever—the Keeper can save for future adventures . . . or to plague

new Investigators in the event those who attempt to stop the Ripper fail . . . fatally.

As the scenario opens, the Ripper has already struck once, a week earlier, and has done so again on just the previous night. The Keeper may tell the players that their characters were busy with another investigation at the time of the Ripper’s first new attack so were not available to get involved. Or he may actually run a brief scenario of his own first and drop word of the first new Ripper murder in along the way—while the Investigators actually *are* too busy to do anything about it. If this is to be the players’ first 1890s *Call of Cthulhu* adventure, however, the Keeper should firmly establish prior to play such facts as the Investigators’ residences or offices in London; which newspapers any journalists work for; which universities—inside or out of London—professors are associated with, and so on. He should also set up with the Investigators their exact contacts—on the street, with the police, and so on—for those who have Criminology or Streetwise skill. And he should establish what, if any, clubs, societies, libraries and so on the Investigators belong to. After this is done, the Keeper may present the Investigators with the initial facts given in the following section, “Investigators’ Information.”

Note on Things Peculiar to this Scenario: Criminology and Streetwise skills, cited above, along with a few others mentioned in this scenario, are not standard CoC skills. For details on their use, check Appendix A, at the end of this book. Keepers who do not wish to add new skills to their games may either convert these to the nearest existing *CoC* skills, as described there, or ignore them entirely.

NPCs in the scenario also have a characteristic, listed in parentheses after the others, abbreviated as SOC. This refers to a character’s social standing—the higher the number, the higher the character’s standing in British society. Any character with a SOC value of 7 or lower is considered lower-class; those with SOC from 8 to 15 are middle-class; and a SOC of 16 or higher represents the upper-class. For additional information, see *The Gaslight Companion*—or ignore this value altogether and just use Credit Rating as a general guide to social standing in Victorian society.

A Note on Coins of the Realm: A number of terms referring to the coinage of Victorian Britain are used in *Return of the Ripper*. The meaning of these terms appear in Appendix B, and British coins of the period are described in both *Cthulhu By Gaslight* and the monograph *The Gaslight Equipment Catalogue*, either of which the Keeper may consult. For purposes of the scenario, the important monetary units are the pound sterling (£), which is approximately equivalent to \$5 in U.S. funds at this time; the shilling (s.), which is roughly equal to a U.S. quarter; and the penny (d.), which is about 2¢ U.S. Twelve pennies make a shilling, and 20 shillings make a pound. Other monetary units mentioned are the sixpence and the

guinea. The first is obviously equal to six pennies, while the latter is an amount—but not a coin—equal to $\square 1$, 1s. This should be sufficient information for the Keeper who has neither of the two *Gaslight* books to convert prices from the “1890s Costs, Equipment, and Services” list in the CoC rulebook to British equivalents.

INVESTIGATORS’ INFORMATION

Only a week earlier, the newspaper headlines had screamed “Brutal Murder in Whitechapel!” and “Ripper Strikes Again—Bloody Jack is Back!” The Investigators, though interested, of course, in the news, were busy with other concerns and able to take only passing notice of the story. As the papers reported, a woman was found brutally murdered and mutilated in an alley off Union Street between Whitechapel and Commercial roads in the East End. The pattern of the killing—slashed throat, abdomen ripped open, and intestines pulled out and draped over the corpse—is almost identical to those attributed to Jack the Ripper back in 1888. The stories note that other killings of streetwalkers in the Whitechapel area have been discovered since ’88, but declare that none of these have fit the Ripper’s methods so closely as this one. The papers conclude, therefore, that Jack the Ripper is once more at work in the East End.

Subsequent newspaper reports will identify the victim of this first killing as a Miss Laura Visemount, a Whitechapel streetwalker known variously on the streets as “Lumpy Laurie,” “Lori Vice,” and “Lyin’ Laura.” She is described as a middle-aged woman of loose morals and limited means, who’d lived on and off in a doss house in Bucks Row. She’d last been seen by acquaintances at the Couch and Four, a pub in Commercial Road, at about 11:30 the evening before her body was found. A witness described her as “in a foul mood, and badmouthin’ ever’body, as were usual.” She was apparently very intoxicated and left mumbling about an appointment. No one had reported seeing her again until her mutilated body was found at 3:30 the next morning by Police Constable John Watkins of the Metropolitan Police, while patrolling his beat.

PC Watkins reported he’d been by the area half an hour previously and had not noticed anything untoward. A spokesman for Scotland Yard has denied that this murder, horrible as it was, signals any new wave of killings similar to those of the Whitechapel killer in ’88, though there are “similarities.” (One paper, known for its disapproval of Scotland Yard’s handling of the earlier Ripper case, will interject that its reporter on the scene had also witnessed one of the ’88 murders and that there were more than “similarities.”) It is noted, however, that Inspector Frederick Abberline, who had been in charge of the investigation into the Ripper murders in ’88 and had left the force last year, has been called in from retirement to handle that newest killings. The papers make much of this fact.

(Keeper’s Note: The Keeper may simply present the Investigators with the preceding information at the start of the adventure or require them to make an Idea roll to remember having read it, now or after they are hired to find the Ripper, as he wishes. He may even, if he prefers, require them to use Library Use skill to look up the newspaper accounts for the details of the murder after they’ve started their actual investigation, knowing at the start only that there has been a killing previously.)

By the end of a week after the first murder, the papers will have returned to their normal pattern of news stories, with only an occasional mention of the ongoing investigation by the police into the Visemount murder. However, the morning papers picked up by the Investigators on 1 September, 1893, declare: “Ripper Strikes Again—Second Murder in Whitechapel.” They will report that a second body of an as-yet unidentified woman has been found in the Whitechapel area, this time in an alley off Middlesex Street, behind Aldgate underground station.

The body, discovered by a laborer on his way to work at 4:30 that morning, had been slashed and mutilated in a manner similar to that of the Whitechapel streetwalker found a week before—“and to the original Ripper murders!” The papers seem to have no doubt the two killings are connected with one another and with the Ripper spree in ’88 as well. They report that Inspector Abberline of Scotland Yard is on the scene conducting an investigation and that they will keep the public informed as soon as the police make a statement on the killing or further facts come to light. As the Investigators mull this over, the scenario opens.

(Keeper’s Note: The following information will be presented to the Investigators only if one of them is a private inquiry agent, a consulting detective, or an off-duty official police inspector known to hire out his services to private clients. (And with the Ripper on the prowl, the latter will most likely now be on duty, unless guilty of an infringement and thus under temporary suspension.) Following this are suggestions on how to involve a group of Investigators who have no such occupation among them or who are as-yet unacquainted with one another and must be pulled into the investigation independently of the Investigator hired to stop the Ripper.

As the Investigators read of this latest evidence of the Ripper’s return, the one who is a private inquiry agent will hear a knock on the door of his office (or his flat, if he works out of his home). Answering it, he will receive three visitors, men who appear to be middle or lower-middle class—and probably merchants by their clothing (apparent on Observation and Deduction skill rolls). They seem slightly uneasy, but very determined in demeanor, as if on a mission they’d rather have no part of but know must be done and so have steeled themselves to carry it out. (This is apparent on rolls of Psychology or Deduction.) If the Investigator fails to make the requisite

rolls to obtain the preceding information or fails to attempt the necessary introductions, one of the men, obviously the leader, will ask if he is “Mr.-----, the private detective.” If the Investigator answers in the affirmative, they will ask to enter, as they wish to engage his services. (*Note:* The Keeper may allow the other Investigators to be visiting their P.I. friend as the visitors arrive or assume that he relates the following information to them later.)

Presuming the Investigator allows them in, the visitors will get right to the point. The spokesman of the three will introduce himself as Jake Prescott and his taciturn companions as Jack Clay and Abraham Silverman. They are East End businessmen, and they represent the recently formed Whitechapel Merchants Consortium. Plain and simply, they want to hire the Investigator(s) to find and stop Jack the Ripper.

If the Investigator begs Prescott to continue, as he should, he will explain further. The Consortium is a group of small businessmen in the Whitechapel and Spitalfields areas of the East End. They have pooled their resources in an attempt to find someone to stop the Ripper from embarking on another killing spree in the East End “like ‘e did back in ’88.” In that year, when the Ripper first struck, the merchants in the area experienced the worst drop in business they’d ever known. Several lost their businesses to the bank, as no one wanted to be out in the streets in the East End if they didn’t have to, and the merchants couldn’t sell enough to keep themselves going. And now, with these new killings, it was happening again. The Ripper had to be stopped before they all lost their livelihood!

“Not that we don’t think it ’orrible—the killin’s and all—for ’tis indeed a terrible crime,” Silverman will break in, speaking for the first time. “But business is business, ye know, an’ we ’ave to make a livin’ so’s we can feed our families.” Silverman will nod to himself as though he’s uttered great wisdom, and Clay will hasten to agree.

Prescott will snap, “O’course, it’s ’orrible, and it must be stopped—for all our sakes, us as well as the poor unfortunates on the street!” He’ll turn back to the Investigator and tell him that the Consortium got together a few days past, after the first killing had told them the Ripper was back, and decided to put their money together to hire someone who could stop the monster this time—“not like the bloody esclops wit’ their rules an’ regulations an’ politics ta worry t’bout an’ all.” The merchants believed a private operative could cut corners and go places and do things the official police couldn’t, and so it was decided that’s who they’d approach. “Woulda ’ired ’at johnny they’s been writin’ t’bout in the *Strand* magazin’—Soames, or wot’e’er ’is name be—but nones t’ home at ’is place. ’Eard yer name bandied t’bout in connectin’ wit’ that ----- affair. [*Keeper:* Insert a previous case of the Investigator here; if this is the first case of the campaign, he’s heard about him from an

acquaintance.] Figger’d we’d give ya’s a try. Will ye do it?”

If at this point the Investigator agrees to take the case, Prescott will immediately begin discussing payment and what they expect for their money. If the Investigator wants to ask them more questions about the Consortium—particularly how many merchants are involved, who they are, or any similar information—Prescott will become vague and seem impatient to get on with business. If pressed, he’ll confront the Investigator, telling him it’s “none o’ yer business,” and does he want the case or not? If so, the Consortium is willing to pay him £500 to find and stop Jack the Ripper! “An’ that’s on top o’ the reward, ya know!”

If the Investigator makes an Idea roll, he’ll remember reading in one of the newspaper reports some mention of a reward—or if he asks Prescott about it, the man will tell him that Whitechapel’s member of Parliament, Sir Montague Samuels (ever the politicker), has offered a £500 reward for information leading to the capture and arrest of the Ripper. Clay will grimace at Lord Samuels’ name, adding “Bleedin’ aristy’crat—ever the eye on wot’ll make ’im look good wit’ the papers. Don’t care none t’bout us common folk what has t’ makes a livin’ by the sweat o’ our brows.”

Prescott will continue that, if the Investigator will agree to take up the case, he can advance him £50 now for expenses. If the Investigator presses him, he’ll offer another £50 “in about a week”—*if* he can show some progress in the investigation that’ll prove to him and his partners in the Consortium that the Investigator is the one who can really catch the Ripper. Either way, he’ll tell the Investigator that he’ll expect regular reports on the progress of the case. He can report to Prescott at his rarities shop in Charlotte St., off Plumber. He’ll be there just about any time of the day or night—he lives in a flat over the shop. And, he’ll add, he’ll expect to see the Investigator out patrolling the streets at night, to catch the bloody Ripper in the act—“Well, afore ’e kills, o’ course, if’n ya can stop ’im at it . . .”—or at least keep the monster lying low so there are no more killings.

If the Investigator protests that the police are patrolling the area and he doesn’t need to do so as well, Prescott will be adamant—he’ll expect to see him on the streets of Whitechapel at night, and that’s that. Silverman will nod and add, “At night—’at’s when ’e’ll strike!” He’ll seem to think of something and add, “Oh, Jake, ’adn’t ye better tell ’em t’bout the vigilantes?”

Prescott will look annoyed at this, as if he’d not wanted to bring it up, but will tell the Investigator about George Lusk and his Vigilance Committee—that they’ll be patrolling the streets of Whitechapel and Spitalfields every night, too, and that they’ve vowed to find the Ripper and string him up from a lamppost—after giving him a taste of his own medicine. He’ll warn the Investigator to watch out for the vigilantes, as they’ll be armed—some might even

be carrying handguns if they think they can get away with it. It seems clear that Prescott doesn't think much of Lusk and his men. (A Psychology roll will confirm only what is evident on the surface but not whether it's because he disapproves of them and their methods or he doubts their chances of success in stopping the Ripper.) See also the section on Lusk and his Vigilance Committee under "Enemies & Allies" for other details that Prescott can make available to the Investigators about these very uncertain allies.

Prescott and his companions will now seem ready to wrap things up. (The Keeper should be ready, however, to field any additional questions the Investigator might have, answering them based on the rest of the material in the scenario that Prescott might know of and be able to help them with.) Clay, however, will pipe up again: "Jake, shudn't ye tell 'em t'bout the other one?"

If the Investigator picks up on this and asks who the "other one" is, Prescott will reluctantly admit that he was not actually the first private inquiry agent he and the Consortium approached about taking the case. They first went to a private investigator who operates out of an office above the Elephant and Castle pub, on the Surrey Shore, across the Thames: a fellow by the name of Cyrus Barker—"Ighly recommended 'e was, too, if'n ye knows wot I mean. Real competent sort o' fella—the bobbies on the beat all seem t' speak well o' him."

Silverman will interject: "Bah—glory grabber 'e is! All 'e wants is t' make a name fur 'isself."

Prescott will explain that, when they offered Mr. Barker the job and explained the requirements, he turned them down flat. He told them, however, that he *would* capture the Ripper—but not for them. He'd do it in his own way, for his own reasons, so all of London would know that there was only one real detective of any brilliance left in London—and that man was Cyrus Barker! Prescott fears that Barker will be down in Whitechapel looking for the Ripper himself and that he may get in the way of the Investigator. He reminds the Investigator that he's paying *him* to catch the Ripper, and if this Barker fellow beats him to it, well, all he can do is let him keep the advance for his services—*provided* he performs exactly as requested. Seems this Barker fellow isn't disciplined enough to patrol or make regular reports. Since the Investigator is—he'll add pointedly—he should have no trouble with any competition from Barker. At least Prescott should *hope* not.

(If any Investigator who is a private or official detective himself or is a journalist makes a Know roll, or any character makes a Criminology roll, he'll know of Barker—perhaps even having crossed paths with him in past investigations, at the Keeper's discretion. And he'll know Barker is good and that, unless they get down to business very quickly, Barker may very well find the Ripper before they do—an added incentive to the Investigators' efforts.)

Prescott, Clay, and Silverman will then prepare to leave. First, however, Prescott will give the Investigator the £50 he promised as his advance for expenses. Then he'll tell him he'll expect to be hearing from him soon. With that, the men of the Whitechapel Merchants Consortium will take their leave of the Investigator(s). And other than Prescott's admonition to him to patrol the street of the East End by night and to make regular reports to him, the three men will have no further advice or guidance for the Investigator. (Prescott, at least, will be available to answer future questions for the Investigators if they visit him at his rarities shop—and the Keeper deems it reasonable that he'd be able to supply them with the information that they seek at that point.)

ALTERNATIVE WAYS OF GETTING THE INVESTIGATORS INVOLVED

Should there be no private inquiry agent or other detective among the Investigators, but one is a journalist, the Keeper can get the Investigators involved with the Ripper case in the following manner (and if the party has both a private inquiry agent and an journalist, they'll get both sets of information):

The morning after the second Ripper murder occurs, the editor of the journalist Investigator will call him into the office and assign him to cover the Ripper case. He'll tell the Investigator that he's just heard that the *Echo* has assigned that new American freelancer, Edmund Mallory, to the Ripper story and is expecting to scoop the rest of the dailies in London. Well, Mallory's a good man for a Yank, he'll admit, but he's betting on the Investigator to beat Mallory to the story.

So starting today, he wants the Investigator down in Whitechapel, and he wants him to find the Ripper! He'll expect daily reports for the paper from the Investigator—on the police progress in the case, on conditions in Whitechapel, how the new murders are affecting the people down there, that sort of thing. And he wants instant reports on any new killings that occur in the area. But most of all, he wants the Investigator to catch the Ripper—or learn his identity—so that their paper can have the exclusive story on the biggest scoop of the decade! He hints that it could mean a big bonus for the Investigator—maybe even a promotion. And he adds that the reward Lord Samuels is offering isn't bad either. So he tells the Investigator to get on the story and get on it now—he wants copy and he wants it to be good!

This should prove sufficient incentive to get any journalist Investigator involved, though he will not have the support of the Whitechapel Merchants Consortium—unless he has a private detective friend who is approached by that group. He should also be aware of the implied threat in his editor's exhortation—if he fails to get the copy and reports the man wants, he stands a good chance of getting fired. An Investigator who gets so involved with the investigation that he forgets his reports to the paper

probably will end up out of a job—unless he can provide the editor with an exclusive story on the Ripper’s capture—or death—that is believable enough to print.

If the investigative group numbers neither a private inquiry agent nor a journalist (a rare occurrence), it may prove more difficult for the Keeper to involve them in the scenario. Here are some possibilities:

A Professor type might, in reading about the new murders, get the Idea (roll) to read up on the original Ripper spree. In those reports, he might notice the Occult connections among the clues and, his curiosity spurred, decide to check into it further. Or, if he has the requisite skills, he might even be called in as a consultant by the police—or by an NPC private detective or journalist, such as Barker or Mallory.

A Doctor might be called in to help on an autopsy of one of the Ripper victims and thus get involved. Rogue, Adventuress, or other criminally inclined characters might decide that the Ripper killings were bad for their illegal business, what with all the extra police patrols in the area, and set out to stop the fiend. An Inventor type might wish to try out his newly invented “criminal trap” on the Ripper; or an Explorer might wish to bring back the biggest game on two feet—the Ripper himself. Other possibilities for different types of Investigators than these may suggest themselves to the Keeper as well.

GETTING STARTED

However the Keeper manages to bring the Investigators into the adventure, once involved, their next step is to decide where to proceed with their investigation. They have several courses available to them:

1) They may decide to rush on over to the site of the murder of the previous night in hopes of finding some clue the police have overlooked or gleaning information from Inspector Abberline or his men. If they decide to try this, go to the section of the scenario that describes the current murder.

2) Or they may decide to check with their contacts on the street or in the police force, if they have any, to see what information they can pick up about the murders. If

so, the Keeper may determine their success via rolls of Streetwise, Administration, Bribery, or various persuasive skills, and feed them the appropriate information listed under the sections of the scenario entitled “The Current Murders” and/or “Clues & Rumors.”

3) They might even decide to check up on the progress of their friendly rivals, Barker and Mallory, if they know or are aware of the two. Since both of these men are actively in pursuit of the Ripper, however, unless the Investigators happen upon them at the scene of one of the killings or elsewhere in Whitechapel, such a course will prove fruitless. Neither be at their flats if the Investigators come calling, except on a very good Luck roll (one-fifth or less).

4) To get more of a handle on the Ripper’s *modus operandi*, Investigators may want to check out the original Ripper murders. Information for Investigators who thus wish to research the ’88 Ripper killings will be found under “Clues & Rumors.”

5) Finally, those Investigators who have been hired by Prescott and his men might just decide to do some checking up on their employers. After all, Ⓛ500 does seem just a bit much for a group of merchants whose businesses are in trouble at the moment, as they’d hinted, to come up with on short notice. (True, all they’d seen was Ⓛ50 so far, but still . . .) The uneasy manner of Prescott might have set the Investigators wondering, too. Perhaps there is more to their employers than appears on the surface. If the Investigators do check their contacts, especially those on the street, they might learn the information contained in the section on the Whitechapel Merchants Consortium in the “Enemies & Allies” section of the scenario, and the Keeper is referred there for information.

In any event, after the Investigators have chosen a course of action and set out on it, the Keeper should use the appropriate sections of the scenario to determine their successes and what befalls them as they attempt to forestall the “Return of the Ripper.”

(Cue the spooky music and sinister laughs!)



THE CURRENT MURDERS

This section describes what the Investigators may learn from the current series of Ripper murders. It includes information they may pick up on the first victim, discovered a week before the adventure begins; on the murder the night before; and on subsequent murders. It also discusses the attitudes various factions have toward the murders—information the Investigators might turn up as they question various individuals—and provides the Keeper with a “Timetable for Murder” to help him determine exactly when the Ripper will strike.

THE FIRST MURDER

Since the first Ripper murder discovered was a week previous to the opening of the scenario, Investigators will initially find little available information beyond what was reported in the papers. The trail is now cold. If they delve into it, however, a few useful facts may surface. Seeking out the site of the first murder (see the Whitechapel map on page 121) will require one of two courses: looking up the location in the newspaper reports and then going to the spot and making a Observation, Spot Hidden, or Track roll to find the exact location; or tapping a contact in Scotland Yard for the information. Once there, little can be found, as the police have thoroughly scoured the area, as have Barker, Mallory, and any number of thrillseekers who have trampled over the vicinity.

Should any Investigator searching the area make a roll equal to one fifth his normal Spot Hidden, however, he will find faint traces of the scratches left on the cobblestones by the Dimensional Shambler. (See Clue #2 under “Subsequent Murders.”) The marks, however, will be so faint that nothing definite can be told about them from this discovery, even on a Biology roll. Other than that, the only visible evidence will be the faint traces of the chalk outline of the body drawn by the police and a rusty looking dried blood stain. (Make Observation or Spot Hidden rolls to find, especially at night.)

Checking contacts with Scotland Yard will provide the following additional information on the victim (as will other police contacts, although it’ll take longer to get back to the Investigators): Laura Visemount was a streetwalker, aged 34, unemployed, with no known next of kin. She had been picked up by the police twice on drunken vagrancy charges, once for assault on another girl. (The City Police also arrested her once on drunken vagrancy charges.) She didn’t seem to be well liked on the streets, had few friends—none have come forth as of yet—and no known attachments or regular “customers.” The police have no leads at all as to the identity of her killer and will be reluctant to discuss the possibility that it was actually Jack the Ripper. (A close contact on the Force or in the Yard, however, will admit that’s the “unofficial” verdict so

far—which is why Abberline was called out of retirement for the case instead of someone else—but the Investigator will have to make a Persuade or Fast Talk roll to get this admission.)

Checking contacts on the street will uncover little more, but will confirm that “Lumpy Laurie,” “Lotta Laurie,” “Lori Vice,” or “Lyn’ Laura,” as she was known by various street contacts, wasn’t at all well liked by most who knew her. She was always scrapping with the other girls, accusing them of stealing her toffs. (The truth was that she was not very pretty and was very much overweight, so she was not much sought by those “gentlemen” looking for a good time.) Additionally, she was always carrying false tales about the other street people, just to get them into trouble (hence the “Lyn’ Laura” moniker). The only other girls who could stand her were a trollop known as “Macaroni Millie” and a girl named Lil something-or-other. They were independents, like her—not connected with a brothel or any protector. The bartender at the Coach and Four, where she spent a lot of her meager income on gin, has little good to say of her either—always trying to con him out of a glass of gin when she was out of pence, which was often. He’s not surprised somebody finally offed her, though he wouldn’t wish her fate on anyone—especially if it was the Ripper who did her in.

The Keeper may wish to feed the Investigators checking the streets the preceding information bit by bit, now or later in the case or give it to them all at once if they make especially good Streetwise rolls or pay their contacts handsomely to snoop around for them. They shouldn’t get all of it right away, however, but over several days. Asking around about Lil may lead them to her eventually (see the “Encounters” section). “Macaroni Millie,” however, will be impossible to locate, for reasons that soon become apparent.

If the Investigators attempt to obtain any information on the exact condition of the late Miss Visemount’s corpse from the Whitechapel coroner, they will have the same problems and glean the same sort of information as listed in the section “Checking with the Coroner,” on page 15, except that the data will not be as fresh. The body itself will no longer be available for viewing.

THE SECOND MURDER

If Investigators rush to the scene of the murder that occurs the morning the scenario begins, they will find the police still on the scene—including Chief Inspector Abberline of Scotland Yard’s Criminal Investigation Department (the CID). The area will be cordoned off by police constables and a large crowd has gathered beyond the rope barriers. Abberline and his constables will be searching the site for

clues, and the Inspector will not be gladly interrupted by the Investigators. (See Abberline in the “Enemies & Allies” section for details on his reactions and feelings toward the Investigators.) It will require good Fast Talk or Persuade rolls on the part of the Investigators to be allowed within the police cordon. Investigators who know Barker, however, will recognize the man in the area, searching along with the police, and those journalists in the group will recognize Mallory on the sidelines interviewing a bobby.

From the cordon, the Investigators will be able to see the chalk outline of the body on the street, along with what looks like a pool of blood. (It is.) The body itself has already been removed. (If the Investigators are swift enough in arriving on the scene, they may just spot the police van taking it away.) If Investigators manage to talk their way past the cordon and into the area and convince Abberline to let them look around, too, they will have a chance to find Clues #1, 2, and 4 listed after “Subsequent Murders” but will have to roll half their normal Spot Hidden skill to do so. Doctors who make an Idea roll will notice that there seems to be too little blood on the ground for what was reportedly such a brutal murder. (Abberline may allow them to snoop around simply because he doubts they’ll find anything his men and Barker haven’t.)

Interviewing the police constables (PCs Flockhart and McNary) or the witness who found the body (Doogie O’Flannel, a local dockworker) will confirm there was, surprisingly, little blood on the ground around the corpse. It will also establish that the mutilations were especially gruesome, corresponding with previous Ripper murders. Investigators who approach Barker will find him taciturn, as usual, and seemingly not willing at this point to give them any real information. However, those who state they’re watching Barker closely and make an Observation or Spot Hidden roll—or those whose success in searching would turn up Clue #4—will notice the man reach down, pick up something, look at it closely, look around to make sure that Abberline and his men aren’t watching, and pocket it. If the Investigators confront him with this, Barker will either deny he’s found anything at all or will triumphantly flash before the Investigators the matchstick he’s found and then quickly return it to his pocket. (Which course the detective takes depends on how persuasive the Investigators are or whether they’ve made the roll to obtain the clue in the first place.) If Barker flashes them the matchstick, a Spot Hidden or Observation roll will allow them to discern enough of the words on it for a Know roll to give them the clue.

If Investigators call Abberline and tell him that Barker is concealing clues, the Inspector won’t believe them unless they make a Persuade or Fast Talk to convince him. Barker, however, will produce something other than the matchstick to show Abberline if the Inspector listens to the Investigators. To further confuse the issue, Investigators watching Abberline will see him at one

point light his pipe and absent-mindedly throw the match on the ground. (He will think better of it and pick it up right afterward, but unless Investigators state that they are continuing to watch the Inspector or make an Observation roll, they’ll miss this and may think the matchstick clue is invalid—and they might even be inclined to gloat over Barker’s “mistaken” assumption that it’s a clue.)

If Investigators stick around long enough at the scene, either in the surrounding crowd or searching within the cordon, they’ll see another inspector arrive in a police carriage and consult with Abberline. This detective (Inspector Giles Lestrade) has come with news that the victim has been identified by a stamp on her petticoat from the Bermondsey Workhouse. The victim is a streetwalker named Millicent Marsh, a.k.a. Millicent Marconi, known on the streets as “Macaroni Millie.” Investigators inside the cordon can easily pick up this information; those in the crowd must make half their Listen rolls to overhear it (and will catch only snatches of the conversation), or they must pigeonhole one of the inspectors as he leaves the scene and Fast Talk the information out of him.

Investigators who follow the body to the coroner, either at once or after checking out the murder site, may gain the data in the section “Checking with the Coroner.”

If Investigators fail to go directly to the site of the second murder, they will arrive after the police have left, and the only clues available will be similar to those found at the site of the first murder. The identity of the murdered streetwalker will appear in the evening papers, as will other data listed below on Miss Marsh that their police contacts can supply. If the Investigators have missed this opportunity, the Keeper may wish to save the details of the preceding encounter with Barker at the site, along with the Investigators’ initial confrontation with CID Inspector Abberline, for the first subsequent Ripper murder for which they arrive on site before the police have left.

If the Investigators follow up on the Ripper’s second victim, once her identity is known to them, they might learn the following from their street contacts:

Millicent Marsh called herself Millicent Marconi and fancied herself an Italian princess fallen on hard times. She was known on the streets as “Macaroni Millie” by those who were amused—or put off—by her pretensions. She was considered somewhat of a loser—some called her “Millie the Mark”—who’d drifted from one man to another and was forced to walk the streets when her latest benefactor grew tired of and discarded her. She wasn’t a bad sort—just considered unlucky to be with. Perhaps because of that, she and Lumpy Laurie became friends.

In spite of the disadvantages, Millie stayed independent, like Laurie, rather than hooking up with any house or procurer. She’d spent some time at the Bermondsey Workhouse a few months earlier, when times were really hard, but had returned to the streets after a short stay there. She sometimes palled around with a girl named Lil

something, too. She didn't have any enemies that anyone knew of. None of her exes can be located. Rumor is that she'd been approached to join a group of trollops working together but had turned them down, mainly because of Laurie's belligerence toward them. (More on this can be found in the sections "Clues & Rumors" and "Encounters.")

Again, the preceding information should require Investigators to check several of their street contacts or offer a generous reward to one regular to pick it up for them over a period of several days or more. Streetwise skill rolls will be necessary to find sources other than regular contacts who can provide the information.

Scotland Yard or other police contacts can provide the following information later that day or on the next few days (and newspaper reports will read similarly, although more sensationally):

Millicent Marsh, known variously as "Millicent Marconi," "Macaroni Millie," and "Millie the Mark," was 28 years old at the time of her death, with no kin in London but a grandmother still living in Brighton who has been notified of Miss Marsh's passing. She has no police record. She spent two months at the Bermondsey Workhouse in February and March of this year. She was currently out of employment but believed to be a prostitute in the Whitechapel area. No permanent address was on record for her and she was last known to have roomed in a doss house in Dorset Street. She was last seen alive at approximately midnight at the Mitre Tavern in Mitre Square. No leads have turned up as of yet, though the killing appears to have been done by the same person or persons unknown who'd killed Laura Visemount the week previously. The wounds and mutilations seem to have been caused by the same sharp, thin instrument as in the Visemount case. (A Persuade or Fast Talk roll will cause a police contact to reveal that the talk around the Yard is that it's definitely the Ripper again.)

Other information on the Visemount and Marsh killings may be found under "Clues & Rumors" and "Encounters" and should be available to the Investigators only after they've fulfilled the conditions listed in those sections.

SUBSEQUENT MURDERS

As the characters conduct their investigation, and especially as they patrol the streets of Whitechapel by night, they will have the opportunity to arrive on the scene of subsequent Ripper murders while the trail and the clues are still fresh. If they are quick to react to screams in the night, police whistles, or other indicators, they might even arrive on the scene before representatives of the police—particularly Abberline. If so, and they can bluff the constable on the beat who has found the body or arrives first, they should have the opportunity to search for more significant clues. (Once Abberline has arrived, however, such opportunities will be sharply curtailed or eliminated altogether.)

Investigators who are the first to find a victim must take care that they are not arrested as suspects when the police arrive—especially if they've given the official police any trouble so far. They should also make certain they don't too obviously obscure or make off with clues, or Abberline might have them arrested for obstructing the police investigation. Whether Barker or Mallory will appear so early at the site of a killing will depend on the Keeper's estimation of the state of these characters' own investigations. Mallory will certainly make an appearance once word of the killing is out; Barker may or may not depending on the particular line of inquiry he's pursuing at the time.

CLUES

The following clues are those that will be available at the site of any further murder in the Ripper's spree to Investigators who arrive before, or just after, the police and search the area. Some form of Spot Hidden roll, as noted below, must be made for each clue located. Other types of skill rolls might turn up other evidence, at the Keeper's discretion.

The bloody, mutilated body of the Ripper's latest victim will be very much evident, her clothes pulled or ripped up, throat slashed, abdomen ripped open and intestines strewn out, often across the victim's left shoulder. On some of the victims, various other bodily parts will have been cut off and will be lying around the body—or missing altogether. Blood will be pooled around the body, and some is on the walls of the alley or buildings around it, as if sprayed or splashed there. (A Doctor who makes a Know roll, however, or any character who makes a First Aid or Medicine skill roll, will get the impression that there isn't as much blood as there should be under the circumstances.)

1) Sewer Grating. Investigators searching a wide area around the killing who make an Observation roll will notice a nearby sewer grating is ajar. If this is examined, a Spot Hidden roll will reveal odd-looking scratches on the grating, at exactly the places someone might grip it if removing it from its opening—*from below*. (An Idea or Deduction roll might be necessary to realize this piece of information.) A Biology (or Zoology) roll will suggest the scratches to be claw marks of some kind but not of anything identifiable to the Investigator who makes the roll. A Cthulhu Mythos roll will suggest the possibility the scratches were made by a minor monster of some sort—if the roll is one-fifth that of normal skill, the Investigator can identify the marks as having been made by the claws of a Ghoul.

Keeper's Note: The upset grating and the marks were, of course, made by one of McCabre's Ghouls. That the body wasn't carried off by them, however, indicates either that they were disturbed before doing so or that McCabre had ordered them to leave this one to be found and thus increase the terror on the streets that the Ripper killings

are causing. Finding this clue may point Investigators to the sewers as a possible route for the Ripper, which could lead them astray, perhaps thinking that the Ghouls are the sole cause of the killings, should they pursue and find them; or it could eventually lead to McCabre—and from her to Danielson—if they manage to uncover the link between her and the Ghouls and the Ripper.

(If Investigators pursue the sewer/Ghoul angle, refer to the subsection entitled “The Ghouls in the Sewers” in “Enemies & Allies.”)

2) Scratch Marks. Investigators searching the area immediately around the body will find on a Spot Hidden a grouping of strange scratch marks on the pavement near where the victim was found. Oddly, these markings are only to be found in an isolated area around the body, and not far away from it. A second Spot Hidden will confirm that these are different from the scratches around the sewer opening (if those are found). And a successful Track roll will confirm that no similar scratches lead to or away from the vicinity. A Biology (or Zoology) roll while examining these scratches will suggest that they are claw marks made by some sort of bipedal animal. A successful Cthulhu Mythos roll made while studying these marks will suggest they were made by a medium-class monster of some kind—and a roll of one-fifth Mythos skill suggests a Dimensional Shambler.

If Investigators imply to the police that a bipedal, clawed animal was involved, however, the police will probably scoff (mainly due to the nature of the wounds) unless the Investigators are *very* convincing (one-fifth a Persuade roll), in which case they may round up the owners of any trained bears in the Whitechapel area. If it's pointed out that no claw tracks lead to or away from the area, the police will probably examine the roof to see if the killer animal “jumped or lowered itself down.” (They'll find nothing.) Most likely, they'll dismiss such suggestions out of hand (unless it's late in the scenario and the police are desperate for a solution). Barker or Malloy would listen to such theories, keep their own counsel, and look into them on their own.

Keeper's Notes: The scratches were, of course, left by Danielson's Dimensional Shambler as he slashed up the Ripper's victim. They do not enter nor leave the area because the Shambler did not do so physically, but faded in and out of our dimension, traveling through its own dark realms, from its place in the wax museum to Whitechapel and back.

Should the Dimensional Shambler be eliminated in some way while the Ripper himself remains at large, the nature of any claw scratches will change, as Danielson will have switched to his backup “companion,” the giant Sumatran rat. From that point on, when such claw marks are found, a Biology (or Zoology) roll will identify them as coming from a quadruped animal, appearing to be of the rodent family—what a naturalist would normally identify as a rat, except that these are more than a dozen

times larger than any claw marks made by any rat the Investigator has ever seen. Additionally, Track rolls will be able to follow the marks off away from the area—as long as sufficient rolls are made; any missed roll will cause the Investigator to lose the trail.

It's also possible that, should Investigators stumble across a fresh murder victim and leave it for a while, they'll return to find it gone, with claw marks similar to those found around the sewer grating visible on a Spot Hidden roll. On a Track roll, these lead to and from the nearest sewer opening. This would signify the Ghouls actually at work, removing evidence of a Ripper victim as McCabre's original pact with Danielson called for.

3) Wax Flecks. An Investigator looking closely around the ground where the body lay, if it is now gone, will find on a roll equal to half his normal Spot Hidden or less some flecks of a waxy or paraffin-like substance. If the body is still there and the Investigator examines it, specifying that he is examining the hands, he will find small globs of the waxlike substance under the victim's fingernails on a Spot Hidden roll. A simple Know roll will tell him this seems to be wax. A successful Chemistry skill roll, made when examining the substance in a laboratory (a makeshift one in an Investigator's home or office will do) will confirm that it is indeed wax, the kind used in the manufacture of wax dummies. He will be unable to determine, however, whether it is the type used in store manikins or that used for wax dummies on display in a wax museum. An Idea roll at this point will suggest taking the substance to an expert. Searching the *Post Office Directory* (or asking a local chemist) will lead them to Wickerman's Waxes in Southwark (the Borough).

Keeper's Notes: The wax is from the wax talons placed over the Shambler's own sharpened claws. As it removed the sheaths, bits of the wax flaked off and fell onto the ground; the terrified victim, grabbing wildly at her unearthly assailant, managed to get some under her fingernails as well. (The latter will happen only once—after the Investigators have found wax under a victim's fingernails, they won't find it there again. The flecks on the pavement, however, will be there at each killing committed while the Shambler is in play.) The wax is a clue designed to lead Investigators—most likely though Wickerman, but perhaps on their own ingenuity—to Madame Tussaud's Wax Museum, on Marylebone Road, near Baker Street, where the Dimensional Shambler may usually be found at rest. From the Shambler, they should get a clue to Danielson. (Once in the wax museum, however, they might stumble across one of the scenario's red herrings as well.)

Should Investigators consistently miss the wax clue, the Keeper may also allow the coroner performing the autopsy to discover it while any Investigators are present; if none are, but they secure copies of the autopsy, it will be mentioned there. (Of course, it will also be available to the police, who'll probably dismiss it, and to Barker, should

he seek out the coroner’s report himself—a likely occurrence.)

(See the section on following up on the wax with Wickerman in the “Clues & Rumors” portion of the scenario for details on that avenue of investigation.)

4) Matchstick. Any Investigator searching the general vicinity of the murder who makes a Spot Hidden roll will spot a used Lucifer matchstick lying in the alley, not far from the body. If the Investigators arrive on the scene very shortly after the killing, the match will still be slightly warm to the touch and still have a slight smell of sulfur to it. (Of course, if the Investigators arrive after the police and/or a crowd have gathered, several men will be smoking—including Abberline, if there—and it will be difficult to discern whether the matchstick was there before the others on the scene.) The match will have words stamped onto it: “Simpson’s Cigar Divan.” Any Londoner will recognize this as a name for Simpson’s Tavern and Divan, in the Strand, a fine restaurant that provides its customers with exceptional cigars—and matches. (A non-Londoner would have to make half a Know roll to be aware of Simpson’s.) Finding the match may suggest to the Investigators that the Ripper has at least once recently frequented Simpson’s and may lead them to seek out further clues there. Even the police, if it is pointed out to them, will recognize and follow up on this clue, though for them it will lead nowhere.

Keeper’s Note: The matchstick was indeed left by Danielson, as he calmly smoked his pipe while the Shambler slashed up the hapless streetwalker who was his prey for the evening. Although cautious where necessary, Danielson’s evil self has become so arrogant that he hardly feels threatened by leaving such an innocuous clue behind. That he is one of Simpson’s many regular customers hardly seems to be giving too much away—and for anyone with no more than this to suggest the way to the baronet as the Ripper, it certainly isn’t.

(For the results of the Investigators’ inquiry into the Simpson’s connection, see that section in “Clues & Rumors.”)

5) SPECIAL—Torn Cloth. An Investigator searching the area around the Ripper’s victim who makes a roll of one-fifth Spot Hidden or less will find a small piece of black cloth snagged on a rough fence post, box, or other similar object near the body but back out of easy sight. If the Investigator who finds this clue shows it to the police, it will be confiscated at once as evidence (which it is), and all the Investigators will get from it is what they can find out from the police reports if they have a contact at Scotland Yard (or if one of them is an official detective himself).

If the Investigator keeps the piece of cloth and examines it later, he will find that it is silk, dyed black, but with faint traces of red cloth at the edges. Examining it closely with a magnifying lens and making a Spot Hidden or Observation roll will enable the examiner to

determine by the weave of the cloth that it is from a very fine, and very expensive, piece of clothing—probably an evening cape. Using a microscope on it and making appropriate Chemistry, Geology, or Biology (or Botany) rolls will turn up bits of grit trapped in the cloth, along with what looks like pollen. Running down these leads may enable Investigators to find the exclusive London store where the garment the piece came from was purchased—and to trace places where the cloth had been. (It will also indicate that the Ripper hasn’t done his laundry for a while.)

Keeper’s Note: The cloth is from Danielson’s evening cape, which he has taken to wearing during his killings. It has been with him on the Continent, in the Orient, and now back in London, and retains traces of these places that, if identified and the connection made with Danielson having been there, will offer another lead to the blighted young aristocrat’s identity as the Ripper. (For details of what they find in following up on this lead, see the appropriate section under “Clues & Rumors.”) Danielson does not yet know that the piece of his cape is missing. It’s doubtful that he would attach much significance to it having been lost. Should he find his cape torn (Keeper’s discretion), he may replace it with another, allowing Investigators who search his estate at Barnet the opportunity to find it (if the Keeper thinks they need the extra evidence).

IMPORTANT: This clue will be found only once. After the Investigators find the snagged piece of Danielson’s cape, they will not find another. If no one manages to locate the cloth at subsequent murders, the Keeper may increase the chances for their Spot Hidden rolls with each murder, up to full skill level.

FEEDING THE CLUES TO THE INVESTIGATORS

The Keeper may present the preceding clues to the Investigators in any order he wishes as they search the area and make the requisite rolls while looking in the necessary places. If he wishes to distribute them on a more random basis, the Keeper may roll 1D5 (1D10/2), and give the appropriate clue if the Investigator searching has made a roll to find one. (Once the piece of cloth has been found, a roll of 5 will indicate no clue found.)

CHECKING WITH THE CORONER

Investigators may wish to visit the coroner right after a victim’s body has been delivered—or at a later time—to see what information is available. Usually the bodies will be taken to the Whitechapel Coroner (Dr. Amos Harkness), though any found in the City (at the extreme lower left of the Whitechapel map) will go the City Coroner (Dr. Rupert Giles). Investigators can learn which coroner has the body by asking the police (through a contact or Fast Talk on a constable on the scene of a killing); by following the van that takes the body away; by

waiting for the newspaper report; or simply by checking the various coroners' offices. Obtaining information or gaining access to the bodies, however, will not be so easy.

Unless an Investigator is himself a Doctor, or the group has the official sanction of the police (unlikely, unless one of them is on the Force and wishes to risk his own position by claiming they do), anyone trying to gain access to a victim's body or to see the official records on one must Fast Talk his way into the coroner's office. Once inside, if a body has just arrived, the coroner will be on the verge of examining it. If the Investigator has the requisite medical skills—or has convinced the coroner he does—he may even be invited to assist with the autopsy. If he has convinced the coroner he is there officially for the police, he will at least be allowed to watch. (More than two or three Investigators, however, will be too much for the room, and anyone other than Doctors or "officials" who seem to be in charge will be asked to wait outside.)

The coroner, as he works, can confirm that the killings are all linked, probably done by the same person, and that they are identical to the Ripper killings of '88—the same throat slashing, the same mutilations, the ripped-open abdomen, and the intestines pulled out and draped over the body. He remembers them from five years earlier. Not a pretty sight. As he is working, if the Investigators have not yet found the wax under one of the victim's fingernails, the coroner will spot it and comment on it being odd. He'll scrape some out and ask the Investigator to hold a container while he puts the wax in to examine it later. If the Investigator waits until the coroner turns back to the cadaver and makes a successful Sneak roll (half normal skill level if he fails to wait until the coroner is once again occupied with the autopsy), the Investigator can appropriate a sample of the wax for later analysis. (See Clue #3, previously.)

If the Investigators do not approach the coroner while a body is there for autopsy, the preceding information will be contained in the coroner's report if they can manage to secure it. (Or they can query the coroner later if they can make Fast Talk or Persuade rolls.) The report will also suggest that the murders were committed with a long, thin sharp instrument—an extremely sharp knife or scalpel being the most likely, although neither instrument exactly fits the wounds. Any suggestion by the Investigators that the wounds might be the result of claw attacks (unless the Sumatran rat is being employed) will be met with ridicule by the coroner. The report will also mention the wax and give the Investigators all the information they'd be able to find on their own before consulting Wickerman. On one or more of the murders, it will also reveal that the kidney had been removed—"just like in the Eddowes killing five years earlier!"

(Keeper's Note: Danielson had allowed his pet a little treat, partly for the shock value to his victim.)

REACTIONS UPON VIEWING RIPPER VICTIMS

Investigators who make it to the scene of a killing in time to view the body, or who examine it later at the coroner's, must make a SAN roll on first looking at the corpse. Those who miss the roll will lose 1D6 SAN upon seeing a Ripper victim for the first time and 1D4 each time they see another Ripper victim, as the sight is particularly revolting, no matter how many times one sees it. Investigators who make their SAN roll still lose 1 point SAN on their first viewing of a mutilated corpse, none on seeing it or others later.

Additionally, any Investigator who is not a Doctor (and any Doctor who fails a SAN roll) must roll CON x 5% or less on seeing any Ripper victim for the first time or become violently ill at the sight. The roll must be made on viewing each new victim but need be made only once per victim. *Exception:* Any Investigator watching or especially assisting the coroner perform an autopsy of a victim he's already seen must roll CON x 5% again or become ill at the sight; unless he is a Doctor, this occurs no matter how many times he's seen the body previously. Any Investigator becoming ill at the coroner's office will be asked to leave or will be thrown out if he doesn't leave immediately and throws up in the coroner's office.

REACTION TO THE MURDERS

As Investigators examine and follow up on the Ripper killings, they will pick up on various factions' attitudes toward the murders, either through interviews, street contacts, hearsay, or use of skills such as Psychology, Listen, Streetwise, and so on. Generally, nobody is happy about the killings.

Merchants, pub owners, and businessmen in and around Whitechapel are very unhappy about the killings, primarily because they're bad for business. People aren't out shopping or attending the pubs or cheap music halls in the area as much with the Ripper on the loose. The merchants would like to see the Ripper caught, but other than the members of the Whitechapel Merchants Consortium (and these will be difficult to locate), none of the merchants in the area will do anything concrete to help the Investigators.

The citizens and common folk of Whitechapel are very upset about the murders—most of them fear for their lives, terrified that the Ripper will move on from streetwalkers to them or that they'll happen across the Ripper slashing one of his victims, and the blighter will throw them in for free. It's unlikely, however, that anyone in the area who isn't already a member of the Vigilance Committee would do anything active to help the Investigators—except perhaps run for the police if he were to come across the scene of a battle or attack. The vigilantes, as noted in their entry in "Enemies & Allies," won't take kindly to the Investigators and may just as soon hinder them as help them, because they want the Ripper for themselves.

The streetwalkers of Whitechapel, Spitalfields, and the surrounding areas of the East End are very upset and scared, since it's from their numbers that the Ripper is taking his victims. Even so, most of them can still be found out on the streets, plying their ancient trade—most can't afford not to. It's either starving for certain or taking a chance on the Ripper. The streetwalkers will help the Investigators with information, if they can, although some may claim to have it just to entice Investigators to take advantage of their services—or relieve them of valuables. Once Investigators have learned of McCabre's girls as an organization, they'll learn that, oddly enough, these streetwalkers, although nervous about the presence of the Ripper on the streets, aren't as afraid as the independents, because "McCabre will protect us."

The police, from the constable on the beat on up to MPF Commissioner Bradford, certainly do not like the murders, as they have to pull extra duty walking their beats at night in the fog looking for the Ripper while putting up with the public's outcry and demands that they do something—plus they're being vilified by the press for their inability to catch the Ripper, now or five years before. Still, the police won't take kindly to "amateurs blundering in and getting in the way of an official investigation" (as Abberline might put it if they prove especially trying to him). Of course, the PC on the beat might not object if the Investigators caught the Ripper and will give them all the assistance they'd give any citizen—and arrest them on the spot if they catch them up to something funny or difficult to explain (such as getting involved in a gunfight on the streets, blowing up sewers or buildings, and so on.). Abberline or another inspector would probably overlook their transgressions if they did manage to bring in the Ripper, provided that Scotland Yard—and that inspector in particular—got all the credit.

The underground elements of the East End aren't overly happy about the Ripper's presence either. For them, it's business as usual, but business is harder to carry out with all the extra police patrols and all eyes being on the East End. Hard for a fellow to make a dishonest living. If the Investigators have underworld contacts, it's just possible that some might either help the characters themselves or lead them to the heavyweight bludgers, nobblers, and punishers who might—if the price is right and the personal risk to them minimal.

The ordinary citizens of London outside of the East End think the murders are horrible, of course (and just a bit fascinating as well), and want to see the Ripper caught. But since the killings don't personally affect them, few would even consider getting involved, except perhaps to provide specialized information and so on, if the price is right. The exception is one certain group of individuals—the Masons.

The Masons want very much to see the Ripper stopped, mainly because of several clues that the Ripper left during his first killing spree. The clues seemed to point to him

being a Mason—or wanting the Lodge implicated in the killings. The Masons managed to suppress a lot of evidence in the first wave of murders in '88, mainly through then-Commissioner of the Metropolitan Police, Sir Charles Warren, who was himself a high-ranking Mason. Now, however, with the new series of murders—even though most of the Masonic connections are missing this time around—the secret society is afraid that the Masonic leads from the earlier murders will be reexamined too closely, bringing their Brotherhood into the limelight. Such exposure is deadly for a secret organization such as exists at the higher levels of Masonry.

To that end, the Masons will be working toward seeing the Ripper stopped—quietly and with a minimum of publicity. They will never take the Investigators into their confidence, however, even if any are low-ranking Masons themselves. But if they encounter the Investigators and know they're on the Ripper's trail, various Masons may help behind the scenes. If the Investigators too vigorously pursue the Masonic connections in the earlier killings, however, and are vocal in their belief of some sort of tie between the Masonic Lodges and the Ripper, the Brotherhood will not hesitate to hinder or even eliminate the Investigators—ruthlessly, efficiently, and quietly—just as they would the Ripper if they were to locate him. (At least they would were he a normal mortal, as they think.) They have no inkling as yet that it is Danielson, himself a Mason, behind the murders. (For more on the Masonic connections, see that section in "Clues & Rumors.")

A TIMETABLE FOR MURDER

As explained in the Keeper's Information in the Introduction and that on Danielson under "Enemies & Allies," the transformed baronet, as a psychic vampire, must drain the life energy from fearful victims so that he may continue to live. Even though his POW is at its fullest immediately following each killing/feeding, Danielson begins to lose POW almost at once. Normally he may wait several days to weeks (especially if lying dormant) before his POW is so low that he needs to recharge his own energy with that of his next tortured victim.

It's possible, however, that the Ripper might simply decide to strike a few nights later—or even the very next night after a previous killing—near-full POW reserves or not. After all, Danielson is quite mad now and totally under the evil influence of the dark thing he's become. Therefore, the Keeper may decree that the Ripper will strike on any evening after the adventure's start if he feels it will help move the scenario along. If that means killings night after night or long intervals of weeks—or longer—between murders, so be it, if that is what works best for a particular Keeper's campaign.

If the Keeper prefers a looser structure to the scenario, however, he may determine the Ripper's timetable for murder with the following random formula:

Each night following a Ripper murder, there is a 5% cumulative chance that Danielson will feel the urge to kill again so that he may drain off the life energy of some fearful East End trollop and renew his own psychic being. Thus the chance of a Ripper murder the night after a previous one is only 5%. Four nights later, the chance rises to 25% that the Ripper will seek out a victim. By the 12th night after a murder, there is a 60% chance Danielson will stalk his prey that evening. If he has not sought out a victim by the 19th night after his previous one, the Ripper will definitely contact McCabe on the 20th night and request that she provide him a victim that evening. He will do the same if his POW ever drops below 10. (Either could come first, depending on how much time Danielson remains in his inactive, POW-saving state.)

The chance that any victim of the Ripper will actually be found the next morning, however, is only 25%, because the Ghouls will be dragging most of the bodies away with them into the sewers. If several weeks have passed and no bodies have been found, however, McCabe will order the Ghouls to leave the next one to be discovered so that the terror of the Ripper remains strong on the streets. Of course, even those victims not found may be missed, as more and more independents—especially those who have crossed McCabe or refused to join her—join the ranks of the Vanished.

ADDITIONAL VICTIMS

As new victims of the Ripper’s depravities are discovered, the Keeper should fill in their identities and details on them as necessary. The body of, say, Paula Josephs, known on the street as “Prissy Paula,” or that of Joan Stevens, a k.a. Stephanie Jones, a k.a. Stevie Johns,

late of the Rotherhithe Workhouse, will turn up. All victims will be Whitechapel streetwalkers, all will either be independents or, perhaps, even a girl who’s left McCabe’s fold. (This will become evident as the Investigators begin to hear more and more about McCabe and her operation on the streets and postulate connections between her and the Ripper.)

If any of the Investigators actually has a contact among the East End ladies of the evening (as one of his contacts from Criminology or Streetwise skill), the Keeper might want to make the manhunt a little more personal by having that Investigator’s contact become one of the Ripper’s victims. Such a course will be especially effective if he’s played a scene with the Investigator in which the poor girl expresses fear for her own life and elicits a promise from the Investigator to protect her from the Ripper. Then, of course, while the character is off somewhere else searching for clues or hunting the fiend, the girl is cornered and slaughtered horribly. Such a twist is almost certainly guaranteed to spur even the most lackluster Investigator into active and fervent pursuit of his now especially hated foe.

It is also conceivable that Investigators may hit on the idea of disguising certain of their numbers—female or otherwise—as Whitechapel trollops in an attempt to smoke out the Ripper with decoys. Whether or not such Investigators will actually find the Ripper—and perhaps even end up as one of his victims—is up to the tender mercies of the Keeper.

In any event, the Ripper killings will continue until Danielson is caught, killed, or driven from London—or no one is left alive in the great metropolis on whom he can feed . . .



ENEMIES & ALLIES

As the Investigators pursue the trail of the Ripper, they will encounter and have the opportunity to interact with several important persons and groups, some of whom will be certain enemies—supernatural or otherwise—and others who might prove potential allies if the Investigators handle their dealings with them correctly. (Or if the Keeper feels the Investigators desperately need the help.) Exactly how much or how little he utilizes these NPCs will be up to the Keeper. (Although Investigator actions will also determine to a great extent how much interaction there is with any particular NPC.)

The Keeper should carefully read the descriptions of these characters—and game data, where given—so that he may best role-play the Investigators’ dealings with them. Additional characters with whom the Investigators might have more limited encounters are noted in the appropriate sections under “Places of Interest,” “Clues & Rumors,” and “Encounters.” (See also the sample NPCs section at the end of this chapter and Appendix C.)

ENEMIES

The Investigators’ main adversaries, of course, are the Ripper and his monstrous “playmates.” They are also likely to face Whitechapel madam Colleen McCabre and her underground allies.

Sir John Danielson, Baronet, a.k.a. Jack the Ripper



Before his conversion into a psychic vampire by the abominable Tcho-Tcho people of Southeast Asia, Sir John Danielson was a typical young English aristocrat. He’d inherited his father’s title at age 20, after the elder baronet was killed leading an infantry company at the Battle of Maiwand, in the 1880 Afghan War. Sir Clive Danielson had gained the hereditary title on the accidental death of

his older brother, who’d never married. Clive was the younger son of Sir Neville Danielson, who’d originally been awarded the baronetcy for his bravery and valiant action in the Crimean War. Clive followed in his father’s footsteps by joining the British Army on coming of age. He’d left the service on his brother’s death in a buggy accident, only months after Sir Neville’s passing, which gave him the title and the family estate just outside of the village of Barnet, immediately north of London. When British forces were engaged against the murderous Ghazi in Afghanistan, however, Sir Clive accepted a new commission. His subsequent death left Sir John as the “Baronet of Barnet” (as the locals had fondly called his father).

His mother’s death from consumption the next year left Sir John without guidance, other than that of his grand-uncle, an invalid since being wounded in the Crimea and who’d lived at the manor in Barnet ever since. Sir John divided his time between the London social scene and visiting and “overseeing” the family’s holdings in a Scottish coal mine in Sauchie, off the Firth of Forth. He became something of a ne’er do well—nothing bad or illegal; he just didn’t seem interested in making anything of himself. Except for his interest in the mine—where he was fondly known by the workers as “Sauchie John”—he had no ambitions or goals in life, other than having a good time. So when the opportunity arose early in 1888 to visit the site of another Danielson holding—an interest in the Netherlands-Sumatra Company, headquartered on the East Indies isle of Sumatra—Sir John saw an excellent opportunity to relieve his boredom with everyday life as a London socialite. That was the baronet’s fatal mistake.

In Sumatra, Sir John was captured by a tribe of Tcho-Tchos living on the island. These evil natives resented the intrusions Europeans had made into their existence—particularly those of the Netherlands-Sumatra Company. The rest of his party was brutally killed by the Tcho-Tchos, but they saved Sir John for a worse fate. For days, the Tcho-Tchos tortured the young aristocrat. His torment culminated when the Tcho-Tchos performed an age-old ritual on the baronet, one that ended with the hapless Britisher forever transformed into a barely human creature—a psychic vampire.

Quite ironically, the ritual and the magical energies involved healed all his wounds and the depravations the Tcho-Tchos had inflicted on him. In fact, Danielson was in better physical condition than he’d been in a long time—stronger, more resistant to pain and damage, tougher. The catch was, although his own life energy had been boosted to higher levels than ever before, it wasn’t a permanent state. Each day, the psychic vampire would lose a bit of that life energy, a loss that would continue until he was dead, his life force totally evaporated, or he



replenished it—by draining it from another individual. Unfortunately, the amount of life energy that he could drain from another individual was limited—unless the victim was in the grip of extreme fear, the kind experienced when death was imminent. To continue to live, therefore, the hapless baronet now had to prey on others. And to do so, he had to bring them to a state of fear through horrid acts that would result in their certain deaths—and yet they must be kept alive long enough so that he may feed off their life forces.

Normally, of course, Sir John would never think of acting in so hideous a manner, even if not doing so meant his own death. Unfortunately, his ordeal had driven the poor man quite mad—he was ready to do anything to sustain his now-unnatural existence. And the Tcho-Tchos were willing to oblige. Their plan was to send Danielson back to the Western world to feed off its inhabitants, paying the West back in some small, twisted manner for its unwanted invasion of the Tcho-Tcho's domain. First, they taught Danielson magical means by which he not only could drain the life force of a victim, but could also preserve and sustain the existence of that individual—in spite of physical damage that would normally prove fatal—at least until all the victim's life energy was drained. This would result in the victim's death, but only after Danielson had absorbed the lost life force completely.

Further, the Tcho-Tchos used an ancient technique known only to them to summon a Dimensional Shambler and bind it permanently to Danielson's control. Thus with the Shambler at his command, Danielson could use the creature to terrorize and, finally, kill his victims. Meanwhile, he used the methods the Tcho-Tchos taught him to keep the poor souls alive until he drained the last of their life forces. At Sir John's request, the Tcho-Tchos even sharpened and reshaped the claws of the Shambler into thin, razor-sharp cutting edges. Sir John, as part of his education, had taken classes in anatomy at St. Bart's in London. And his now-twisted mind had thought of a way to utilize that knowledge to elicit the maximum possible terror from those who would become his prey.

As fully prepared for his new "life" as possible, Danielson made his way back to the relatively civilized area of the Netherlands-Sumatra Company's offices. He reported that he'd been separated from his party and wandered lost in the jungle until he'd stumbled onto the way back. Feigning horror to learn no one else had returned, he insisted that arrangements be made at once for his return to England. Unfortunately, it wasn't until he'd had to feed on a company worker that a ship became available for his return to England. As his life energy drained from him, Danielson felt himself seeming almost to shrivel physically—he found that he'd actually lost several inches of height! He'd feigned illness as a result of his ordeal, but he knew he'd have to feed before he left the island. Summoning the Shambler one night, he tested

the creature's intelligence by ordering it to rip up a night watchman he'd spotted alone in the compound. It followed his commands to the letter, and Danielson fed gloriously. The man's remains were left to be found later as the victim of "an animal attack."

Sir John Danielson, psychic vampire, then embarked on his return to England, to arrive home in early August 1888. The journey on the Dutch steamship *Friesland* was long but uneventful: Danielson lay in a dormant state through most of it; the Tcho-Tchos had taught him this would conserve his life force, preventing him from losing it so quickly. He had to feed only four times on the entire trip. Each killing he conducted quite discreetly, and the Dimensional Shambler carried off the body into the nether realms after the feeding ended—except in one case, where the terrified victim died of a heart attack before the Shambler could touch him.

But at last Danielson arrived back in England. He returned to his manor at Barnet, which was to serve as his home base, and began to plan his campaign against his countrymen. Although he was now evilly insane, some shards of the man Danielson once was remained, occasionally to surface and regain some measure of control over his now twisted mind. Effectively, the young baronet had developed a split personality—his old self hanging on by a thread, grasping at control, while the evil being he'd become drove him on to kill to live.

Although the evil Danielson was dominant, the original Sir John had enough influence to restrict his alter ego's killings in the early stages: He would not, he determined, prey on those of his own class, nor even those whose station in life was only just below his. No, he would prey on the riffraff, the worthless lives of the lower-class unfortunates of the East End. Surely, he thought in his warped logic, this would not be too evil. Most would eventually die anyway, in poverty, unmourned, uncared for. And his evil self agreed, seeing the advantage in this: In the East End, he faced little chance of encountering anyone who'd recognize Sir John Danielson. And so his chances of discovery would be minimal, and he could continue to kill and feed, again and again, with complete impunity.

And those on whom he could most easily prey? The most vulnerable, he decided, those from whom he could elicit the greatest fear—and thus the most life energy—were also those who would be the least missed: The women who walked the streets, selling their pitiful bodies for mere pence and a place to sleep for the night. After all, thousands of them plied their age-old trade in London. Who indeed would miss any of them, should they simply disappear one night?

Danielson planned well, familiarizing himself with the streets and back alleys of the East End over the course of several weeks—until, at last, his need for life force drove him to seek his first victim. In the early hours of August 31, 1888, Sir John Danielson picked up a Whitechapel

streetwalker named Polly Nichols, and the London legend soon to be known as Jack the Ripper was born.

The pattern was set. Danielson's old self, however, gained enough control at the last moment to prevent the more severe mutilations that would become the mark of the Ripper's later victims. But the psychic vampire scored his first success: He drained the life force from the terrified streetwalker, who remained alive while the mid-blasting horror of the Dimensional Shambler slashed her throat, side, and abdomen. The extreme terror of the woman, far beyond that of his previous victims, added another dimension to the killing—it was like adding spice or relish to the meat and potatoes of the mere life force he'd drained previously. Danielson glorified in its "taste," and he knew that, from then on, all his future victims would be women—and streetwalkers, in particular. The only problem: Before Danielson could direct the Shambler to dispose of the body, he heard someone coming. Unnerved at nearly being discovered for the first time, Danielson panicked and directed the Shambler to leave, while he, too, departed hastily. The body was discovered soon afterward.

Hookers found murdered in Whitechapel, however, were not so uncommon an occurrence. So this one failed to raise the panic of subsequent killings. After all, only three weeks earlier, the body of streetwalker Martha Tabram was found after she'd been stabbed repeatedly till dead. (Ironically, as later Ripper victims turned up, many would erroneously include Tabram in the Ripper's count, along with another streetwalker, Emma Smith, who was killed in April, before Danielson had even returned to England.) Eight days later, on September 8, 1888, Danielson's next victim was discovered, and the panic in the East End began in earnest.

This time, following Danielson's instructions, the Dimensional Shambler went all out. Annie Chapman, an unfortunate streetwalker who'd picked up her last toff that night, was slashed and ripped even more horribly than Nichols. As Danielson unnaturally sustained her life, the Shambler slashed her throat, tore open her abdomen, and pulled her intestines out before her terrified eyes, draping them over her shoulder. Had the Ripper's spell allowed it, her agonized screams would certainly have echoed across the entire East End. The Shambler, however, performed its gruesome work in total silence as the Ripper stood by, smoking his favorite clay pipe and absorbing Chapman's life energy. After draining her life and releasing her from her terror, Danielson did a strange thing. He neatly arranged around the body's feet two brass rings, two new farthings, and several other brass coins he'd removed from the victim. As he'd finished, he realized the Shambler had departed, as he'd let control slip during his placement of the items. Fearing he'd be caught, the baronet fled, leaving his second victim to be found, too. And fear of the Whitechapel murderer began to grow on the East End.

Danielson was more careful with his next two "feedings." Each time, he directed the Shambler to carry off the bodies so that no more word of the Whitechapel killer's actions would reach the public. This wasn't exactly what his Tcho-Tcho masters intended, but Danielson was his own master now. Or so he thought. He began to realize that he was committing other acts similar to placing the brass coins and rings around Chapman's body: a cluster of grapes left here; a piece of leather apron there; a cryptic phrase hastily scrawled on a Whitechapel wall; mocking letters written and sent to the police, the press, and even to the leader of a Vigilance Committee. Gradually, the evil Danielson realized that his previous self was still active, deep within his own subconscious. And that "other" Danielson was leaving clues to his identity—albeit twisted, cryptic clues. For as much as the inner Danielson wanted to be caught, to put an end to his torture as well as that of his victims, he was no longer rational enough to leave clues clear enough to lead the police to him as the Whitechapel killer. Nor would his evil self allow such a course—at least as far as he could prevent.

Unable yet to completely suppress his better self's inclinations, the evil Danielson decided to confuse the issue by leaving spurious clues. He penned several of the now notorious "Ripper letters" himself. But even so, his "better" self managed to slip into those communications a few blighted clues. More significantly, Danielson, himself a Freemason, had inadvertently instructed the Shambler to commit its mutilations in accordance with Masonic rituals, ones he'd learned while studying for admittance to the Royal Arch degree—at his "inner" self's instigation, of course. After discovering this, he found that the Shambler wasn't intelligent enough to stop killing in this manner, now that it'd learned a specific technique. He took comfort, however, in his knowledge that the ritual wasn't well-known enough to the general public to matter. And should any higher-degree Masons recognize it, they were bound by oath to keep the information to themselves. So in spite of his "other" self's warnings and clues, the Ripper, as he first called himself in a letter to the Central News Agency in late September, felt secure.

But on September 29th, what came to be known as the Double Event occurred—two Ripper victims were discovered: Elizabeth Stride, found with her throat cut, and Catherine Eddowes, her body discovered in Mitre Square, even more brutally mutilated than Chapman's had been. Danielson was interrupted as the Shambler started in on Stride. Not yet ready to kill anyone else, the Ripper left the body there. But the interruption came before he could drain any life energy from Stride. Releasing her from the sustaining spell caused her to die of the wounds inflicted by the Shambler but had done nothing for the baronet. Searching for another victim to fulfill his lust for life forces, he found the drunken Eddowes near Mitre Square, off Aldgate. He persuaded her to follow him into the

darkened part of the Square, where he called the Shambler and made her his “food” for the night. But again he was disturbed before he could order the Shambler to dispose of the body, this time by a group of noisy patrons leaving the nearby Mitre Tavern. And with the Double Event, fear of the Ripper increased to even greater heights.

The Ripper’s next intended victim turned out to be something other than what he’d expected. Instead of food, she became an ally. Colleen McCabre, in exchange for her life and assistance from Danielson in studying the dark lores, vowed to help him go about his bloody business. She would cover up the killings with the aid of her Ghoul allies in the sewers and would bring victims to him when and where he wished. Danielson, however, didn’t yet know enough dark lore to aid her in that area—her ownership of a copy of the *Revelations of Glaaki* would give her even greater access to ancient horrors than Danielson’s. But that turned out to be of little consequence at the time. The other streetwalker that McCabre brought to him that night served him quite well. And true to her word, she called upon her Ghoulish friends to dispose of the body—which they did, with pleasure. Throughout October, no Ripper victims were discovered, thanks to McCabre’s Ghouls. And thanks to the other streetwalkers she lured to him, Danielson fed handsomely.

Although the alliance with McCabre proved fruitful, Danielson proved little help to McCabre, other than initially sparing her life. She allowed him to see her copy of the *Revelations*, and Danielson even learned a spell from it himself. He couldn’t help the semi-literate McCabre, however, who’d so far mastered only the spell to call her Ghouls. With the Glamour spell he learned, Danielson managed to make the Dimensional Shambler appear as a wax statue. He then arrogantly “donated” the Shambler to Madame Tussaud’s Wax Museum, claiming to have brought it back from Sumatra with him on the *Friesland*. He’d now grown tired of it, he told the museum owners. By leaving it there in this state, he’d found that summoning it when he wished took less magical energy; rather than needing to call it from the far-away dimensions in which it usually dwelt, he’d anchored it much closer to home. So despite the continuing attempts of his weakening other self to implicate him as the Ripper, things seemed to be going Danielson’s way.

Then came the murder of Mary Jane Kelly on November 9. Like the others after Eddowes, McCabre set this one up. Danielson fed fully on Kelly as his Shambler performed the worst mutilations yet on the still-living woman. He even had plenty of time for the work, as Kelly had insisted on taking him back to her flat in Miller’s Court. Satiated with life force, Danielson sent the Shambler back to the wax museum and left, confident that McCabre’s Ghouls would remove the evidence. But it was not to be; the Ghouls could not enter Kelly’s flat. The bloody corpse of Mary Kelly, found the next day, told

London that the Ripper was still at work. After the immediate hue had died down, Danielson visited McCabre, demanding to know why the Ghouls hadn’t taken Kelly’s body away. McCabre explained that her Ghouls were unable to get into Kelly’s flat. It wouldn’t happen again, she promised.

But Danielson was getting concerned. His alter ego wasn’t dead yet and somehow might manage to get out a clue that would certainly lead to Danielson as the Ripper. And with all the police patrols, it was getting harder for him to travel in and around the East End, even with McCabre’s help. He’d been spotted with a couple of his victims already—just fleeting glances, but enough that he might eventually be caught. Danielson made a hard decision. He would leave London—travel elsewhere and study the arcane arts, perhaps even pay the Tcho-Tchos another visit. Then, when he’d grown stronger and learned other ways of dealing with those who opposed him (including his own former self), he would return. (He could, of course, simply use the Shambler to attack his enemies. But that would mean risking exposure should anyone connect the creature with the wax “daemon” at the museum. It could lead back to him—if someone were clever enough to follow the clues.) And when Danielson returned, London would know, once again, the wrath of Jack the Ripper.

Danielson bade goodbye to McCabre—though not before she’d wrung from him a promise to bring her something magical when he returned. (He had, after all, failed to help her as promised while he was here.) He put what affairs he had in order, leaving the run of the manor in Barnet to his grand-uncle. And Sir John Danielson set out for the Continent. He would not return for five years. And in that time, he would feed throughout the great cities of Europe and beyond. He stayed only long enough in each place to learn what he needed, leaving on the occasions his murders were discovered. He could usually call the Shambler from its London station with little problem, although the increasing distance seemed to make it more difficult to do so.

In his travels, Danielson learned a number of spells and magical techniques to aid his quest for life forces. He learned to store that magical energy for later use in a cane that acted as a battery for his reserves of power. (Unfortunately, he could not similarly store his own life energies to use when the hunger gripped him—his plight still required taking it from others.) He learned to travel by Gate, making it easier to move around and to find and leave his victims without getting caught. And, with time, he managed to finally suppress his former self, which became weaker with each subsequent killing. At last, Sir John Danielson was dead, except in form and name, and all that was left was Jack the Ripper.

After sojourns in Africa and India, Danielson at last returned to Sumatra to meet again with the Tcho-Tchos. They were pleased to learn of his deeds, except that they

felt these efforts were not yet enough. They ordered Danielson to return to England and carry on their vengeance against the hated Europeans, a decision he'd already made on his own. He'd recently had trouble controlling the Shambler, however—a result, he believed, of the great distance now between them, and of the orders he'd given the beast to stay in the museum when he'd first left it there. Its limited intelligence was barely capable of discerning the necessary exceptions to this order. It was likely that the problem would end when he returned to London. But just in case, the Tcho-Tchos sent him another companion, should the Shambler prove unsuitable to continue Danielson's work. This time it was a "natural" beast—a giant Sumatran rat. They taught Danielson how to control it and bade him farewell. Danielson then purchased a yacht to more easily transport his new "assistant" back to England. He also hired an out-of-work English seaman he met in the port to pilot the craft back home. And so, in August of 1893, Jack the Ripper returned to England and began to kill again.

So far, things had gone Danielson's way now that he was back in London, in spite of finding himself forced to work with McCabre again. (He no longer felt he needed this arrangement but was unable to refuse; McCabre had grown even stronger than he during his absence.) McCabre's Ghouls had fumbled on two of his victims so far, but Danielson felt powerful enough to elude capture now. His Gating ability, his magical battery, and other spells he'd learned to protect himself and destroy his enemies would see to that. And without his former self to interfere or leave clues, as he had in '88, Danielson had no worries. Even McCabre seemed satisfied with the magical charm he'd brought her from the South Seas. And the Dimensional Shambler proved controllable again now that he was back in London. (It continued, however, to kill in the manner he'd taught it earlier, according to Masonic ritual, and would not vary.) The rat could stay in the basement of the baronet's Barnet estate for now. If the Shambler should become difficult again and he should need its "services," the rat would be there. (Until then, the beast would be sustained on tidbits he brought back from his victims—as well as the occasional missing beggar who wandered into the baronet's grasp.)

In the meantime, Jack the Ripper was loose again in London's East End, and the streets of Whitechapel would once more run red with the blood of his victims.

Sir John Danielson, Baronet, aka Jack the Ripper, Age 33, Aristocrat, Psychic Vampire

STR 19 CON 17 SIZ 15 INT 16 POW 23 DEX 13
APP 12 EDU 16 SAN 0 HP 16 (SOC 18)

Skills: Administration 20%, Acting 45%, Conceal 46%, Credit Rating 60%, Cthulhu Mythos 40%, Drive Carriage 35%, Gambling 40%, Hide 65%, Listen 55%, Medicine 35%, Observation 25%, Occult 60%, Persuade 45%,

Psychology 35%, Other Language: French 75%, Other Language: German 65%, Other Language: Greek 60%, Other Language: Latin 55%, Other Language: Dutch 45%, Other Language: Spanish 30%, Ride 55%, Seduction 45%, Streetwise (Whitechapel, East End) 40%, Sneak 65%.

Weapons: Fist 55%, 1D3+1D6; Sword Cane* (as foil) 50%, 1D6+2, (as club) 25%, 1D8

*Enchanted, acts as a Magic Point battery; currently holds 67 MPs.

Armor: None, but all regular, nonenchanted weapons do only half-damage; regenerates 1/5th POW hit points/round (see psychic vampire spell description)

Spells: Summon/Bind Dimensional Shambler (Special), Create Gate, Shrivelling, Enchant Cane, Bind Giant Rat*, Flesh Ward, Glamour, Sustain Life, Psychic Drain.

Sir John Danielson is 33 years old (in 1893). He is 5'10" normally. At full (increased) POW, however, he reaches 5'11", and when his POW has drained to less than 10, his physical stature shrivels to as short as 5'6" (hence the varying height descriptions in the original Ripper sightings). Danielson's complexion is somewhat shallow and pale, with foreign tinges inherited from his mother. His face is normally long and thin, becoming almost cadaverous in appearance when low on POW, although it appears fuller at his maximum POW. His hands are pale and delicate, with long tapering fingers. His hair is brown, and his moustache, when he wears it, thin and fair. His dark eyes almost seem to glow in the darkness when he is possessed with the desire to feed off the life forces of others.

Danielson indulged briefly in theatrics while at Oxford, just enough to gain some experience in makeup techniques. During his first set of killings, in '88, he would occasionally employ different disguises when he roamed Whitechapel. Thus those who spotted him sufficiently to link him with the killings often gave conflicting descriptions of his appearance. Now, however, Danielson has arrogantly chosen to forswear such changes of appearance and dress and appear as himself. Investigators attempting to correlate old reports of the Ripper's description with Danielson must make Observation and Deduction rolls to do so after they actually see the baronet.

Danielson now always wears dark clothing and a long, black, red-lined cape on his soirees into Whitechapel. His headgear varies between a silk top hat, a wide-brimmed hard-felt hat (a "wideawake"), a deerstalker, and a jaunty peaked cap. He always carries a red handkerchief in his pocket, a habit he picked up while studying at St. Bart's. And he always takes along his favorite clay pipe, which he smokes while the Shambler does its work. During some of his excursions in '88, Danielson carried a shortened

fencing foil wrapped as a strapped parcel—insurance in case he was caught after he'd sent the Shambler away. This has been replaced by a sword cane he picked up on the Continent, which also acts as a magic point battery to aid him in casting spells and controlling the Shambler, as necessary.

Thanks to the spell that turned him into a psychic vampire, Danielson is extremely strong and possesses an iron constitution. All normal weapons do only half-damage to him, though enchanted weapons do full damage. This, and his knowledge of the Flesh Ward spell, make him difficult to kill, if confronted. He has become utterly ruthless and will not hesitate to use the Shambler or his own spells, especially Shrivelling, against any who oppose him. His only real weakness is his POW loss as a psychic vampire and the difficulty that gives him in regaining magic points, although the enchanted sword cane "battery" is very helpful in this.

As a psychic vampire, Danielson loses a point of POW per day until he drains the POW of a victim in the grip of extreme fear. He can slow the POW loss to as little as 1 point of POW per two weeks if he remains totally dormant, but eventually, he must feed again. His old self totally suppressed, Danielson will now do anything necessary to sustain his unnatural existence.

(For more details on Danielson's condition as a psychic vampire, see the description of the Create Psychic Vampire spell under the entry for the Tcho-Tchos.)

Danielson's New Spells

Summon/Bind Dimensional Shambler (Special):

This is a variation on the normal summon/Bind spells. It is known only to the Tcho-Tchos and certain very powerful wizards. The spell costs 30 magic points to set up, plus a human sacrifice and the expenditure of 4 permanent points of POW. A full day of chanting and preparation also is required. The spell permanently binds the creature summoned to any being the caster designates. The person to whom the creature is bound, therefore, need expend only 2 MPs, and the creature comes to him as soon as possible. For Danielson's Dimensional Shambler, that's nearly instantaneously (1 round if in its own dimensional plane, 2 if in ours). Once summoned, the creature will remain long enough to obey any orders of the summoner, at only 1 MP per order.

No additional rolls are required to summon or overcome the permanently bound creature—it will come and obey automatically. If left with no new orders, however, it will return to its place of origin within one minute of finishing its last task. Danielson has discovered that his Shambler requires only 1 MP to summon if it's left in a location in our world. He's also discovered, however, that as distance in our world increases between him and the Shambler, additional MPs are necessary to summon it—the MP cost doubling about every 2,000 miles.

Sustain Life: This spell enables a caster to keep a target alive and aware of what is happening to him regardless of any wounds inflicted, even to the point of normal death—i.e., when hit points reach 0—as long as the victim has POW left and the spell is in effect. The victim will still feel the pain of his wounds, although it's muted somewhat by the spell to ward off the effects of shock. A victim can be completely ripped apart, his heart torn out, all the blood drained from his body, or be blasted to a burnt hulk—yet he will continue to be horribly aware of his fate, denied the escape of unconsciousness, shock, or even insanity, until the spell is ended or all the victim's POW is removed. The victim cannot speak or make any sound while under the spell but remains utterly silent.

If the victim is still alive when the spell ends, he will immediately lose 1D10 SAN. A victim who is still physically alive when the spell ends (his hit point total is above 0), must roll CON x 5% or less or instantly go into shock, losing 1 hit point per hour until brought out of the state by a First Aid or Medicine skill roll or until dead. Those who live, but go insane as a result of the shocking wounds or mutilations inflicted, will invariably lapse into either catatonia or stupefaction, lasting the full period possible if the insanity is only temporary (a 15% chance).

The spell costs 10 MPs to cast and requires winning a MP vs. MP battle against a resisting subject. (MPs stored in a MP battery may be used for this purpose, to supplement one's own MPs, but any so used will be expended.) An additional cost of 1 MP is required per minute the spell remains in effect. Casting the spell costs 1D3 SAN as well (plus any SAN Loss from the sight of any mutilations inflicted on the victim—although most who would use the spell for that purpose have no SAN left to lose). Casting the Sustain Life spell takes only one round, and the spell takes effect on the next round.

The spell could potentially be used benevolently to keep an otherwise fatally wounded character alive until medical help can raise his hit points above 0, provided it is cast on the same round or the round immediately following that in which the character is "killed." If medical assistance (First Aid, Medicine skill rolls, etc.) fails to raise hit points to at least 1, however, the character so sustained dies as soon as the spell ends. The Sustain Life spell *cannot* be used to resurrect a character who's dead for more than one round.

Psychic Drain: This spell normally works only on a character in the grip of extreme fear, as brought on by a life-threatening experience—one in which death is certain. It allows the caster to drain 1D3 points of permanent POW from a victim each round it is in effect. It requires no POW vs. POW or MP vs. MP rolls—only abject fear on the part of the victim. (Any NPC facing such horrors as a giant rat, a Dimensional Shambler, Ghouls, or any other Mythos creature—or who's helpless in the face of certain death—is considered fearful for the purposes of this spell.) Investigators may avoid this state of fear by making a successful Idea roll and, when appropriate, a SAN roll.

The Idea roll must be made once per round, but the SAN roll need be made only once, unless other SAN-blasting things appear.

Any missed roll indicates the Investigator's nerve has failed, and he is prey to the spell's effects until he can make a successful Idea roll again or the caster ends the spell—or is killed or knocked unconscious. Each point of damage done to a character attempting to resist this spell reduces his Idea roll on the round the damage occurs by 5%, cumulative till the spell ends. Any character faced with the object of a phobia is considered automatically in a state of fear. (Merciful Keepers may allow an INT x 1% roll for a phobia-ridden Investigator to avoid entering the necessary state of fear.) Characters must be conscious to experience the fear necessary for this spell to work on them.

Normally, this spell costs 20 MPs and 1 point of SAN to cast, but a psychic vampire need expend only 1 MP to cast it, as the Psychic Drain is required for its very existence. The spell remains in effect until ended by its caster. The points of POW drained from its victim may be added to the caster's original (or raised) POW, but only up to its original total—points drained beyond that are lost. Thus if the caster's original POW score was 20, and he'd lost 6 points of POW for whatever reason, he could drain 6 points of POW from a victim to raise his total back up to 20; if he drained 8 points of POW from the victim, the extra points would be lost. (*Optional:* The Keeper may allow extra POW points to be converted into magic points if the caster carries an enchanted object that acts as an MP battery.) When all the victim's POW is drained, he or she dies.

The Psychic Drain spell can be learned only in certain Mythos books of Eastern origin, such as the *Seven Cryptical Books of Hsan* or the *Ponape Scripture* or *Zanthu Tablets* (although it may also appear in certain grimoires copied from these books, as well as in Danielson's diary). It may also be learned from a priest of the Tcho-Tchos—should one be so inclined. Psychic vampires gain the spell as an ability resulting from their conversion, but often must have its operation explained to them by the converter.

Glamour: A Glamour spell gives something the appearance of something that it's not. Casting it costs a variable amount of MPs, which depends on how different the caster wants the spell's object to appear and whether he wishes to add other dimensions, such as sound, touch, smell, or even taste. Regardless of its new appearance, texture, and so on, the object of the spell retains its original substance. Thus a bottle of poison made to appear, smell, and taste as a bottle of fine brandy would still kill rather than intoxicate. If the spell is designed to radically change the appearance of the object on which it is cast, it costs 1 MP per point of original APP of the target to change. Each change in APP from its original (if any) costs an additional MP, as does each change in the

appearance of its SIZ. Thus if cast on a SIZ 9, APP 12 character to make him appear as a huge, ugly ogre of SIZ 16, APP 5, the spell would cost 26 MPs. (That's 12 MPs for APP 12; 7 to lower APP to 5; and 7 to increase SIZ to 16.) If the change is a minor one that doesn't greatly affect the APP of the object, the cost is only 1 MP per SIZ point of the object changed.

Each additional aspect of the object changed by the Glamour spell—smell, taste, texture—costs half the object's SIZ in MPs. Thus the poison to brandy illusion would cost 3 MPs for its appearance and an additional 5 (round fractions up) to give the poison the taste, bouquet, and texture of brandy. To make a living creature appear to be a wax statue would cost only its SIZ in MPs, unless one wanted it to feel and smell like wax, too. If the object of the spell is a living being who does not wish its appearance changed, the caster must win a MP vs. MP roll against the target on the Resistance table for the spell to work. The spell lasts 1 hour, plus an additional hour for each extra MP put into it for that purpose. Sacrificing a point of permanent POW will cause the Glamour to remain on the object permanently or until another Glamour spell is cast to reverse it. Certain powders and potions that work on invisible objects, such as the Powder of Ibn-Ghazi, will also temporarily dispel a Glamour spell and reveal the true nature and substance of the object under the spell's influence. Because the spell is cast on a specific object or person, photographs of that object will show it as it really is, as will reflections in a mirror, and similar representations.

Casting the spell takes two rounds of chanting and 1 SAN point, plus the requisite MP expenditure. By spending 1 MP, the caster of a permanent Glamour spell may temporarily raise the Glamour to reveal the true nature of the object under the spell, if he so wishes.

(Keeper's Note: If cornered and unable to fight, Danielson may use this spell to take on the appearance of another character—perhaps his NPC victim or even one of the Investigators—and make the one whose appearance he's stolen resemble him. The Keeper might even use this as a method of “bringing back” the Ripper after the Investigators think him dead—should the Keeper be so deviously minded.)

***Bind Giant Rat:** This is a variation on the Charm Animal Spell that also acts as a Binding spell on this specific creature. By using this spell, Danielson can control the rat for varying periods of time (up to 24 hr. per use) and ensure that it remains bound to his service when he has need of it. Danielson has used the spell to keep the rat in check during the long sea voyage, to Gate it to his manor's basement in Barnet, and to keep it quiet should the rare guest drop by. He normally doesn't expend MPs simply to keep it in its cage at the manor, secure that good, British steel can hold the beast. Thus should the rat manage to escape, unless it is currently under Danielson's influence—MPs were spent in the last 24 hours to give it

an order—the rat will revert to its wild nature and remain so until caught, re-ensorcelled, or killed.

OPTIONAL: Should the Keeper wish to further complicate the Investigators' plight in tracking the Ripper, he may assume that Danielson, while on his Continental sojourn, was possessed by a Daimonion (a minor demon), as described in *A Cthulhian Miscellany* or in the section on séances and spiritualism in *The Gaslight Companion*. (If the Keeper does not own either book, of course, simply ignore this option.)

Colleen McCabre, Priestess of Y'golonac



Colleen McCabre, was born in poverty in the slums of Dublin, the child of an Irish mother (and part-time streetwalker) and a British tar. Her father used her mother, discarding the hapless woman when he tired of her and leaving to return to the sea. He was never seen again. Colleen's mother developed an insane hatred of the English as a result of this experience—more so even than normal for an Irish citizen of the day. She later taught Colleen, after her birth, to hate the English as much as she did. Growing up under the hardship she and her mother faced, however, strengthened the young girl's will. She grew up hard and ruthless, determined to take what she wanted in life—and to hell with anyone who stood in her way.

Though not especially smart, Colleen made up for this and her lack of formal education by an innate shrewdness and an evil cunning, possibly inherited from her father. While not a raving beauty, especially after her hard childhood in the streets, Colleen had inherited enough of her mother's good looks to follow her into the family "business." She was still better looking than most of the lower-class streetwalkers in competition with her, and

with her ruthless streak, she managed not only to stay ahead, but to save up enough to allow her finally to leave Ireland for the capital of the hated British Empire—London.

For young Colleen had a goal. Her mother had been raised by her parents to believe in the existence of dark forces that could someday be utilized against one's enemies. They had followed the beliefs of the ancient Celts who'd inhabited all the British Isles centuries before, although theirs was a watered-down version, devoid of the real Druidic power that still existed in various corners of the isles. But this influence, passed down through her mother, caused Colleen, too, to believe in the existence of those forces. Even more, it instilled in her the desire to learn how to use them against her enemies—the English.

When her mother died, the young McCabre vowed on her mother's deathbed to find those forces and use them to destroy the English from within. And the best place to start was their own capital—for in the hotbed of corruption seething in London's poorer districts, if one couldn't find dark forces, they weren't to be found. Colleen McCabre arrived in London in the early summer of 1888, at the age of 24. She gravitated to the East End, taking a flat in Whitechapel, in Flower & Dean Street, just west of Brick Lane. In that alone, she had the advantage over most women in the area. Naturally, she took up her old trade again, selling herself to the hated English to make her living while she searched for evidence of the dark forces she sought.

Luck was with McCabre. One night, she picked up the owner of a little antiquarian bookstore in Spitalfields. As she took him to her flat, the man, more than a little intoxicated, began babbling about the "book of power" he'd found, which he kept at his shop, and how it was going to make him rich once he figured it all out. Intrigued at what most dollymops would have considered drunken attempts to impress her, McCabre pumped the man for more information. Realizing this book was the ticket to the dark forces she sought, she strangled the man with her garter belt, stole the key to his shop, and rifled it. In addition to the man's life savings, McCabre located the book he was talking about—an intact copy of *The Revelations of Glaaki*. Taking it and several other books that looked to be of an occult nature, she returned to her flat.

Noticing a sewer grating near the building standing ajar, McCabre dragged the body from her room and threw it down into the sewers, where it would wash into the Thames. She then returned to study her prize. As reading had never been one of McCabre's strong points, the book was hard going for her. Her iron will and determination kept her at it, despite the growing feeling the mind-blasting knowledge she was learning was changing her, making her even more evil than before—if such were possible. Finally, after much diligent study, she managed to learn a spell—a method of contacting beings who lived

below ground, the Ghouls. Playing a hunch based on her readings about the underground creatures, she cast the contact spell near the very sewer opening down which she'd tossed the book's former owner. Her hunch proved valid as she beheld the canine-faced humanoids who came in response to her call. Colleen McCabre had her first real contact with the dark forces that were the means to her goal of destroying England.

McCabre soon learned that the Ghouls were even more human than they looked, insofar as certain biological urges went. She also learned that they were responsible for a series of disappearances that had been going on in the area for years—the so called “Vanishings.” She was soon able to come to an agreement with the Ghouls. She was depraved enough to consider offering herself to the creatures in exchange for their services in making specific people of her choosing disappear. To her, the Ghouls were no worse than the English scum she'd let use her for mere money. And the Ghouls didn't mind taking victims at McCabre's direction, instead of randomly—they got victims either way, plus McCabre's services if they did as she bade. And McCabre was able to use her strong will to begin to bend other girls on the East End to her desires—reinforced by her Ghouls, who gladly eliminated those who opposed McCabre and her wishes. Gradually, McCabre began to draw some of the other independent streetwalkers under her guidance and “protection,” in return for splitting their own income with her.

McCabre's chance meeting one night with Sir John Danielson, which revealed him as Jack the Ripper, gave her even greater ideas. Surely here was a man who commanded dark forces, as the presence of the Dimensional Shambler indicated. It was like one of those horrid but fascinating beings she'd read about in the *Revelations*—one that made even her Ghoul allies seem tame. So she brazenly bargained with the man for her life—and won. He would help her learn the dark forces, as contained in the ancient tome she so barely understood, and she would not only lure other streetwalkers to him, but she'd instruct her Ghouls to clean up the mess he'd made afterward. Danielson agreed. She gave him his first victim that night—a girl who'd steadfastly refused to knuckle under to her. Feigning admiration for the girl's conviction, McCabre offered to set her up with a fancy toff on the prowl for a good time—no strings attached—as a sign of good will. Instead, she led the girl to the waiting Danielson and the Shambler—and watched in fascination as the poor soul was slaughtered. Afterward, she called her Ghouls, who promptly disposed of the body, dragging it down the nearest sewer opening. The pact was sealed.

The only problem was that Danielson proved not of much help in teaching her the dark forces. Other than his ability to sustain life and drain life forces, which he couldn't teach her, he had nothing to offer. He even gained additional power from her, learning a spell from

her book. McCabre decided that she had to get more out of this relationship. She'd already covered up two more Ripper murders. Things were getting quiet on the streets again, except for the same old disappearances as before—tame stuff with the Ripper about. Of course, the point wasn't lost on some that those girls who'd disappeared had refused McCabre's offers to join her. Still, McCabre decided, it was time for another, greater lesson.

Mary Jane Kelly had been a thorn in McCabre's side for a long time, mocking the Irishwoman as a discredit to the old country. McCabre decided that Kelly was to be the Ripper's next victim—and that everyone would know it. She set up a rendezvous between Kelly and Danielson, again pretending to bury the hatchet. And when Danielson's Shambler had finished with the woman, she double-crossed Danielson by failing to send her Ghouls. She figured the terror of Kelly's death at the hands of the Ripper would send the girls flocking to her in droves. And she could always give Danielson an excuse—after all, he did take care of Kelly in a flat rather than on the streets, where it would be difficult for the Ghouls to operate.

Unfortunately, McCabre's plan backfired. The uproar at Kelly's death convinced Danielson it was time to leave England for a while so he could gain more power for himself. McCabre's book had shown him there were more sources of such power available. He'd seek them out on his own now. But McCabre managed to entice him into promising that he'd find and bring her some magical power or ability or charm to pay her back for those services she'd performed for him. And then he was gone. And McCabre no longer had the Ripper to use to scare the trollops of Whitechapel into her camp. So she had to work more slowly than she'd have liked, building up her conquests and disposing of her supposed enemies gradually, with the help of the Ghouls, while she painstakingly learned from the *Mythos* book at her disposal.

McCabre had to be careful, too, not to appear to be growing too powerful among the independent streetwalkers. She didn't want to draw attention from the ordinary criminal elements who might see her as unwanted competition—at least until she was powerful enough magically to take care of them, too. When organized crime in London was shaken up in '91, with the apparent death of a certain “Napoleon of Crime,” whose existence was only a rumor to McCabre, she took advantage of the confusion to further advance her own “independent” organization. So by '93, there were the brothels, McCabre's girls, and the independents—and the latter were dwindling, either entering the brothels for protection, if accepted, finally breaking down and joining McCabre, or disappearing, silently and finally.

Meanwhile, McCabre was growing in magical knowledge and ability, her remaining vestiges of sanity slipping away, as she allowed the power of the Great Old Ones to take her. Though she had learned little else after

her initial ability to contact the Ghouls, she at last managed to learn how to contact the Great Old One Y'gonolac. Sensing her innate evilness, Y'gonolac chose to take possession of McCabre, to use her as his priestess in eventually converting others to his evil worship. When the Old One first possessed her body and began to mutate it into his own bloated form, McCabre knew fear for the first time in her life. But as the change was complete, she knew great power as well—more than she'd ever hoped to experience. Here was the means to her goal of destroying the British. And from that moment on, she was a willing pawn of the Great Old One. She never once suspected that Y'gonolac had his own plans for her, beyond those she so cherished.

It wasn't long after she'd tasted the power of Y'gonolac for the first—and again a second—time, that McCabre received an unexpected visitor: Sir John Danielson, newly arrived back in England from the East Indies. Danielson, strangely enough, had returned to keep his promise to her, presenting her with an amulet of power he'd recognized and bought off an odd, fish-eyed sea captain he met in Ponape. Of course, he also had returned to tell her he no longer needed her services in his renewed career as Jack the Ripper. He was far too powerful now, he declared, for the likes of her. McCabre merely laughed at him—and contacted Y'gonolac, converting into the creature's horrid form. The Great Old One had little concern with something as puny as a psychic vampire. But McCabre saw how the Ripper could help consolidate her position on the streets so that she could become even more powerful, temporally as well as magically. Danielson had no choice but to accede to her demands that they take up their relationship as before. He recognized his inability to cross one who could become the embodiment of a Great Old One—especially the creature's chosen vessel.

So McCabre provided victims for the Ripper again—first that troublesome, foulmouthed Lori Vice and then her pretentious crony Macaroni Millie. Unfortunately, as she explained to Danielson, her Ghouls were interrupted both times as they attempted to carry off the bodies—he really should make sure the killings were closer to the sewer openings so that they could better oblige him. In actuality, she intended for those bodies to be found—to let the streets know that the Ripper was back and to increase fear among those not yet in her fold, especially as they grasp the fact that only those who are not under McCabre's protection, or who actually oppose her, become victims of the Ripper.

And so it stands on the streets, as fear of the Ripper, as well as a renewed wave of vanishings, drives more independents into McCabre's camp. As the Ripper kills, McCabre grows more powerful. And when she is powerful enough, all of Britain will pay—of so she believes.

Colleen McCabre, Age 29, Streetwalker, “Madam,” and Priestess of Y'gonolac

STR 12 CON 15 SIZ 11 INT 9 POW 18 DEX 14
APP 12 EDU 6 SAN 0 HP 13 (SOC 6)

Skills: Accounting 20%, Acting 35%, Bargain 65%, Bribery 40%, Cthulhu Mythos 35%, Dodge 45%, Fast Talk 65%, Hide 50%, Law 15%, Library Use 5%, Listen 55%, Occult 20%, Pickpocket 60%, Psychology 30%, Ride 40%, Sing 30%, Sneak 45%, Spot Hidden 30%, Seduction 70%, Streetwise (East End) 75%.

Weapons: Fingernails 75%, 1D4+10% chance per point of damage of infection, causing disfigurement (-1 point APP) if not treated in 24 hours. McCabre always strikes for the face, and if an impale is scored, has hit the eyes, blinding the character if more than 3 points damage rolled.

Spells: Contact Ghoul, Contact Deity/Y'gonolac, Mindblast, Fire Vampire Charm (Special—see below).

Colleen McCabre is 29 years old (in 1893). Tall for a woman, she stands 5'10" and is thin of frame, with a firm, yet shapely body. Striking rather than beautiful, both her hair and her eyes are as black as her heart, in contrast to her fair skin. She normally dyes her hair a deep auburn-red, however, though her black roots are easily visible to anyone who makes an Observation roll when close. Those who remember her from when she first came to London will swear that her eyes were green back then—as they were, before they became the reflection of her soul. She is possessed of an innate mean streak and a flaming temper that she manages to keep in check only by the force of her iron will. She never forgets a wrong, holding a grudge as long as necessary to avenge herself on whomever she feels has wronged her. And with her occult and Mythos connections, that usually isn't long now.

Shrewd and crafty, rather than smart, McCabre believes herself to be superior to the ordinary rabble on the streets, which is why she should, in her eyes, control them. She thinks she can use the street people of Whitechapel—and eventually the criminal elements as well—to her own ends, twisting them to her desires through a combination of cunning and occult power. Her greatest flaw is that she can't conceive of anyone being smarter or more capable than herself or that others might not recognize her own superiority when it was plainly demonstrated to them. She sees herself as a leader when, in truth, she is only a bully—but a dangerous one with frightful connections. When denied her own way, she can become cruel and spiteful, delighting in her vengeance on others. She is utterly depraved morally, emotionally, and in every other way, and has no qualms at all about offering her body to anyone or anything—human or otherwise—as long as it helps her attain her own ends.

Her acceptance of Y'gononac into her life will prove to be her downfall, as the Great Old One eventually drives out what is left of McCabre and takes her body for his own. Not only will McCabre's grand plans to destroy the British Empire by building her own dark empire come to naught, but she will in the end lose her own essence, merging completely with the Great Old One. In those last minutes, she may at last come to realize her fate, perhaps even to beg the assistance of anyone around to help her. But it will be too late. She will be swallowed up by the evil that she has embraced. But until that time, she will remain a force to be reckoned with on the East End of London—a more terrible one than even the Ripper himself!

Should McCabre be physically or magically attacked in any way, there is a 10% chance per point of damage inflicted that Y'gononac will take possession of her body, transforming it into his own to deal with the attacker. If she is knocked unconscious or "killed," Y'gononac will certainly take possession. Then, even if she is killed as McCabre, Y'gononac will restore her to life when he is finished using her body to deal with the perpetrators, as he is not yet through with her, intending to use her as a vessel to increase his own worship on the East End. Only if she is "killed" when Y'gononac has taken her body as his own form, or if Y'gononac finally decides to take her permanently, will McCabre be truly destroyed.

Fire Vampire Charm: This charm is a magic item originating in Ponape, in the South Seas. It is made from black volcanic rock polished to a glossy sheen and attached to a plain golden chain. Such a charm can be created only by one who knows both the Summon and Bind Flame Vampire spells and who invests 15 points of permanent POW into its creation. The charm must be created in an area of extreme heat, such as in the caldera of a live volcano or in the midst of a raging forest fire. Formalhaut must be in the skies at the time of the charm's creation as well, for in effect, the creation of the charm permanently binds the essence of a Fire Vampire to the bauble. (It can thus be used even when Formalhaut is not in the skies.) The wearer of the charm may summon and bind Fire Vampires as though he knew the appropriate spells; no MP vs. MP duel is required by the wearer of the amulet to control Fire Vampires that are summoned—as long as the amulet is in his possession. The charm also totally protects the wearer from the attack and effects of any Fire Vampire, as well as damage by any flame while wearing it. (It is possible it may also protect from extreme heat-based damage, too, such as that caused by a Martian Heat Ray—should its bearer wind up in a "war of the worlds.")

Additionally, it enables the wielder to set "booby traps" that will go off under designated circumstances, engulfing any item so set in white-hot flame. Such circumstances as the item being removed from a certain area by anyone

other than the owner of the amulet would be one possible use. For each MP put into the trap, the object so treated will burn with a flame capable of doing 1D10 points of damage per round to anyone touching it and 1D4 to anyone within three feet of the flame. The flame will continue until the item so treated is completely consumed. The trap can be set for a delayed activation as well. Each MP designated for the purpose will cause up to a one hour delay after the conditions of activation are triggered. After the trap is activated, the charm "calls out" psychically to its current owner so that he can locate it and take possession of it again.

McCabre wears her charm only when she thinks she will need it, for fear someone will steal it—some nameless pickpocket who doesn't realize who she is. She usually keeps it in a jewelry box in the dresser in her flat. The jewelry box is booby trapped with a 2D10 flame trap set to go off two hours after anyone other than herself removes it from her room.

Danielson's Dimensional Shambler

The Dimensional Shambler that was bound to Danielson by the magic of the Tcho-Tchos is a typical creature of its breed, a bit bigger and stronger than average, but also less intelligent than most. Its main difference from its brethren is that it is permanently subservient to Sir John, as long as he (or it) remains alive. It must come at Danielson's summons, no matter where it is, and perform as he bids, no matter what. Its attention span is limited, however, and it will not remain long if not told what to do—unless it is specifically ordered to remain in one place for a period or indefinitely. (And even then, its concept of time isn't necessarily the same as ours.) It also is not very flexible in carrying out its orders.

After Danielson, at his previous self's instigation, taught it how to kill in accordance with Masonic ritual, the Shambler refused to be taught any other method of killing. As long as it is ordered to kill, it will do so in a manner consistent with the original Ripper slayings. Its order from Danielson to remain inert in Madame Tussaud's Wax Museum until he called it, and then to return there at once when he was finished with it, caused some difficulty for Danielson's "work" while he was away from England; the creature was reluctant to exchange the strong order to stay put for a weaker one, from a great distance, telling it to come. After Danielson returned to England, however, this problem disappeared.

This particular Shambler's claws are not the same as those of normal Shamblers. According to Danielson's specifications, the Tcho-Tchos reshaped and sharpened them to resemble thin, razor-edge knives, so that the wounds it produced resembled those of a scalpel or similar weapon. To avoid anyone noticing these odd appendages, Danielson had wax claws cast by a London waxworker to cover the Shambler's real ones while it rested in the wax museum. (His manservant conducted the transaction.) The

Glamour spell that Danielson cast over it makes the entire creature appear and feel to be made of wax.

While playing its part as a wax dummy, the Shambler is completely dormant and will remain so under all normal conditions. Should it be attacked, or disturbed in some way other than those of normal maintenance, it will rise from its pedestal and attack its tormentors. While it is in its dormant, waxlike state, viewing the Shambler costs only 1D4 if a SAN roll is failed, no SAN loss if the roll is made. Should the viewer see the supposedly “wax” dummy suddenly come to life, however, another SAN roll is required; if it is missed, the full 1D10 SAN for seeing a normal Shambler is lost, even if SAN loss has already occurred for seeing it as a wax statue.

The Shambler stands on a recessed platform in one aisle of the Chamber of Horrors section of Madame Tussaud’s. It bears a plaque that reads: “SOUTH SEAS DAEMON” in large type and, below it, in much smaller type, “Donated by Sir John Danielson, November 1888.” It is positioned so that one does not see it on first entering the Chamber of Horrors but comes upon it suddenly, on turning the corner into its aisle; it was positioned for maximum shock value. Investigators familiar with Dimensional Shamblers (or who make a Mythos roll), must make an Idea roll upon first spotting it in this manner to realize that it is merely a “wax” exhibit. Once they do see it as a wax dummy, the Glamour it is under will make it seem to all senses to be just that—although any Investigator who rolls POW x 1% will get the eerie feeling that it is more than that.

If an Investigator carefully examines the South Seas Daemon figure—its claws in particular—a Spot Hidden roll made close up to the figure allows the Investigator to detect tiny gouges in the wax of the claws—as if they were scratched by human fingernails! (Trying to examine the claws from the aisle, behind the rope that separates aisle from recess, requires a roll of half Spot Hidden skill to detect the gouges from that distance.) If an Investigator pulls on any of the claws and rolls STR x 5% or less, the claw on which he is pulling will come off, revealing the real, knifelike claw underneath.

There is a 50% chance the dim intelligence of the Shambler will interpret this as “maintenance” and remain dormant; otherwise, it will come to life and attack the Investigator. (If other Investigators are present, it will attack the one who has pulled off the wax claw, giving the others time to flee. If they remain, and the first Investigator is killed or falls unconscious, the Shambler will attack the next closest Investigator. It will continue until all the Investigators are dead, unconscious, or have fled and will then resume its pose as a wax statue.)

Should anything happen to Sir John while the Shambler is present—especially if he is killed—the creature, released from his control, will go berserk and attack any and every human around, until it or they are all dead. If it survives, and only one attacker is left, it will grab that

character and carry him off into another dimension, never to return. If Danielson is killed while the Shambler is quiescent at the museum, it will remain in that state until attacked or otherwise interfered with and then will attack its tormentors berserkly, as above. Afterward, if still alive, it will depart this plane, never to return. (If attacked while Danielson still lives, and any of its attackers survive, there is a 50% chance the Shambler will depart and only a 25% chance it will return the next time Danielson tries to summon it.)

(Keeper’s Note: That Danielson chose to put real wax on the Shambler’s altered claws, rather than simply making them appear normal with the Glamour spell, was another attempt by his inner, “original” self to do something that would eventually—he hoped—result in his getting caught. His evil self misinterpreted it as his own idea, one to save him magical energy that he would otherwise have expended to disguise the Shambler’s claws—and then reveal them as they really were during a killing to increase his victim’s awareness of what was about to happen, thus increasing the doomed soul’s fear as well.)

Dimensional Shambler

STR 22 CON 20 SIZ 23 INT 4 POW 13 DEX 10
HP 22 Move 7

Weapons: Claw/knife 60%, 1D8+2D6 (twice/round)*

*Danielson’s Shambler usually pulls its attacks at the Ripper’s orders to prolong its victims’ agonies, so Danielson can feed off their greater fear.

Armor: 3 points in thick hide.

Spells: None.

SAN: Viewing the Shambler as a wax statue: 0/1D4 SAN. To view it as a living creature, especially to see the “wax” statue come to life: 0/1D10 SAN.

The Giant Rat of Sumatra



This fell creature was bred specifically by the Tcho-Tchos, along with others of its kind, from ordinary rodent stock crossed with the DNA of a degenerate Ghast species obtained through trade with the *Nagas*. The Tcho-Tchos

use the huge scavengers as ferocious guard beasts around their Sumatran village and train them to attack their enemies and the Tcho-Tchos' natural prey. The giant rat is bred and trained to attack a foe viciously, to worry it, and then strip the flesh from its body until it's dead (if it's not already). The creature's fierce, beady eyes, razor-sharp teeth, and nasty claws give it a frightful appearance. Danielson learned from the Tcho-Tchos the necessary spell to bind and control the beast and then transported it to England in a cage below decks on his yacht, the *Matilda Briggs*. (He purchased the vessel expressly for this purpose.) After he reached London, Danielson Gated the rat to his estate in Barnet, where he keeps it in a cage in the basement, holding it in reserve in case he should have trouble with his Shambler.

If at any point in the adventure, the Shambler is destroyed or otherwise removed from play (such as at the museum), but Danielson is still alive and at large, the baronet will employ the rat for subsequent killings. He'll Gate the bear-sized beast from its basement cage to the Whitechapel area in which he intends to meet his prey. At the point that the rat takes over the ripping for Danielson, the nature of the killings will change. Instead of the relatively "neat" mutilations of the Shambler, the rat's victims will be torn apart and *gnawed* on in a bestial manner—so much so that some papers, as well as the police, will believe these killings unrelated to the earlier Ripper murders, but rather the work of some ferocious animal loose in the East End. Gullible Investigators—especially those still unaware of Danielson's part in the killings—may be fooled also if they've not previously encountered the rat.

Should the rat be employed, a successful Spot Hidden roll will detect its claw marks on the paving or ground near the body (as noted in the "Clues" section in "The Current Murders"). If Investigators also make a Luck roll with the Spot Hidden, the Keeper may allow them to locate a muddy footprint left by the rat. A Track roll will be sufficient to track the muddy trail of the creature from there to where Danielson Gated it out or to wherever the rat is nesting at the time, if it's on its own—the sewers, the *Matilda Briggs*, etc. (Investigators knowing the Create Gate spell will be able to recognize signs of a Gate on an Observation or Spot Hidden roll.)

If the rat is not used by Danielson in the Ripper killings, it will remain in its basement cage at the Barnet estate. If Danielson is killed or forced to flee England, the rat will eventually gnaw its way out of its cage and the basement, probably killing Danielson's grand-uncle and manservant in the process. It will then work its way back to London in search of its former "home" in the *Matilda Briggs*. It will finally take refuge in the East End or the dock area, either in the yacht, if it's still there, or in the sewers if not. It will continue killing until it is tracked down and destroyed. Various clues (newspaper reports of the massacre at Barnet, etc.) enable the Investigators to

trace the rat's origins back to Danielson, if they know about him or suspect him to be the Ripper.

If the rat does come into play, the Keeper may wish to toss in a few red herrings to keep the Investigators guessing: The newspapers might report a wild animal missing from the Zoological Gardens in Regent's Park, for example. (It was actually "lost" in a paperwork shuffle and relocated, but not before the newspapers picked up on the "disappearance.") Of course, if they know about McCabe and her Ghouls, the Investigators might think the new killings are the work of the Ghouls—and receive a very nasty surprise when first confronted with the Giant Rat of Sumatra (a tale for which the world may at last be prepared).

Giant Sumatran Rat (*Rattus Sumatris*)

STR 24 CON 18 SIZ 27 POW 10 DEX 13 HP 23
Move 10

Damage bonus: +2D6

Weapons: Bite* 50%, 1D8+2D6+worry; Claw** 25%, 1D6+2D6, Crush*** 2D6+2D6

*If the rat scores a successful bite, it will worry its prey similar to the way a Ghoul does, as it was taught by its masters. **The rat can attack with one claw or a bite per round, but if it hits with a bite, it may also attack with a claw on any round it continues to worry its prey. It will also pin its prey down with its huge bulk when worrying it. ***If the rat crawls atop a human, the victim must succeed on a Resistance roll of his CON vs. the rat's SIZ. If he fails, he takes the listed damage; otherwise, he is merely trapped.

Skills: Sneak 50%, Hide 55%, Track (by smell) 35%, Swim 65%.

Armor: 3-point fur, gristle, and fat.

SAN: Seeing a giant rat for the first time: 0/1D3 SAN. On seeing the rat ferociously attack its prey: 0/1D2 SAN. (This SAN loss can occur every time one views the vicious rat's attacks.)

Note: Danielson's rat is a bit larger than average—about the size of a large grizzly bear, but is much more bulky and compact. It is surprisingly fast for its size as well.

The Tcho-Tchos

Although the abominable Tcho-Tcho people of Southeast Asia are the ultimate cause behind the Ripper, it is highly unlikely they will come into direct play at any time during this scenario, so no game characteristics are included for them here, other than the Create Psychic Vampire spell.

(*Note:* Except for creating the Ripper, the Tcho-Tchos play no active part in this scenario—unless, of course, the Investigators decide to travel to Sumatra to deal out retribution, having learned from a dying Danielson of the Tcho-Tchos' role in events. In that case, they may decide to seek out and attempt to destroy this Tcho-Tcho infestation once and for all. Should the Investigators set out on such a foolhardy course, possibly as a follow-up to this scenario, the outcome will be totally up to the Keeper. Most likely, such a scenario will prove fatal to the Investigators, as the Tcho-Tchos command awesome forces, should they choose to employ them. In addition to such fearsome servants as the giant rats and Dimensional Shamblers, the Tcho-Tchos are powerful sorcerers. They can call on the aid of such masters as Shugoran, avatar of Nyarlathotep, or the Great Old One Chaugnar Faugh, the Elephant God, who is served by their brethren on the plateau of Tsang, far to the north. The most probable outcome of such a foray by the Investigators is that at least one of their number will return to London, himself transformed into a psychic vampire. There he will take up where Danielson left off. His bloody career perhaps even precipitates an entirely new manhunt by any Investigators who were wise enough to have stayed at home or who somehow survived the wrath of the Tcho-Tchos.)

Create Psychic Vampire: This spell transforms a normal human being into a psychic vampire—a creature that, while remaining nominally human (at least in appearance), must drain POW from others to live. To create a psychic vampire with this spell costs 50 MPs, 8 points of permanent POW, and 1D6 SAN. It requires a special ritual lasting 12 hours from start to finish, during which time the victim must be completely immobilized (by being tied down, etc.) and drugged or semi-conscious. It is traditional, at least among the Tcho-Tchos, that the victim be slowly tortured for a week or more prior to the actual ritual, to aid in breaking down his resistance and sanity. At the end of the ritual, the caster must overcome the victim's POW with his own on the Resistance table for the spell to succeed. If he fails, the victim dies, and all MPs and POW placed into the ritual are lost.

If the ritual is interrupted before completion, there is a chance equal to its degree of completion, determined by the Keeper, that it can be resumed after the interruption. (If the ritual is half complete, for example, the chance it can be resumed is 50%.) If the ceremony is more than half complete when interrupted, the caster may attempt a roll of POW x 3%, expending the MPs and POW and making the POW vs. POW roll to try to finish the process early. If successful, the victim is transformed; if not, he dies. If an interrupted ritual is not resumed within 12 hours, it must start anew. If the ritual isn't resumed within that 12-hour period, however, one month must pass before another attempt can be made to convert the same victim into a psychic vampire. Any attempt made prior to this waiting

period results in the victim's death. Upon completion of the ritual, the victim becomes a psychic vampire and loses 1D100 points of SAN—on top of any SAN losses from the preliminary torture.

A psychic vampire loses 1 point of POW *each day* he is at all active. This POW loss continues until it is replaced by use of the Psychic Drain spell or the vampire's POW reaches 0. If POW does reach 0, the psychic vampire dies at the end of the day on which it reaches that level, unless the creature manages to drain at least 1 point of POW from a victim first. POW loss may be retarded if the vampire lies in a dormant, deathlike state, engaging in no activity at all, barely even breathing. (Finding a psychic vampire in this state requires a Spot Hidden roll to detect his breathing and a Listen roll, with head at chest, to detect a heartbeat.) The vampire will still lose POW at the rate of 1 point per two weeks that it remains in this state, and any activity at all during this period—even raising an arm or speaking—negates the effects of the dormancy and causes a POW loss for that day (in addition to any from the time already dormant).

Being transformed into a psychic vampire has a few dubious benefits: Any and all wounds, sickness, or weakness from which the victim is suffering are completely healed upon conversion; the victim gains 1D6 points to both STR and his CON and 1D6+1 to permanent POW (necessary because of the daily POW losses); he becomes especially resistant to damage, all nonenchanted weapons doing only half-damage to him; and he gains the ability to cast the Psychic Drain spell, though he must often be taught its use. (If not, there is a chance equal to the sum of his INT+EDU+half any Deduction skill, as a percentage, that he will figure it out for himself.)

A psychic vampire also regenerates hit points at a rate of one-fifth his current POW per round (minimum 1 point/round) until hit points reach zero; then POW is lost at 1/minute until death or use of the Psychic Drain spell to regain POW (and, subsequently, hit points). Even if a psychic vampire appears dead, however, unless its body is completely destroyed (by fire, acid, and so on) or significant parts of it are removed (the head *and* all limbs), it will begin to regenerate almost immediately. It will automatically drain 1 point of POW at any time in the future that it is within 10 yards of someone who experiences extreme fear. As it lies dormant, it then begins to regenerate hit points at the rate of 1/hour. When it has regained its hit points, the psychic vampire may rise again. It then has 24 hours to drain POW enough to continue its unnatural existence.

Oddly, the POW loss of a psychic vampire does not seem to affect the magic point total; even as POW level drops, it retains the same amount of MPs, equal to its full POW total, until it uses them. Its MPs regenerate only to the level of its *current* POW, however, whatever that is at the time. Another odd side effect of the psychic vampire's need to drain the life force of others (as represented by

POW) through the Psychic Drain spell is that the draining effect often depletes the victim not only of POW, but of a significant amount of blood as well. (This is because the life force of a person often is manifest within the blood.) The psychic vampire does not actually drink the blood of his victims; rather, it is converted back to life energy and absorbed by the creature. This could explain the truth behind persistent legends of blood-sucking vampires throughout the world. (And also explains the lack of blood around the bodies of the Ripper's victims, as well as the coroners' discoveries that a great deal of blood seems to have been missing from the victims' bodies—more than could be accounted for by the wounds alone.)

When a psychic vampire donates what would normally be permanent POW to a spell, doing so simply affects his *current* POW—he can regain it all through the Psychic Drain spell, just as if it were part of his daily loss.

The Ghouls In The Sewers

The Ghouls that inhabit London's sewer system are typical Cthulhoid Ghouls, and the Keeper may generate them as such when necessary (or use the samples given in Appendix C at the end of this scenario). They have lived in warrens beneath the city of London for centuries and only in the past few decades have made their actual incursions into the sewer system. The Romans in old Londinium knew of them, and the Investigators, if searching for information about something in the sewers, may find old manuscripts in the British Museum and elsewhere that indicate the Ghouls' presence. (See the "Clues & Rumors" section for newspaper reports and so on.) The Ghouls found that the sewers and their grating openings were convenient for snatching up unsuspecting street people in the East End, to supplement their usual diet of mouldering cadavers. The first ones they snatched were already dead—or near it—anyway, usually from malnutrition or exposure. After a while, the creatures developed a taste for live victims—especially females—to satisfy urges other than hunger alone.

When the Ghouls first heard the contact spell calling them to Colleen McCabe, they went curiously, wondering if it would lead them to another meal. When they met McCabe, they found themselves able to communicate with her, partly because of the spell (and partly because of a school teacher they'd carried off years ago, who'd managed to teach them a smattering of English before they feasted on her). They found themselves compelled by the force of McCabe's will to strike a deal with her. She would satisfy certain of their urges herself, and they would carry away any humans, living or dead, that she indicated to them. It seemed a satisfactory arrangement to the Ghouls, especially when McCabe occasionally brought a "friend" to share in the fun (although the friend rarely seemed to take it as well as McCabe).

Now the Ghouls work gladly for McCabe, who keeps them supplied with food and other needs. They even help protect her girls when they detect them being abused or mistreated by clients or street ruffians, though the girls never see their "protectors." (McCabe puts all her new girls through a ceremony that "marks" them, so the Ghouls know who they are and leave them alone—or kill anyone who harms them, if they see it happen or McCabe tells them to. See the description of this ceremony under "Streetwalker Encounters" in the "Encounters" section.)

The Ghouls are, of course, responsible for the mysterious "Vanishings" in the East End that have gone on for years (noticed or not). They are more than happy to carry off victims for McCabe—including those of the Ripper—and will probably continue to do so even after McCabe and the Ripper are gone, unless the Investigators manage to stop or destroy them as well. This will be difficult, as there are hundreds of the creatures. (Investigators who manage to close off the entrances from their warrens into the sewers will put an end, at least for a while, to their incursions into the system.)

POTENTIAL ALLIES

The Keeper may also provide aid to the Investigators in the form of certain individuals who may prove to be valuable allies—as long as the Investigators manage to remain on their good sides.

Inspector Frederick George Abberline, CID, Scotland Yard



Inspector Abberline is the Scotland Yard detective in charge of the CID's investigation into this new rash of Ripper killings, just as he was involved, historically, with the original Ripper case back in '88. Abberline had actually retired from the MPF more than a year earlier. He had continued, however, to work as a private detective consultant, and so the Home Office asked him to come out of retirement to investigate this new spate of "Ripper" killings because of his familiarity with the '88 murders. The former Inspector, of course, answered the call of Queen and country and so returned to the Criminal Investigation Department.

Abberline is a good detective, a fair and just man who is, as before, charged with tracking down forces he simply is not equipped to understand. Nor would he even believe in them should someone attempt to explain what he faces. That is why, in spite of the greatest manhunt in the Yard's history, the Ripper was never caught the first time—and won't be this time either, unless the Investigators take a hand in the case. To give Abberline credit, however, it was his determined pursuit of the Ripper, along with the round-the-clock patrols of the bobbies of the MPF, specifically those of Whitechapel's H Division, that finally drove Danielson to leave England after the Kelly murder in '88. Danielson now has forces at his command, however, that will continually baffle the dedicated, but outmatched, Inspector.

Like all other Scotland Yard inspectors, Abberline is more tenacious and dogged in his pursuit of criminals than he is brilliant. He also tends to go "by the book" in his investigations. Certain unorthodox methods his superiors wanted to try out in the earlier Ripper murders were more chagrining than helpful to Abberline. (Among these nonstandard methods that Abberline rejected were Commissioner of Police Sir Charles Warren's misplaced faith in the tracking abilities in the fog of a pair of bloodhounds, for one, and the use of a psychic—Robert James Lees—to track down the Ripper, for another. The latter led only to an embarrassing disturbance to a respected West End physician.)

The Inspector intends to conduct his investigation of this new outbreak of killings with dignity and efficiency. He has reluctantly admitted, to himself at least, that the murders are indeed the work of the same madman as before—either that or a very detailed imitator. (After all, the crank letters and enigmatic and dead-end "clues" left the first time are all missing in this series.) And Abberline doesn't intend to let the fiend slip through his fingers this time. He will, therefore, brook no interference from the Investigators or anyone else in what he claims as "his" case. (Abberline has always believed that Severn Klosowski, now going by the name George Chapman, was the Ripper, and so Chapman will remain his chief suspect until it can be proven otherwise.)

Having been pulled back into CID service for this case because of his familiarity with the earlier Ripper killings, Abberline intends to justify the Crown's faith in him. He wants the Ripper, and he wants him badly. Still, he will not listen to the Investigators should they make wild claims about the Ripper's true nature; he will continue to conduct his investigation by the book. (Of course, if the killings have dragged on for several months with no valid leads, and he is getting desperate, he *might* begin to give some credence to what the Investigators are saying—as long as it isn't too fantastic and they can suggest some valid ways for him to proceed. That's provided, of course, they haven't alienated the Inspector with their previous actions or claims.) Abberline knows and respects Cyrus

Barker and will make allowances for the private detective, letting him search for clues at the scene of the killings, giving him privileged information, and so on. (The Keeper can consider Abberline one of Barker's contacts from the latter's Criminology skill.)

The Investigators, on the other hand, will need to make appropriate rolls on Fast Talk or Persuade skill, Law skill, or even Administration skill (if dealing with Abberline at the Yard) to get anything out of the man. And if they rub him wrong—treat him obnoxiously, miss too many rolls trying to pump him for information, and so on—he will permanently bar them from any involvement in the investigation, and he will arrest them on sight for the slightest disturbance or infraction. (If nothing else will stick, he'll get them for interfering in an official police investigation.)

If the Keeper wishes, he may have the Investigators roll their POW x 3% or less on first encountering Abberline to determine the detective's initial reaction to them (assuming either that this is their first meeting with Abberline or that they have had dealings with him in the past). If they make the roll, Abberline will at least be tolerant of them, within the limits denoted previously. If they miss the roll, Abberline will react extremely negatively toward the Investigators—rude, uncooperative, and abrasive in any dealings with them. Journalists and any known ex-criminals must make a roll of POW x 2%, as Abberline is especially intolerant of either type.

If Abberline's reaction to the Investigators is negative, the Keeper should impose negative modifiers to any and all rolls made by them when dealing with the police detective—unless someone Abberline respects, such as Barker, vouches for them. (This is unlikely, however, unless they've formed an alliance with the private inquiry agent.) The Keeper may assume that journalist Edmund Mallory has made a positive impression on Abberline as well and might choose to intercede on the Investigators' behalf, too, if it seems appropriate.

Inspector Abberline is the Investigators' best source for official information on the Ripper murders, on police theories, and on the progress of the investigation throughout the scenario—if they can somehow gain access to it through him. Abberline will not, under any circumstances, knowingly allow them access to the confidential Scotland Yard files on the case—either the earlier ones or any new files. Tailing Abberline will lead the Investigators to any of the old Ripper suspects the Keeper may wish to introduce as red herrings into the scenario; Abberline will dutifully check on all previous suspects who are still alive and in London, asking for alibis and their whereabouts during the new murders, whether he believes them involved or not. Investigators need to make Tail rolls to keep track of the Inspector and periodic Sneak and Hide rolls to avoid him spotting them. (He is, after all, a trained detective.) Investigators who are searching for any sort of easy access to police records and

proceedings in the Ripper case, however, must look elsewhere than to Abberline.

Frederick George Abberline, Age 50, CID Inspector, Scotland Yard

STR 12 CON 12 SIZ 13 INT 15 POW 13 DEX 13
APP 12 EDU 14 SAN 65 HP 13 (SOC 14)

Skills: Administration 65%, Anthropology 35%, Bargain 40%, Boating (Motor) 45%, Bribery 25%, Conceal 40%, Criminology 75%, Dodge 35%, Fast Talk 45%, Geology 20%, Hide 40%, History 45%, Jump 45%, Law 70%, Library Use 25%, Listen 55%, Natural History 50%, Navigate 40%, Observation 70%, Occult 15%, Persuade 45%, Pharmacy 20%, Psychology 65%, Other Language: French 65%, Other Language: German 50%, Other Language: Latin 30%, Other Language: Greek 30%, Sneak 40%, Locksmith 25%, Safecracking 15%, Spot Hidden 65%, Streetwise 75%, Throw 30%, Tail 55%, Track 35%.

Spells: None

Weapons: .45 Webley Revolver 55%, 1D10+2; Fist 60%, 1D3+1D4; Kick 35%, 1D6+1D4; Grapple 60%; Billy Club 65%, 1D6+1D4.

Armor: None

Abberline is an average-sized man, a bit on the portly side, balding and with a heavy mustache running into his thick sideburns. He normally wears a neat suit and a bowler. He carries his police revolver and a billy club in his coat pockets. He conducts himself in a business-like manner, and despite his age, he is still a capable manhandler when the need arises. (Popular portrayals of Abberline as an opium addict, a psychic, or a drunk are quite far from the truth and should be dismissed by the Keeper—unless, of course, he feels such additions will enhance his own campaign.) Abberline is generally soft-spoken, but if necessary, he can make quite apparent the iron rod behind his otherwise congenial words.

Other CID Inspectors: Unless the Investigators have police contacts or are on the force themselves, it is unlikely they will encounter CID inspectors other than Abberline on this case—and have no chance of talking to any of his superiors, such as Chief Inspector Melville Macnaghten, MPF Commissioner Sir Edward Bradford, or other Scotland Yard officials. Investigators who think to pursue any leads to former Commissioner Sir Charles Warren, who handled—and some believe covered up—the earlier Ripper case, can learn he resigned the day of the final killing and returned to his army duties. He is now stationed in Singapore and thus completely unavailable to them. (He won't respond to telegraphs.)

Other CID inspectors, such as Giles Lestrade, Tobias Gregson, Alec MacDonald, or Stanley Hopkins, might be more helpful and inclined to believe the Investigators (unless they start talking about monsters and wizardry)—especially if they are contacts for the Investigators. Such dealings, however, will be up to the Keeper to administer. (CoC characteristics for some of these inspectors can be found in “The Yorkshire Horrors,” in the M.U. monograph *Terror By Gaslight, Vol. I*, or the 2nd edition of *Cthulhu By Gaslight*.)

Cyrus Barker, Private Inquiry Agent



Barker is an established London private detective with an office above the Elephant & Castle Pub, in Elephant & Castle, on the Surrey Shore (i.e., in south London, below the Thames). He is capable and even brilliant at times, so much so that a certain celebrated London consulting detective once called him “my hated rival on the Surrey Shore” as well as his friend. Unfortunately, Barker has long lived in the shadow of his rival, his true worth as a detective unsung and unappreciated by the general public of London—though he has won the admiration of several members of the official police force for his work, including Inspector Abberline. Thus Barker has long been looking for a case of enough importance that it will put his name squarely in the limelight as London’s greatest living detective.

When he was approached by the Whitechapel Merchants Consortium to investigate the Ripper case, Barker immediately realized that this could be his big break. However, he didn't want to catch the Ripper for these men. In his inevitable dealings with the underworld, he'd picked up rumors and bits of information on these individuals that made him more than reluctant to associate his name and reputation with them. (See the information on the Consortium, following). The money they offered him was of no consequence either. He'd capture the Ripper, all right, but on his own and for his own reasons. There was Lord Samuel's reward to compensate him monetarily for his efforts. And even more important, when he brought in the Ripper, the name of Cyrus Barker would be on the lips of everyone in London. His practice would certainly thrive then—and his reputation be made for life.



Barker, therefore, is determined to bring down the Ripper himself. He is not adverse to accepting aid from others in doing so, as long as he gets credit for it. Inasmuch, he has met and formed an alliance of sorts with the young American journalist, Edmund Mallory. The two will trade off information and work together when possible. Mallory will gain an exclusive scoop on the capture or death of the Ripper, and Barker will get coverage as the hero in Mallory's stories. It is an opportune alliance for both of them (what will prove to be the first of many).

Barker's attitude toward the Investigators will be more ambiguous. The Keeper may assume that Barker and the Investigators—primarily those who are themselves private detectives—know of one another, professionally at least. But remember that Barker is in this for his own reasons (one being an honest desire to see the Ripper stopped from continuing his bloody spree). His attitude toward the other Investigators, at least in the early parts of the scenario, will range from friendly competition to outright belligerence, depending largely on the Investigators' attitudes and actions toward him. Barker will not be quickly disposed to share information with them at all, unless forced to by circumstances later on in the scenario that make an alliance seem profitable.

Thus the Keeper may utilize Barker in a number of ways. Early on, he may be used to vex the Investigators, spurring them on to greater involvement and swifter actions in an effort to prevent Barker from solving the case before they do. He can also be a thorn in their sides, snatching up clues before the Investigators can reach them, stealthfully or craftily learning of and stealing the Investigators' discoveries and then claiming them as his own—a hated, but clever rival—and they must be vigilant to beat him. Whenever the Investigators badly miss an important Library Use or other roll, therefore, the Keeper may declare that the material is unavailable because Barker has been there first and appropriated it. (Or, rather, the librarian or clerk will describe this dapper gentleman in a bowler and dark glasses who had been there before them, and—strange—but the information they wanted no longer seems to be present.)

In this way, the Keeper may subtly steer Investigators toward leads most worth checking out by the sheer fact that Barker is doing so. Or he may also use Barker's presence to mislead the Investigators, taking them down fruitless paths of investigation if he wishes or needs to prolong their search during the campaign. After all, Barker is good, but he isn't infallible.

The Keeper may also employ Barker as a friendlier rival, who perhaps, in his own superiority, takes pity on the Investigators' pathetic efforts and feeds them a clue here or there—obviously or on the sly. (He could also feed them misinformation on the sly, letting them think they pulled something over on him, if the Investigators are overly obnoxious in their dealings with him.) If he

chooses this course, however, the Keeper must be careful not to use Barker as a *deus ex machina* to get the Investigators out of every jam they've gotten themselves into—especially as a result of poor play. On the other hand, Barker will be actively looking into the Ripper killings and can be expected to be on undercover patrol in Whitechapel from time to time. Having him show up in the nick of time to rescue some Investigator trapped in a bad situation, through no fault of his own, might therefore not be so unreasonable. (As long as the Investigator doesn't take a pot shot at Barker himself—he will resent such an action and remember it, too.)

Barker will often be encountered on the scene at newly discovered Ripper murders, searching for clues. He will find one of the Ripper's matchsticks, which may give Investigators a lead if they spot him doing so. Barker may also be encountered strolling Whitechapel, disguised as a lady of the night, in hope of luring out the Ripper. He will also, early on, catch onto the connection between the killings and the London sewers. Barker will pursue that angle at some point in the case, actually entering the sewers, along with Mallory for backup (and probably a tosher as a guide). Unless the Investigators are examining the sewers themselves, however, Barker will find nothing; if they are, they might very likely encounter Barker and Mallory down in the sewers, perhaps besieged by Ghouls and in need of assistance (or vice versa).

At some point, Barker may be in a position where he has no choice but to actually propose an alliance with the Investigators. The taciturn detective might, for example, find himself in a direct confrontation with the Ripper and his Shambler (or rat) or against a horde of Ghouls. Or the Investigators may have vital clues Barker can obtain no other way but from them. He may even be rescued by them in some way during the scenario. If this occurs—and much will depend on how much the Investigators trust him or at least respect his abilities—Barker will still attempt to persuade them to let him have sole credit for the Ripper's capture or destruction. If he is unable to so convince them, Barker will conspire with Mallory after the Ripper is finished to eliminate the Investigators from his story on the affair . . . or at least to relegate them to minor roles, with Barker as the hero of the day. Mallory, of course, will be happy to oblige, especially if a rival journalist is among the Investigators.

In any event, the Keeper should make certain that Barker survives this scenario so that he may be around to help—or plague—the Investigators in future adventures. He should especially discourage, via Idea rolls or police or vigilante interference, any attempt on the part of Investigators to eliminate their rival permanently by killing the man (as some hot-headed players might be prone to do if his interference is particularly annoying to them). In the long run, Barker can be of more assistance to Investigators than a hindrance, if the Keeper role-plays and utilizes the detective to the fullest extent possible.

Cyrus Barker, Age 35, Private Inquiry Agent

STR 16 CON 17 SIZ 15 INT 17 POW 18 DEX 14
APP 11 EDU 17 SAN 80 HP 16 (SOC 12)

Skills: Administration 55%, Acting 75%, Anthropology 45%, Archaeology 35%, Art (Sitar) 65%, Astronomy 15%, Bargain 30%, Bible Lore 80%, Biology (Botany) 40%, Biology (Zoology) 45%, Conceal 60%, Chemistry 45%, Bribery 55%, Criminology 85%, Deduction 75%, Disguise 85%, Explosives 15%, Forgery 60%, Cthulhu Mythos 30%, Dodge 45%, Fast Talk 55%, Gambling 35%, Geology 55%, Handgun 65%, Hide 70%, History 45%, Hypnosis 40%, Jump 50%, Know 85%, Law 60%, Library Use 75%, Listen 65%, Locksmith 65%, Martial Arts (Baritsu) 65%, Masonic Lore & Ritual 55%, Natural History 55%, Navigate 70%, Observation 80%, Occult 75%, Persuade 45%, Pharmacy 40%, Pickpocket 30%, Psychology 55%, Other Language: French 60%, Other Language: German 55%, Other Language: Latin 50%, Other Language: Greek 40%, Sneak 70%, Safecracking 55%, Shotgun 65%, Spot Hidden 65%, Streetwise 75%, Throw 40%, Tail 65%, Track 85%.

Spells: None

Weapons: LeMat Revolver 65% (see below); .38 Derringer 65%, 1D10; Fist 70%, 1D3+1D4; Kick 45%, 1D6+1D4; Grapple 50%; Life-preserver 65%, 1D8+1D4; Sword cane (as foil/club) 60%, 1D6+1D4/1D8+1D4 (impales as foil).

Armor: Barker often wears a thin iron breastplate when he believes he'll be in a dangerous situation. It affords him up to 6 points protection (half that against impaling firearms), but reduces DEX by 1.

Detective Cyrus Barker is a tall (6'1") dark-haired and complexioned, heavily mustached man of 35 years (in 1893). His bearing is military, reflecting his service in Her Majesty's Army in India and the Sudan some years before. Barker habitually wears grey-tinted glasses; his eyes are especially light-sensitive, the result of slight damage to them he received from being too near a bursting shell during his military service in India. Close observation will also detect a number of minute scars on his face, also the result of his injury; his heavy dark moustache and tendency to allow the stubble of his beard to grow out slightly mostly cover these up. Barker normally wears dark clothing and a bowler hat.

Projecting from his tie is a Masonic tie-pin (noticeable only on an Observation roll to spot and an Occult or Half a Know roll to identify). Barker wears this mainly for the doors it opens to him in his detective practice, as well as the lips it sometimes loosens; he was at one time an active Mason, but on learning of some of the rituals, beliefs, and practices of those of the higher degrees, Barker left the

brotherhood. He keeps his mouth closed about these activities, however, and the Masons, in turn, leave him alone. If persuaded, though, Barker can point out the Masonic significance of some of the Ripper clues from '88—if the Investigators are in need of assistance on that point. (Of course, Investigators who have uncovered this connection might erroneously believe Barker to be on the "other" side after observing his tie-pin.)

Barker is quite competent as a detective, his skills showing at least a smattering of knowledge in a number of areas important in his profession—especially those most applicable to his usual work. He is tough, strong, and tenacious in his pursuit of his goals—and a little frustrated by his lack of recognition as a force for law and order in London (except among those with whom he's worked in the past). Taciturn in nature, Barker is a man of few words in his dealings with others—but those words usually count. His accent betrays a touch of his early Liverpool childhood, as well as tinges of Canadian from his later childhood. He is well-versed in the language and slang of the Victorian underworld and well-educated in a surprising number of other areas as well.

Barker carries a LeMat revolver—an old-model firearm originally popular in the American Confederacy in the '60s. (His model was one built in England and rechambered for modern shells and smokeless powder, rather than its original black powder/ball and cap mechanism.) It was a gift to the detective from General Charles "Chinese" Gordon, during Barker's service in the Sudan in '85. The LeMat fires nine .44 slugs and has an extra barrel that fires 16-bore shot. Barker took to it at once for the "surprise value" of the shot barrel, as well as the extra rounds it carries. He also carries a life-preserver, plus a sword cane whenever he believes he might need it. If necessary, to be less conspicuous in the weapons he carries, Barker has a .38 derringer he can hook up to a spring-release sleeve holster and another one he can carry in a small holster inside his bowler. (The atk% on both derringers is the same as for the LeMat.) Barker is a fair boxer and streetfighter as well and has mastered a variety of Oriental fighting skills that he now calls (not so modestly) Baritsu.

LEMAT REVOLVER

Skill: Handgun, Name: .44 LeMat Revolver, Shots/round: 1, Damage: 1D10+2, Base Chance: 20%, Base Range: 15 yds., Hit Points: 10

Skill: Shotgun, Name: 16-bore LeMat Shot Barrel, Shots/round: 1, Damage: 2D6+2/1D6+1/1D4, Base Chance: 30%, Base Range: 5/7½/10 yds., Hit Points: 10

The LeMat revolver was a 9-shot .44 revolver with a shot barrel holding one 16-bore shot shell underneath the revolver barrel, giving it a full 10-shot capacity before reloading was required. The user changed to the shot

barrel by shifting the firing mechanism, which takes one round to complete. Because of this moving of the firing pin, the gun was not as reliable as other revolvers and will jam or misfire on any roll of 96-00. (See also *The Gaslight Equipment Catalogue* for information on the original LeMat.)

Edmund Mallory, Freelance Journalist



Edmund Mallory is an American, newly arrived in London. He came to the hub of the British Empire soon after his graduation from an Indiana college, in the U.S.A., hoping to become a famous author. (He'd read and been inspired by certain stories in imported copies of the *Strand* magazine about a London detective.) He soon found he needed something that paid more surely, however, so he put his skills to work as a freelance journalist, working for various London papers, reporting the news from an American's point of view.

It was on one of these stories that Mallory first became acquainted with Cyrus Barker. Seeing the fame it had given his greatest rival, Barker immediately recognized the worth in having a chronicler of his own cases. He took the young lad under his wing, so to speak. Mallory, on the other hand, was fascinated with Barker's methods and knowledge as a detective, and he welcomed the opportunity for the inside story on the criminal and other cases the Investigator undertook. The benefit was mutual, as the inside tips Barker often gave him landed him the assignment with the *Echo* to report on the Ripper story. Mallory believes that Barker will be the one to solve the mystery of the Ripper's identity and bring the man to justice, and he is more than glad to help the detective—especially in return for the exclusive promised him. (And Mallory hopes to do an entire series on Barker.)

Mallory will be diligent in his pursuit of the story, adding any local color or humor he can to his regular reports. He'll constantly be down in Whitechapel, checking out leads, either for or with Barker or on his own, and rushing to the scene of any further killings discovered. If the Investigators make any stupid errors or mishandle any aspect of their investigation especially

poorly in Mallory's presence, he'll be certain to report it so they can read about it the next day in the *Echo*.

Mallory will bear the Investigators no ill will, other than as concerns his friendship with Barker—about whom he will hear nothing bad—and his ambition in getting an exclusive on the Ripper story. He will look on any other journalists in the group as friendly rivals to beat to the scoop and will be decent and aboveboard with the Investigators as a whole—unless they demonstrate animosity toward him or to Barker. The Keeper may even allow Mallory to compare notes with the Investigators as long as it seems reasonable that they could help him with information as much as (or more than) he could them—and that it doesn't allow another reporter to scoop him.

If Barker allies himself with the Investigators, Mallory will follow suit and cooperate fully with them—until it comes time to file the story. He will then do everything he can to beat any journalist Investigator to the punch. (The Keeper should gauge his success by the actions of the Investigators and the efforts of any journalists among them to get the story for himself.) He will also downplay any supernatural element in his story or stories, even if he's witnessed them himself. (He knows his editors won't believe them.) And he will play Barker up as the big hero, with the Investigators in a minor role at best.

Mallory also has the confidence of Abberline, about whom he said some good words in one of his earlier stories, in spite of the inspector's normal attitude toward the press.

Edmund Mallory, Age 26, Journalist, Freelancer for the London Daily Echo

STR 12 CON 14 SIZE 14 INT 18 POW 14 DEX 16
APP 13 EDU 16 SAN 70 HP 14 (SOC 11)

Skills: Acting 55%, Bribery 25%, Climb 60%, Criminology 30%, Disguise 40%, Dodge 50%, Fast Talk 65%, First Aid 35%, Gambling 20%, Hide 45%, History 45%, Journalism 65%, Jump 55%, Law 25%, Library Use 55%, Listen 40%, Observation 65%, Occult 20%, Own Language: English 90%, Other Language: French 20%, Other Language: German 45%, Other Language: Latin 25%, Other Language: Greek 20%, Persuade 55%, Photography 65%, Psychology 60%, Sneak 45%, Spot Hidden 35%, Streetwise 40%, Throw 45%, Swim 55%, Tail 20%, Track 30%, Seduction 40%.

Weapons: Fist 55%, 1D3+1D4; Kick 35%, 1D6+1D4; Grapple 60%; Camera (as club) 45%, 1D3; .38 Derringer 40%, 1D10; 20-bore Shotgun 45%, 2D6/1D6/1D3.

At age 26 (in 1893), Mallory is a brash young man, looking for adventure in a world that, to him, is still quite exciting. He is fair-haired (light brown) and fair-complexioned, clean-shaven, and athletic in appearance. He carries himself with confidence and is generally

cheerful and open—in many ways, the exact opposite of Barker. He is ambitious, though, and once he's set his goal, he will carry it through faithfully. He is also loyal to a fault and will never desert a comrade—unless deserted first (or he can rationalize that he was). He will follow Barker anywhere the man leads, even—if reluctantly—into the sewers of London or walking the streets of Whitechapel disguised as a trollop.

Mallory always carries his note pad and pencils for jotting down notes and information for his stories and reports to the paper. He also has a new box camera for taking pictures and will endeavor to do so at the scene of any newsworthy event, even if he has to make a pest of himself to do so. He also has a flash bar and powder to use for taking pictures in the dark or indoors, though he uses it only when necessary. (If exploring the sewers, he will have it handy.) Looking directly into the flash, especially in darkness, will cause temporary blindness for 1D3 rounds (+3 at night or in total darkness, as in a sewer). The powder could, conceivably, be converted to a makeshift explosive of sorts, but it will prove, at best, capable of doing only about 1D6 damage. Mallory also has in his Soho flat chemicals and equipment for developing his own pictures. So he doesn't need to use any other darkroom facility. Mallory has not yet convinced any of the papers to run any of his photos, since doing so is still expensive, tricky, and not widespread. But he hopes that, if he gets good enough shots, eventually his photos will push out the sketch artists' illustrations in the major papers of London. He views the Ripper case as his big opportunity, and he will not sacrifice it for anything.

Robert James Lees

Robert James Lees was a psychic, once a seer to Queen Victoria, who claimed to have had visions that showed him Jack the Ripper killing his victims—before the murders occurred. He also stated that he'd actually seen the man on the omnibus one afternoon and followed him, losing him in the crowd. Lees led police one night to a home in the West End he felt was associated closely with the Ripper—the home of Sir William Gull, Physician-in-Ordinary to Queen Victoria. Most representatives of the police dismissed Lees' claims, as did Abberline after following the psychic to Gull's house. Lees, however, was not totally incorrect in associating the Ripper with the physician. Among Sir William Gull's patients was one Sir John Danielson, Baronet. And Lees did indeed spot, and psychically recognize, Danielson as Jack the Ripper that day on the omnibus in '88.

Investigators might be tipped onto Lees by a chance remark of Abberline's, by gaining access to some of the police records of the '88 murders, or even from a reference in the notes of journalist Allen Oswalds, of the *Echo*. (Oswalds' investigations into the Ripper case in '88 led him to such dark knowledge that it drove the man

insane.) If all else fails, and the Keeper wishes to introduce Lees into the scenario, he may have Lees seek out the Investigators, whom he's "seen psychically" as London's only hope for stopping Jack the Ripper this time—and whom he believes to be in great danger . . . perhaps of their very souls!

If the Investigators do seek out Lees, they will find him at his home in College Row. Lees will have retired from the limelight at this point, embittered by the police's refusal to listen to him further in '88 after he led them to Gull. It will take a Persuade roll on the part of the Investigators to get Lees to even talk to them, and they will need to demonstrate a belief in the psychic and the occult by making an Occult roll—or by imparting to him bits of magical knowledge they've picked up. He will tell them of his feeling in '88 about Gull's connection and can give them a description of the man he saw on the bus—a description that will fit Danielson once they've learned enough about the young man to correlate the two.

If they follow up on the Gull connection, however, they'll learn that the physician died in 1890—enough to eliminate him as the Ripper. If they are persistent enough and somehow manage to obtain Gull's records of his patients, they will find Danielson's name among them. If they dig deeper, they'll learn that Gull was also a high-ranking Mason (which is how Danielson came to be among the important man's patients—from their Lodge connections). This latter fact could serve to enlighten the Investigators or steer them wrongly, along with other Masonic clues, away from Danielson and to the Masons themselves as the killers.

Of course, unless the Investigators are looking for Danielson's name among Gull's records in particular, it will not stand out at all until they've run across it at least once elsewhere—and more likely several times. (An Idea roll will enable them to recall the name later.) The Keeper should make obtaining these records difficult for the Investigators—after all, Gull was a respected personage, and his widow will not open up his records to just anyone. It will be up to the Keeper and the Investigators' ingenuity as to how likely they are to succeed at following up on Lees' leads from the earlier killings.

Should the Investigators attempt to convince Lees to take a psychic reading of the current killings for them, the man will reluctantly agree. The Keeper may wish to delay this, however, having Lees ask them to come back another day, when he feels up to it—he will call them. Either way, if Lees takes the reading, the Keeper may use this as an opportunity to feed the Investigators one important clue that they may have otherwise missed (or, if they're doing too well, a misleading one). He may also allow Lees to tell them about one particular night coming up when he feels certain the Ripper will strike. He can even give them a general location, although it should be a cryptic enough reference that the Investigators must figure out what it means if they are to be anywhere near the scene. (No Idea

rolls on this one—the players must puzzle it out for themselves.)

Lees will also warn the Investigators that great danger is involved with interfering with the Ripper—that their very souls as well as their lives may be threatened—but he will not be able to elaborate on this. (“The spirits aren’t clear,” “The vision is muddy,” etc.) After these clues, whether the Investigators have sought him out or he has come to them with his warnings, Lees will be drained and will want no further part in the affair. He’s “seen” too much of the dark forces involved to continue. He will receive the characters no more and will even sic the police on them if they persist in their attempts to involve him further.

Keeper’s Note: No stats are provided for Lees, as he is unlikely to join the party; should that prove different in your campaign, feel free to flesh the psychic out, giving him spells appropriate to simulating his psychic abilities. (Or see *The Gaslight Companion* for CoC characteristics for Lees.)

Captain Sinbad Ahab



Captain Ahab (his real name, he’ll solemnly avow!) is an old English seaman who’d spent the last several years in the South Seas, going from one ship to another, until hired on by Danielson in Sumatra to pilot his newly purchased yacht, the *Matilda Briggs*. Not having seen England in so long a time, Ahab jumped at the chance. (Besides, no other offers were available, and Sumatra was becoming a bit unhealthy for the captain after a number of fights and bad gambling debts.) Ahab is somewhat of an old scallywag, a minor conman, and a teller of tall tales. But beneath his rough demeanor, he is mostly an honest man and truly loves his Queen and country—almost as much as he loves strong drink, loose women, and a hand or two of cards now and then.

While loyal to his employer, Ahab will not take kindly to learning that he has perhaps aided Jack the Ripper in some way. He can understand a bit of smuggling now and then and other slightly illegal endeavors, but murder and mutilation is *not* something he’ll condone. If he learns

that his employer may indeed be Jack the Ripper or is even involved with such a fiend, he’ll aid the Investigators in any way he can—if he can stay sober long enough or away from the taverns and brothels of Whitechapel. Of course, if the Investigators mock or ridicule Ahab or try to trick him or deal dishonestly with him, he will be less inclined to help them in any way. “Ol’ Sinbad wur’n’t raised ta be no fool now, laddies,” he’ll tell them—and probably toss one or more of them into the drink before he’s through.

Investigators might first run across Ahab via a chance encounter, perhaps finding the man lying drunk in an alley in Whitechapel, being picked clean by street urchins or scavengers or the victim of a mugging. If this is the case and they help him, he will be most grateful—especially if they’ll buy him a drink at one of the local pubs so he can “get me head back togethy.” If the Investigators oblige—in what, after all, seems a chance encounter with a drunk—they’ll find Ahab a wealth of sea lore. Most of it will be useless, but he did spend some time in Ponape and heard tales of “the fish people” (or “the fishies,” as he calls them). He actually did hear about the Deep Ones, though he won’t know them by this name.

He can also show them a good luck charm he bought in the South Seas, said to keep demons and boogie men away. If they allow him to, he’ll show them the charm—actually a Starstone of Mnar, a greenish soapstone-like mineral in the shape of a five-pointed star, attached to a gold chain. The Starstone acts something like an Elder Sign in protecting its wearer from the minions of the Mythos. Anyone who make a Cthulhu Mythos roll when seeing it (or looking up its description later in a Mythos book) will recognize it for what it is—and will recognize Ahab’s descriptions of the Deep Ones.

As he gets drunker, Ahab will also confide in them that he’s seen the “Harbor Folk”—manlike beings swimming around the Thames and beyond, “kind o’ like ugly mermaids”—and will invite the Investigators out to the yacht to “run the finny blighters down.” (These actually are Deep Ones, making incursions into the Thames on various missions for local Cthulhu cults, but have nothing to do with the Ripper.) As Ahab tells these tales, the Keeper should play the part of the old seadog getting more and more intoxicated and spinning fancier and more outlandish tales by the minute, among which are woven these strands of truth.

If the Investigators keep tabs with Ahab, he can tell them anything they want to know about his employer—Danielson’s name, that he lives up in Barnet, that he visits the boat only occasionally now that he’s back in London, but that he pays Ahab to keep the boat where it’s docked at a small pier along the Thames, just west of the London docks. Unless the Investigators get him really drunk while pumping him for information, getting chummy with him over a period of at least several days and making Persuade rolls (or Fast Talk after he’s drunk), Ahab won’t reveal

what he thinks to be his employer's smuggling activities—unless, of course, they've given him ample reason to believe Danielson is up to much worse as the Ripper.

If either of these things occur, Ahab will confide in them that Danielson smuggled in some kind of animal—he doesn't know what, as he never saw it. "But, lordy, did it stink ta 'igh 'eaven, laddies!" Danielson kept it shut up in the hold the entire trip, wouldn't let anyone else near it—fed it himself every few days on raw meat and then sacks of something when the meat ran out. (Checking the sacks still on the boat reveals them to have held grain—known generally as "corn" in Victorian England, even though it wasn't what we know by that name.) Funny thing, though, he'll add—a few nights after they'd docked, Danielson brought a van down to transport the beastie away. He'd told Ahab to leave for the evening, and the captain was more than willing to oblige. But Ahab forgot his lucky charm and went back to get it—couldn't play cards without it. When he got back to the boat, however, Danielson and the van had already left, and the hold was open and empty. And he'd swear Danielson hadn't had time to get the beast up out of the hold and into the van so quickly—especially since the cage was still down below. And Ahab will *swear* he hadn't had a drink yet that night. (Of course, he had.)

(Keeper's Note: Danielson had brought the van down as a diversion for the sailor and anyone else who might be interested. When he was alone in the hold, he created a Gate and transported the giant rat to a cage he'd set up in the basement of the Barnet manor.)

The preceding is all the concrete information that Ahab can provide the Investigators, unless the Keeper can think of other creative ways to utilize the old salt as a further source of information and assistance for the Investigators. (If the Investigators manage to somehow steal McCabre's Fire Vampire Charm, for example, Ahab might be able to remember having seen something similar in his travels—he *was* in Ponape, after all—but may remember it only as being something associated with evil and very bad luck. And he would probably advise the Investigators to get rid of it—and fast.)

If Ahab is encountered before the Investigators have learned of Danielson's involvement, however, he might be able to help them later with news of the baronet's comings and goings, when he visits the yacht, and so on. If the Investigators have figured out some connection between Danielson and the Ripper before encountering Ahab, the Keeper should let them come to him, after learning about Danielson's ownership of the *Matilda Briggs*, rather than engineer a too-coincidental encounter at that point. (Unless they just happen to spot him being overly rowdy in one of the Whitechapel pubs and feel inclined to join him for reasons of their own—perhaps to take him at a game of cards to relieve the boredom of patrolling. And the only way Ahab will ever part with his

lucky Starstone is to lose it at cards—unless it's removed from his dead or unconscious body.)

Captain Sinbad Ahab, Age 53, Sailor

STR 17 CON 16 SIZ 14 INT 10 POW 13 DEX 15
APP 9 EDU 6 SAN 65 HP 15 (SOC 6)

Skills: Astronomy (navigational) 65%, Boating 70%, Bribery 55%, Climb 70%, Cthulhu Mythos 2%, Dodge 50%, Fast Talk 65%, First Aid, 40%, Gambling 60%, Jump 60%, Listen 65%, Marine Biology 40%, Maritime Law 45%, Mechanical Repair 50%, Navigate 75%, Observation 40%, Occult 25%, Other Language: Dutch 20%, Other Language: French 30%, Other Language: Portuguese 50%, Other Language: Spanish 60%, Psychology 40%, Spot Hidden 35%, Swim 80%, Sailing 75%, Sea Lore 80%, Shiphandling 80%, Streetwise 20%.

Spells: None, but possesses a Starstone of Mnar

Weapons: Fist 65%, 1D3+1D4; Kick 50%, 1D6+1D4; Head Butt 40%, 1D4+1D4; Grapple 55%; Club 55%, 1D6+1D4; Fighting Knife 45%, 1D4+2+1D4; Handgun (.38 Revolver) 40%, 1D10; 10-bore, double-barreled Shotgun 55%, 4D6+2/2D6+1/1D6.

Ahab usually carries his fighting knife and revolver with him if he expects to run into trouble (which, for Ahab, is often); otherwise, he has a life-preserver in his pocket. He keeps his shotgun on the *Matilda Briggs*. He may have other items on his person—a compass, a deck of cards, and almost certainly a flask of rum—as the Keeper determines. (Club skill applies to his life-preserver.)

George Lusk and the Whitechapel Vigilance Committee



George Lusk, a building contractor and East End resident (in Alderney Road, Mile End), had been elected leader of the Mile End Vigilance Committee in '88, which was formed to deal with concerns about the Ripper killings. He had accepted as part of his patriotic duty to help quell the

killings—or at least to prevent some of the panic and the threats of lynching every suspect that someone mentioned in the streets of Whitechapel. The Ripper, in turn, “honored” Lusk by sending him the kidney he’d instructed the Shambler to cut out of Catherine Eddowes’ body, along with the infamous “From Hell Mr. Lusk” letter. Angered by this, and by the inability of the police or anyone else to capture the Ripper the first time, Lusk has now rejoined the newly founded Whitechapel Vigilance Committee, reluctantly accepting leadership again. (Lusk had turned leadership of the original committee over to another member after the first Ripper killings had ended, and it was dissolved not long afterward, when it became apparent the Ripper was no longer a threat to the East End.) Now, the goal of Lusk and (especially) of his companions in the new committee is to find the Ripper and string him from the highest lamppost the vigilantes can locate.

Although the original committee consisted of 16 of his fellow businessmen, Lusk’s vigilantes now are mostly laborers and other common lower-class men. They don’t believe in the police’s ability to catch the Ripper and will be out patrolling the streets at night, in hopes of catching the fiend in the act—and preferably before, if possible. They won’t take kindly to interference from outsiders come down to Whitechapel “to gawk.” In fact, they will look with suspicion on any strangers who enter the area at night, especially those who look as if they don’t belong. Should the Investigators engage in any suspicious activities—dressing as streetwalkers (especially male Investigators), nosing around in back alleys, and so on—or are found at the scene of a Ripper murder with no alibi, the vigilantes may take them for Ripper suspects and attempt to lynch them. (This would necessitate a last-minute rescue by the police, Abberline, or even Barker, bluffing his way through—unless, of course, the Investigators simply try to shoot their way free, which would *really* get the vigilantes after them!) The vigilantes will be armed with clubs, life-preservers, and—some of them—even concealed knives or handguns. This time, they mean business. All of them are very capable in a fist fight as well.

Obviously, it will not pay the Investigators to get onto the wrong side of the Vigilance Committee. It will not be easy, however, to do otherwise. If they pay a visit to Lusk in the beginning, the best they’ll get is a strong request for them to stay out of the way of the vigilantes—and the knowledge, at least, that the vigilantes now know who they are. To get cooperation out of Lusk and his men requires rolls of at least 10% or less of the Investigators’ normal Persuade, Fast Talk, or Streetwise skills. The Investigators will get more cooperation out of the criminal elements and streetwalkers of Whitechapel than from the vengeance-seeking vigilantes.

The Keeper might, however, use the vigilantes to goad the Investigators on to patrol the Whitechapel area,

knowing that the vigilantes are down there, too. (Or that knowledge might scare them away—fearing the vigilantes would attack them—in which case the Keeper may need to up the ante somehow to get them on the case.) The Keeper could also use the vigilantes as “monster fodder” should the Investigators happen across the Ripper claiming a victim; the vigilantes would no doubt react to any scream or cry that drew the Investigators—and Danielson would likely first sent his Shambler after the rough-looking vigilantes screaming for his blood, even if the Investigators are on the scene as well. And if the vigilantes get even an inkling of Danielson’s connection with the killings, either from the Investigators or from word leaked by the Merchants Consortium, they will gather up their courage at one of the local pubs and set out to torch Danielson’s Barnet manor. Such an outcome could, if they learn of the vigilantes’ plans, set the Investigators on a quicker confrontation with the Ripper than they’d planned.

George Lusk, Age 49, Leader of Whitechapel Vigilance Committee

STR 13 CON 12 SIZ 11 INT 12 POW 12 DEX 13
APP 11 EDU 8 SAN 60 HP 15 (SOC 9)

Skills: Administration 55%, Accounting 60%, Bargain 45%, Bribery 35%, Credit Rating 45%, Drive Carriage 35%, Fast Talk 35%, Law 25%, Library Use, 30%, Listen 45%, Locksmith 20%, Mechanic Repair 30%, Navigate (Whitechapel) 65%, Persuade 65%, Psychology, 55%, Sneak 25%, Spot Hidden 40%, Streetwise 45%.

Spells: None

Weapons: Fist 55%, 1D3; Kick 50%, 1D6; Grapple 50%; Club 60%, 1D8; Knife 40%, 1D4; Handgun (.38 Revolver) 35%, 1D10

Armor: None

Although the original leader of the Vigilance Committee when it was formed in ’88, Lusk grew to regret his decision, especially after being singled out by the Ripper to receive the kidney and the “From Hell” letter. A simple businessman, Lusk deplored the publicity he’d received from the Ripper case and resigned as leader of the committee as soon as it appeared the Ripper crimes were over. Now, he has again been drafted by the lower-class laborers and others who have formed the new Whitechapel Vigilance Committee. (None of Lusk’s fellow members from ’88 are involved in this version—and Lusk would prefer not to be a part of it either. But he felt he could not refuse with the Ripper on the loose again.)

Lusk is a firm but soft-spoken man, determined to do what he can to stop the Ripper—and to stay as much out of the limelight as he can this time. He will not, therefore, be happy to see the Investigators in Whitechapel,

especially if they are bringing more attention to what has already become another media circus. Unlike his film portrayals, the real Lusk was not a wild-eyed anarchist nor a rough thug—unless the Keeper chooses to play him that way.

Sample Whitechapel Vigilante

STR 17 CON 14 SIZ 15 INT 8 POW 11 DEX 11
APP 10 EDU 6 SAN 55 HP 16 (SOC 6)

Skills: Fist 60%, Kick 50%, Grapple 45%, Club 55%, Knife 30%, Handgun 35%, Mechanic Repair 30%, Operate Heavy Machinery 40%, Streetwise 55%.

Lusk's fellow vigilantes are common men, rough and hard—laborers, navvies, dockworkers, and similar professions. None will take kindly to the Investigators unless any of the party are themselves lower-class workers—or can convincingly portray such characters. Given the climate of the time, it's possible some of the committee members may be anarchists or even *agents provocateur*, seeking to capitalize on the chaos in the East End, thanks to the return of the Ripper. (The latter can be agents of the Kaiser, Russian Okhrana secret police agents, or even a member of the French secret service, since France was not an ally of Britain at the time. If the Keeper chooses to place such men within the Vigilance Committee, he is referred to the sample Anarchist NPC on page 45, or to the guidelines for creating secret agents in *A Cthulhian Miscellany*.)

The Whitechapel Merchants Consortium

The Whitechapel Merchants Consortium is more than it actually seems to be. While it does consist of some honest Whitechapel merchants concerned about their business and their fellow citizens in the area, it is also made up of the owners of several brothels, as well as those operating businesses and activities well on the other side of legality. (Prescott, the leader and spokesman, for example, runs a fencing operation out of his rarities shop. He had worked for Professor Moriarty before the supposed death of the criminal mastermind at the Reichenbach Falls in '91, and he now works for Moriarty's second in command, Colonel Sebastian Moran. Clay is actually an anarchist or a socialist—even he isn't sure which—and runs a small socialist press out of his basement; he also has a hidden chemical factory for making bombs concealed in a corner room of the basement. Silverman is actually an undercover agent of the Tsarist secret police, the Okhrana, who is working to foment discontent with the British government on the East End.) And the Ripper is drawing too much attention and too many police to the East End for them to feel comfortable about.

The members of the Consortium do indeed want the Ripper stopped, and they will do nothing to hinder the Investigators' efforts to do so. However, they will be just

as pleased to see someone else stop the Ripper—Barker or even the vigilantes—because then they won't have to pay the Investigators out of their illegally earned cash. To this end, Prescott especially will slip word to the vigilantes when the Investigators report to him with a valid suspect, in hopes that the vigilantes will kill the Ripper themselves. (And if they kill an innocent suspect, well, at least that puts the vigilantes out of the way—they're drawing a fair amount of attention themselves.)

If the Investigators are at all suspicious about the Consortium, they can learn the true nature of some of its members by checking their contacts on the streets. Or Barker can tip them off, should he be so inclined. (He may do so just to gloat over whom the Investigators must accept for clients.) But most likely, he won't unless he decides to work with them. Any Investigator with a criminal background, now or in the past, may know of Prescott's fencing operation if he makes a Know or a Streetwise roll. Should there be an anarchist among the Investigators—an otherwise unlikely character type in this particular scenario—he would certainly know of Clay's extra-curricular activities. Only a member of Scotland Yard's Special Branch or another Okhrana agent would have an inkling of Silverman's true nature—so he is probably safe.

The Consortium's true nature shouldn't really affect the Investigators much in their pursuit of the Ripper, other than perhaps causing them some embarrassment when they learn where the money they're being paid is probably coming from. Should the Investigators learn of the group's illegal activities, however, and threaten to expose them to the police for any reason—to shake the Consortium down for more money or look good in the eyes of the police—Prescott will likely hire a bludger or a nobbler to take the pesky Investigators out. Or Clay might even go so far as to bomb the Investigators' offices or homes. Since the Investigators do not need such complications on top of the Ripper and his allies, it will probably be wiser for them to keep any knowledge that they gain of the Whitechapel Merchants Consortium to themselves. After all, if the members of the Consortium were arrested or eliminated, there'd be no one to pay the Investigators when the case was over. (Even if the players don't think of this, their characters certainly should be allowed an Idea roll to do so.)

On another level, the Investigators might be able to convince the Consortium members to use their unorthodox resources to help the investigation—if they can make some very good Persuade rolls. Clay could be a potential source for explosives for Investigators so inclined, but a Persuade roll (of half skill or less) is all that would convince him to part with any of his precious materials; burgling his hidden lab is possible but would not be easy—and could result in an explosive end to the Investigators' activities. (The man isn't exactly careful with what he leaves lying around.)

Most likely, the Investigators will remain content to take the Consortium's money and make their regular reports to Prescott. Should they take the money and fail to report to Prescott within a reasonable amount of time, they'll find the spokesmen of the Consortium will come looking for them—and the “merchants” will *not* be at all happy unless the Investigators can show some real progress in their pursuit of Jack the Ripper.

THE SHERLOCKIAN CONNECTION

At some point in their investigation, especially if they are particularly stumped, the players may hit upon the idea of sending their characters to consult with Sherlock Holmes. After all, he was *the* famous detective of the period. Of course, it should occur to them that if Holmes wasn't already on the case, he wasn't available at all.

If not, and they journey to 221B Baker Street (just a short way around the corner from Madame Tussaud's), they will find no one at home in Holmes' rooms. In fact, they will be informed by a tearful Mrs. Hudson, the landlady, that poor Mr. Holmes had died more than two years earlier, falling off a cliff in Switzerland. If they check any contacts with Scotland Yard, they'll learn this to be true, so far as anyone knows.

Breaking into 221B, should the Investigators be so inclined, will reveal to them that the rooms are being kept intact but evidently have not been lived in for a couple years. Deeper investigation will find the rooms being paid for by a Mr. Mycroft Holmes, who works in the Foreign Office. But all of their attempts to contact the man will be rebuffed, whether they seek him there or at the Diogenes Club. (He is currently involved in a government crisis of extreme importance—one that eventually results in the downfall of the current Gladstone administration.)

Should the Investigators attempt to locate Dr. Watson, they will find him listed in the *Post Office Directory* or *Medical Directory* as living and practicing in Kensington. They will be able to find him with no problem but will learn that he is recently widowed. The strain of that, plus of Holmes' death two years earlier, has left the good doctor in little mental state to involve himself in any criminal investigation at this point in his life—even that of the Ripper—should the Investigators ask his assistance. He will offer them medical treatment, if needed, and that will be the end of his involvement.

If Investigators try to track down Holmes' Baker Street Irregulars among the street urchins of the city, they are more likely to find themselves taken by young common who'll say and do anything for a tanner or two rather than find any remnants of Holmes' Irregulars.

Thus will end any Sherlockian connection the Investigators might seek in this particular adventure—except in the unlikely event it should drag on into April of '94, when Holmes will return to London “from the dead.” By then, however, if they haven't apprehended the Ripper, Danielson should be long gone.

SAMPLE MINOR NPCS

In the event the Keeper needs game characteristics for any minor NPCs with whom the Investigators might interact, the following samples may be used as generic examples. (The Keeper may add to these as desired.) See also Appendix C for additional minor NPCs.

Sample Scotland Yard CID Inspector

STR 11 CON 12 SIZ 11 INT 12 POW 13 DEX 13
APP 10 EDU 12 SAN 65 HP 12 (SOC 13)

Skills: Law 65%, Criminology 55%, Spot Hidden 45%, Track 35%, Administration 45%, Bargain 25%, Handgun 45%, Streetwise 30%.

Sample Metropolitan Police Force Constable (Bobby, Peeler, etc.)

STR 13 CON 14 SIZ 12 INT 9 POW 11 DEX 13
APP 10 EDU 8 SAN 55 HP 13 (SOC 10)

Skills: Law 40%, Criminology 30%, Spot Hidden 30%, Track 25%, Billy Club 65%, Streetwise 40%.

Sample East End Streetwalker

STR 10 CON 13 SIZ 10 INT 7 POW 9 DEX 11
APP 9 EDU 4 SAN 45 HP 12 (SOC 4)

Skills: Bargain 25%, Pickpocket 30%, Streetwise 45%, Seduction 65%.

Sample East End Dipper/Tooler (Pickpocket)

STR 11 CON 11 SIZ 9 INT 10 POW 11 DEX 17
APP 10 EDU 6 SAN 55 HP 10 (SOC 3)

Skills: Pickpocket 85%, Dodge 65%, Fast Talk 55%, Sneak 65%, Streetwise 70%.

Sample Cracksman

STR 13 CON 12 SIZ 11 INT 11 POW 11 DEX 16
APP 10 EDU 6 SAN 55 HP 12 (SOC 5)

Skills: Safecracking 75%, Locksmith 75%, Mechanical Repair 45%, Climb 80%, Bargain 45%, Jump 50%, Life-preserver 55%, Streetwise 55%, Sneak 75%, Hide 60%, Explosives 40%, Jemmy (as poker) 60%.

Sample Rampsman, Bludger, Nobbler, or Punisher

STR 16 CON 14 SIZ 16 INT 9 POW 12 DEX 12
APP 9 EDU 4 SAN 60 HP 15 (SOC 4)

Skills: Fist 65%, Kick 55%, Grapple 45%, Life-preserver 55%, Bludgeon 55%*, Knife 55%*, Handgun 45%*, Streetwise 45%. *Chose one weapon; treat a bludgeon as a poker.

Sample Tosher (Sewer-Hunter)

STR 13 CON 16 SIZ 10 INT 11 POW 14 DEX 13
APP 10 EDU 6 SAN 50 HP 13 (SOC 2)

Skills: Botany (Sewers) 40%, Camouflage 45%, Climb 55%, Credit Rating 5%, Geography (Sewers) 80%, Hide 65%, Jump 35%, Listen 55%, Navigate (Sewers) 60%, Observation 40%, Sneak 60%, Spot Hidden 55%, Swim

55%, Track 35%, Treat Poisoning (Sewer Gas) 45%, Zoology (Sewers) 55%, Streetwise (Sewers) 55%, Probing Hook (treat as spear) 45%.

Sample Street Urchin (a.k.a. Street Arab)

STR 7 CON 9 SIZ 6 INT 11 POW 11 DEX 14
APP 11 EDU 4 SAN 55 HP 8 (SOC 3)

Skills: Streetwise 65%, Sneak 75%, Hide 85%, Pickpocket 55%, Dodge 85%, Bargain 35%, Throw 65%, Kick 55%, Climb 45%, Fast Talk 45%.

Sample Costermonger

STR 11 CON 10 SIZ 11 INT 9 POW 11 DEX 10
APP 9 EDU 6 SAN 55 HP 11 (SOC 5)

Skills: Bargain 55%, Streetwise 55%, Accounting 25%, Pickpocket 35%, Fast Talk 50%.

Sample Dockworker, Waterman, Lascar, or Sailor

STR 16 CON 14 SIZ 14 INT 8 POW 12 DEX 12
APP 10 EDU 5 SAN 60 HP 14 (SOC 5)

Skills: Boating 55%, Sailing 45%, Gambling 40%, Streetwise (docks areas) 45%, Operate Heavy Machinery (pulleys, cranes, etc.) 40%, Swim 55%, Other Language (variable) 35%, Sneak 30%, Club 50%, Knife 45%, Axe 35%, Boat Hook 45% (1D6+1+1D4)

Sample Anarchist/Nihilist

STR 12 CON 15 SIZ 11 INT 13 POW 12 DEX 13
APP 11 EDU 15 SAN 60 HP 13 (SOC 9)

Skills: Explosives 65%, Politics 85%, Knife 45%, Oratory 80%, Handguns 40%, Persuade 55%, Streetwise 60%, Sneak 70%, Hide 75%, Mechanical Repair 55%, Air Rifle 50%.

The Keeper may generate as desired any other incidental characters with whom the Investigators might interact, or he may use the closest example among the preceding sample NPCs—for example, treat a beggar as a pickpocket, a private guard or watchman as a police constable, and so on. In most cases, as long as the Keeper properly role-plays the individuals the Investigators meet, exact characteristics shouldn't prove necessary.

A Note on Accents: Many of the characters with whom the Investigators interact—especially those in the East End—will speak with varying types of accents: Cockney, cultured British, and so on. The Keeper need not attempt to speak with an accent for every NPC he is portraying. As long as he conveys the flavor of the various English speech patterns, exact reproductions are superfluous. If he *can* speak in various accents, that should merely be looked upon as an added dimension to the adventure.



“Good Lord, Holmes! Could that be Jack the Ripper!?”

“I’m sorry, Watson—it’s not.”

“But Holmes—how can you tell?”

“Ah, Watson—you see but you do not observe! It’s quite elementary. This is 1893, so I’m not even here in London now. I’m still in Tibet, visiting the Lama—or maybe in France studying coal tar derivatives.”

“Holmes—you’re a wizard!”

“Not at all, Watson. When you eliminate the impossible, whatever remains, however improbable, must be the truth!”

PLACES OF INTEREST

Following are a number of locations, general and specific, that may prove of interest to the Investigators as they search for the Ripper, providing them leads, clues, and potential danger as well.

WHITECHAPEL & THE EAST END

To many Londoners, the East End was a foreign land—and indeed, there was little in the areas of Whitechapel, Spitalfields, Aldgate, Limehouse, and other parts of eastern London to compare with the dignified sections of Westminster, St. Marylebone, St. John's Woods, Kensington, Paddington, or even the City. The people of the East End seemed to many of the middle, upper-middle, and upper class citizens of the great metropolis to be as far removed from their own existence as the Zulus in Africa or the pygmy bushmen in Australia. Contemporary and later chroniclers called it "Outcast London." And indeed, the poor and unemployed peoples of the East End and the slums—and even the mean streets—that they called home were quite suited to the name.

In the latter part of the 19th century, some 80,000 people lived in Whitechapel, and about 900,000 in the East End as a whole. Of these, some 11,000 of the population were occasional laborers, loafers, and semi-criminals. On a slightly higher social scale were the very poor—about 100,000 strong—and above them the merely poor, some 75,000 citizens. The poor could count on a meager but regular income, ranging from between 18 and 21 shillings a week. The very poor made less than that, and the lowest of the inhabitants of the East End were primarily homeless outcasts who slept in doorways, dustbins, and staircases or, if fortunate enough to have a few pence, in the common lodging, or "doss," houses. The very poor were primarily women and children, who worked—when they could find it—scrubbing floors, washing, and doing needlepoint. The poor included men with seasonal jobs—builders, dockworkers, and so on—and the street sellers (or costermongers), small shopkeepers, poorer artisans, and the like. The majority of families who could afford rooms, usually at 8d. a night, lived in only a single room, with as many as five and up to nine inhabitants. The rooms were often dirty and vermin-infested at that.

Crime was rampant in the East End of London—for some, it was a way of life, the only way to survive. For others, the lost women of the streets, prostitution was the only feeble guarantee of having a place to sleep for the evening, money for food to quell the hunger pains, or gin to help in forgetting one's wretched state. In 1888, the Metropolitan Police had estimated that there were 1,200 prostitutes of very low class in Whitechapel alone, and a total of 62 brothels, or bawdy houses, based on the reports of the constables on the beat. There was an even greater number of houses that were used intermittently for the

same purposes. And even these estimates were probably on the low side.

For those who had no home, the common lodging, or "doss," houses were all that stood between them and the night in a gutter, sleeping on cold, hard pavement. Even the crowded, often vermin-infested beds of the dosses seemed far preferable to the latter. Indeed, some 8,500 persons were estimated to be "on the doss" in the 233 doss houses in Whitechapel by the last decade of the 19th century. Many of these lodging houses were kept by receivers of stolen goods, as a front. And the dosses themselves were often the resorts of thieves and vagabonds of the lowest sort, sharing the double and single beds, men and women alike, crammed together in rows of as many of 60-80 beds along both sides of the common room. Those who were unable to afford even the 4-8d. price of a bed could, for a tuppence, spend the night propped up against rope lean-to's strung from wall to wall—thankful at least that they had a roof over their heads.

The East End itself was not a pretty place—slums and squalor, rats running uncontrolled through the alleyways, and in the houses themselves. The discarded debris and garbage of its human refuse stacked in the alleys and courts of the poorer sections made the area truly a place fitting of the term "Outcast." It was a place where life was cheap—and there were more than enough individuals willing to pay that price if it would put them ahead just a bit, allow them to see their way through another day. It was the sort of place where Jack the Ripper was a monster only by degree. And yet, that degree was more than enough.

Investigators patrolling the East End normally wouldn't look too much out of place at night, even in the dress of upper-middle or upper class Londoners—slumming had been common in the East End for years. With Jack the Ripper on the loose again, however, they might find themselves regarded with suspicion if not dressed as common laborers, dockworkers, or other appropriate types. And they may experience trouble getting some locals to talk to them—except for the toffers, ladybirds, and dollymops eager to sell their bodies to these toffs on the prowl, whom they think might spend a few extra pence—perhaps even shillings—on them in exchange for a good story.

Investigators who aren't familiar with the district will also need to be careful of the areas in which they travel, especially the darker corners of streets, alleys, and mews if they aren't carrying a lantern. Investigators running down alleys in Whitechapel at night will need to roll DEX x 4% or less to avoid tripping on debris in the alleys even if using a lantern, DEX x 2% if running in the dark without light. If walking, the chance raises to a Luck roll

if a lantern is present, DEX x 4% if not. In the daytime, all that is necessary is a Luck roll to avoid accidentally stepping on something unseen. Falling down in a Whitechapel alley will require a Luck roll to avoid 1D4 damage—from landing on broken bottles, splintered crates and boards, and similar nasty jetsam—not to mention the hard pavement itself.

On foggy nights, unless Investigators are inhabitants or very regular visitors to the East End, there is a possibility of losing one’s way in the labyrinthine alleys, narrow winding streets, and twisting and often hidden courtyards and mews of Whitechapel. Under such circumstances, if Investigators are running through the streets, chasing prey, fleeing from some pursuer, or otherwise not paying close attention to street signs, landmarks and the like, the Keeper should require several Luck rolls for the Investigators not to lose their way in the fog or darkness. If they do get lost, to find their way back to areas with which they are familiar, they will have to make a roll of Streetwise skill—one roll per group per hour until dawn or the fog lifts—to find their way back. If using an area map, Navigate skill should be rolled. If there is an encounter during that time, and the person is able to give directions, an Idea roll on the part of the person giving the direction and by the Investigators will be sufficient to get them back to an area they know. (If either roll is missed, the Investigators misunderstand the directions or the person they encounter gives them incorrectly.)

East End/Whitechapel Map

The map on page 121 shows the major streets and other sites of probable importance to the Investigators in the Whitechapel area. More may be added by the Keeper as the Ripper’s killings continue.

- 1) Site of the murder of Emma Elizabeth Smith, streetwalker, on April 3, 1888. This was not a Ripper murder, but as many of the newspapers of the time counted it as such, it is included as a possible red herring or misleading clue for the Investigators.
- 2) Site of the murder of Martha Tabram, *nee* Turner, streetwalker, on August 7, 1888. Again, this was not a Ripper murder, but with the killings of Nichols and Chapman so soon afterward, many newspapers counted it as one. The Investigators will be able to eliminate it for certain only upon gaining access to the police files or by deducing it from the descriptions of the nature of Tabram’s wounds (Idea or Deduction roll).
- 3) Site of the murder of Mary Anne “Polly” Nichols, streetwalker, on August 31, 1888.
- 4) Site of the murder of Annie Chapman, streetwalker, on September 7, 1888.
- 5) Site of the murder of Elizabeth Stride, streetwalker, on September 29, 1888.
- 6) Site of the murder of Catherine Eddowes, streetwalker, on September 29, 1888. At the entrance of

Mitre Square, where Eddowes body was found, was the Mitre Tavern (see below).

- 7) Site of the murder of Mary Jane Kelly, streetwalker, in her flat in Miller’s Court, on November 9, 1888.
- 8) Site of the murder of Laura Visemount, streetwalker, August 25, 1893.
- 9) Site of the murder of Millicent Marsh, streetwalker, September 1, 1893.
- 10) Site of building on Flower & Dean Street where Colleen McCabre lives (see below).
- 11) Site of Jake Prescott’s Rarities Shop and fencing operation. Prescott lives in an apartment above the shop.
- 12) Site of London Hospital, where the bodies of the Ripper’s victims found close by might be taken for examination and autopsy. Across the street is Whitechapel underground station.

Central/East London Maps

The maps on pages 120 and 122 give an overview of the central and far-east sections of London. Several locations outside of the East End are of importance to this scenario, and these are indicated on the maps. A Key to both maps is found on page 119. (See also *Cthulhu By Gaslight* for a larger map of London.)

Not shown on the maps are the locations of the City Coroner and the City of London Police headquarters (at #26 Old Jewry Street), both in the City, since the area on the maps for the City isn’t large enough to show such detail. Should your Investigators wish to visit either location, Simply designate places in the City area. That should be sufficient for most role-playing purposes.

Feel free to give photocopies of the maps to any player who says his Investigator is purchasing a map or, if he’s London based, can make half a Know roll or less.

McCABRE’S FLAT

Colleen McCabre lives in a one-room flat in an apartment building in the south side of Flower & Dean Street, just west of Brick Lane. The ground floor of the building consists of several smaller flats, occupied by families, and are of no consequence. (Investigators wishing to rent one to keep an eye on McCabre can probably talk the landlord, who lives in the back apartment, into evicting some poor family. All they need do is offer to pay him a shilling a night for the flat, with at least a month’s rent down—if, of course, they can live with their consciences after doing so. The landlord, incidentally, will have nothing bad at all to say about McCabre—she always pays her rent on time, plus a little extra to ensure her privacy. Unless the Investigators are willing to pay him handsomely—in pounds sterling—he will not brook with their disturbing McCabre in any way—especially spying on her. Of course, what he doesn’t know or find out . . .)

The first floor (second floor to Americans) is one entire apartment, rented since anyone can remember to an old lady everyone calls “Old Emma.” The stairway winds up

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to a wide, cluttered landing leading to Emma's apartment and then shoots straight up to a short hall on the second floor (third to Americans), which is occupied by McCabre's flat. Any Investigator who stands on the landing outside Emma's door and makes a Hide roll will be able to observe any comings and goings from McCabre's door without being seen. He will, however, be completely visible from Emma's door.

The ceiling over the hall outside McCabre's door contains a trapdoor leading up into the building's attic, but it is nailed shut and would require a ladder or a stool to reach. It will resist attempts to push it open with a STR of 35. (Because a huge box is half sitting on the door, too.) A successful Mechanical Repair roll while using the proper tools—hammer, jemmy, etc.—will open it, but the noise will be clearly audible in McCabre's flat (no Listen roll necessary), Emma's apartment (on a Listen + 20% roll), and downstairs (on a regular Listen roll). Forcing it open with sheer STR is quieter—the squeak of the nails giving loose will be audible only in McCabre's apartment on a Listen roll + 20%, and in Emma's on a Listen roll (but Emma is *very* good at Listening). Once the trapdoor is open, access to the attic can be gained on a Climb roll.

The attic is very dark, with only a couple gratings to let in faint light, and it is full of debris, as well as rats and other vermin. Anyone in the attic above McCabre's apartment, however, will be able to hear anything said below on a Listen roll and can gain a partial view through occasional cracks on one-fifth a Spot Hidden roll. There is a 25% chance McCabre or anyone in the apartment below will hear the movement of Investigators in the attic unless they remain perfectly still, or make Sneak rolls when moving. For each 10 minutes he remains stationary in the attic, however, there is a 5% cumulative chance an Investigator will be bitten by a rat. Anyone so bitten will take 1 point of damage and must make a roll of CON x 5 to keep from exclaiming aloud at the bite. A Luck roll also must be made, or the rat will have infected the Investigator with rabies or some other disease. (Keeper discretion as to effects; Medicine skill rolls can cure if the proper medicine is available.)

Investigators who wish can, over the course of half an hour, break into McCabre's apartment from the attic if they so desire and have the tools to do so. This would, however, leave tell-tale evidence—a very conspicuous hole in the ceiling—and breaking in through the door would be much easier anyway. Investigators can also access the roof from the attic, if they wish, via a rickety wooden ladder to a door on the roof. (Keeper may require a Luck roll from the first Investigator who attempts the climb to the roof so that the ladder doesn't give way.) Stacking boxes and other attic contents would also provide access to the rooftop door but be very noisy. The roof is also accessible via a Jump roll from the next house.

Other than the front door (and possibly through the floor of the attic), the only entrances to McCabre's flat are

via a window in the front—which is quite visible to anyone passing by outside, as well as very inaccessible—and one in the alley out back. The latter is equally inaccessible, but at least anyone trying to break in would not be so exposed to observation by neighbors or passersby—such as the bobby on the beat. Getting into McCabre's apartment from either window would require the services of an experienced cracksman. Any Investigators who try, by lowering themselves from the roof, must each make three successful Climb rolls and a Luck roll to avoid falling 40 feet to the alley below. Trying to climb up from below requires the same rolls, but the Climb rolls are half normal—handholds are almost nonexistent. (If a rope is lowered from the roof for someone on the ground to climb up, the Climb rolls are at normal skill.) Missing any roll results in a fall. If anyone is below an Investigator who falls, that person much make both a Dodge and a Luck roll or will be hit by the falling Investigator and will also fall. Should an Investigator reach either window, opening it will require a Locksmith or Mechanical Repair skill roll or forcing the lock's STR 20—unless the Investigator merely breaks it open, which isn't exactly the quietest of options.

(If any Investigator is a cracksman by profession, or the group hires one to help them break in, a single Climb roll is necessary for the cracksman to gain access from the roof—although access from the alley would require the same rolls as for any Investigator without a rope from the roof to climb. A cracksman has a +20% to Locksmith or Mechanical Repair rolls to open McCabre's window.)

McCabre's front door is solidly built and securely locked. The door is STR 28 for anyone trying to force it open, with that many hit points if they try to chop or break it down. Its lock has a STR of 30, and it imposes a -10% on all attempts to be picked; one try may be made per five minutes of work, with an additional -10% to Locksmith or Mechanical Repair skill for each failed attempt. McCabre habitually leaves telltales on the door that will be disturbed by anyone opening it in her absence. Half a Spot Hidden roll is necessary to detect the telltales by anyone looking for something of the kind (or one-fifth an Observation roll if they aren't looking).

Once inside her apartment, the Investigator will view the main room of McCabre's flat. The furniture will appear much nicer than would be expected for a room in the area—the room almost looks clean, if somewhat dingy. The room is dominated by a large, double-canopy bed against the far wall from the door. On one side, under the alley window, is a settee. In that corner is a small stove for cooking, with a pipe leading into the ceiling, through the attic and to the roof. (The pipe is too small to gain access from the attic to the flat.) On the other side of the bed is a dresser and a chair. A door next to the dresser, if opened, will reveal a small water closet. On the wall to the left is a large bookcase, filled with books—not a sight to be expected in a streetwalker's apartment. On the wall

to the right is another door. That door is locked, with a lock similar to that on the front door. The door to the W.C. is not locked. In the opposite corner of the room from the stove is a small fireplace with a chimney going to the roof. An Investigator of SIZ 9 or smaller might be able to shimmy down it on two Climb rolls and a Luck roll (to avoid getting stuck).

Investigators searching the apartment, or giving it a more thorough look, will find the following items of interest: Anyone looking under the bed and making a Spot Hidden or Observation roll will detect *something* under the bed. The Keeper should describe it as appearing to be a mass of ropy, leathery-looking . . . things. If Investigators do not jump to the wrong conclusions and flee in terror from whatever “thing” is under the bed, but reach under and pull the mass out, it turns out to be a leather whip and a mess of leather harnesses and straps. The tip of the whip is encrusted with a rusty-appearing substance that an Idea roll will suggest as, and either a Chemistry or Biology (or Zoology) roll will confirm as, dried blood.

On top of the dresser is a pitcher and a water bowl, several bottles of perfume and makeup, and three small statuettes. The first appears to be that of a little man with red-painted hair and beard and a green-painted suit. Either half a Know or an Occult roll will identify it as the popular image of a leprechaun. McCabre keeps it to remind her of her mother and her vow to destroy the English. The second is the image of an ugly toad-like being. A Cthulhu Mythos roll might identify it as either a stylized image of a Deep One or that of Tsothogghua. Actually, it represents neither. McCabre simply picked it up because it was ugly, and she liked it. (It reflects her inner soul.)

The third item seems carved totally out of glass or crystal and appears to be the image of a human hand, but one with a gaping, toothed mouth in its palm. A successful Cthulhu Mythos roll will definitely identify it as a representation of the Great Old One, Y’gonolac, and a SAN roll must be made on viewing it to avoid the loss of 1 point of SAN. McCabre found this in the little bookstore where she stole her copy of the *Revelations of Glaaki*. It strangely fascinated her, and she took it along with the money and the books she appropriated. Only since she has been possessed by Y’gonolac has she come to understand its true significance, and it now holds a very special meaning to her. She will not take kindly to anyone stealing or destroying it.

An ordinary-appearing crystal ball also sits on the dresser, behind the three images, but it is of no occult significance. McCabre often likes to gaze in it and imagine London ablaze and England trampled underfoot by the Great Old Ones. Occasionally, however, as she stares intensely into the crystal ball, Y’gonolac will take over McCabre’s body for his own nefarious purposes. (She welcomes such moments of raw power.)

The dresser is backed with a mirror. The mirror has no significance. The dresser has three drawers that appear to be filled with woman’s clothing. If an Investigator makes a Spot Hidden roll when looking into the middle drawer or declares he is rifling it thoroughly, he will find in the back, under the clothing, a large jewelry box. The jewelry box will be locked with a very simple lock—STR 5 to break, and only a minute to pick, with a +20% to Locksmith skill. Inside are several layers of jewelry that an Accounting roll, a Credit Rating roll, or a Geology roll—or the trained eye of a cracksman—can estimate at a worth of several hundred pounds sterling. Additionally, there will be £325 in Bank of England notes in the box, along with 20 gold sovereigns.

Investigators making a Spot Hidden roll will notice that there is enough room between the bottom tray and the bottom of the box for another compartment. A second Spot Hidden roll while examining the inside of the box more closely will reveal a small catch in the corner of the bottom tray. Flicking it will cause a small lever to pop out of the side of the box; it will also cause a poisoned needle to stick the finger of whomever flicked the switch unless he rolls DEX x 1% or less or used a tool to flick the catch. The needle will inject a POT 17 poison into the Investigator, which must be matched against CON on the Resistance table.

If the Investigator makes the roll, he will become extremely ill in about 5 minutes, probably needing to be carried from the room, but will be fine in the morning, experiencing no further ill effects—except for some dizziness that will last another 1D2 days. (Reduce DEX by 1 point until recovered.) If the Investigator fails the roll, he not only will become ill, but he will take 1D6 damage immediately upon becoming ill and 1D6 more each hour thereafter until dead or successfully treated with a Medicine or Pharmacy roll. After being successfully treated, the Investigator will heal normally, but will experience the same effects as if merely made ill—dizziness and a loss of 1 DEX—but lasting 1D6 days.

If the lever that pops out along with the needle is pressed, the bottom tray of the jewelry box will open out to reveal another compartment below. Inside are some other, even more expensive jewels; several sheets of paper scrawled in strange, cryptic hieroglyphics; and McCabre’s Fire Vampire Charm. The sheets, though appearing to be of some magical significance, are actually just worthless incantations, written in a special cipher. McCabre lifted them off a member of the Hermetic Order of the Golden Dawn whom she’d picked up one evening a year earlier. She has kept them in hope that she’d find someone to translate them and that they’d give her more dark knowledge. (They won’t.)

If the Investigators decide to take McCabre’s jewelry box or any of its contents, they will be in for a nasty surprise. McCabre has bobby-trapped it with her Fire Vampire Charm. Within two hours after it is removed

from her apartment by anyone other than herself, it will burst into white-hot flame, doing 2D10 points of damage to anyone touching the box or contents per round and 2D4 damage to anyone within three feet of it. It will continue burning until it is consumed—which will take about 12 rounds. There will be a 5% chance per point of burn damage from the box that anything combustible it is touching will ignite as well. Everything within the box will be destroyed—the jewelry melted to slag, the box, money and paper sheets, if still in it, to ashes—*except* the Fire Vampire Charm, which will remain intact. (McCabre didn't realize this.) If anyone is wearing the Charm at the time the box ignites, he will be totally protected from the flame. No amount of water or other fire-dispensing agent will put out the flames.

McCabre's bookcase holds quite a few books—more so than one would expect from a streetwalker, even one as “accomplished” as McCabre. Actually, she has never read most of them but collects them to impress her now-rare (human) “guests” with her learning. Included among these are the ledger books of her “business” with the other streetwalkers under her protection. They are scrawled in an uneducated, almost childish hand, and reading them will require a roll against English Language skill at -25%. It will require an Accounting roll to decipher her figures, which will indicate that she is doing quite well—and might cause the Investigators to wonder what she is doing with all the money, aside from collecting books and jewelry. (She has also been funneling money to a group of Irish Fenian terrorists she chanced across, more as a diversion to her own planned activities than anything else—a group of Dynamiters, who often purchase supplies for their dastardly acts from Mr. Clay of the Whitechapel Merchants Consortium!)

Also among McCabre's books are a number of miscellaneous occult works—mostly fakes—identifiable on an Occult roll. Reading all of them thoroughly would add +2% to the reader's Occult skill and take about a week. The real occult books (below) each take an average of 1 week to study and comprehend.

Other books on the shelf include the following:

A copy, in English, of *Malleus Malificarum* (*Hammer of Witches*), with copious handwritten notes in the margin, which give to the reader a +5% to Occult skill and a +1% to Cthulhu Mythos. SAN: 0/1D2.

A copy of *Vampyres in Transylvanian Folklore* by Dr. Abraham Van Helsing, which adds +10% to Occult skill and +2% to Cthulhu Mythos skill. SAN: 0/1D2. (It provides extensive information on vampires.)

A copy of the popular novel *Varney the Vampire*, which adds +1% to Occult skill (vampire lore only).

A book written in English that appears from its grammatical structure (on a Linguistics roll) to be a poor translation of a German original; it is titled *The Countenance of Evil*, and the author appears to be named only “Philo.” Hand-written under that name, however,

appears the words “Baron Adolf Knigge.” An Occult roll (or one-fifth of a Know roll) identifies Knigge as an influential member of the Ancient Illuminated Seers of Bavaria—the Bavarian Illuminati—before his split with the secret society's founder, Adam Weishaupt. This is a true Mythos book, adding +6% to Cthulhu Mythos and +10% to Occult skill; average 2D10 weeks to study and comprehend; SAN 1D2/2D6; it explains certain hidden, occult rituals of the Bavarian Illuminati, and it contains the spells Contact Ghoul and Mindblast; other spells in this edition are so poorly translated as to be useless.)

Next to this last book is McCabre's prize copy of *The Revelations of Glaaki*. Anyone seeing the *Revelations* and making a Cthulhu Mythos roll remembers having heard of this book as a potent magical tome. Anyone making a Biology (or Zoology) roll on examining the leather of its binding will realize it to be human skin (and lose 0/1D2 SAN on grasping this fact). While the condition of the other books make it probable they haven't been read much, the *Revelations* appears to be well-thumbed through, containing paper markers at certain horrific passages that McCabre particularly likes. This copy is as described in the CoC rulebook, but it also contains the spells Contact Deity/Y'golonac and Glamour (the former written in dried blood on the flyleaf).

All the occult books (except the fakes), have a stamp on the inside fly leaf that reads “M. Hudson, Bookseller, Spitalfields,” and an address. Should they later check up on this, they will find the shop long closed down and abandoned, any books left inside having long decayed or rotted away. (If the Keeper wishes, however, an especially good Luck roll may find some Occult or even Mythos tome of use to the Investigators.) Asking around on the street or the shops to either side will give them the information that the owner of the shop, “Old Morse—crazy ol' guv'nor, always babbling about the power 'e'd 'ave someday,” had been found floating in the Thames, strangled to death, about four years earlier.

Should the Investigators manage to break into McCabre's closet, which is behind the locked door, they will find hanging there a number of nice, fashionable dresses, with stylish hats lining the shelves. The closet will also hold several other miscellaneous “tools” of her trade. If they push aside the clothing, they will find a full-length mirror leaning against the back wall. Behind the mirror, on the wall itself, is a Gate, created by Danielson. It leads to an abandoned mews accessible only from an alley off Dorset Street. Danielson sometimes uses it to Gate from McCabre's place, after contacting her about a victim, so he isn't seen coming and going from her flat quite so often—or to Gate in and out from a victim, providing himself with an alibi for the evening in case such should ever prove necessary. Of late, McCabre's Ghouls have been using it to come to her apartment so as not to risk being seen by others in the building. There is a sewer grating near enough to the mews where the Gate

leads to minimize any risk of their being seen entering and leaving. Unless an Investigator knows the Create Gate, Find Gate, or View Gate spell, or actually goes through it, however, the characters will not be able to tell it is there.

Investigators will be able to initially locate McCabre's apartment several ways: **1)** by making a Streetwise roll when querying street contacts about McCabre and where she may be found; **2)** by convincing one of McCabre's girls to tell them where it is, either through Persuade or Fast Talk rolls, an enormous bribe (and Bribery roll), threats, or promises to protect her from McCabre's wrath if she helps them (which will work only on girls having second thoughts); **3)** by Tailing McCabre home (or someone else going there); or **4)** by McCabre herself taking them there (usually only one Investigator—see the appropriate section of “Encounters” for details). If they enter her apartment when she is not there, there is a 10% chance per half-hour, cumulative, that she will return while they are in the apartment and find them there—which would not go well for the Investigators.

Should the Investigators somehow make the acquaintance of Emma, they will find the old woman quite talkative, especially on the subject of “that scandalous hussy upstairs.” (They may encounter Emma if the old woman detects them during attempts to spy on McCabre from her first floor landing or to break into McCabre's apartment; or, if bold enough, they may simply knock at her door and ask about McCabre.) Emma will declare that McCabre “is evil,” though she won't be able to put her finger on why exactly. McCabre is no Bible-reading, God-fearing Christian, though—she knows that. Emma is certain that McCabre is “a shameless whore.” But except for one well-dressed customer who used to come around several years before and just recently started dropping by again—she remembers him from his “red hankychef”—the only other men she's seen go up to McCabre's room all “looked real funny-like, sorta deformed.”

If pressed for a description of these odd-looking visitors, Emma will be able to remember only that they seemed to lope or almost shamble up the stairs and were strangely humped over—she never got a good look at them because they were usually cloaked. But she got a whiff of a couple of them, and did they *ever* stink—“likes a graveyard or'n a 'aff-rotted dead dog.” And the sounds that came from up there—they hardly seemed human! Emma'll eye the Investigators and add that, often, after the deformed men—hunchbacks, she thinks they were—went up to McCabre's room, another girl would come up, too. “And they'd all be in up there, and 'at's sometimes when the noise *really* got started. Perverts!” she'll declare knowingly and look scandalized. “'At's what they *all* are!” And she'll seem satisfied at spreading her bit of gossip for the day, little realizing the horrid truth of her statements.

If the Investigators question her further, Emma can provide a description of the toff she saw going up to

McCabre's apartment, the one with the “red hankychef.” It will tally to Danielson's description if they've seen him, and they will be able to recognize him from it on an Idea roll if they see or meet him later. If they stake out McCabre's apartment, the Investigators may actually see Danielson come by if they are doing so on a night the Keeper has determined the Ripper will strike. They will not see him leave again until after the latest Ripper murder takes place, which will happen while they're watching the apartment. Unless they've discovered the Gate, or do so later, they may even conclude from this that Danielson is *not* the Ripper. Characters listening from the attic above McCabre's apartment, however, will be able to determine that Danielson has left, though any watchers outside will not see him leave—or return, as the attic listeners will detect.

Any Investigators who stake out McCabre's apartment, however, will have to make successful Hide rolls to avoid detection by either her or Danielson if he visits while they are watching. If they fail any of the Hide rolls (or a Sneak roll if moving around outside), they will be detected, and McCabre will send a Ghoul after whomever she's spotted. Once any Investigator has been spotted, whether a Ghoul attacks him or not, any further attempts to contact Emma will prove futile. She will never come to the door again, nor will she ever be seen again. McCabre has seen Emma spying on her in the past and will associate the Investigators with her—either surmising that she's told them something or that she might in the future. McCabre will have poor Emma eliminated by her Ghouls—yet another of the many Vanished of the East End.

THE MITRE TAVERN

The Mitre Tavern is located at the entrance of Mitre Square, where streetwalker Catherine Eddowes was found murdered by the Ripper in '88. As it's near the area where Millicent Marsh was found murdered, too, Investigators might stop here at some point, just to get a mug of stout, compare notes, or perhaps question customers or employees. Or perhaps Investigators delving into the Masonic connections of the original murders will pick up on the significance of the Mitre (and the Square) in Masonic ritual—an Occult roll will tip them off. In any event, they will find the tavern to be a favorite hang-out of a number of the local streetwalkers, who get some of their best customers at the locale. This includes some independents and a number of McCabre's girls. Additionally, if Investigators manage to set up some sort of meeting between themselves and McCabre, either through one of her girls or a street contact, she will meet them at the Mitre Tavern. (It is also possible, though less probable, to have a chance encounter with her there.)

Investigators running down Masonic leads will learn that several Lodges meet at the Mitre Tavern or nearby, including Hiram's Lodge and the Lodge of Joppa, two of the most important in London (although Danielson was a

member of neither). It is possible, if the Keeper so desires, that the Investigators may make contact with members of one of these lodges at the Mitre Tavern—for better or worse.

The bartender of the Mitre Tavern is a no-nonsense fellow, who won't take kindly to Investigators causing disturbances or nosing around about his regular customers, particularly the Masons or McCabre and her girls. Both pay handsomely for the use of the facilities and their privacy. If Investigators offer him enough money, however, and make a very good Bribery roll, they might get some information out of him (Keeper's choice of what). The bartender keeps a sawed-off double-barreled 10-bore shotgun handy under the bar in case of trouble (skill 45%), and he will not hesitate to use it if the Investigators start or are involved in any trouble—though he will give them ample warning and opportunity to leave the tavern before doing so. In the case of a fight, brawl, or dispute, he will take the side of his regular customers over the Investigators, no matter who started it.

He will also order the Investigators to pay for any damages, and if they've drawn weapons, he'll order them to leave them on the bar and to get out of the tavern, never to come back. He'll turn their weapons over to the constable on the beat when he comes by on his next round of the area. Once they've gotten on the bartender's bad side, only a *very* generous bribe, plus Fast Talk or Persuade rolls, will ever gain the Investigators entrance to the tavern again, unless they are in disguise. Should a conflict arise between the Investigators and the bartender, use the game characteristics for the Rampsman/Nobbler/Bludger, but give him a shotgun skill of 50% and a skill with a broken bottle (as a small club or knife, depending on how used) of 65% in lieu of the weapons skills listed for that NPC type.

Keepers may use the Tavern Encounter table in the "Encounters" section to determine planned or random encounters between the Investigators and patrons of the Mitre Tavern. Should all hints and clues leading the Investigators to the tavern be ignored, the Keeper may transfer all the activity noted in this section, except the meeting place of the Masons, to another tavern or pub in the Whitechapel area, such as the Coach and Four, in Commercial Road, or another of his own devising. If Investigators find themselves barred from the Mitre Tavern early in the scenario because of some transgression and cannot or aren't willing to make amends (or employ disguises), such a course may become necessary to further the plot.

THE MATILDA BRIGGS

The Investigators who encounter Captain Sinbad Ahab or who otherwise learn of the existence of Danielson's recently purchased yacht, may have a chance to explore the yacht, either at Ahab's invitation or clandestinely. They will find the *Matilda Briggs* docked at one of the

many small piers along the Thames, this one located just west of the London Docks and east of St. Katherine's Dock.

The yacht is a 60-footer, rigged for sail, but with a small engine for use when the wind is wrong. It has a small but adequate cargo hold, a small engine room, a master's cabin (where Danielson lay dormant during most of the trip home, as Ahab can tell the Investigators if they ask), a captain's cabin, and bunk space for the rest of its small crew. All of the crew, except Ahab, are on "indefinite liberty" in London—except for the one who was on watch one night and disappeared, probably having recklessly gone to sleep and fallen overboard, as Ahab will surmise. (Actually, the man was a victim of Danielson, who ran too low on POW and couldn't wait until the next port stop, where he was finding most of his victims on the trip home.) None will be available for the Investigators to question, except Ahab—unless the Keeper wishes on his own to include one or more in the scenario.

Searching the engine room or the crew's area will not turn up any clues for the Investigators. Neither will Ahab's cabin, which he'll freely show them and which will be unlocked. Other than some mementos of the sea, a British flag on one wall, and Ahab's bunk and sea chest, there will be nothing of note in the room except normal signs of a well-lived-in seaman's cabin (including several empty bottles of cheap rum). Should Investigators wish to examine the contents of Ahab's sea chest, they'll find it locked with an easily picked lock (normal Locksmith roll), or they can force it open by overcoming its STR of 25 with a tool or jemmy. If they want to break the chest open, 20 points of damage with an ax, sledge hammer, or similar tool will do. Inside, they'll find more mementos of Ahab's sea career, some clothes, a bottle of very fine wine (vintage 1871) and, if he's not wearing it at the time (Keeper's decision), his Starstone of Mnar.

Danielson's cabin will be locked, and unless they've proven to Ahab that his employer is involved in the Ripper murders, the captain will not allow them in under any circumstances. The door to Danielson's cabin can be opened on a roll of Locksmith or Mechanical Repair skill at -10%. The lock has a STR of 30, and the door will take 25 points of damage to break down. Once inside, however, there is little to find. An Idea or Observation roll will suggest to Investigators that the cabin doesn't look very lived in. A Spot Hidden roll in searching the cabin will find one of Danielson's red handkerchiefs under the bunk, where it fell unnoticed by him.

(Keeper's Notes: If the Investigators have been having trouble finding clues, and it's late in the scenario, the Keeper may also allow them to find here, on a Spot Hidden, the torn cape that Danielson wore the night the piece was snagged—either before or after they find that clue at the scene of a murder [see Clue #5 in "Subsequent Murders"]. If he wishes, they may also find a map that

traces the route of the *Matilda Briggs*, with circles around an area in Sumatra and on various port stops along the way, plus one point at sea along the route. At the spot in Sumatra will be scrawled, in Danielson's handwriting, "The Masters." Also on the map will be scrawled the cryptic note "Don't forget to feed it.")

(If they compare these samples of Danielson's handwriting with those from some of the Ripper letters from '88, provided they can obtain originals or duplicates, some will match. Others won't, depending on whether the original Danielson or his evil self was behind the letter. If they show the map to Ahab and point out the circle at sea, he'll be able to tell them that the circle was at the approximate point the crewman was lost. [But they'd better have a good explanation for having the map if they've broken in to find it.] Telegrams to some of the other cities circled on the map, or digging through foreign newspapers from those places around the times the *Briggs* was there [Ahab can supply the dates], will eventually turn up reports of mystifying and brutal murders in these cities while the yacht was in port.)

If the Investigators search the hold of the yacht, they will find inside it a large cage, like those used to hold large wild animals. The bottom of it will be spread with straw, and if they make a Spot Hidden or a Track roll while searching, they will find scratches on the floor of the cage and even some traces of rat droppings that weren't completely cleaned up. A Biology (or Zoology) roll will identify either as coming from a member of the rodent family, most likely a rat—except for the size and amount. There will also still be a heavy animal odor to the entire hold, which Ahab can tell them was even worse before he aired it out. In the straw laid around the hold outside the cage, they'll find quite a few large, empty sacks that at the bottom will still contain traces of grain. They'll also find some traces of dried blood on the floor of the cage, remnants from the (human) meat that Danielson fed the rat whenever it was available. A Biology (or Zoology) roll would tell them that the most likely animal to eat both the meat and the grain would be a rat—but again, the size would have to be enormous, especially from the amount of empty sacks still in the hold.

Investigators who know the Find Gate spell and who make a Spot Hidden at a point along the hull just outside the cage will find the traces of a Gate that was once here. Danielson used it to transport the rat to his estate at Barnet, while using a van as a decoy for Ahab and anyone else watching. The cage will have a lock to it. Ahab has the key, and if he is with them while they are examining the cage, and all are inside, he will close the door and lock them in. If they are on good terms, he'll laugh and say it was just a joke and let them out again (just his "good-natured" way of rattling them). If they've been obnoxious, making wild, unjustified and unproven accusations about his employer—and he still is unaware of Danielson's evil nature—he will do this in earnest and will leave them

there, perhaps even contacting Danielson about what to do with them (which could put the Ripper onto them). Ahab will also do this if the Investigators try to bluff their way on board as customs officials or police and he hasn't met them before—after all, he believes his employer to have been engaged in minor smuggling activities and will want to protect Danielson out of loyalty. If the Investigators do get trapped in the cage, how they manage to escape will be determined by their actions—or the decision of the Keeper.

If Investigators try to stake out the *Matilda Briggs* in hopes of meeting or catching Danielson visiting it, the chance that will happen is only 5% on any night, unless the Keeper decides Danielson should be dropping by for some reason—or that Danielson is definitely engaged in other activities, in which case the chance is 0%. If the Sumatran rat ever breaks out of Danielson's estate and comes to London, it is probable it will seek out its old refuge in the hold of the *Matilda Briggs* and use it for a nest, while seeking out victims along the dock areas of London. If so, it will kill Ahab and devour the unfortunate sailor, his remains being left in the hold for any searchers to find should they return to the yacht. (If he still has it, they will find his Starstone among his remains—unfortunately, it is useless on "natural" creatures, such as the rat.)

THE BERMONDSEY WORKHOUSE

Investigators might decide to visit the Bermondsey Workhouse in southeast London, following up on clues from the murder of Millicent Marsh or from rumors they've picked up about one of McCabre's girls being held here after going off her head. Basically, the Marsh lead will go nowhere, as neither the employees, workers, nor inmates here know anything that can help the Investigators. The best they can tell them is that she was "stuck-up-like, thinkin' she wur better 'n the rest o' us—didn't wanta work, neither; thought she wur too good fur it! Blinkin' streetwalker—leastwises she was quiet, not like 'at t'other one."

If they pick up on this last reference, it will lead the Investigators to one of McCabre's girls, known to everyone in the workhouse as "the screamer," who's gone insane after an intimate encounter with one of McCabre's Ghouls. McCabre had her incarcerated here in a rare streak of pity, rather than simply letting the Ghouls finish her off. (The girl reminded McCabre of herself not too long ago.) Since she knew that workhouses kept no records or paperwork on the insane held inside their walls, this seemed the best solution. And Bermondsey seemed far enough removed from her regular area so that it wouldn't matter—a miscalculation on McCabre's part, but she couldn't have known that Macaroni Millie would spend some time here, too, and that connection would possibly lead Investigators looking into the streetwalker's death to the workhouse as well.

A few shillings to one of the workhouse matrons will allow Investigators full access to the girl. (If they want to offer less, they'll need to use Bribery or Bargain skill.) She is kept locked up alone and away from the rest of the workhouse's "guests"—because of her tendency to spend half the night screaming as if she were being killed. The matron tells the Investigators the girl sometimes answers to the name of "Katie"—when she responds at all. When they enter her room, she will be found cowering in the corner, babbling and muttering: "The thing, the thing, keep it away, it wants me again, it can't 'ave me, I'll die first, the thing, the thing . . ." Her words will be nearly incoherent, requiring both a Listen and an Idea roll to understand. A Psychology roll will reveal that she is in the grip of extreme psychotic fear and is probably incapable of comprehending much at all. On a Psychoanalyze roll, they might get her to babble clearly enough about what happened to understand her—as long as they don't touch her in the process. If they touch her, she'll scream and cower, her head beneath her arms, and cry "go away, go away, not again, no, no, go away . . .!" over and over until they leave.

If the Investigators are successful in Psychoanalyzing the girl (or locate and pay someone who can—an alienist at one of the local hospitals, for example), she'll babble that "she" promised it would be good, something new, something exciting, like Katie'd never seen before. "She" took Katie up to the room, had her sit on the bed . . . the big bed . . . the *glorious* covered bed . . . and then "she" went to the closet—and "It" came out—the thing, the monster, the beast—and it came to her, it touched her, and it . . . and . . . At that point, Katie's eyes will widen and she'll start screaming horribly, and nothing the Investigators can do will get her to stop. The matron will rush them from the room, angry that they've "got 'er started up agin." At no time will Katie mention McCabre's name, referring to the madam only as "she." Nor will Katie seem to recognize the name if Investigators put it to her. If they ask the matron who brought Kate to the workhouse, she'll seem not to remember, unless they give her a few more shillings to jog her memory. Then she'll recall it was a woman, a tall woman with red hair, name of McGiver, or McGoner, or something like that. If the Investigators ask "McCabre?" she'll brighten and say, yes, that was it. And she'll show them out.

If at any time during their interview with poor, mad Katie, the Investigators have the opportunity to examine her physically—and one of the party had better be a doctor to do so or be ready to give the matron several more shillings to look the other way—they'll find a number of scars across her body. A Biology (or Zoology) or First Aid roll will suggest they are claw marks from something that seems to have ravaged the poor girl. The matron can tell them the marks were fresh when Katie was first brought here. She wasn't told how the girl got them, and she didn't think it prudent to ask.

As the Investigators may be able to deduce, Katie was a victim of one of McCabre's Ghouls. Seeing much of herself in the girl, McCabre thought to make the tough streetwalker her lieutenant. But first, she had to be certain the girl accepted close contact with the Ghouls. So she had one waiting in the closet of her flat to introduce to Katie. Unfortunately, Katie was not as depraved as McCabre had hoped, and the poor girl *couldn't* take it, going quite insane from the experience.

Their visit to the workhouse should give the Investigators at least an inkling of some of the evil going on in the East End, and if they've not run across her name yet, it can point them in the direction of McCabre and her Ghouls. This, in turn can eventually lead them to Danielson—or it might sidetrack them on a Ghoul hunt, depending on how much other evidence they turn up and how perceptive the Investigators are.

THE LONDON SEWERS

At some point, in pursuit of the Ghoul connection of this adventure, the Investigators might decide on a jaunt into the sewer systems of London. Certain clues found at the murder sites, as well as some old newspaper reports and maps they might locate, may eventually make this seem a reasonable course of action. Investigators planning such an exploratory party should make certain they are well-equipped with dark lanterns, poles of some kind for probing pools or holes in the sewer lines, and protective boots or clothing for sloshing through the streams of ankle-deep (or deeper) filthy water flowing through the sewers. They should also be armed, as there is every possibility they'll encounter a pack of the Ghouls who have been using the sewers as passageways between the city above and their warrens below.

The Investigators may wish to seek out an experienced tosher, or sewer-hunter, in the East End—one of the men who regularly entered the sewer systems scavenging for valuables lost down within or even rats to kill for food, sport, or whatever unthinkable purpose. They will need to make a Streetwise roll to locate one. A tosher can tell them what sort of equipment they will need to explore the sewers. If they make a Persuade roll or a Bribery roll and offer to pay him a reasonable amount (at least 5 shillings), he may even agree to go down in the sewers and act as a guide for them. (If they don't obtain the services of a tosher as a guide, they'd better have a map of the systems or risk getting lost in the sewers of London—not a pretty prospect.) Any tosher they hire as a guide will be decked out in traditional tosher's gear—a tin lantern affixed to his chest with leather straps, a leather apron to protect his clothing, boots, and a long, hooked pole for probing the way.

If the Investigators have engaged the services of a tosher as a guide, he'll take them down to the wharves along the Thames, through the shin-deep stinking mud along the river's edge, and to one of the large iron gates

of the sewer outlets along the river. He'll have one of the Investigators help raise the hinged iron gate outward (SIZ 25 vs. STR) so that the party can enter the sewers through the circular opening. Once everyone is inside, he'll let the gate fall shut with a bang. If the Investigators haven't contacted a tosher, and embark into the sewers on their own, they may also descend into the system via one of the grates the Ghouls have loosened for their comings and goings. Lifting a loosened grate will require matching a SIZ of 18 to lift the heavy iron grating. If they attempt to enter through a grating the Ghouls have not loosened (75% chance unless they are at a grating they've discovered loosened already), they will have to pry it open using a crowbar or a jemmy, applying the necessary force against a STR of 25 to loosen it.

Investigators who plan to enter the sewer system and who make a Law skill roll (or ask a tosher or bobby or anyone else who would know as part of their work) will know that entering the London sewers for any purpose other than maintenance is against the law; if caught, they can be fined stiffly or jailed. They can try to apply for a permit to do so at the Department of Metropolitan Works at the Records Office, but unless they have important connections or make a Luck roll to find a clerk willing to take the chance to issue the permit—in exchange for a sizeable bribe—they aren't likely to obtain one. Disguising themselves as sewer maintenance men might gain them access—unless they go down at night, which real workers wouldn't do, or they run into any real grangers during the day while down below.

As the Investigators first enter the sewers, regardless of how they've gotten into them, each one must roll CON x 5% or become nauseated by the stagnant, foul odors of the system. This will pass as they become used to the smell—unless they hit a pocket of noxious gasses. The curved walls of the drains will be encrusted with slime, layers of filth, and, occasionally, fungus. All will be darkness down the pipes ahead, except in those places where the parallel slits of overhead gratings let in the daylight, or gaslight, from above. The torpid, filthy water will stream heavily around the Investigators' ankles, and occasional floating objects will bump against their lower legs as they proceed. They'll be able to see the tiny red eyes of rats glowing in the lights of their lanterns from the crevices in the walls where the creatures nest, and they can hear the scurrying of tiny clawed feet in the darkness beyond the light. Generally, the rats won't bother them unless they corner one (but see the "Sewer Encounters" descriptions in the "Encounters" section).

The air in the sewer drains will be damp and heavy, and sounds will echo through the drains eerily. Investigators with Phobias, such as Claustrophobia or Dendrophobia (fear of fur, as in that on rats), or with conditions such as asthma, will have a hard go of it in the sewers. Occasionally, they will need to squeeze past stalactites formed from the decades of flowing sewage or jump

crevices in the floor, either visible or hidden by the flowing water. And they will face the possibility of running into Ghouls, of course, or even other humans—tosher, grangers, perhaps even Barker or Mallory as the two conduct their own exploration. These are elaborated upon in the part of the "Encounters" section of this scenario dealing with "Sewer Encounters," and the Keeper is referred to that section for administering such events.

If the Investigators are lucky, smart, or just tenacious, eventually they will come across the main opening into the sewers that leads to the Ghouls' warrens below—which may not prove to be quite so lucky after all if they aren't adequately prepared. If it's late in the scenario, and the giant rat has escaped Danielson's manor, they might even encounter it within the dark confines of the filth-encrusted drains.

MADAME TUSSAUD'S WAX MUSEUM

Investigators will likely get around to checking out the show at Madame Tussaud's sooner or later in their investigation, either as a result of following up on the wax clue found at the scene of the murders (#3 after "Subsequent Murders"), from the chance encounter with muggers Alfie and Bruiser (see the "Encounters" section), or even from finding the newspaper report of the drunk guard and his "disappearing" statue. However they are led to the wax museum, what they find will be the same, depending on whether they visit as a customer during the day or attempt to sneak in illegally at night.

Madame Tussaud's is located just past the northeast corner of Baker Street in Marylebone Road, next to the Baker Street Underground Station and south of Regent's Park. Admission to the regular sections of the museum is 1s. Admission to the Chamber of Horrors inside, which is what Investigators undoubtedly wish to see at the museum, costs an extra 6d. A guard is stationed at the door of the Chamber to see that museum visitors do pay to gain admission to the figures of great murderers and monsters of the past, displayed within. Guards are located at various strategic positions throughout the building during the day, and the halls of the museum will be filled with local patrons and tourists visiting the great city of London—men, women, and children of all ages. Wax figure of famous and important people fill the various halls, and the Keeper may elaborate on these as much or as little as he wishes.

Inside the Chamber of Horrors are a number of life-like wax figures of axe murderers, body snatchers such as Burke and Hare, and other figures of infamy. The light inside the Chamber is subdued, with highlights on the wax figures, which are backed by black curtains so that they stand out visually. Upon entering the Chamber, Investigators will spot a wax figure labeled as "Jack the Ripper." The figure will be dressed in black, with a black silk hat and a black, red-lined cape held by the figure so

as to obscure its features. In its other hand is a long, thin, sharp-looking knife, coated in blood. At its feet is the wax representation of one of the Ripper's victims. This is all the Investigators can discern from the aisle.

If the Investigators want to take a closer look at the Jack the Ripper figure, they must climb onto its platform, past the silken cords that separate the figures from the public. Doing this allows Investigators a view of the back of the figure's cloak, should they wish to check for pieces torn out of it, or to see the wax features of the figure's face. Of course, the wax figure's face looks nothing like Danielson's. (If the Keeper wishes, he may make the figure resemble some other person—perhaps a well-known personage whose features were given to the Ripper statue as a joke.) In any event, if the Investigators are of the idea that perhaps the wax figure of the Ripper is “coming to life” and performing the murders (as did one group of playtesters), they will find nothing to support this theory by examining the wax figure. It is exactly what it appears to be: a lifeless wax manikin and nothing more.

Investigators may be excused, of course, if they believe the Ripper statue involved. Finding the wax clue at the murder sites and failing to follow up with Wickerman; reading the newspaper report about the wax figure that was gone and then back by the time the police arrived but not interviewing the guard in question; or simply an active imagination—any of these could lead the Investigators to the erroneous conclusion that the Ripper was hiding as a wax statue in Madame Tussaud's. He is not, and the statue is merely an amusing red herring.

Investigators may attempt to examine the Ripper statue up close by stepping behind the barriers while at the Museum during exhibition hours. Doing so, however, draws the attention of a guard before they can determine anything conclusive about the statue—unless they've arranged a diversion. And even then, there is only a 50% chance of the Investigator getting a good look at the figure's cloak or face before he is collared by one of the guards, who will rush to the scene to see what the disturbance is all about. (Even if the disturbance is in another area, the guard at the door to the Chamber has the same chance of spotting the transgressor.) If the Investigator resists the guard's efforts to pull him away from the statue and back into the aisle, there is a 50% chance (or better, depending on how much the Investigator struggles or if he actually attacks the guard) that the Ripper statue will be struck during the struggle and knocked over. If the statue does fall, its arm will break off and the figure ruined. If all the Investigator does is try to see the statue up close and goes quietly when the guard pulls him back into the aisle, all that happens is that he will be thrown out of the museum. There is a 25% chance that the same Investigator will be recognized by the guards on subsequent visits and escorted out again (60% if he returns within a day or so afterward).

If he causes the Ripper figure to topple and break, he will be taken to the museum office and given a choice by the manager of paying for the statue—□50+1D100—or going to jail. If the Investigator has attacked the guard or acted in any other criminal manner, not only must he pay for the statue, but the manager will summon the police and have the Investigator arrested—unless, of course, he's managed to flee before being caught. Even then, there should be a chance of his being located from the guard's description and being arrested anyway (The Keeper should determine the exact chance). If an Investigator has had to pay for the broken figure of Jack the Ripper, he will be allowed to take it away with him if he desires—for all the good it will do him. And the Investigator will be permanently barred from the premises during open hours (or any other time he's caught there) unless he returns in disguise.

If the Investigators are not detoured by the Ripper dummy and continue on through the Chamber of Horrors, they will come upon the (apparently) wax figure of the South Seas Daemon, as it is labeled, after they turn the first corner—and take appropriate SAN loss at its horrific appearance if they miss SAN rolls. (See the description of the Dimensional Shambler in “Enemies & Allies” for details.) Any character who makes a Cthulhu Mythos roll on seeing the South Seas Daemon, or who has seen a Dimensional Shambler before, will recognize it for what it appears to be—a wax representation of the Mythos creature. If the Investigators try to examine it closely, it will appear to all the senses as a wax figure. (The same thing occurs if they do this during open hours as would happen with the Ripper figure, except that the South Seas Daemon will not break—and might interpret this as an attack.)

The plaque declares it as a “South Seas Daemon” and notes that it was donated to the museum by a “Sir John Danielson” in October of 1888. If the Investigators are level-minded enough to avoid causing a disturbance by trying to examine it too closely, they can inquire at the museum office for information about the statue. A Fast Talk roll and a good story—such as being a reporter wishing to do a story behind some of the figures in the Chamber of Horrors, a connoisseur of the macabre wishing to learn more of the origin of this “delightful beast,” or something of that nature—is necessary to get information about the statue. But if the Investigators are successful, the museum manager can give them the following information:

1) Sir John Danielson is a baronet who lives in the little village of Barnet northwest of London—at least the records indicate that's where the delivery van came from that brought the figure to the museum.

2) The statue was donated in late October of 1888, the 31st to be exact, and premiered that afternoon, barely in time for All Hallow's Eve.

3) The manager remembers that Danielson told them he'd picked it up from "an eccentric artist, a worker in wax" down in "Sumatra, or Fiji, or India, or somewhere thereabouts"—he doesn't remember for certain—and brought it back with him when he returned to England. He does remember that Sir John said he'd grown tired of it and had decided to donate it to the museum because of that.

4) He's not seen Danielson since and knows nothing more about the man—except that the baronet certainly knows a frightening wax figure when he sees one.

5) One of their researchers tried to look up in the British Museum and several other collections some background on the mythical being that the figure represented, for data to give the tourists for special tours and the like. He found no trace of any South Seas Daemon of such an appearance in any of the literature on the folklore of the South Pacific—at least nothing except vague references to demonic beings. Since it was so scary looking, however, they simply made something up for it. It's too good to ignore.

That's all the museum office can tell the Investigators. Depending on the story they give and the rolls they make, the Keeper may present them with all the preceding information or require separate rolls for each item, either now or at a later date. The manager or clerk at the office can also look up in the records when the Ripper statue was first exhibited—the date will be long after the end of the first series of Ripper murders—and give them the name and address of the local sculptor, another dead end.

If the Investigators decide to break into the wax museum at night, they need to enter from the back door; even at night, Marylebone Road is too well-traveled, with the underground station so close, to make breaking in from the front worth the risk. The back door is difficult to gain entrance to as well, as it is a stout, heavy door with a very good lock. The door would be impossible to break down without attracting attention, and the lock will require at least 10 minute's work for each attempt to pick it and either a -25% to Locksmith, Safecracking, or Mechanical Repair skill or a roll of half normal skill, whichever is worse. (An experienced cracksman can perhaps do the job in half that time but would take the same modifiers.) Each failed attempt adds a -10% to subsequent attempt to pick the lock.

For each 10-minute lockpicking attempt, Investigators must make a Luck roll or the local police constable comes by on his rounds. Each Investigator there must then successfully Hide or be caught by the constable. If the Investigators gain entrance to the museum, they must make Sneak rolls to avoid attracting the attention of the night watchman. There are 1D3+1 night watchmen on duty on any particular night, and should the Investigators fail a Sneak roll, the watchmen will come by with their lanterns to investigate the sound. Investigators who try to Hide from them must do so at half normal skill, as the

watchmen know the museum pretty well, and not many good hiding places are available; attempting to pretend to be a wax statue is the surest way to get caught by the watchmen, popular modern movies and TV shows notwithstanding. If the Investigators are using light other than a dark or bull's-eye lantern in searching the museum at night, all Sneak rolls are at -10%.

The Keeper should have the Investigators make their Sneak rolls once upon entering each new gallery. They should also make a Luck roll to ensure that a watchman isn't making his rounds of that particular gallery when they enter; a Listen roll before entering a particular gallery or hall of the museum will tell them whether a watchman is there. They aren't expecting a break in so aren't being particularly quiet.

If the Investigators are discovered by a watchman, he will summon any others at the museum that night and order the Investigators to surrender. If they do, or if they attempt something foolish, such as a shootout with the guards, the guards will summon the police. Any gunfire, of course, will bring the nearest constables as soon as it starts. If summoned, police will arrive within 1D6 minutes. Investigators who surrender to or are captured by museum guards will be held in the museum office until the police arrive. They will be locked alone inside the windowless office, which will give them the opportunity to escape via magical means, if any are available to them.

If the Investigators simply try to escape by running away upon discovery by a guard, the Keeper should judge their chances by how far they've penetrated the museum and by their actions. The guard should get at least one shot off at fleeing Investigators, though it will be at a moving target in the darkness (but they'll be running in the dark through an unfamiliar building—half Luck or run into something). And there is always the chance (25%) that the local constable is passing by as they flee the museum. Hide rolls are not sufficient to elude the constable or pursuing guards, unless the Investigators get far enough away from the museum before attempting them—at least a block or a similar distance into Regent's Park. If the Investigators have been caught in an attempt to break into the wax museum but escape capture, there will be extra police patrols in the area for about a week. Security will be tightened at the museum, too, with 1D3+2 extra guards posted for some time. Those Investigators caught in a break-in have some serious explaining to do and will probably end up in jail.

Should Investigators successfully elude both the police and museum guards and enter Madame Tussaud's at night, they can examine both the Ripper statue, if they wish, and the South Seas Daemon and find what is described previously (for the Ripper figure) and in the section on the Dimensional Shambler in "Enemies & Allies." If the Investigators happen to break into the museum on a night on which the Keeper has determined the Ripper will strike, there is a 75% chance they will find

the Shambler gone, depending on the time of the break-in—and a 25% that they actually see it disappear or reappear, giving away its true nature (at the Keeper's discretion). Should the Investigators be caught by a guard while the Shambler is gone, they might be thought to have stolen it—which will cause no end to the confusion when it turns up back on its platform in the Chamber of Horrors.

If the Keeper wishes, and the Shambler has just returned from a Ripper murder, the Investigators might even find traces of fresh blood on it if they make a successful Spot Hidden roll while examining it. Investigators who wish to burgle the museum office can learn the preceding information about the South Seas Daemon's donation by Danielson (points 1 & 2) and that about the Ripper figure as well. Gaining entrance to the office requires one minute and a successful Locksmith roll (plus a Luck roll that no guard comes by)—unless the Investigators have visited ex-museum guard O'Douglas and have his keys, which would have let them in the back door as well. (See the section on O'Douglas in "Clues & Rumors.")

In the event the Investigators hire a professional cracksman to break into the museum rather than going themselves, the Keeper should judge his chances of success and how much useful information he can bring back to them. A professional should have at least a 75% chance of success, but the information he can bring back that will tell the Investigators anything of use should be very limited—and even then, only if they've instructed him thoroughly. A hired cracksman who is caught by the guards or police will most likely peach, or inform, on the Investigators to the police, unless they've paid him *very* well—well enough to go to jail for a few years. (This amount should be measured in hundreds of pounds.)

Should the Keeper require characteristics for any of the guards at Madame Tussaud's, he may use the Sample Police Constable stats listed at the end of the "Enemies & Allies" section, or in Appendix C, but give them a 45% chance to hit with the .45 revolvers they will be carrying.

BARNET

Once Investigators have learned enough about Danielson to put him on their list of suspects, they may wish to visit his estate outside Barnet, openly or on some pretense, to learn what they can of the baronet.

Barnet itself is a small village, 11 miles NNW of London and just north of Camden and Hampstead, along the Great North Road. It is situated on a wide, low hill, and is the highest point between London and York. Barnet can be reached by train from the Ludgate Hill, King's Cross, or Broad Street Stations, and anyone taking the train to York passes by it. It can also be reached by traveling out Edgware Road from northwest London, just west of Regent's Park, which runs southwest of the village, although other, smaller roads must be taken into the village itself. The village is dominated by the parish

church of St. John the Baptist, on the summit of the hill, and Dollis Brook runs through its outskirts to the southwest. Barnet is sometimes also called High Barnet, from its being situated on the hill, or Chipping Barnet, from its famous cattle market, especially by its inhabitants. Contemporary railway maps and *Bradshaw's Railway Guide* refer to it by the latter name.

The villagers in Barnet are friendly and cooperative, as long as Investigators don't demean or insult them (treating them as country "bumpkins" and the like). They can tell Investigators how to get to Danielson's estate on the west edge of the village, although most of them puzzle a few moments if they're asked for "Danielson," brightening when they make the connection and saying, "Oh, ye mean the Baronet of Barnet." Then they can give exact directions to the estate. Hiring a carriage costs the Investigators only a sovereign for the entire day, and one is available at the train depot—or they can simply take a cab out to the estate. If they ask questions of the villagers about Danielson, most confess never to have met him or not to have seen him around in years. They'll mostly remember having seen the manservant, Hirschman, who does all the shopping for food and supplies, though several might mention having seen Danielson's grand-uncle, the "poor man" (or "the heathen"—50% chance of either description).

If the Investigators inquire as to why he's called that, they'll be told either that the poor man was injured years ago, in the Crimean, and is an invalid, or that he's never seen in church at all, even though the parish would be more than happy to make special arrangements for him. The offer's been made, but the man has steadfastly refused to set foot in the church. Never seems to go out at all during the day either, but mostly has Hirschman take him for carriage rides at night. Hirschman, they'll note, is civil in all his dealings with them but not especially friendly.

THE DANIELSON ESTATE, BARNET

Investigators who visit Danielson's estate outside Barnet see, as they approach it along the road that runs out front, what appears to be a middle-sized country estate. There is a large front yard and what looks to be equally sized areas of land to either side and behind. A large stone and iron-bar fence runs around the estate, except for the gate, which is all iron and standing open as if it's rarely closed. The fence is spacious enough to see through but not to squeeze through unless Investigators are very skinny or small (SIZ 7 or less). The fence can be climbed on a Climb roll up and a Jump roll down, although there's a 25% chance of getting hung up on one of the iron spikes at the top of the fence. (DEX x 4% to get loose.)

The manor house in the middle of the estate faces the east, with a fair-sized stable building to the south and some sort of structure out back that Investigators cannot get a good view of from the front; if they arrive there

early in the morning or near dusk, however, they may catch a glint of sunlight shining off or through part of it. If the Investigators cut cross-country to either side or around the back of the estate, they can identify the structure as a greenhouse, although they can't tell what's in it except from up close (grape vines). If the Investigators drive their hired carriage cross-country this way, they must make 1D3 Drive Carriage rolls, plus a Luck roll, to avoid a spill or breaking a wheel. (This is assuming they go slowly—trying to go fast over the terrain almost certainly results in a crack-up—a 95% chance.) Hired cab drivers will refuse to take the cab off the road.

If Investigators drive into the estate and up the carriage path from the road, it leads them up to the door, past the stable entrance; it then loops around and back to the road, with a fountain in the middle of the loop. As they pass the stable, they can see inside. Several horses are visible in their stalls, and in the center of the stable is a large, covered carriage. If Investigators make an Observation roll, they'll notice what appears to be a strange contraption, consisting of a platform and a winch, attached to the carriage, in front of its door on the left side. Should they look inside the carriage, they'll see that the rear seat has been removed and straps attached, as though to fasten something down.

Anyone examining this contraption and making a Mechanical Repair, Operate Heavy Machinery, or Invent skill roll (or a Deduction roll averaged with one of these skills), or who is himself an Inventor, will recognize that the device is for lifting heavy objects up and into the carriage. Hirschman uses it to lift the elder Danielson in his wheelchair into the carriage, where the wheelchair is anchored into place by the straps, positioned where the rear seat would normally sit.

The manor itself appears to be a typical county estate, not overly large, but enough so to show the family is well-to-do. No plans are provided for the Danielson manor, as in most cases, none should be needed. (In the event such plans do become necessary, the Keeper may use those of Mycroft Manor in "The Yorkshire Horrors," in *Cthulhu By Gaslight* or *Terror By Gaslight, Vol. I*, as a general guide, changing what minor details are necessary and moving the greenhouse out back and the stables to the side. Assume similar STRs and difficulties to break into for all doors and windows as well. The Keeper may also use the plans to any other similar structure or generate them as he sees fit, according to the descriptions that follow.)

The ground floor of the manor features an entrance hall, a sitting room, a dining room, a kitchen, a water closet, a den and/or library, rooms for Hirschman and the elder Danielson, and possibly other rooms for storage, and so forth. Upstairs, on the first floor, is Danielson's bedroom, along with guest rooms. The door to the basement is locked securely, at least as well as the exterior doors, as is the door to Danielson's bedroom. In the basement, of course, is the cage containing the giant rat. Most of the

contents of the wine cellar have long been moved into a storage room on the ground floor, so there is no reason to go to the basement for any reason. Danielson's grand-uncle, of course, could never navigate the stairs in any event. The house is built solidly, so no sound is apparent from the basement, unless it is completely quiet in the house, with no one talking, and the Investigators make a roll of 10% Listen skill. Even then, all that is detectable is a faint scratching or squeaking sound from the basement. "Probably just rats," is what either Hirschman or the elder Danielson will say, if asked.

If the Investigators knock at the front door of the manor, Hirschman comes to the door and inquires as to their business. As the Investigators are strangers to him, unless they give the servant a reasonable story—such as being lost, having a carriage breakdown, or something similar—he will send them away at once. Even then, he'll attempt to get rid of them, providing as little help as possible, and will answer absolutely no questions at all for them about Danielson, his grand-uncle, or anyone else. (No amount of Persuade or Fast Talk skill can get him to talk.) Just as Hirschman is about to close the door in the Investigators' faces, however, an elderly voice calls from inside, asking the servant what the problem is. When Hirschman explains—or if the Investigators call inside, giving their story—the old man will instruct Hirschman to let them in, which the manservant will do, albeit reluctantly.

How things proceed from this point depend largely on what kind of impression the Investigators make on the elder Danielson. If they start asking nosy questions, wanting to search around the premises with no valid reason, or start making wild accusations about Sir John, the old man will take offense and have Hirschman throw them out right away. (If necessary, Hirschman has a 12-bore double-barreled shotgun he can use to urge the Investigators to leave.) If, on the other hand, the Investigators start out by chatting with the old man, giving a valid story for being there, and treating him with politeness and respect, the elder Danielson will warm to them. He'll be especially receptive if one of the Investigators is an ex-military man—especially British Army—and will let him know it. Danielson's grand-uncle is basically a lonely old man, somewhat embittered by his condition and by "Johnny's" recent long absence and lack of attention to him now that he's back. Hirschman is habitually taciturn and distant, although more than efficient in his tasks as the only servant at the manor, so the elder Danielson will jump at the chance for company.

He'll start off telling them that things just aren't the way they used to be, not like when he was young, back before he fought in the Crimea for Her Majesty. He'll tell them about his service and how he came to lose the use of both his legs so that he is now confined to his wheelchair. And he'll be glad to tell them about young "Johnny" and about the boy's childhood, his comings and goings—what

he recalls of them. He isn't too sharp on dates and details any more, but he remembers enough so that the Keeper can feed the Investigators as much (or as little) information about Danielson that he wishes through the old man—depending on how much they need and how they treat the old man.

He can tell them about the family holdings in the coal mines up in Sauchie, Scotland, and how Johnny liked to visit them all the time, so that he was known to the men up there as “Sauchie Johnny.” But, he'll lament, the young man seemed to lose interest in those things right after the trip to Sumatra. The old man can't give any details of the Sumatra trip, just approximate dates and that it was to visit the offices of the Netherlands-Sumatra Company, another family interest. He'll lament how Johnny was hardly back three months before he went traipsing off to Europe—didn't come back for five years! He'll further lament that Johnny hardly pays him any attention any more—how they used to be so close, Johnny always calling him “the Old Boss.”

That all changed, however, after Johnny came back from Sumatra. Got lost in the jungle or something—got scared real bad—and he's never been the same since. Hardly spends any time at all at home, and when he does, he's usually up in his room for days on end or rummaging around in the basement—doing what, the old man couldn't guess. He'll agree that it seems a bit strange, if the Investigators point it out, but who can tell what young folks will do any more? Even for all his inattentiveness to the old man, for his secretiveness and all—“Why, he's become as bad as Hirschman,” he'll confide if the manservant isn't near by at the moment—young Johnny is still all the family the old man's got, and he won't hear any evil spoken about him.

The elder Danielson might recall other snatches of information that may be of use to the Investigators if they know the right questions and ask them in the right manner—or if the Keeper simply wants to throw out a few clues for them to follow up on that they've missed otherwise. He will invite them to stay for dinner or supper, depending on the time of day and, if it's late, even offer to put them up for the night. He'll instruct Hirschman to give them a tour of the manor—which will include the stables and the greenhouse if they ask—but notes that they can't see either Johnny's room or the basement, as the young man values his privacy, and he wouldn't do anything to upset him.

Hirschman will also make certain that they don't disturb either area. (If any Investigators attempt to distract the servant through Fast Talk or other means while others attempt to Sneak away to view the forbidden rooms, the Keeper should determine their success based on their actual words, actions, and rolls.) Hirschman will seem very reluctant to take the Investigators on the tour, will try to come up with an excuse not to, but in the end he will obey the old man. A Psychology roll can confirm that

Hirschman doesn't seem to want them around and might suggest to the Investigators that he is hiding something.

As Investigators look around the house, they will, on an Observation roll, notice that something seems to be missing in all the rooms on the ground floor. An Idea (or Deduction) roll tells them what it is—there are no mirrors anywhere to be found. Neither is there any sign of a Bible or any other religious symbols—particularly crosses. These items are nowhere in evidence in any of the rooms accessible to Danielson's grand-uncle. There are, however, mirrors in the guest bedrooms and the water closet upstairs (but no religious symbols).

Investigators who might begin to draw certain conclusions from this, and who look for similar evidence, will notice the following: If they visit the manor in the daytime, they find that most of the windows are shuttered and heavily curtained, especially in the elder Danielson's room, and any light coming in from outside is very subdued. If they watch the old man's face closely when he is talking or laughing and make a Spot Hidden, they'll notice that not only are his teeth all intact (that they can see), but that they seem to protrude rather prominently from the gums—especially the canids. If they stay for dinner, the steak that Hirschman serves—which the elder Danielson seems to relish—is blood-rare. Hirschman also serves them a salad that the old man, as the manservant brings it to him, recoils from, ordering Hirschman to take it away. Hirschman will turn red-faced and apologize muttering how sorry he is that he forgot how the old man felt about garlic dressing—it'd been so long. (The Investigators' presence has rattled the man.)

Of course, the obvious conclusion the Investigators will draw from all this is that the elder Danielson is a vampire—the ordinary, garden-variety, blood-sucking kind. They might even suspect that he, and not the younger Danielson, is really Jack the Ripper and that the old man had been toying with them with his stories about “Johnny” and his seemingly wandering mind. They would, of course, be quite wrong. Actually, the poor man is a sufferer from a rare genetic disease known as porphyria, which will not be diagnosed until the late 20th century. Symptoms of the disease often appear very much similar to those associated with vampirism. Thus the elder Danielson has become very sensitive to strong light, hence the curtains, shuttered windows and his tendency to take his carriage rides at night. He does have a craving for blood but, of course, satisfies it by eating his meat extra rare. And, like some sufferers of the disease, he has an almost allergic aversion to garlic. Another symptom is the withdrawal of the gums from the teeth, making the teeth seem more prominent in the jaw—like the “fangs” of a vampire.

The lack of religious symbols, including crosses, and his refusal to set foot in a church is simply because the old man is an atheist. He lost his belief in God and any higher power during the Crimean War, when he was made an

invalid and so many of his companions killed. He's become so bitter toward religion that he's likely to react angrily (the Investigators might think fearfully) to the sight of a cross or a Bible. And the reason that there are no mirrors around, at least in the areas he has access to, is that the elder Danielson can no longer stand to see himself as he's become—a crippled old man, near to death. Should the Investigators try to discover whether he has a reflection in a mirror, they'll learn that he does indeed (as does Danielson, too, of course). The old man will freely explain the lack of mirrors or religious symbols if only they think to ask—of course, that doesn't mean they'll believe him. But the old man is exactly what he appears to be.

Hirschman, on the other hand, is another story. The manservant is a willing accomplice to Sir John. The young baronet has never taken the man into his confidence or explained his condition as a psychic vampire to Hirschman, but Hirschman more than suspects his master of being Jack the Ripper, and he simply does not care. Hirschman is one of those rare individuals who is totally without morals or any real human emotions, except one—loyalty. Currently at the long end of middle-age, Hirschman has served not only Sir John's father and uncle, but the young master since childhood. He is totally loyal to Sir John and would protect him or cover up for him in any way possible—even if it meant condoning or assisting in murder.

Hirschman began to suspect that Sir John was the Ripper during the first wave of killings, when some of the young man's journeys into London coincided with the Ripper murders. One morning, he even found blood on Sir John's coat—one of the times the baronet was careless enough to get so close as to be splattered. That day, the papers told of the murders of Stride and Eddowes. Hirschman knew that Sir John had been acting strangely—differently—since his return from Sumatra, and this clinched it in his mind. His young master was Jack the Ripper. Hirschman kept the information to himself, however, even helping cover up for the young man with the elder Danielson.

When Sir John left for the Continent and the Ripper killings stopped, Hirschman wasn't surprised. He kept track of the baronet's travels via the society columns of newspapers when he could—also keeping the records he sometimes found of brutal murders in those same cities at the same times. And when his master returned and the killings started up again, Hirschman was determined to help keep the young master's secret. He doesn't know why Danielson spends days in his room, never coming out, and he doesn't ask. He tells the old man that he is taking food to the baronet to eat in his room, when, in truth, he disposes of it. Hirschman is aware of the presence of the giant rat in the basement. Danielson confided in him about that, telling him it was “a souvenir” from Sumatra that he eventually intends to turn over to the

Royal Zoological Society. He needs Hirschman to feed it for him when he isn't at the manor or is lying in his dormant state. Hirschman is more than happy to do so. He will keep its presence a secret, as with all he knows about the master, and will even kill to do so, if necessary.

If Investigators spend the night and decide to do some exploring around the house, or if they return at a later time and break in, they can pick up a few additional clues, provided they make the appropriate Locksmith, Sneak, and other rolls. If they somehow manage to get into Hirschman's room while he is not there, they can easily find his collection of newspaper clippings from foreign newspapers, although it would take the appropriate Language rolls for some of them and a thorough reading of all the clippings—about an hour's time—to realize that they associate Danielson's presence in certain cities with brutal, Ripper-like murders. If they get into Danielson's room, they'll find items of clothing that match descriptions of the Ripper, of the toff Emma saw going into McCabre's apartment, and so on. This includes the red handkerchiefs, his clay pipe, and several of Simpson's complementary matches.

If the Keeper wishes, they may also find the torn cape that matches the piece of cloth found at one of the murder sites (if they've found the swathe), although it is well hidden (-20% to Spot Hidden skill). They may also find the bill of sale for the *Matilda Briggs* and a bill for the docking fees at its pier along the Thames, which could lead them there. If they look behind the full-length mirror against one wall, and any Investigator knows the Create or Find Gate spell, they'll spot the signs of a Gate there. It is only the one side of a Gate, however; Danielson creates the exit when he decides exactly where it is he wishes to go. (Should any Investigator be so bold as to attempt to go through the Gate, the Keeper may determine his fate.) If it's soon after a Ripper killing—discovered or not—they may also find a scrap of paper that missed the wastebasket; a note on it that Danielson scrawled to himself reads: “McCabre's—10:00, tonight.” This can give the Investigators a sample of Danielson's handwriting to compare to the Ripper letters, if they haven't yet found such a sample; it also establishes the connection between him and McCabre. (The Keeper should require a Spot Hidden roll for each bit of evidence found.)

If Investigators manage to break into the basement, they are hit by a strong animal odor as soon as they open the doors; on a Listen roll, they can hear the sound of the rat scratching and clawing in its cages as it picks up their scent. If they still decide to go on down, they will find the rat in its cage and must make the required SAN rolls. The rat will become frantic on seeing them, ramming against the bars in an attempt to get out and at the Investigators. If it's late in the scenario and the rat has been gnawing at the wooden bars of his cage for some time, there is a 50% chance that the bars give way and the rat gets loose to

attack the Investigators. If they attack it at all, the bars almost certainly give way in the rat's attempts to reach its attackers (85% chance). Also in the basement is a coffin. For his own twisted reason, Danielson sometimes likes to come down into the basement and lie dormant in the coffin to preserve his POW. (Its presence, however, may seem another erroneous indication that the elder Danielson is a vampire.)

On the Investigators' initial visit to the Danielson manor, the Keeper should assume that Danielson himself is absent. If they spend the night or if they come back some other time, the chance that Danielson is at home or returns while they are there should be no more than 20%—and if he is present, there's a 50% chance he'll be lying dormant, either in his room or in the basement; Hirschman will refuse to arouse him, no matter what anyone, including the old man, says.

Should snooping Investigators come upon Danielson in his dormant, deathlike state—especially if he's in the basement coffin—it may prove a shock to see him like that (0/1D2 SAN), and they might jump to the wrong conclusions. If they attempt to do anything foolish—such as drive a stake through his heart—the baronet will not lie there and allow it, but will sacrifice the POW loss for the day and attack the Investigators with all his resources. Should they come by and actually manage to speak with Danielson while he's up and around at the manor, he will greet them coldly but cordially and excuse himself as soon as possible, even to the point of being rude, if necessary. If they accuse him of being Jack the Ripper or anything similar, he'll simply laugh at the thought, ask them to leave (having Hirschman throw them out if they refuse), and mark them for elimination.

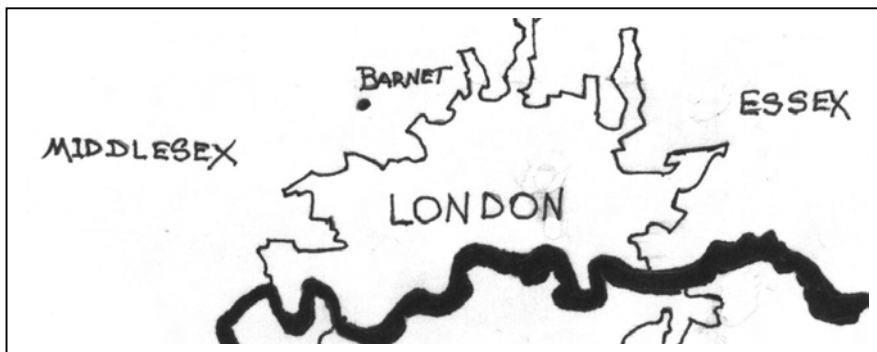
If the Investigators fail any Sneak rolls while searching the manor—especially Hirschman's room if he's still in it—Hirschman will attack them with an axe he keeps nearby, resorting to his 12-bore shotgun only if necessary. He'll later "explain," if he and they survive, that he thought they were burglars. Hirschman has an Axe skill of 55% (db +1D4) and a Shotgun skill of 45%. He has DEX 13 and can take 14 hit points of damage. The Keeper may generate other characteristics for Hirschman as he wishes.

Other clues the Investigators can derive from their visit to the manor include the references to "Sauchie Johnny" (similar to the Ripper's name for himself as "Saucy Jacky" in the postcard sent to the Central News Agency about the double murders in '88) and "Old Boss" (as on some of the Ripper letters—see "Clues & Rumors"). If they check the greenhouse, they can find that Danielson grows grapes in it—which they may associate with the grapes found with the body of Elizabeth Stride in '88. These are tenuous connections at best—clues the tortured remnants of the original Sir John managed to leave in '88—but if picked up on, they might help Investigators in their identification of Danielson as Jack the Ripper. (If the players miss them, the Keeper may allow Idea rolls to make the connections if they've already investigated the original Ripper murders; if not, he may allow such rolls later, after they uncover this information.)

SAUCHIE

Sauchie (pronounced "Sock-ee") is a small village in the Alloa Parish, Clackmannen, Scotland, near the Firth of Forth. It is a mining town, and its only connection to the scenario is that the Danielsons own part of a coal mine there. It's possible, however, upon learning about the city and its Danielson connection, that Investigators trying to clinch a case around Danielson as the Ripper may visit the town. If so, it is at least a three-day round trip from London—more if they spend any time in the village. (Any train station in London can take them to Sauchie, although King's Cross is the most logical departure point.)

All they'll learn is that Sir John used to visit a lot but hasn't for more than five years now, and that he's remembered as "Sauchie Johnny." One of the old-timers there will inquire as to the health of the "Old Boss," meaning the elder Danielson. If the Investigators have this information already, the trip results only in three day's time wasted (and the Keeper might want to have a Ripper murder occur while they're away to rub it in). Other than learning about it from the old man, the Investigators might make the Sauchie connection from Danielson's entry in the *Dictionary of National Biography* or from his bank records, should they somehow gain access to these.



CLUES & RUMORS

The following section contains certain clues that the Investigators might locate as they search for information in the papers, police records, archives and elsewhere for leads to the identity of Jack the Ripper. It includes information that the Investigators can obtain from following up on leads they may have found earlier in the scenario, at the murder sites, or from meeting or interviewing various participants or suspects. It also includes data on the Ripper's original '88 killings, that may contain clues left by Danielson's "other" self that will help point to or clinch Danielson as the Ripper for the Investigators, if they seek out this information.

Most clues are listed along with information that the Investigators must first have before they can find such a clue, plus any skill or other rolls they must make to locate them. For example, the clues that show Danielson to have been in certain cities in Europe and elsewhere at the time of various Ripper-like murders can be obtained only if the Investigators have first run across Danielson's name at least once in connection with the case; thus they know to look for information about him. Simply looking for Ripper-like murders on the Continent in the past *will* allow them access to that data but not to information on Danielson's travels.

Some Investigators may just want to randomly search through reams of materials—newspaper articles, features, society or agony columns, and so on—without any real goal other than "finding something" that points to any specific individual as having close enough connections with the killings to be a suspect as the Ripper; such a tact, however, will have little success. If a character spends an entire month of game time doing nothing but searching old newspaper reports—and has the necessary skills to read foreign papers—the Keeper may allow him a 1% chance of happening onto Danielson as a possible suspect upon completion. (A generous Keeper can add an additional +1% for each additional month spent in this almost fruitless activity.) He should neither tell a player so inclined the amount of time necessary to make a roll to learn something nor what the required percentage is—as no real-life Investigator would know either. Looking for leads with a definite objective in mind will prove much more useful to the Investigators—and a lot more fun to role-play as well.

The rumors that are included in this section are those that Investigators might pick up when checking with their contacts on the streets for scuttlebutt about the Ripper murders, or when eavesdropping on conversations in East End pubs such as Mitre Tavern or elsewhere in Whitechapel. How the Keeper integrates them into the scenario is largely up to him and to player actions. He may give them to the Investigators in the order they're listed whenever they're looking for rumors, or he may

pick and choose, giving them the most appropriate one for the specific situation. Several can be used more than once, though the Keeper should change slightly and embellish those he wishes to recycle. Each rumor should become available only on a successful Streetwise, Persuade, or Fast Talk roll, when dealing with contacts or encounters on the streets, or on a Listen roll if trying to eavesdrop on conversations in pubs and elsewhere. Following up on any information obtained from such rumors with the rumor's source requires rolls of Bribery (with appropriate bribes), Persuade, Fast Talk, and perhaps other skills to obtain additional information. The Keeper may determine how much extra information a rumor supplier can give the Investigators—and whether it's accurate.

RUMORS

1) "Don't cross McCabre"—'er enemies 'ave a strange way o' disappearin'! She's a devil, I tell ye—a livin' devil!"

2) Lusk an' 'is blinkin' Vigilantes—they knows who the bloody Ripper is! They's just waitin' till the crushers give it all up so's they kin string the blighter up from the nearest gaslamp! I'm tellin' ya, I 'eard 'em a-talkin' 'bout it, over'n ta Mitre Tavern."

3) "Word on the street is, the Purfesser's back in London, an' 'e don't like the Ripper muzlin' in on 'is territory. 'E'll take care of the bleedin' Ripper, don't ya worry nun t'bout it."

4) "The Ripper—aye! I seed 'im wit' me own two peepers I did! Sur'n I kin describes him fur ya! To a bloody 'T'! But first, if'n yer kind 'earts could take pity on a poor soul such'n me and could loan me a few pence—fur medicine fur me poor, dyin' muther, o'course—I'd see it as a real Christian act of charity, I woulds, an'll mention ya goods gentlemen in me prayers t'night."

5) The Ripper—'e's a monster, 'e is! No—I means it—a *real* monster, wit' claws an' teeth, like a huge wolf or dog, but walkin' on 'is 'ind legs it was. came outta one o' the sewer openin's over on Dorset Street—nearly scared me outta me wits, or would've 'ad I been sober at the time—heh, heh! Sures, I can takes ya ta where I saws 'im—or it. Er, at leasts, after I fortify meselfs wit' a touch o' gin 'ere. Oh, pity, it seems I be outta the coin. Perhaps ye gentlemen could be o' 'elp. . .?"

6) "Yeah, the coppers are stumped awright. Leastwises, they's not got none o' them spiritualist Johnnies lookin' fur the Ripper, like they did last time. Yeah, 'ad a chappie, name o' Lees or something—said 'e 'ad visions—actually saw the Ripper. Took ol' Abberline to some fancy toff's house in the West End, 'cause he told 'im the Ripper was there—or 'ad been. Cor', was ol' Abberline put off 'is feed on that one."

7) “The independent streetwalkers don’t ’ave a chance, what wit’ the Ripper loose and McCabre pressurin’ them to joins ’er.”

8) “‘Ave ye ever seen the statue o’ the Ripper o’re at Madame Tussaud’s? So life like it is, ye almost expect it ta come down off its pedestal and start a-slicin’, ye do. Why, I wouldn’t be t’at all su’prised if’n that was what’s a-happening down in Whitechapel, I wouldn’t. No guv, not t’tall.”

9) “Word on the streets is, it’s not safe to knock around or cheat McCabre’s girls—those what do have ‘accidents.’ Either that or they ain’t seen around or heard from any more. Seems kinda funny-like they’d all suddenly decide to leave like that, now doesn’t it? Me? Not on yer life—it’s worth more’n you can pays me to cross her.”

10) “Yeah, that’s right. The bloody Ripper’s a bleedin’ fancy toff—some well-ta-do Johnny what comes down ta the East End to get ’is jollies carving up strumpets. Saw ’im one night I did—tall fella, face like death comin’ down yer chimney, all pale and ’ollow, with eyes that glowed like coals. ’Ad a red kerchief in ’is pocket—probably uses it ta wipe off the blood after ’e’s through with ’is butchery—and wore a cape, fancy silk top ’at, a suit ’at musta cost ’im a pretty guinea or four—rich as Solomon ’isself, ’e must be. Sure I’d recognize ’im if’n I saw ’im agin. Do what? Ye must think I’m daft. ’E’d nab me fur sure if’n ’e saw me. Sump’in like that’d ’ave ta have a few couters in it ta make it worth the risk ta me life. Say, five an ev’nin’?”

11) “It’s safer to join up with McCabre than to face the streets alone. At least McCabre protects ’er girls.” “Oh an’ does she now? Then ’ow does ye explain poor Katie Malone? Went ta work fur McCabre, an’ in a week she was plain daft off ’er ’ead—a screamin’ cabbage she were. An’ she were tough—near tough as McCabre ’erself. ’Ear McCabre ’ad ’er put away, down at the Workhouse in Rotherhithe or Bermondsey, or somewhere south o’ the river. I thinks I’ll take me chances wit’ the streets, if’n ye don’t mind.”

12) “Oi’m tellin’ yer, Bruiser, this is it fur ol’ Alfie. Me nerves can’t take it no mores. The next toff we prig an’ it’s quits fur me. Oi’m tellin’ ye, after wot ah saw the night yer was wit’ yer old lady, oi’m thinkin’ it’s time fur Alfie ta leaves the blinkin’ streets ter yer strong, young lads wots kin takes care o’ yerselves.” Oi’m tellin’ yer, Bruiser, it were real—ah hadn’t touched a drop all evenin’, on the grave of me dear ol’ mum, oi swears it. Well, just a mug o’ stout—but only one, mind yer! Not enuf ta makes me see *that*, oi’m tellin’ yer. An’ oi seen it afur, too—now don’t be alookin’ at me like that. It wurn’t in no gin-soaked dream oi sees it afur neither. It were in that wax museum—Madam Tussid’s. It was that blinkin’ South Seas Daemon, in its full ’orrid glory, movin’ t’round just like you an’ me, an’ it went fur that girl—oi seed it, now, damn yer, Bruiser, don’t look ta me like ’at!

Oi’m not daft! Oi just thinks it’s time fur me to move on, ta the country, when things like that start a-prowlin’ the streets.”

(Keeper’s Note: This rumor is in case Investigators fail to encounter muggers Alfie and Bruiser at work in the streets or get the better of them before Alfie can mutter his tale of horror—see the “Encounters” section for details.)

13) “McCabre’s not such a case. When the Purfesser was still alive, she’d kept it on the sly—knew not to press him, she did. Since ’e’s been nipped, she thinks she’s big o’nough to takes over. Tells some o’ the independents she wants in ’er fold, she’s got some kind o’ connection or something. Take care o’ them, she will. Me, I’d just as soon not know, thank ye. But a lot o’ them are steerin’ in with ’er just the same. Unless someone bigger’n she is sticks it to ’er, she’ll ’ave ’em all workin’ fur ’er. She ’ardly puts ol’ Nebuchadnezzar ta’ grass ’erself anymore as ’tis, ’cept when she takes a fancy ta a toff.”

14) “The Ripper? Aye, I knows who ’e is. Or *what* ’e is, ta least. ’E’s a slaughterman, one o’ the Jewish ritual killers o’ cattle, so’s they’s bleed right, ’ordin’ to their Talmud. Only this ones got to slaughtering women. I don’t knows why, now would I? But that writin’ they found on the wall back in ’88, about the juwes bein’ ta ones responsible? That’s what the bloke wot wrote it was tryin’ ta tell folks. Mebbe that’s all ’e could do ta warn us—or the slaughterman’d get ’im, too. Slicin’ throats, treatin’ people like they was cattle—look inta the slaughterhouses, an’ you’ll find Jack the Ripper, leather apron and all, I tells ya!”

15) “I ’ear even the Queen’s afeard fur ’er life this time—doubled the guard at the palace, she did. She knows something, I tells ya! Get into the ’allowed ’alls of Parliament, an’ there you’ll find the secret of the Ripper. That’s where it’s all hidden—not on the streets.”

16) “Sumt’in’ weird’s afoot in the entire East End. ’Tis more’n the Ripper. People ’ave been disappearin’ for sum time now. It started back in the early ’80s, an’ it’s been goin’ on e’er since. Only ’tis worse in the past couple o’ months. There’s *sumt’in’* a-snatchin’ folks at night, whiles they sleep. How wud *oi* know wot it ‘tis—the bleedin’ devil, the blinkin’ boogie man, or maybe ol’ Father Christmas, fur alls oi knows. Oi just knows Oi’s glad oi gots a roof over me head an’ a good lock on me door—an’ a hard life-preserver under me pillow if all’n that don’t stop it, wot e’er it tis.”

17) “They say ’e’s a doctor, but oi gots me another idea. Mate o’ mine ’eard the peelers talkin’ back in ’88. Eye witness saw ’im wanderin’ the East End wearin’ a fore-and-aft. A *fore-and-aft!* Now ’oo do ye know that ’as a fore-and-aft—an’ a *doctor* fur a friend? I knows they say ’e’s dead, but they said that about the Ripper, too—and ’e sure as ’ell ain’t dead, now is ’e? Blinkin’ esclops covered up for ’im the last time, an’ they’ll do it agin. There ’tain’t no justice no more. Not fur those o’ us wit’out bloody connections, if’n ye know whats ah means.”

18) “Ripper? There’s no Ripper. At least not one. It’s a blood cult—one of those Oriental things, from China or India. Thuggee, or something like that, only with knives instead of silk cords. There’s at least a dozen or more of them, working together—each one killing one time as a sort of initiation rite. Happens in the East all the time. It must have been the start of their holy cycles back in ’88, and this is either the end of that one, or the beginning of another. Mind my words. These murders will end just as mysteriously as the first ones did, and the police’ll never catch them, because they’re looking for one man, not several. In a few years, regular as clockwork, they’ll start up again. The worst mistake the Empire ever made was in letting these foreign heathens bring their filthy practices to civilization. No, if you want the Ripper, go on down to Limehouse and look for him among the Chinamen. That’s where you’ll find him—or them, rather. But don’t give them a chance, or they’ll slip a shiv between your ribs, for the glory of their bloody god.”

19) “The police know who he is, but they can’t do anything. Why? Because he’s got royal blood in his veins. Got a dose of it from a hooker while trotting around the globe, and now he’s just sticking it back to them—can’t do it any other way. And the peelers’ll just turn their heads and pretend to be out looking for some crazed sailor or soldier, while he keeps on slashing whores, as *those are their orders!*”

20) “Don’t pay none, looking too closely into the doin’s of McCabre. Some reporter Johnny from the *Echo* did that back in ’88, even ’ad a few goes with McCabre—this bein’ back when she was workin’ ’onest, like the rest of the trollops, not suckin’ the life’s blood, tuppence by tuppence, outta those what’s under ’er thumb now. Well, they founds ’im—the reporter fella—in an alley one mornin’ screamin’ to bloody ’ell. ’Ad to lock ’im up, they did. No—don’t pay none t’all.”

21) “You’ll never find the Ripper if you’re lookin’ for ’im. Now if’n ye be lookin’ for ’er, ye might score in yer ’unt. Yer ’eard me—the bleedin’ Ripper’s a womun! Prances around in Whitechapel as a reg’lur ’ore, pickin’ up toffs an’ all—then corners ’er sisters when they hain’t ’spectin’ it an’ cuts ’im up. Good business sense she ’as, if a bit sick in the ’ead in the way she goes t’about eliminatin’ ’er competition. Better watch out afore yer pick up a lady fer the night—it might be the Ripper who’ll be stickin’ it to yer, ’stead o’ yer to ’er, in a ways yer don’t expect.”

22) “If you’re planning on catching Jack the Ripper, you’d better get in line. Not only the police, but nearly all the pipes in London are looking for him this time—Hewitt, Beatty, Blake, Barker, you name them. Not only that, got a couple big-time explorers out for his blood, elephant guns and all. Lord Roxton, the South American explorer, and Colonel Moran, the Indian tiger killer, have a bet on as to which of them can track down and bag the Ripper first. I’d be real careful, mixing around down in

Whitechapel, that you don’t end up as a trophy on some game hunter’s wall.”

23) “Cor! ’Ave ye seen some o’ the tarts wot’re ’angin’ out in the ’Chapel these days! Some o’ ’em wud ’ave ta pay *me* ta take a chance on ’em, much less the toffs. The ugliest one yet’s been a-strollin’ along from Mitre Square clear up ta Dorset Street an’ beyond. Oi saws ’er night afur yestuday an’ agin last night. Ugly as sin warned over an’ spit out twice! Got a voice deep as any dockworker I knows—Oi ’eard ’er when some drunk tried to pick ’er up. She turned ’im down, as’n if she ’as ’er choice o’ all the fine toffs she might want! Me—Oi’d rather ’op in bed wit’ the bloody Ripper ’issel’f than ’er! Ah, but if’n yer buy me t’nother stout, mebbe Oi’s kin fix yer up wit’ ’er, eh? ’Ar, ’ar, ’ar!”

(*Keeper’s Note:* He saw Barker in disguise.)

24) “It’s the Toshers—the sewer-hunters—they’re thinkin’ to start a revolution, like them Fabians been talkin’ about, that’ll make Bloody Sunday look like a girl’s school outin’. They’re already comin’ up from the sewers and snatchin’ away honest, God-fearin’ folk in their sleep. And what d’yer think it is that makes them ghastly wounds on the Ripper’s victims? It’s one o’ them hooked poles the Toshers use to test the ground when they’re off on one o’ their jaunts into the sewer! Watch fer it—death from below. It’ll take us all if’n we don’t wipen ’em out ta the last man, woman, an’ child, I tells ya!”

25) “The Ripper’s a spirit, mind ye. One o’ those disembodied ghosties the spiritualists talk about what possess ye and takes over yer body, so’s ye don’t even know what yer doin’. That’s why ’e’ll never be caught. ’Cause ’e hain’t one person—’e’s a whole bleedin’ army in an’ to ’issel’f, an’ never the same one twice. Why, ye might be sittin’ in the very room ’ere wit’ someone who was once the Ripper. Could be me, could be ye, could even be yer muther—no offense meant, o’ course.”

(*Keeper’s Notes:* Rumors 1, 5, 6, 7, 9, 10, 11, 12, 13, 16, 20, and 23 all have some basis in fact and can, perhaps, give the Investigators a significant clue—or at least a lead to one. Rumors 2 and 3 might perhaps become true at some time in the scenario, depending on the Keeper’s desires, and Rumor 22 can be as true as the Keeper wishes as well. Rumor 21, while spurious, might lead the Investigators to a closer examination of McCabre and her part in the affair, and Rumor 8 might get them to Madame Tussaud’s, where they might find the South Seas Daemon, if they don’t get side tracked by the Ripper figure. All other Rumors listed are totally spurious; the Keeper may use them to confuse and mislead the Investigators as necessary. He may also add more rumors of his own devising should all these be used up too swiftly.)

THE ORIGINAL RIPPER MURDERS

At some point in their investigation, the characters may wish to examine the reports of the original Ripper murders

in 1888, for clues that might enlighten them on the present killings or even lead them closer to the identity of Jack the Ripper. If, for some reason, the Investigators fail to pick up on this line of thought after a reasonable amount of time, the Keeper should either allow them an Idea roll to think of it or have an NPC suggest it. (Or they could learn that Barker is actively pursuing this angle.) In any event, in the original killings, they will find several clues left by Danielson's "previous" self that, added up with other evidence they can gather, will begin to point strongly to the baronet as at least a valid suspect for the Ripper.

(Keeper's Note: Only the barest of facts on the original Ripper murders are here; Keepers who think their Investigators may seek additional information may wish to consult any of the books or the Web site described in the "Acknowledgements" section at the end of this book. *The Gaslight Companion* also offers more extensive information on the Ripper case.)

THE VICTIMS

Following are brief descriptions of the original Ripper murders and victims, as Investigators might discover from the newspaper reports of '88. The Keeper may simply give this information to the Investigators after they've diligently spent the necessary time in libraries, newspaper morgues, reading rooms, or in the Newspaper Room at the British Museum (at least two hours per victim researched); or he may require Library Use rolls to obtain all the information on the victims, one per victim or several per victim, as he sees fit. The Keeper should assume the following information is a compilation of various newspaper reports and may name several London papers as sources, as all were reporting on the Ripper.

Polly Nichols: The body of Mary Ann "Polly" Nichols, the Ripper's first victim, was found by a local laborer on his way to work, shortly after 4 a.m., on August 31, 1888. The body was lying in a gateway between a row of houses and a board school in Buck's Row. The woman's throat was cut, her windpipe and gullet completely severed, and her spinal cord almost cut through. Dr. Rees Ralph Llewellyn, from a nearby surgery, declared the woman recently dead; her arms above the elbows were still warm. The body was taken to the mortuary at the local workhouse; on removing the woman's clothing, it was discovered that her abdomen was cut open across the stomach and the intestines exposed, in addition to the two incisions on her throat.

The woman was later identified as Polly Nichols (also known as Mary Ann Nichols), a 42-year-old prostitute, who'd recently lived at doss houses in Thrawl and Flower & Dean Streets. She'd last been seen alive in the kitchen at the Thrawl Street house at 1:40 a.m. that morning and again by a fellow lodger at 2:30 a.m. at the corner of Osborn Street & Whitechapel Road, about half a mile from where her body was found. Nichols had no known

enemies, and police had no leads. Authorities had no idea this was anything other than a random murder nor that it was the first of a series.

Annie Chapman: A second body was discovered shortly after 6 a.m. on Saturday, September 8, behind a lodging house at 29 Hanbury Street, less than half a mile from Buck's Row. A lodger found the body lying in a passageway alongside the house. Her hands, face and stockings were smeared with blood, her throat deeply cut, and she was horribly mutilated and disemboweled. Inspector Joseph Chandler found no signs of a struggle on the ground nearby but did find blood stains on a fence behind the body and spots on the back wall of the house.

Surgeon George Bagster Phillips pronounced the woman dead and ordered the body to the mortuary. He found personal items lying around the body and a leather apron, saturated with water, nearby—which caused the police to search for one John Pizer, also known locally as "Leather Apron." The body was identified as Annie Chapman, known on the streets as "Dark Annie." She was a 45-year-old streetwalker who'd lived the past three months in a doss house on Dorset Street. She was last seen alive at 5:30 a.m. that morning by a park keeper's wife, who'd seen her haggling with a man outside the lodging house where her body was later discovered. All the woman could remember about the man with Chapman was that he was dark, foreign-looking, aged 40 or so, and wore a brown deerstalker hat; he was shabby but genteel in appearance.

At the inquest, Dr. Phillips stated he believed the murder was committed by someone with a knowledge of anatomy, wielding a long, thin knife with a blade at least six to eight inches long. He dismissed the leather apron he'd found as of no importance. Two days after the killing, the police apprehended John Pizer as a prime suspect in both murders, now believed committed by the same hand. Pizer, however, had alibis for both murders; the leather apron belonged to a lodger, whose mother had washed it and left it out to dry. The final revelation at the inquest was that the killer had removed the uterus from the body.

Elizabeth Stride and Catherine Eddowes—The Double Event: Early on September 30, almost two weeks after Chapman's murder and five days after the first "Jack the Ripper" letter, the killer claimed two more victims. The first was found in a narrow court off Berner Street after 1 a.m. by a costermonger entering the court. He summoned help from the adjacent International Working Men's Educational Club, and several of these men found a policeman. The police searched the area, and Dr. Phillips pronounced the woman dead when he arrived. Her throat was cut, the vessels on the left side and the windpipe severed. No mutilations had been made. The murdered woman was later identified as Elizabeth Stride, a prostitute who was known on the streets as "Long Liz." She was widowed but had been living on and off for the past three

years with a man named Michael Kidney, whom she'd walked out on the previous Tuesday.

A laborer saw Stride at a quarter till midnight with a middle-aged, fair complexioned man, with a small brown mustache, about 5'6" tall, "stout," wearing a black coat and dark trousers and a round peaked cap. He thought the man was educated in appearance, like a businessman or clerk, and was mild-spoken. PC William Smith, believed he saw Stride with a man at 12:30 a.m., describing him as dark complexioned and wearing a dark mustache, 5'7", about 28 years old, of respectable appearance, wearing dark clothes and a dark, hard-felt deerstalker, carrying a parcel, about 18" x 6-8", in his hand. A boxmaker believed he saw Stride with a man at 12:45 a.m., but all he noticed was that the man wore a long, dark coat.

While police searched for Stride's killer, a second body was found by a City Police constable patrolling Mitre Square at 1:45 a.m. The PC had been through only 15 minutes earlier, and no body was present. The woman's throat was cut and she was brutally mutilated. Her face was slashed across her nose and right cheek and part of her right ear cut off. Her abdomen was open from her breasts on down, the liver and kidneys punctured, and part of one kidney removed. Her entrails were laid in a heap around her neck, and her lower eyelids were nicked. The examining physician believed the murderer had a good knowledge of anatomy to have performed as expertly as he did, especially in removing the organs.

The woman was identified as Catherine Eddowes, a streetwalker, who had been in custody in a City jail for drunkenness until 12:30 a.m. She lived with a man named Kelly in Fashion Street, in Spitalfields. He'd last seen her Saturday afternoon. Several witnesses saw who they believed was Eddowes standing with a man at the corner of Church Passage, which led into Mitre Square, at 1:30 a.m. The man was about 30, 5'7" tall, fair-complexioned and mustached, medium build, wearing a loose, salt-and-pepper colored coat, a red neckerchief, and a gray-peaked cloth hat. One witness said he "looked like a sailor."

In the mortuary, a piece of Eddowes' bloodstained apron was found cut away. The piece was found by a MPF constable in Goulston Street, a third mile from Miter Square. Nearby, under a staircase in a passageway to several flats, the PC found scrawled on the wall in chalk a message seeming to implicate the Jewish population of Whitechapel in the murders, though "Jews" was misspelled as "Juwes." It was removed by order of MPF Commissioner Sir Charles Warren to "avoid potential racial riots in the area."

Mary Jane Kelly: The murder of Mary Jane Kelly, five weeks after the double event and the Ripper's last in '88, was the most brutal of all. The Central News Agency had received the first Jack the Ripper letter just before the dual murders and a follow-up postcard, apparently written by the same person, mailed just afterward. On October 16, George Lusk, of the Whitechapel Vigilance Committee,

received the "From Hell Mr Lusk," letter, with a parcel containing a severed kidney—believed to be Catherine Eddowes'. Another letter was sent to Dr. Openshaw of London Hospital, who'd examined the kidney and pronounced it genuine. But no mutilated streetwalkers had been found since Eddowes.

Then, at 10:45 a.m., on November 9, the keeper of a lodging house at 26 Dorset Street sent his assistant to Room 13, which opened onto narrow Miller's Court, to see if Mary Jane Kelly, 24, could pay her rent. Peering through the broken window, he saw her mutilated body lying on the bed in a pool of blood. He reported to his employer, and the man summoned the police. When Inspector Abberline arrived, he ordered the Court sealed off and sent word to Commissioner Warren. But unknown to Abberline, Warren had resigned the day before.

It was 1:30 p.m. before the room was searched. Kelly's throat was cut so deeply the head was nearly severed from the body. Her abdomen had been partially ripped open and her breasts cut from the body; the left arm was attached by skin only. The nose was cut off, the forehead skinned, the thighs stripped of flesh to the feet. The abdomen had been slashed in a downward stroke and the liver and entrails wrenched away. Parts of the body were set on the table or between the legs of the dead woman or were missing altogether. Photographs were taken and the body removed to the mortuary.

Kelly, also known as Marie Jeanette, had been living there with a John Barnett for some time, but he'd left after the two quarreled on October 30. Barnett was dismissed as a suspect. The time of death was estimated between 3:30 and 4 a.m., and two witnesses claimed to have heard a scream or a shout of "murder" at about that time. The only other clue was the ashes of some woman's clothing burnt in the grate. Presumably, the clothes were Kelly's. (Oddly, another witness claimed to have seen Kelly between 8 and 8:30 a.m. the morning the body was found.)

The inquest into Kelly's death was cut short by the Coroner, a move criticized by most newspapers, since not all the evidence was believed heard. (One paper mentioned the name of George Hutchinson, who was believed to have seen Kelly early the morning of her murder, talking with a man he described for police—but no description was included in the newspaper report.) With Kelly's murder and mutilation, the Ripper's excesses had reached their zenith; it was estimated he'd spent approximately two hours on Kelly. It was also the Ripper's final appearance at the time, though many thought he'd continued into '89 at least.

Other Supposed Ripper Victims: Although authorities considered these five murders the only true Ripper killings, most newspapers blamed two earlier ones on the Ripper, as well as several that followed. The Investigators have no way of knowing these *aren't* true Ripper murders unless they obtain the official police files or make Deduction rolls on the differing nature of the wounds of

the other “victims.” The Keeper should give them information on these as well. It may confuse Investigators once they pinpoint Danielson as a suspect and learn he wasn’t in England during the “first” Ripper murder, barely in time for the “second,” and had left long before the killings after Kelly’s occurred.

Emma Elizabeth Smith, a prostitute living in George Street, Spitalfields, returned to her boarding house at 4:15 a.m. on April 3, 1888, staggering and bleeding; she said she’d been attacked and robbed in Osborn Street by four men. She was taken to London Hospital, where she was examined. In addition to her bloody face and a cut ear, she’d received internal injuries when something blunt was forcefully inserted into her. She died the next day of peritonitis. It wasn’t until the murder of Nichols that police or the papers thought to connect Smith’s death with any others.

Martha Tabram (or Turner) was found at 3 a.m., Tuesday, August 7, on the first-floor landing of the George Yard Buildings. She’d died from 39 puncture wounds to her body. The expert opinion was that Tabram’s wounds were caused by a sharp, triangular-shaped weapon, such as a bayonet, and a pen-knife; she and another streetwalker were in the company of two soldiers earlier that morning. The soldiers were picked up, but the other woman couldn’t identify them, and they were released. The nature of Tabram’s wounds were quite different from the later Ripper killings, but once the actual Ripper murders were under way, the papers and, initially, the police considered it the first (or second) in the series.

Some believed that a prostitute named **Rose Mylett**, murdered on December 26, 1888, was a Ripper victim, and the police case files mention her. Few actually thought her a true Ripper victim, however, including the police. The body of **Alice McKenzie**, streetwalker, was found in Castle Alley on July 17, 1889, more than seven months after Kelly’s murder. Her throat was stabbed twice, and abdominal wounds superficially resembled the Ripper’s early mutilations. Several papers believed this the work of the Ripper.

The trunk of an unidentified woman was found in Pinchin Street on September 10, 1889; again, some believed this the work of the Ripper. There was no actual resemblance between this and the earlier killings, however. (The victim became known simply as the **Pinchin Street Torso**.) **Frances Cole**, a Whitechapel streetwalker, was found in Swallow Gardens on February 13, 1891, dead from stab wounds to the throat. A fireman, Thomas Saddler, was arrested for the murder but released from lack of evidence.

Several newspapers from 1891 include articles about a prostitute named **Carrie Brown**, known on the streets as “Old Shakespeare” for her penchant for quoting the Bard. She was killed that year on April 24, and her body was mutilated much as were the Ripper’s known victims. She died, however, in New York City! A witness report

described a man seen with her who sounded very much like the descriptions of the Ripper. This may prove to be simply a copy-cat killer, should the Investigators even pursue this lead. Or, if the Keeper wishes, she could prove an actual Ripper victim, thanks to Danielson having made a sidetrip to the United States during his travels.

(Keeper’s Note: To lead Investigators astray with these additional murders, the Keeper may want to elaborate on the descriptions given here. Sharp Investigators who’ve tagged Danielson as the Ripper shouldn’t be deterred long, however, even by murders that seem to imply the Ripper remained in London while Danielson was traveling the Continent and the East.)

CLUES

Descriptions of the original Ripper murders can give the Investigators a few clues to follow up on, even if they pursue the matter no further. The various descriptions given by witnesses of the men they saw with the victims all contain elements that describe Danielson, once allowances are made for witness error—plus Danielson’s changing stature as he experienced POW loss and his penchant for wearing partial disguises and different clothing for the original murders. The dates of the actual Ripper killings will all coincide with the time Danielson was in England following his Sumatran excursion and prior to his quest for further magical knowledge in Europe and beyond.

The Police Files

The official police files of the Ripper case, closed in 1892, may also give Investigators clues, should they obtain access to these. This will *not* be easy. The Metropolitan Police Files are kept in the Records Office at New Scotland Yard, and access is limited, even to a police inspector. If an Investigator *is* an official police inspector, he may gain access to the files if he can Persuade Abberline to allow him to see them. Any nonpolice Investigators need to roll not only Persuade (at half-skill level) to get Abberline to let them see the records, but also make successful rolls on both Law skill and Luck.

The same rolls, but all at full level, must be made to persuade a known police contact (from Criminology skill) to allow access to the Ripper files—and the Keeper should also require a Bribery (or Bargain) roll and a fair cash payment to the contact in question, as any officer would be risking his job by allowing outsiders access to these closed files. Investigators who are denied access may, in desperation, consider the idea of breaking into Scotland Yard to steal the files. Unless they can come up with a *very* clever plan, however, the Keeper should point out the great risk such an enterprise would entail and suggest that even a professional cracksman wouldn’t attempt to break into Scotland Yard—unless, of course, he was the best in the business (someone next to whom even the great A.J. Raffles would pale).

If Investigators do manage to obtain the official files on the Ripper case from Scotland Yard, they'll find the files consist of the following: Three bulging manila folders stamped with a code number and the words "Closed until 1992" in a grubby cardboard box. One file contains *Letters*, including those from ordinary citizens with ideas on the Ripper's identity or how to catch him (and one from a not-so-ordinary citizen, Victoria Regina), as well as hundreds of crank letters, many in red ink, signed "Jack the Ripper." This also contains copies of the Ripper letters considered authentic.

A second folder, neatly tied with pink tape, is the *Victims* folder and contains files on all the murder victims mentioned in the previous section, including those *not* among the actual Ripper victims. Little further information of use to the Investigators can be found in these; the files on Stride and Eddowes are sparse compared to those on Nichols and Chapman, and that on Kelly is nearly empty. (The City Police files contain more on these murders, including a picture of Kelly's body. The Keeper may, for convenience, however, simply give Investigators the information on these victims as though they found it in the Scotland Yard files, unless they also have access to City Police records.)

Witness Reports

The following eye-witness descriptions of suspects seen near the murder sites or with the victims can be obtained from these files. (See also witness descriptions given in the "Victims" section, above.)

George Hutchinson, statement, made November 12, 1888: Hutchinson met Mary Kelly in Thrawl Street near Flower & Dean at 2 a.m. the morning of her murder. She asked Hutchinson to lend her money, and when he couldn't, she moved on. Hutchinson saw a man coming in the opposite direction to Kelly, who tapped her on the shoulder; they spoke and laughed and went off together. The man had a small parcel with a strap in one hand, and at one point he pulled out a red handkerchief to give her. They went up to Miller's Court together, and Hutchinson stood outside the Court for about three-quarters of an hour to see if they'd come out. They didn't, so Hutchinson left. He described the man as looking about 34 or 35 years old, 5'6" tall, pale-complexioned, with dark hair, dark eyes and eye lashes, a small, curled-up mustache, and very surly looking. He wore a dark jacket, dark trousers, a dark felt hat turned down in the middle, a dark tie, and a thick gold chain with a linen collar. He was very respectable in appearance, and walked in a sharp manner. Hutchinson believed he could identify the man if he saw him again.

(Keeper's Note: Many aspects of this description fit Danielson. If Investigators search diligently, they may locate Hutchinson and use him to "finger" Danielson as the Ripper, though after five years, the man won't be certain—and will want to be paid well by the Investigators for his efforts and the potential danger. The Keeper may also allow Investigators who search

Danielson's rooms at Barnet to find such items as the gold chain mentioned in this report to further tie the baronet to the Ripper.)

Israel Schwartz, statement on Stride murder: Schwartz claimed to have seen the murder of Elizabeth Stride take place. He said Stride was knocked down by one man and that another man stood watching, smoking a clay pipe. He described the watcher as aged 35, about 5'11" tall, fresh complexioned, light brown hair and brown mustache, wearing a dark overcoat and a hard felt hat, and carrying a clay pipe. The other man was shorter and broader; Schwartz thought the watcher had spotted him so left the area at once.

(Keeper's Note: Schwartz saw Danielson standing by watching as the Shambler began its work on Stride; the "other man" Schwartz saw was actually the Shambler, which he mistook for a man in the darkness—his imagination filled in the rest. This sighting can clue perceptive Investigators in that the Ripper was not working alone, though it might have them looking for a second man rather than the actual accomplice, the Shambler. It also pinpoints Danielson's clay pipe, which Investigators might find in his room at Barnet or observe him smoking if they stake out areas the baronet might frequent.)

Police Constable Stephen White, statement on Mitre Square murder: PC White was assigned to watch an alley near Whitechapel Road and saw a man coming out of it, walking quickly but silently because he was wearing rubber shoes (a rarity). As the man passed, PC White got a good look at him under a wall lamp. He was 5'10" tall and shabbily dressed, as if he'd seen better times. His face was long and thin, with delicate nostrils and jet-black hair, sallow-complexioned, and foreign in appearance. The most striking feature of the man were his brilliant eyes; they looked like two luminous glow worms in the dark. He was a young man, no more than 33, though slightly bent at the shoulders. His hands were snow white with long, tapering fingers. As the man passed, the constable had the eerie feeling there was something sinister about him. He stumbled a few feet away, and PC White addressed him. The man scowled in a surly fashion, said "Goodnight," and turned away again. His voice was surprisingly soft and musical, with a melancholy tinge to it, the voice of a cultured man, not one expected in the East End. Soon after the man passed out of sight, the mutilated body of Catherine Eddowes was discovered, but it was too late for White to catch the man.

(Keeper's Note: Again some parts of the descriptions fit Danielson—but some parts don't; nor will they fit the description of the man seen with Stride the same night or other Ripper descriptions. Again, Danielson had employed some of the disguises he occasionally used, changing the color of his hair with coal dust between murders—though the Investigators may never guess this. The rubber shoes are among items found in Danielson's room or seen worn



by Danielson if the Investigators spot him in Whitechapel at some point.)

Suspects

The third folder in the Yard files is the *Suspects* folder. In it, Investigators find the incomplete notes of Chief Constable Melville Macnaghten, containing his own speculations and evaluations on the case. Macnaghten's notes can eliminate all but the five actual Ripper victims and list three possible (but false) suspects in the case. (These notes will be written up in 1894 as what has come to be known as the Macnaghten Memorandum.)

Of these, *Montague John Druitt* (a barrister, not a doctor as Macnaghten's notes claim) is unavailable, as he was found dead seven weeks after Kelly's death, having drowned himself in the Thames. *Severin Klosowski* (the man Abberline will aver is the one referred to as *Kosminski* in the notes), a.k.a. George Chapman, was a hairdresser's assistant in a Whitechapel barbershop. He'd emigrated to America in 1890, but returned in '92 and is available for questioning if Investigators look him up. (Abberline certainly will, as the inspector had believed Klosowski to be the Ripper.) Near the end of 1893, he is living with a woman named—by sheer coincidence—Annie Chapman! The dates he was away from and back to England (he'll claim he returned earlier in '93) may make Investigators think they have a correlation with the Ripper murders, even if they count several spurious one. If they pursue the matter, they'll find Klosowski a scoundrel, immoral, and probably homicidal (he'd be hanged for murder 10 years later), but not the Ripper.

(Keeper's Note: Although many, including Abberline, think Klosowski is who Macnaghten identified as Kosminski, there actually was an *Aaron Kosminski* that Assistant Commissioner Sir Robert Anderson believed to be the Ripper and who was supposedly identified as the killer by a witness. If the Keeper wants to lead Investigators down this dead end, they can learn from any police contacts that, in 1891, Kosminski had been committed to Colney Hatch lunatic asylum, in north London, and he had been there ever since. Should Investigators wish to interview the man there, they'll find him to be mostly incoherent but, otherwise, a harmless lunatic.)

Tracing the man named in the notes as *Ostrog* might lead the Investigators to learn of a certain *Dr. Alexander Pedachenko*, believed to be the same man and thought by some to have been a double for Klosowski, working at the same profession. Word on the street is that he was actually an agent working for the Foreign Branch of the Okhrana (the Russian secret police), infiltrating and fomenting distrust among Russian anarchist groups in London. As intriguing as such possibilities may seem, Pedachenko is impossible to find—and may never have existed at all—another dead end in the search for the Ripper. (At the Keeper's discretion, Silverman may know of Pedachenko—if he exists. But he is *not* the Ripper.)

If the Investigators fail to make the Pedachenko connection and track down Ostrog, they will find that a Russian named Michael Ostrog, a petty thief who'd been in and out of jail for years, was committed to the Surrey County Lunatic Asylum, in 1891. If they pursue this lead, the Keeper may let them find Ostrog at the asylum—and determine him incapable of being the Ripper—or decide that the man had been let go and was now impossible to locate. Either way, Ostrog is another dead end.

The file also mentions—and dismisses—bootmaker *John Pizer*, alias *Leather Apron*. It further names and dismisses a man named *Joseph Isenschmid*, “the Mad Pork Butcher.” Isenschmid was a butcher by trade and was reported to have told others he was “Leather Apron.” He was incarcerated at the Bow Infirmary asylum after being arrested on suspicion following the murders of Nichols and Chapman. He was found to be insane, but the Stride/Eddowes murders, committed while he was under observation, proved he wasn't the Ripper. Also mentioned are *William Henry Piggott* and *Charles Ludwig*, who were arrested for making violent comments against women, though both had alibis or were in jail during several of the Ripper murders and weren't long considered suspects. Other names appear among the suspects files, but none seriously. Among them is an American “doctor” named *Frances Tumblety* (who seems more of a conman than a killer from his descriptions); attempts to track Tumblety down reveal that he is currently in the U.S., however, and looks nothing like eyewitness reports of the Ripper. Sir John Danielson's name does not appear anywhere.

(Two newspaper clippings in the file name two other possible suspects: One, a Russian, *Nicolay Vassiliev*, was believed to have killed a number of women in France in 1872. No evidence exists, however, to suggest that the man was anything more than a reporter's invention, and the French *Sûreté* doubts it ever happened. Another clipping is a letter from a reader claiming that the Ripper was a “black magician” whose killings inscribed an occult symbol on the map of London. A handwritten note identifies the writer as *Robert Donston Stephenson* (aka Dr. Roslyn D'Onston) and adds “a crackpot.” Despite the topic, this “lead” is another dead end—although diligent research uncovers the suggestive fact that Stephenson was residing at the London Hospital, in Whitechapel, during the original Ripper murders!)

The Letters

The Ripper letters in the *Letters* files are numerous, but only a few provide any clues to the Ripper's true identity: the “Dear Boss” letter and “Saucy Jacky” postcard arriving immediately before and after the double event; and the “From Hell Mr Lusk” letter. Copies of the first two letters can also be found at the Central News Agency office. Lusk has a copy of the letter sent to him. Texts of these appear in the newspapers, too, but only in the police files or the other locations noted are actual copies, showing the original handwriting. Also in the police files

is a copy of the writing on the wall found after Eddowes death—the officer copying it attempted to emulate the original handwriting as closely as possible.

Clues derived from these letters include the salutation “Old Boss,” which is what Danielson used to fondly call his grand-uncle; the name “Saucy Jacky” in the postcard—a corruption of Sauchie Johnny, the name the miners at his family holdings in Scotland gave Danielson when he used to visit the mine; and the handwriting on several of the letters. Although all vary, a close analysis of the various samples, compared with any obtained of Danielson’s own handwriting, shows several points of similarity between all these on Spot Hidden, Idea, Observation, and/or Deduction rolls (Keeper’s choices).

The “From Hell” letter’s handwriting very closely corresponds to Danielson’s current handwriting; and the writing copied from the Goulston Street wall is quite similar to his pre-Sumatran handwriting, should samples be obtained (most likely from his grand-uncle at Barnet). The message in the writing on the wall contains another clue, noted on page 72, in the “Masonic Connection” section. The “original” Danielson managed to slip oblique clues to his identity into most of the letters (except the “From Hell” letter, which was pure “evil” Danielson), though his other self wouldn’t allow anything clearer and confused the issue with his own additions. (For the actual text of the letters and postcard, see page 82. Or see the books listed at the end or the “Jack the Ripper” section of *The Gaslight Companion*.)

THE MASONIC CONNECTION

Once Investigators have gathered data on the original murders—newspaper reports, police files, or other sources—they may want to take a closer look for items of note, especially those with occult significance. If they are looking for such items, the Keeper may allow them to find the following information, either on a Library Use roll (if looking for anything unusual at the time they’re researching the original murders) or an Idea roll (if they’ve already conducted the initial research and now are attempting to evaluate it). One roll should obtain one item of information. An Occult roll at half normal skill can pinpoint the Masonic connection (full skill level if the character actually *is* a Mason or has been involved with them). A successful roll of from half to full level simply shows that there *is* an Occult connection of some sort with the unusual aspects of the murder, but requires further research to uncover it. (Keeper’s discretion as to how much and what rolls are needed.)

On a near miss of the full skill percentage (within about 20%), the Keeper should tell the Investigator he detects an Occult connection and give him a vaguer, but misleading one—perhaps the rumor running rampant on the East End of a Jewish ritual slaughterman killing according to Talmudic strictures or even a spurious connection with some ancient murder cult, such as the Thuggee or the

Assassins. He could even hint at a sinister Mythos connection—perhaps even tracing the style of the murders serendipitously to the abominable Tcho-Tchos (although an Anthropology roll might prove otherwise).

Masonic Clues

1) ***Victim’s throats cut from left to right.*** (An Idea roll confirms that all actual Ripper victims, original and recent, had their throats cut in this manner.) *Significance:* In the lowest degree of Masonry, the Entered Apprentice, the penalty for revealing Masonic secrets is said to be having the throat cut from left to right.

2) ***Intestines removed and placed over the shoulder.*** (An Idea roll confirms that all original victims’, except Stride and perhaps Nichols, and all recent victims’ intestines were ripped out and placed over their shoulders.) *Significance:* In Masonic ritual and allegory, this is based on the mythical murder by three apprentice Masons—Jubela, Jubelo, and Jubelum—of Grand Master Hiram Abiff, who was in charge of the building of Solomon’s temple. The murderers were themselves killed by “the breast being torn open and the heart and vitals taken out and thrown over the left shoulder.” (Different placements of the organs are from the dimness of the Shambler in carrying out its orders, but are close enough to register on the proper Occult roll.)

3) ***Triangular flaps of skin removed from each of Catherine Eddowes’ cheeks*** (recalled on an Idea roll). *Significance:* The sacred sign of Royal Arch Masonry is two triangles, representing the altar top of the Holy Royal Arch.

4) ***Similarities between the mutilations inflicted on Mary Kelly*** (and recent victims) and an engraving by William Hogarth called *The Reward of Cruelty*. (This clue can be obtained only by an Artist, a Professor, an Aristocrat, or a Dilettante—someone expected to be familiar with art such as Hogarth’s. He will be nagged by a similarity between what he reads of the Kelly killing and a picture he remembers having seen; an Idea roll enables him to locate the picture at the British Museum.) *Significance:* The Hogarth painting depicts a Masonic ritual murder with a number of points of similarity with the murders of Mary Kelly—victim lying on the back, facial mutilation, stomach ripped open, heart and organs removed, feet and legs skinned, and other grisly acts. Hogarth, in this painting, revealed much of the brutal nature of Royal Arch Masonry’s more secret rituals.

5) ***Items found arranged around the feet of Annie Chapman***—two brass rings, two new brass farthings, and several brass pennies. (Idea roll to remember these mentioned specifically in an article on the Chapman murder by reporter Allen Oswalds, of the *Echo*—see the section following.) *Significance:* According to Masonic lore, Grand Master Hiram Abiff was a worker in brass; thus brass holds special meaning in Masonic lore and ritual as a sacred metal. Abiff cast the columns of Solomon’s temple, which in cross-section appear as *two*

brass rings. Additionally, Masons are divested of all metal coins and rings before being initiated into any degree—just as Chapman’s coins and rings were removed from her body.

6) *Leather Apron rumor.* (Idea roll to remember.)
Significance: One of the important garments worn by Masons in their rituals is a lambskin apron they call their “leather apron.”

7) *Eddowes body found in Mitre Square.* (Idea roll.)
Significance: The mitre and the square are the basic tools of the Freemason, and they play an important part in Masonic ritual and allegory.

8) *The writing on the wall in the Eddowes killing:* “The Juwes are the men That Will not be Blamed for nothing.” If Investigators find the copy of the writing left on the Goulston Street wall in the MPF files (or the original copy, in the Records Office)—or even a corrupted newspaper report that mentions the “misspelling of the Jews as ‘Juwes’ ”—they can pick up on this clue. *Significance:* The three apprentices who murdered Grand Master Abiff were claimed to have been known in Masonic lore as “the Juwes.”

9) *Masons involved:* Investigators further delving into the Masonic connection of the original Ripper killings may also discover that several principals involved in the case, or whose names have come up in connection with it, all were high-ranking York Rite Freemasons—including Police Commissioner Sir Charles Warren; Dr. Bagster Phillips, the Police Divisional Surgeon; the Queen’s Physician in Ordinary, Sir William Gull (via the Lees connection); and others. They can also learn that several Masonic lodges meet not only in and around Mitre Square, but in Hanbury Street as well—where Chapman’s body was found. Sharp Investigators may conclude there *was* a Masonic cover-up of the murders, as none of the preceding evidence ever came to light in the inquests; some of it was passed over or dismissed as of no consequence if it did turn up briefly—and no reference was ever made publicly or officially to any of the case’s Masonic connections, even though principals such as Warren should have recognized them.

Unfortunately, the inference to be made is not entirely correct. The Masons *were* involved in a cover-up, as their oaths required, because they feared either that a Mason was involved, unknown to them, or that the public would believe one was, causing problems for their secret order. The direct clue here is that Sir John Danielson was a Mason, as can be learned from questioning those who know him well (such as his grand-uncle) or by checking his entry in the *Dictionary of National Biography*. (The Masons made no secret as to who was a member—only what their inner rituals were.) Inquiries on Danielson—or any other Masonic connection to the Ripper—will be turned away by any Masons the Investigators think to question, unless the Investigators manage to convince the

brothers that they, too, are Masons (and high-ranking ones at that).

To do so requires a Fast Talk at half normal skill level and *three* Occult rolls to show a correct knowledge of secret Masonic rituals. And then the best that Investigators can hope to accomplish is to obtain a confession that the Masons believe one of their members to be involved in the Ripper killings and that they hope to find and eliminate him themselves. If the Investigators name Danielson as a suspect, his fellow Masons can eventually confirm this (although they won’t tell the Investigators), and they will seek out the baronet with plans to send him to join his victims. But they will be in for a very nasty surprise.

Should the Investigators make a nuisance of themselves with the Masons or obtain information by falsely claiming to be Masons, they will soon find themselves marked by the Brotherhood for elimination, along with the Ripper. It is doubtful the Masons would join the Investigators in hunting down the Ripper together, unless they make excellent Fast Talk or Persuade rolls in proposing such a venture to a high-ranking Mason. Even so, after the Ripper is out of the picture, the Masons will strive to eliminate the Investigators themselves, as unwanted witnesses—a situation that the Keeper may wish to use as a stepping stone to another adventure.

A “Grape” Clue

Investigators looking for unusual items in connection with the Ripper killings can find another odd one in some newspaper reports: The body of Elizabeth Stride was (falsely) reported to have held grapes in one hand, and fruit stains were visible on her handkerchief. One report, by *Echo* journalist Allen Oswalds (available on a Library Use roll), distinctly mentions these and a grape stem found when the area was swept out later by private inquiry agents hired jointly by the Vigilance Committee and the press. Even an excellent Occult roll, however, can find no correlation between grapes and any Masonic or occult ritual. If Investigators tour Danielson’s mansion at Barnet, however, they can see in the greenhouse a number of grapevines. Additionally, if they observe Danielson eating—at Simpson’s or elsewhere—they may notice that he always finishes off his meal with a cluster of grapes and takes some with him. Danielson was coolly eating grapes when he found Stride. He finished them as the Shambler finished off Stride, tossing away the stem (deliberately, thanks to his “other” self) when he was interrupted.

These are all the clues of any significance available to the Investigators if they look into the ’88 Ripper killings. Many may not actually seem significant until they manage to narrow down their suspects to include Danielson. But once they do, the clues he left behind in ’88 should help them settle on the baronet as their prime suspect for Jack the Ripper.

SOME IMPORTANT NEWSPAPER LEADS

As the Investigators search for clues in the original Ripper killings, they will on several occasions run across the name Allen Oswalds, a reporter for the *Echo*, who, in doing a series on the murders, seemed himself to be delving deeply into the possible causes behind them. In addition to his reports on the grapes in connection with Stride's murder and the rings and coins around Chapman's body, several other of his reports (available on Library Use rolls to locate) include penetrating insights into Whitechapel prostitution and several hints that "something deeper may be involved."

In one report, Oswalds cryptically mentions an "underworld connection—and I mean this literally." In his last report that Investigators can find, dated one week prior to the Kelly murder, Oswalds promises to print revelations about the Ripper case that will shake the city "down to its very foundations—and below." The next report does not appear, however; the space is devoted to another reporter's description of the Kelly murder. Nor does Oswalds' report turn up in the next week's paper, nor his byline on any further articles the Investigators can find—in the *Echo* or elsewhere.

Curious Investigators may decide to visit the *Echo*'s offices to learn more about Oswalds and what he'd learned but never revealed. Exactly how Investigators are received at the *Echo* will depend on the reactions they get from the paper's editor, Morgan Edgewood. If an Investigator is a journalist himself (unless he's obviously attempting to get a scoop for a rival paper) or one makes a Fast Talk roll, the editor will freely answer any questions they have about Oswalds, whom he remembers fondly as a good reporter—if a bit overly imaginative at times. He'll also allow them access to the paper's private files, which include Oswalds' notes, including those he was working on for his last report—the one that never ran.

Edgewood explains to the Investigators that Oswalds had been working very hard on the Ripper case—too hard, it seems. Apparently the stress of it had caused his mind to snap—"poor fellow went completely daft, spouting all sorts of nonsense, until he finally lost all reason completely. Had to have him committed to the lunacy ward at Guy's Hospital. Couldn't even get a decent story out of his notes—they made no sense at all. Last thing he was carrying on about before he was reduced to unintelligible babbling was that the Ripper wasn't even human—that he was a monster from hell. At least that delusion explained all the references Oswald kept making to things "below ground." This is all that Edgewood remembers, but he'll remain free to the Investigators to answer any other questions they may have and help them with their examination of Oswalds' notes should they need it.

Should the Investigators get a bad reaction from Edgewood (or any other editor at the *Echo*)—by failing a Fast Talk roll or obviously being from a rival paper—he

will not help them in any way, nor will he allow them access to Oswald's notes. If this occurs, the Investigators must obtain access to the notes another way, perhaps breaking into the *Echo* offices (much easier than Scotland Yard) or returning in disguise for another try.

The Investigators may try to convince Mallory to obtain the notes for them (on a very good Persuade roll—Fast Talk won't do it). Of course, the journalist is just as likely to keep the information for himself to further his own (and Barker's) investigation as he is to turn it over to the Investigators (Keeper's discretion). On the other hand, Mallory could also pick up office gossip around the *Echo* about Oswalds' fate to relate to Investigators if they win him over to their cause. Being a freelancer—and new to London anyway—Mallory never knew the man, who was long gone before the young reporter started writing for the paper. Mallory had also run across some of Oswalds' early Ripper reports but had dismissed them as of no consequence. But Investigators asking about them and the reporter will pique Mallory's curiosity.

If Investigators do gain access to Oswalds' notes, they must spend some time looking through them—1D3 hours—to glean any significant information. For each successful English roll made, an Investigator poring over Oswalds' notes can find one significant item of information:

(1) "More Ripper victims than believed? Something carrying off the bodies?"

(2) "The sewers? Check Office of Public Works for maps—correlations with missing person reports."

(3) "Set up for tonight—at last I meet the mysterious McCabe!"

(4) "A definite connection! She knows something—maybe even the Ripper's identity!"

(5) "Almost feel guilty doing this on *Echo* money—she is good. Next time, I'll wait till she's asleep, then take a look at that book. Curiouser and curiouser!"

From this point on, Oswalds' notes begin to become less coherent, rambling and repeating words, misspelling others, losing sentence structure—not at all like the earlier notes, though the handwriting is (barely) recognizable as the same. By making half English rolls, the Investigators can make out the following semi-coherent fragments:

(1) "Not *human*—she can't be—not looking like that—so ugly!!!!"

(2) "It was there—I saw it—the creature from below—it almost got me—she sent it, she did it, she, she she shheehee . . ."

(3) "Ripper—no Ripper—lots of Rippers—a thing—another thing—worse than the things beneath—God, help me, help me help mee helpmmeee . . ."

(4) "After me, but I won't let them get me, won't touch the ground, can't get me then, but it disappeared, it killed her and disappeared—blood all over it and gone—and him watching, watching, growing—getting taller—she showed me, like she promised, now I'm hers, she says, hersss and

theirsss, the things—no, won't let them, can't have me, won't read no more, no more, no more....”

The notes after these, from almost a week before the Kelly murder, become so incoherent that they are no longer even intelligible. If Investigators read through them carefully still, however, and make an English roll, one odd word seems to appear again and again—“Glaaki.” It is the last word that appears in the notes. (An Occult roll will suggest only that the name has dark, ominous connections; a successful Cthulhu Mythos roll will provide as much information as the Keeper wishes at this point in the scenario—see the following information.)

If Investigators ask the editor more about Oswalds and his notes after reading them, Edgewood can tell them that Oswalds seemed to drift in and out of periods of incoherency his last couple weeks on the job. “He'd seem normal and unable to recall his fits of raving—so much so, most of the staff thought he was pulling some kind of elaborate joke, just letting off steam.”

He'll recall that Oswalds' last published report was during his final period of lucidity. “He took all his notes home with him and promised a smashing follow-up. He didn't show up for work the next several days, and finally a couple of his friends went to look for him. They found him locked in his flat, screaming and babbling, sitting on top of his dresser—acted like he was afraid to come down or even to touch the floor. They called a doctor they knew, who took one look at poor Oswalds and declared him insane—mad as that Carroll chap's hatter. Oswalds was clutching his notes—the same ones you looked at. Got most of them away from him—thought we could piece together a story of some kind from them, if any existed outside his head. Nothing—as you can see. Took a few with him to the asylum, refused to let them go. Poor man—two days later, the Ripper struck at Miller's Court. Had to assign someone else to it. Poor Oswalds—a good man. Hated to see it happen to him.”

(Keeper's Note: Mallory could obtain this same information for the Investigators, if necessary.)

If Investigators think to visit Guy's Hospital, just across London Bridge, south of the Thames, they'll learn that Oswalds died two years earlier, in a “raving fit.” No one knows anything about any notes he might have brought with him. “They were probably burned—unless the lunatic ate them,” will be the consensus. One orderly, named Auggie, will offer to show them the journalist's old room once he hears them asking about Oswalds—if they'll slip him a crown, that is. He'll tell them he was the one who found Oswalds dead—queer, it was, too, he'll add. “'E was standin' at the window, 'is 'ands wrapped round 'em in a death grip, an' the most 'orrifyin' look o' terror on 'is face Oi've ever seen. We all 'eard 'im screamin', but Oi was the first one to 'is room.” Auggie will let them in and allow them to look around the currently empty room—but nothing can be discovered unless the Investigators look out the window. (If they

don't think of it themselves, allow them an Idea roll.) There, clearly visible beyond the nearby buildings and across the river, are the openings to several sewers.

Investigators wondering about the name “Glaaki” who make a Cthulhu Mythos roll can note the Mythos connection and recall hearing of a Mythos book named something like that. Checking out the British Museum Reading Room's collection of Forbidden Books—provided Investigators have access to the Reading Room and can Persuade the chief librarian to allow them to study the forbidden tomes—will turn up a corrupted, incomplete copy of the *Revelations of Glaaki*. (Half all normal skill increases, but full SAN loss to read; no spells.) Mr. Smythe, the librarian, may comment that the Museum once had a more complete edition, but that it disappeared from the Reading Room “about five or six years ago.”

They suspected one of the assistants of stealing it and attempting to sell it. No one could prove anything, however, as the man disappeared along with the book. He had rooms in Spitalfields—Godforsaken place—but never returned to them. Assistant's name was Overly, Oberly, Owberry—something like that. (No record of him can be found anywhere, although a concentrated search of Spitalfields and a roll of one-fifth Streetwise skill may turn up a reference to the man selling a book to a little shop in the area—Hudson's.)

(Keeper's Note: Of course, Oswalds ran afoul of McCabe in his quest for a Ripper scoop. Her “tender” attentions, along with exposures to the Ghouls and Y'golanac and, finally, seeing the Ripper's Shambler at work, drove the poor man quite mad. In a final bout of sanity, he destroyed his notes to keep anyone else from following him into the living hell he'd discovered.)

THE MISSING STATUE

Investigators searching the newspapers for unusual items of interest in general (or who have heard some sort of rumor about Madame Tussaud's and are keeping an eye out for goings on at the wax museum), will run across the following small news item some time after they've begun their investigation, on a Library Use or a Luck roll.

FALSE ALARM AT MADAME TUSSAUD'S

Police were roused—and aroused—last night by a report from Madame Tussaud's Wax Museum that one of the famous exhibition's wax statues had been stolen. However, on answering the call of the guard who'd reported the figure stolen, police discovered the wax dummy right where it was supposed to be—and had undoubtedly been all along, unless thieves had removed the figure, weighing a good 15 stone, carried it off while the guard summoned the police, and returned it before the constables could arrive—all without leaving any traces of having come or gone and leaving all museum doors locked from the inside. The guard, who had a history of intoxication on the job, was dismissed from his position.

Investigators wishing to follow up on this story will get no help from the newspaper. The story was filler, and no further details are available. If Investigators go to Madame Tussaud's—provided they haven't caused trouble there previously—any guard can give them the name of the one who was discharged—Fen O'Douglas, a good man, they'll affirm, if a bit too fond of the whisky. Making a Fast Talk roll at the museum office will obtain O'Douglas' address in Montague Street, just around the corner from the British Museum. They can also locate it by looking O'Douglas up in the *Post Office Directory*.

If Investigators pay O'Douglas a visit, they'll be greeted at the door by his wife, who'll not want to let them in. An Observation roll can tell she's been crying and a Psychology roll that she's very upset. She'll send them away unless they come up with a good story—the best being that they believe her husband innocent and want to help him get his job back—and one of them, at least, makes a Fast Talk roll. If they get past Mrs. O'Douglas, she'll take them into the kitchen, where Fen O'Douglas is sitting on a chair next to the stove, nursing a bottle of Irish Whisky.

Investigators can tell without any rolls that the man has really tied one on. Still, he'll seem clear enough of mind to talk to them, though he'll be reluctant at first to discuss the incident that led to his dismissal “after sheven years shervice, did ol' Fen O'Douglas give 'em—sheven long years, an' afore that 20 on the Forsh. I were a good copper, an' a better guard, mind ye.” However, on a Persuade or Fast Talk roll (+10% if they declare their belief in his innocence and trustworthiness and claim to want to help him get his job back), O'Douglas will tell them what happened as he remembers it—and seems to sober up at the thought.

It seems that O'Douglas was holding down the night shift all alone that night—Mel, the other night guard, had been sick with a terrible cough, and “ol Fen, here, ne'er a one to shirk me duty,” agreed to make the rounds alone that evening. It was about 1:45 a.m., and O'Douglas was just outside the Chamber of Horrors, when he thought he heard a noise inside “kind o' like a quick breeze ablowin' through an attic, or like the cry o' the banshee on a foggy moor.” O'Douglas decided to investigate, so he pulled his revolver and crept into the gallery with his dark lantern. And, to his shocked surprise, one of the wax figures was gone! “'Twas as if a wee party o' leprechauns had toted it off while me back had been turned.” O'Douglas had just been through the Chamber of Horrors not 10 minutes before.

Of course, he pulled out his old police whistle, went upstairs to the front door, and blew enough blasts on it to get the local constables coming on the run. “An' while I was waitin' fer 'em to arrive, I did have a wee bit o' the golden liquid, just to steady me nerves a bit, o' course. I knew it were against regulations, but I didn't think a wee drink now an' then would ever hurt, so I kept a bottle

hidden for me rounds o' night—just to take the chill off me ol' bones now an' then.”

When the officers arrived minutes later, O'Douglas took them into the Chamber of Horrors to show them where the stolen statue had been. “But when we's went in there, glory be, but it were back—just as though it'd been there all along!” The constables didn't seem happy to have been called on a false alarm—no matter how much O'Douglas protested that the statue *had* been gone. “They must o' reported it to me boss, and o' course exaggerated me wee drink into me bein' drunk on the job and seein' things that weren't there—or not seein' things that were, as me boss put it. Why, 'e dismissed me right then and there—sent me right 'ome, 'e did. Said 'e couldn't use no drunks on the job—me, a drunk? Now can ye believe that? Why, sent me off so farst, I didn't even 'ave time to turn in me keys!”

At this point, O'Douglas' narrative will drift off, and he'll stare at his by-now empty bottle, raising it to his lips to try to drain the last drops. He'll look expectantly at the Investigators and ask, “Ye believe me, now, don't ye?” If they respond positively, he'll smile at them, hiccup loudly, and agree to answer any questions they might have. If not, he'll become enraged and order them out, swinging the bottle wildly at them. Under questioning, O'Douglas admits it may have been a while before he actually got around to calling the police after he found the statue missing—about half a bottle's worth. He'll also freely tell them which statue went missing—if they think to ask. “It were that gawdawful South Seas Daemon—ugly thing! Brrr, always did give me the shivers, ever since it were donated to the museum, oh, 'bout five years ago it t'were. Some fancy nobleman or aristocrat gave it to the museum—'ad it for a plaything tills 'e got bored wit' it. Name's on the plaque, but fo' the life o' me, I ne'er can remember it—seen it too many times.”

If Investigators pick up on O'Douglas' statement that he still hadn't turned in his keys to the museum, they can attempt to talk him into giving them the keys so they can “check things out for him.” He will think hard and long before doing so. He'll agree only if they make a Fast Talk or Persuade roll (depending on how much time they've spent with him), telling him they'll need the keys to help prove his innocence so he can get his job back. If the roll is successful, O'Douglas lets them take his keys but will first elicit a promise that they'll bring the keys back the next morning so he can turn them in. Should Investigators get caught in the museum or leave traces of their having been there, O'Douglas will report their taking the keys from him (through trickery, he'll claim). He'll affirm that he never realized the Investigators were going to break into the museum; he thought they were returning the keys for him.

(If Investigators do leave behind evidence of their incursion, an Idea roll will suggest that, if they leave the keys behind as well, O'Douglas is likely to get the blame

for the break-in. The Keeper should require Luck rolls by all who participated in the break-in for the guard to be blamed. Social Standing and Credit Rating rolls can help their case should the Investigators be questioned about the break-in—especially as theirs are likely to be much higher than that of a drunken ex-museum guard.)

This encounter with O'Douglas can help pinpoint the South Seas Daemon figure as the one Investigators want to examine more closely, especially if they've found the wax at the murder sites in the recent Ripper killings. It can also provide them with an easier way to "visit" the museum at night. The Keeper may also wish to have a Ripper murder discovered the morning after O'Douglas reported the statue missing. (One will have taken place, of course, whether the body is found or not.) If the Keeper doesn't wish to be so obvious, he could simply have word filter through on the street to one of the Investigators that another independent streetwalker seems to be missing and that the last time anyone saw her was at about 12:30 a.m., shortly before O'Douglas found the Daemon figure missing. She was, of course, a Ripper victim whose body was dragged down into the sewers by the Ghouls.

MURDER-SITE FOLLOWUPS

By following up on the various clues available at the current murder sites, the Investigators can obtain the following additional leads:

The Sewer Gratings (Clue #1): Investigators following up on the loosened and scratched sewer gratings, and searching newspaper reports for sewer-related incidents, can locate the old newspaper reports that follow on a roll of Library Use for each one. These can be located in the Newspaper room of the British Museum or in any library or newspaper morgue that keeps old papers dating back to just before the middle of the century. (The Keeper may determine which ones do.)

Sewer-Related News Stories

1) An old newspaper report dated October 31, 1845, tells of a tosher (one of the many residents of the East End who make their living scavenging in the London sewer systems) who had been arrested by the police for the murder of one of his companions. He was discovered by a constable emerging from the sewer openings on the Thames and was covered with blood. He claimed that he and his companion were "attacked by hairy monsters with fangs and claws" and that these "monsters" had carried off his partner. A search party found blood and signs of a struggle at the point in the sewer the tosher claimed to have been attacked. The man is currently being held in Newgate Prison on suspicion of murdering his companion until trial can be held. A follow-up dated two months later reports the tosher sentenced to the gallows, and a third, small note a month later notes the man was hanged. Investigators who can make a History or Law roll will recall that this was around the time it was made a crime to enter the sewer systems, except for maintenance purposes.

2) A newspaper story dated August 12, 1880, tells of a party of grangers who claimed to have been attacked by strange, manlike creatures of some sort while working on a sewer line in the East End. Several of the men did exhibit cuts and wounds of various sorts, though none seemingly that couldn't have been made by their own tools. One rather unorthodox anthropologist, Professor Quintin Elias DeFyer, of the University of London, stated that he believes this to be evidence of an entire culture descended from scavengers, lost for decades in the sewers and now living underground; the authorities, however, are unanimous in the opinion that the workers were overcome by a pocket of toxic gasses and hallucinated the attack. The hallucination of "creatures," they believe, may have been the result of an attack by a rat pack disturbed by the men's work; the majority of the wounds were undoubtedly self-inflicted as the workers "defended themselves" against the imaginary creatures assailing them, though some wounds resembling bites most likely came from "large rats" in the pack. The article notes that the sewer line in which the repairs were taking place is being shut down entirely, because of its age and the presence of the noxious gasses. (No exact locations, nor names, are given in the article.)

Investigators who wish to look up maps of the London sewer system can obtain a current one from the Metropolitan Office of Public Works, part of the Home Office, for 8s. Older maps exist, they can learn, showing closed-off lines and areas under repair. However, these are not generally available to the public. A Bribery and/or a Fast Talk roll made to the clerk on duty will persuade him to allow Investigators to look through the old maps. The map for 1880/81, however, is missing. Questioning the clerk will not get any answer as to why that map is missing, unless a Psychology roll is made to catch the clerk in a lie. If this happens, he'll admit that another man was there earlier and paid the clerk to allow him to take that map. His description of the man will make it plain that it was Barker (unless they've not yet met the detective, in which case an Idea roll will be required later, after they've met him).

The clerk will be most helpful in exchange for Investigators agreeing not to report him to his superiors. He will suggest using a pre-1880 map and comparing open lines then to closed lines in a later one (though Investigators must roll Navigate skill to successfully do so). He'll mention some very *old* maps in the Roman section of the British Museum that show the old Roman tunnels supposed to exist below the city, many of which were incorporated into the sewers. He'll suggest perhaps this could help them if they're looking for records of the oldest sewer lines. He'll even write them a letter of recommendation, if they need one. (Unfortunately, it won't allow them to remove old maps or manuscripts from the Museum.)

If the Investigators follow up on the Museum clue from the clerk or simply are checking the Museum out themselves for old maps, they can find on a Luck roll (or be directed to, if they ask) an old map in a glass case that shows the old Roman tunnels under Londinium. They will not be allowed to remove the map from the case. (Should they attempt to steal it, it would crumble with almost any handling.) To make a copy of it requires one hour's work, plus a Navigate roll. Investigators who make a Spot Hidden notice some tiny printing, apparently in Latin, at a certain point on the map. A Latin skill roll at -10% (no minus if using a magnifying glass) can decipher the following at that point on the map: "The Dwellers Below—Eaters of the Dead." A second Navigate roll allows Investigators to pinpoint on the map they've copied the spot where this is indicated. With the use of this old map, plus the ones from the Public Works office and several Navigate rolls once in the sewers, Investigators can locate one entrance to the Ghoul warrens beneath the city. If they ally themselves with Barker, his map will show the exact line the workers were repairing when they were attacked by Ghouls and that was subsequently closed off.

The Scratch Marks (Clue #2): The Investigators will find nothing further about this clue than is listed in that section or above. Further follow-up is a dead end. They may attempt to make drawings of the marks and take them to an expert zoologist for evaluation. Quintin Elias DeFyer, the London University professor who'd offered his theories on degenerate scavengers to the papers, happens to be a noted zoologist as well. Such markings prove inconclusive, at best—if DeFyer will even see the Investigators to examine them. The professor will under no circumstances accompany them to the scene of the crime to view the original scratch marks—if they're even still visible. (On the other hand, if the Keeper wishes, DeFyer may jump at the chance to prove his theories correct and ally himself with the Investigators, joining them in their exploration of the sewers. If this occurs, the Keeper may generate the stats for DeFyer, as he wishes, although the Professor is a key figure in the scenario "The Lurkers Below," in *Terror By Gaslight, Vol. II*, and is described in detail there.)

The Wax Flecks (Clue #3): Investigators attempting to learn more about the wax found at the scene of a murder (or under the fingernails of one of the Ripper's victims) may be referred to Wickerman's Wax Works, in The Borough, south of the Thames. They will find it to be a surprisingly small establishment, with a one-man office, presided over by a white-haired, wizened old man who turns out to be Wickerman himself. The aged wax worker will greet the Investigators gruffly, as though he has more important considerations than their intrusion upon his world. He will be bent over a microscope, examining what appears to be molten wax, a table full of test tubes, beakers, and a gas burner behind him. He will, however,

acknowledge their presence, once it appears certain they won't go away until he does.

In spite of his rather cool greeting to the Investigators, Wickerman will become much more animated once they've shown him the sample of the wax they have. He'll look it over closely under a lens and declare to them that it appears to be one of his own products. He can't be sure, however, until he examines it. Oh, no, he couldn't do that right away—no matter how much the Investigators offer him. He has his experiment underway just now—he's attempting to develop a new, stronger, more heat-resistant wax. It will revolutionize the art, he declares. It could take days—weeks even—to finish. If they make a Fast Talk or a Persuade roll and offer him a considerable sum—at least □10—he'll promise to get right to it after he "finishes a few other things that *must* be done first." He'll promise to have his analysis done for the Investigators if they'll come back in three or four hours (or first thing in the morning if it's late in the day when they visit Wickerman). He'll then seem to turn his attention back to his experiment and forget the Investigators' existence—unless they try to hang around, and then he'll shoo them from his office.

When the Investigators return at the appointed time, Wickerman will at first seem to have forgotten all about them until they remind him about the wax sample. Then he'll brighten and tell them, yes, he has it ready for them—finished it an hour ago, right after that sample the other gentleman brought him. "They were both the same, weren't they now? You and your friend got a bit mixed up, eh? Each forgot the other was coming by?" If Investigators ask for a description of the man who brought the other wax sample to Wickerman, it will, of course, match Barker's. But Wickerman had forgotten they'd brought theirs by until after Barker had left, so he hadn't told the detective he had another sample to examine.

In any event, he'll tell them that it *was* some of his wax and that it was the kind that he uses for the manufacture of wax dummies for wax exhibits. In fact, he can pinpoint exactly the exhibit hall—Madame Tussaud's. He can tell, because it has a special phosphorescence to it that he mixes into the wax he uses to cast figures for Tussaud's Chamber of Horrors. "Of course, I haven't used this particular type for at least two or three years now, I think it is." If pressed that he be certain, he'll become grouchy and affirm that he ought to know who his own customers are—that it had to be for Tussaud's. In fact, as near as he can remember, he used it only once for a private customer and that because it was for something going to Tussaud's anyway. If Investigators pick up on this and ask who the private customer was, Wickerman will wrinkle his brow for a moment and finally confess he can't remember—it was several years ago, and his memory, while "sharper than yours will ever be," isn't quite what it once was. The bill of sale's in his files, he'll recall, which is all he needs to know. He'll turn back to his experiment, bidding them a good day.

If Investigators attempt to convince Wickerman to go through his files for the bill, he'll refuse, having to get on with his work, but will allow them to go through the files themselves if they convince him with another Persuade or Fast Talk. (A journalist promising to do a story on his expertise in wax would help, too: +10% to rolls.) As they go through the files, Investigators will find that Wickerman keeps his own personal system, which makes locating anything in them difficult. For each hour spent searching through the files, each Investigator has a chance of rolling Accounting skill (or one-half Luck) to locate the bill. If none of the Investigators has found the bill in question by the time Wickerman is ready to close up shop for the day (about 8 p.m.), he'll shake his head, go to the files himself, and locate the bill—in an odd place no one would have thought to look—within five minutes.

It will include a number of sketches attached to it that look vaguely like wax bananas cut in two. The bill will be signed in a crabbed hand that, on an English roll, looks like "Hinshaw." Seeing it jogs Wickerman's memory of the sale. He'll recall the man who ordered these pieces requested he be notified by telegram when they were ready and to send it to the telegraph office in Barnet, just north of London. Said they were replacement parts for a figure he intended to donate to Tussaud's. The bill is dated "Oct. 27, 1888." Wickerman can describe the man, though his details are fuzzy. He'll recall that the man was on the wrong side of middle age and that he seemed very precise. Wickerman had the impression, he recalls, that the man was a domestic, working for someone else. (The description pointedly will *not* match Danielson's if they've begun to suspect him by this point.)

If Investigators meet Hirschman, Danielson's manservant, and have heard Wickerman's description and make an Idea roll, they can connect the two. Those who ask around in Barnet for a man named "Hinshaw—or something like that," who may be a butler or the like, and who give the same description Wickerman gives them, will on a Luck roll be pointed to Hirschman and the Danielson manor (one roll per each resident of the village they ask). If the Investigators ask Wickerman what the drawings represent or what it was exactly he cast for this "Hinshaw," he'll tell them, as if it should be clear as day, "Why, a set of claws, of course. Huge, wax claws! Odd, but I didn't know Tussaud's kept wax figures of animals in their Chamber of Horrors—at least they never had any cast by me. Hummph!" Wickerman himself has not visited Tussaud's in years and has no idea what the museum may exhibit now, except for those figures he's cast for them. (The Keeper may improvise if Investigators press him for details; the Ripper figure, however, was not one of Wickerman's).

Once they've elicited this additional information from Wickerman, the old man will be impatient to get on with his work (or close to up for the day) and will bid the Investigators farewell—in no uncertain terms.

The Matchstick (Clue #4): Investigators who found one of the burnt matchsticks at a murder site (or who saw the one Barker found) and who identify it as having come from Simpson's Tavern & Cigar Divan, in the Strand, will learn little of initial importance upon visiting the restaurant. They will find that such matchsticks are easily obtained at Simpson's; glass decanters full of them sit on every table in the Cigar Divan section of the building. Investigators who think of it (Idea roll), can ask a waiter about the regular customers. And for a price—1D10+2 sovereigns—the waiter will promise to get them a list of Simpson's regular customers, kept so that new employees can familiarize themselves with established patrons of the restaurant. (Investigators must order a meal and make a Luck roll to get a waiter receptive to such inquiries and willing to provide them with the list, which is against the restaurant's policy.) He will instruct them to return the next evening and ask for him to be their waiter. He then will give them the list with their bill. They are to leave the money as a tip. Unless the Investigator with the highest Luck score misses a roll (indicating the waiter was caught taking the list), the man will act as promised.

Unfortunately, the list of all the regular customers at Simpson's is of little help until later in the scenario. It *will* list Sir John Danielson as a Simpson's regular. (A star by his name indicates an old regular recently returned to the restaurant so that he will be given especially good service as a gesture of welcoming him back; the waiter can provide them with this information.) The list also names quite a few other individuals, however, several of whom are starred and most of whom the Investigators will not know. So Danielson's name will stand out only if the Investigators are looking for it. Most likely, this will look to be a dead end until later in the scenario, when the baronet's name has come up in other connections with the case. If the Investigators still have the list at that point, they can easily find Danielson's name on it. If they no longer have it, half an Idea roll is required to remember having seen it on the Simpson's list.

Investigators who instead simply stake out Simpson's to try to identify regular customers in that manner may do so. (They, too, will end up on the Regulars List.) It takes 1D4+1 weeks of this activity, however, to spot a significant number of regular customers. The chance that Danielson will be among them is 10% that he'll have appeared more than 3 times; 20% that he was there 3 times; 35% for 2 times; and 10% he won't appear at all. Otherwise, he'll appear only once. At least two appearances and an Observation (or Idea) roll by the Investigators on any visit after the first is required to peg Danielson as a regular.

Any waiter can tell them Danielson's name, if asked. Investigators who have heard or found through research descriptions of the Ripper can pick out similarities between Danielson and those descriptions after they have seen the baronet in person if they make a combination of

Observation and Deduction rolls—both must succeed—or half an Idea roll. Trying to match a description at a later date with anyone they've seen previously at Simpson's will require one-fourth an Idea roll and allows them to remember only that *someone* they've seen there seems to fit the description. If they make a Luck roll, Investigators who've shown up at Simpson's several weeks in a row, but who've not asked about regular customers, will be told at one point they've just been put on the Regulars List. This should tip them off to the existence of such a list if they're not aware of it till then and haven't asked about regular customers.

The Torn Cloth (Clue #5): The torn piece of cloth found at one of the murder sites, which appears to be from a finely made cloak or cape, might lead the Investigators to a fashionable London tailor's in an attempt to identify its origin. If so, the tailor points out to them that the weave is quite distinctive and that, while he can't identify it, they shouldn't have any trouble at all locating its manufacturer. If Investigators then declare that they intend to check out all the fashionable tailors and men's clothing stores in London, the Keeper may handle that as follows:

For every four hours spent searching and showing the cloth to the various weavers, fashion designers, and tailors they visit, the Investigator actually showing the cloth gets a chance to roll his Luck to have found its source. It will prove to be the work of a very fashionable men's tailor in the West End, a M. Henri De La Croix, a Frenchman. If the Investigators are upper-middle or upper class in appearance, M. De La Croix will greet them most graciously, as though eager for their patronage. If they look too pedestrian, he will be short with them—as he will regardless if it appears they aren't here to commission the man to make them a fine suit of clothing. In any event, if they ask him about the cloth, he can identify it as his, one of his men's evening capes—quite popular with the well-to-do. He'll proudly claim that more men attending the opera wear his capes than those of any other designer in London.

Unless Investigators do commission a suit from De La Croix—20 guineas, paid in advance—they must make one-fifth a Fast Talk roll to convince him to release to them a list of his exclusive clientele—specifically customers who might have purchased such a cape in the last five years. Ordering a suit from him will allow them to make the roll at normal skill level. If they get the list, it will prove considerably smaller than the Simpson's list of regulars, having only about 40 names on it. They will find on it the name of Sir John Danielson, his purchase listed in January 1888. There are 12 additional names on this list that also appear on the Simpson's list, if Investigators compare the two. (The Keeper is free to provide specific names for Investigators who wish to attempt to track them all down.) Danielson, however, is the only one with a Barnet address; if Investigators have the clue from

Wickerman, they can narrow their potential suspects down to him at this point.

Concerning the grains of pollen and sand embedded into the cloth, unless Investigators have Geology and/or Botany (or Biology) skills of at least 75%, they cannot identify these more closely. Taking them to professors of either Geology or Botany (or Biology) at any of the local universities can provide them with the following information, if they can Persuade one of the learned scholars to analyze the materials for them. (One Persuade roll per professor approached and at least a day for each item to be analyzed.) The sand is of a type found in the Middle East, most likely Egypt or Arabia. The pollen comes from a plant native to Southeast Asia—probably Sumatra or Siam. Investigators who trace down Danielson's travels can learn that the baronet was certainly in Sumatra and probably stopped in the Middle East on his latest journey.

CHECKING UP ON DANIELSON

Eventually, through one of their other leads, the name of Sir John Danielson should come to the notice of the Investigators enough to warrant checking further into the baronet's background and habits. Even if they begin to suspect Danielson of being connected with—or actually being—the Ripper, the Investigators will need more proof than they'll have initially to make such an accusation—if not for their own assurances, for the law's. Investigators who check the *Dictionary of National Biography* for an entry on Danielson will find one, providing the following information:

His name, title, place of residence, age, place of birth, father's name; that he attended Oxford University, plus one year of medical school at St. Bartholomew's in London; that he is a Mason and a member of the Garrick Club, in Covent Garden. The entry for him also mentions Danielson's two holdings, in the Netherlands-Sumatra Company and in the Sauchie mine.

Investigators can glean several leads from this information alone. They may decide to visit Barnet and perhaps the baronet's estate itself in search of information. They may attempt to enquire of Danielson in the Masonic lodges of London—and will be rebuffed unless they can successfully pose as Masons themselves. Checking on Danielson's college career at Oxford will gain little information; he was a lackadaisical student, spent most of his time in student hi-jinks, and his only real interest seemed to be in the college theatre troupe; he was good in character roles, especially ones requiring elaborate makeup. Checking at the Garrick Club will uncover (on a Bribery roll and at least three sovereigns to an attendant or on a Fast Talk to a member) the following information:

Danielson joined the club right after he came down from Oxford—it being an actor's club and the young baronet still being enthralled with the theatre. He hadn't attended in more than five years, however, since early '88,

just before going off on a trip to Sumatra or some such foreign place.

Following up on the Sauchie lead will gain nothing by telegram; traveling there and questioning the miners and foreman can pick up the “Sauchie Johnny” clue and the elder Danielson as the “Old Boss,” as explained in that section—provided Investigators wish to travel to Scotland.

Checking into Danielson’s records at Bart’s requires at least one Investigator to be a Doctor, especially a graduate of Bart’s, or an Administration and Fast Talk roll to view his records. They show that among Danielson’s classes were basic and advanced anatomy courses—enough to have given him the knowledge to perform the mutilations inflicted on the Ripper’s victims. If the Investigators think to interview Sir John’s old anatomy professor, Dr. Thaddeus Bell, who is still on the staff, the man remembers Danielson vividly. “A keen mind in that boy—but a very poor student. Not attentive at all, though he did manage to pass all his exams. Probably could have made a fine doctor if he’d wanted to. But he was too interested in the ladies. Always was in a hurry after class to go meet his latest conquest—even took to carrying a red handkerchief so he wouldn’t need to worry about blood stains after we’d been dissecting a specimen, but could just go on with his plans for the evening without stopping to change. Ah, such a waste.”

The Investigators may wish to check into Danielson’s affairs with the Netherlands-Sumatra Company, just out of curiosity or because they’ve learned of his ’88 trip to Sumatra (and especially his change in character and habits afterward). If so, they may send an international telegram (4d./word) to the company’s offices in Sumatra. It takes at least six hours for a reply to return to them by telegraph from Sumatra. And then it will be sent C.O.D.—the Investigators must pay □25 for the reply telegram! If they request an answer by mail rather than telegram (or because they refuse to pay the cost of the return telegram), it will take at least six weeks to get a reply. In either event, the gist of the telegram or letter from the Netherlands-Sumatra offices is as follows. (**Keeper:** Add appropriate “Stops” in place of the periods, if it’s a telegram, as you read it to the players.)

Gentlemen:

“Sir John Danielson, a share-holder in the Company, did visit the Company offices in Sumatra in April of 1888. While on an expedition into the wilds, Sir John’s party was lost, failing to return as scheduled. It was assumed the party was attacked by wild animals. A search party found some blood and the empty pistol of one of the Company men with the baronet’s party, but no sign of any of them. Several weeks later, however, Sir John appeared at the Company’s offices alone, a bit ragged, but seemingly none the worse for wear. He claimed to have gotten separated from the party and wandered lost in the

jungle, living on what he could forage. He was surprised and horrified to learn that the rest of the party hadn’t returned at all. This prompted him to leave Sumatra on the next available ship, which unfortunately was not available for several more weeks. Believe it was the Dutch steamship *Friesland*. None too soon for the baronet, it seemed, as another worker was found torn to shreds by a wild animal the evening before the *Friesland* departed, taking our nerve-shattered young aristocrat home. Funny, though—while he’d become increasingly jittery, pale-faced, and gaunt up till then, the death of the worker almost seemed to calm him. He looked fitter, healthier than since before his ordeal. Almost as though he felt safe now that the jungle had claimed someone other than him as its latest victim. Never saw the baronet again after he left, though my cargo foreman says he ran into him here in Sumatra only a few months ago at the docks. Was loading some cargo onto a yacht he apparently had just purchased. He didn’t seem to recognize my man, though, even when hailed. Strange he didn’t drop by the offices again. Then again, maybe not, after what happened in ’88. Would’ve bet he’d never have set foot in Sumatra again, though. Would’ve lost that bet, too.”

Hans Vaderheiden,
Vice-President,
Netherlands-Sumatra Company
Pedang, Sumatra

If Investigators refuse for any reason to pay for the return telegram, they will not have access to any of the preceding information unless they pay to send a second telegram requesting their answer be sent by mail—which takes the six weeks noted previously.

Investigators may wish to follow up on Danielson’s voyage back to England on the *Friesland* in ’88, either as a result of the information from Sumatra, a newspaper report on the baronet’s arrival, or the statement from Madame Tussaud’s manager that Danielson brought the South Seas Daemon figure back with him from the East. If so, they can learn through Lloyd’s Registry that the *Friesland* is owned by the Dutch Steamship Company, which has London offices in the City, just south of the Stock Exchange. If the Investigators inquire at the Dutch Steamship Company offices for information on the *Friesland*’s voyages in ’88, they must make an Administration roll or a Fast Talk roll, along with a good story, to gain access to the ship’s records. Searching through these records for 1888 requires an Accounting or Library Use roll per half-hour to locate the desired data.

The result will be a copy of the ship’s manifest, passenger list, and log of the voyage from Sumatra to England in mid-’88. The ship’s manifest shows no record whatsoever of any large crate brought on by Danielson at any time during the trip—as would have been necessary had he transported something the size of the South Seas Daemon figure by sea. A reading of the ship’s log of the

voyage will turn up a number of odd occurrences. Three crewmen disappeared during the journey. The official verdict by the captain is that two were presumed to have jumped ship at two separate port stops and that the third man, who disappeared while on watch during a storm, had been swept overboard. Additionally, a passenger died mysteriously during the trip. He was found dead in his cabin one morning, with a look of terror frozen on his features. The official proclamation by the ship's doctor was that the man had died of a heart attack. Checking the passenger list reveals that the dead man's cabin was next to the one occupied by Danielson.

Searching back issues of various newspapers for records of Danielson's travels will turn up a number of references to the baronet in the society sections of the papers, one per Library Use roll.

Of significance is a notice dated 5 August, 1888, announcing the return to London via the Dutch steamship *Friesland* of the young baronet of Barnet, Sir John Danielson. The columnist expresses the hopes that the young aristocrat will once again set the society pages afire now that he'd returned from the dreary shores of Sumatra.

A second notice, dated 15 November, 1888, announces, sadly, the departure for the Continent of Sir John Danielson, after a brief three-month sojourn in London following his Sumatran trip earlier in the year. The columnist expresses the hope that the bright lights and gay attitudes of Paris will reignite the young aristocrat's old fires, so sadly lacking since his return from Asia.

A society column dated 12 July, 1890, wonders whatever became of society's former young wonder, the baronet Sir John Danielson, who sailed off for the Continent two years earlier. The columnist notes that a Paris colleague reported seeing Sir John the previous year at the National Archives—of all places—studying some musty old book, but the young aristocrat was nowhere in evidence at any of the society flings she'd attended. The writer expresses disappointment at this lack of news of one of London's former most-eligibles.

A recent notice in the society section, dated 15 August, 1893, announces a return to England, after an excessively long five-year period, of the former society whirlwind, Sir John Danielson, arriving on his newly purchased yacht, the *Matilda Briggs*. The columnist hopes that, now that Sir John is an experienced world traveler, he will once again take his rightful place among the social lights of London.

Other society column tidbits may be discovered mentioning Danielson in the years prior to 1888—all declaring what a breath of fresh air the young aristocrat was on the social scene. Except for those listed here, however, such notices are conspicuously absent after his return to England in August 1888.

If Investigators try to trace Danielson's journey across the Continent and beyond from late '88 to '93, they first must obtain access to various back issues of major foreign

newspapers—or have good contacts outside England. (The Keeper may allow rolls of Luck plus Other Language for the appropriate countries for the chance that an Investigator has such a contact.) Foreign newspapers may be found in the British Museum Newspaper Room or at various libraries and Reading Rooms in London. Investigators who wish may take the boat train to Dover and a ferry across the Channel to do their own research on the Continent, but this will take time as well—though it may be necessary if they have no contacts outside England or they can't find what they seek in the papers available in London.

If the Investigators are successful in their quest for records of Danielson's travels, the Keeper may reward them with specific notices of the baronet's arrival and/or departure in certain cities throughout Europe and the Middle and Far East—Paris, Munich, Berlin, Ingolstadt, Vienna, Rome, Constantinople, Cairo, Delhi, Hong Kong, and Singapore among them. In each city in which the Investigators find a notice of Danielson's presence, there is a 25% chance that successful Library Use and Other Language rolls will also turn up a record of a Ripper-like murder while the baronet was in that city. While such evidence is only circumstantial, it should certainly be suggestive, when coupled with other data, that Sir John Danielson is, indeed, Jack the Ripper.

CHECKING UP ON McCABRE

Other than the mention of her name and the implication in the Allen Oswalds notes that she might in some way be involved in the Ripper case, no information can be found on McCabe in the usual published sources available to Investigators. Only by actively seeking out that information on the streets, among contacts and the streetwalkers of Whitechapel, can Investigators gradually come to learn of the part the evil young woman plays in the affair at hand. Information from street contacts on McCabe is available to those Investigators who make successful Streetwise rolls while asking about McCabe in particular or Whitechapel streetwalkers in general.

Investigators who take such a tact can eventually learn that McCabe has been organizing the independent streetwalkers under her guidance for years now and that the numbers of independents are lessening all the time—especially now that the Ripper is loose again. They can also learn that all the Ripper's victims—as well as those women who've simply vanished—have been from the ranks of the independents and not McCabe's girls. Other information they can uncover is presented in the list of Rumors earlier in this section and in the following section of Encounters.

Investigators who ask about McCabe, however, except among their own Criminology-skill-derived contacts, also face a chance that the evil "madam" will hear about them snooping into her affairs. There is a 10% cumulative chance per Whitechapel streetwalker or other East End

denizen they query that word of their questions—and their descriptions, at least—will reach McCabre. If this happens, the woman might seek them out to learn why they are so interested in her—or she may simply decide to send one of her grisly playmates after them to save her the trouble!

The Ripper Letters, 1888

The Dear Boss Letter

Received on September 27th, 1888, at the Central News Agency, Ludgate Circle:

Dear Boss,
I keep on hearing the police have caught me but they wont fix me just yet. I have laughed when they look so clever and talk about being on the right track. That joke about Leather Apron gave me real fits. I am down on whores and I shant quit ripping them till I do get buckled. Grand work the last job was. I gave the lady no time to squeal. How can they catch me now. I love my work and I want to start again. You will soon hear of me with my funny little games. I saved some of the proper red stuff in a ginger beer bottle over the last job to write with but it went thick like glue and I can't use it. Red ink is fit enough I hope ha. ha. The next job I do I shall clip the ladys ears off and send to the police officers just for jolly wouldn't you. Keep this letter back till I do a bit more work, then give it out straight. My knife's so nice and sharp I want to get to work right away if I get a chance. Good Luck.

Yours truly
Jack the Ripper

Don't mind me giving the trade name

PS Wasnt good enough to post this before I got the red ink off my hands curse it No luck yet. They say I'm a doctor now. ha ha

The "Saucy Jacky" Postcard

Received on October 1, 1888, at the Central News Agency

I was not coddling dear old Boss when I gave you the tip, you'll hear about Saucy Jacky's work tomorrow double event this time number one squealed a bit couldn't finish straight off. Ha not the time to get ears for the police. Thanks for keeping last letter back till I got to work again.

Jack the Ripper

The "From Hell" Letter

Sent to George Lusk in a three-inch square cardboard box with half a human kidney preserved in wine

From hell.
Mr Lusk
Sor
I send you half the Kidne I took from one woman and prasarved it for you tother piece I fried and ate it was very nise. I may send you the bloody knif that took it out if you only wate a whil longer

Signed Catch me when
you can
Mishter Lusk

ENCOUNTERS

In addition to their research, following up of clues, and visiting certain places of interest, Investigators may wish to nose around the areas of Whitechapel where the Ripper killings have occurred. They may do this as they look up contacts for more information; interview possible witnesses, suspects, or informants; or simply comply with the wishes of the Whitechapel Merchants Consortium that hired them to patrol Whitechapel—in hope of either catching the Ripper in the act or of at least discouraging him by their presence in the area.

As they operate in the East End, the Investigators will encounter certain other individuals on the streets, in the pubs or—should they be so bold—in the sewers under the streets of the East End. These individuals might assist them in some way—providing them with information on the Ripper, McCabre, or others; helping them to establish contacts with others who can assist them; or perhaps simply offering a diversion from the dreariness of patrolling. Or they might hinder the Investigators in some manner—maliciously, murderously, or incidentally. They might simply enliven what might otherwise have proven a “dull” evening for the Investigators.

How much or how little in detail the Keeper wishes to go with these encounters is entirely up to him. He may use the encounter tables provided to roll up such chance meetings randomly, or he may pick and choose specific encounters, placing them in the Investigators’ paths as he wishes. The Keeper should always be ready to improvise and elaborate on these encounters where it proves fruitful to the progress of the scenario—or to cut one short where it appears his players will not derive the full pleasure possible from it. Finally, since a wide range of encounter possibilities are provided, the Keeper should not feel that he must cram them all into the scenario just to feel that he’s used them all; most could just as easily be used—as a guideline at least—for later adventures in the East End of London.

The encounter tables are divided up into three main groups: *Evening Street Encounters*; *Tavern & Pub Encounters*; and *Sewer Encounters* (including a quick *Random Sewer Layout Generator*). These are followed by a few notes on *Daytime Encounters* in the East End and then by expanded explanations of the encounters on the tables. The Keeper may also find items to integrate with these encounters in the sections on “Clues & Rumors”; “Places of Interest”; “Enemies & Allies”; and “Stopping the Ripper.” A number of the Rumors in the preceding section of the scenario can, for example, be slipped into conversations with various of the characters encountered in this section.

(Note: Look for more detailed sewer information in “The Lurkers Below,” in *Terror By Gaslight, Vol. II.*)

ENCOUNTER TABLES

Evening Street Encounters (Roll 1D20)

- 1-6** Streetwalker Encounter (Roll 1D8)
 - 1-3** McCabre’s Girl(s)
 - 4,5** Independent Streetwalker
 - 6** Streetwalker/Rampsmen Team
 - 7** Barker in Disguise
 - 8** Colleen McCabre
- 7-14** Ordinary East End Encounter (Roll 1D6)
 - 1** Drunk
 - 2** Street Urchin(s) (Roll 1D8)
 - 3** Rampsmen (Muggers)
 - 4** Blower (Investigator Contact/Informer)
 - 5** Dipper/Tooler (Pickpocket)
 - 6** Police Officer (Roll 1D6)
 - 1-5** Police Constable (local bobby on the beat)
 - 6** CID Inspector (50% chance it’s Abberline)
- 15** Crime in Progress (Roll 1D4)
 - 1** Mugging
 - 2** Robbery
 - 3** Burglary
 - 4** Murder
- 16, 17** Extraordinary Encounter (Roll 1D8)
 - 1** Trained Bear on Loose
 - 2** Ghouls with Fresh Kill
 - 3** Whitechapel Vigilantes on Patrol
 - 4** Barker and/or Mallory
 - 5** Colleen McCabre
 - 6** Fresh Corpse
 - 7** Giant Rat (if loose; otherwise Ghouls)
 - 8** Jack the Ripper and Victim (plus Shambler)
- 18** Miscellaneous Encounters (Roll 1D6—see notes)
- 19, 20** No Encounter (or Keeper’s Discretion)

Tavern & Pub Encounters (Roll 1D8)

- 1** Drunk (Roll 1D6)
 - 1,2** Belligerent
 - 3,4** Pickpocket Feigning Drunkenness
 - 5,6** Just Annoying
- 2** Prostitute (Roll 1D4)
 - 1,2** McCabre’s Girl(s)
 - 3,4** Independent Prostitute
- 3** Procurer/Customer
- 4** Suspicious Troublemaker
- 5** Informant
- 6** Other Ripper Hunter (Roll 1D4)
 - 1** Police
 - 2** Vigilante
 - 3** Barker and/or Mallory
 - 4** Miscellaneous
- 7** Broadsman (Card Sharp)
- 8** Captain Sinbad Ahab (or No Encounter)



Sewer Encounters (Roll 1D8)

- 1 Noxious Gasses
- 2 Obstacle (Roll 1D3)
 - 1 Stalactites
 - 2 Cave-in
 - 3 Crevice
- 3 Rat Packs
- 4 Human Remains
- 5 Human Encounter (Roll 1D6)
 - 1,2 Grangers (sewer maintenance workers—daytime only; roll again if it's night; if same, tools workers left)
 - 3,4 Toshers (scavengers)
 - 5 Fugitive
 - 6 Barker and/or Mallory
- 6 Ghouls (1D10)
- 7 Loose/Open Sewer Grating
- 8 Entrance to Ghouls Warrens

Random Sewer Layout Generator (Roll 1D20 every 3D20+2 yards)

- 1 Straight Section
- 2 Sewer Grating
- 3 T-Section
- 4 Straight Section
- 5 Encounter
- 6 Sewer Grating
- 7 Double-Cross Section
- 8 Straight Section
- 9 Left-Cross Section
- 10 Encounter
- 11 Right-Cross Section
- 12 Straight Section
- 13 Left-Turn Section
- 14 Straight Section
- 15 Encounter
- 16 Sewer Grating
- 17 Straight Section
- 18 Right-Turn Section
- 19 Encounter
- 20 Sewer Grating

DAYTIME ENCOUNTERS

Most of the encounters that Investigators have with denizens of the East End during the daylight hours will be relatively mundane. Investigators prowling the streets of the East End during the day will find a multitude of costermongers, street entertainers, and others who make their living selling and bartering their wares or talents on the streets. During early morning, if they are up at the crack of dawn or pull an all-nighter, Investigators will probably see a number of laborers on their way to work and, in the very late afternoon/early evening, the same men on their way home. Unless the Investigators stop or try to interfere with these men in any way, they will be ignored.

Costermongers might prove annoying as they attempt to sell Investigators anything from “fresh” fish and hot eels to hot-cross buns, cat meat, or chestnuts roasting over an open fire. If the Keeper wishes, he may use the Ordinary East End Encounters table from the Evening Encounters for special daytime encounters, as those same types of individuals would be just as active during the day as at night. Many of the East End’s nighttime denizens will be spending a part of the day sleeping or, in some cases (as with cracksmen and other criminal elements), planning their evening’s work.

Investigators who spend a good deal of the night patrolling will require time for rest and sleep during the day or face a loss of CON points. (About 1 per hour more than 24 without sleep; when CON reaches 0, the Investigator drops, exhausted, and sleeps until at least half CON is regained at the same rate.) Few streetwalkers are active during the daylight hours—especially McCabe’s girls, who put in very full evenings—except perhaps those in brothels, who can’t give the Investigators much information of use. Investigators will probably best be occupied during the day in checking out information in libraries, meeting with contacts in the police or elsewhere, and visiting those areas of interest accessible only during the daylight hours.

EVENING ENCOUNTERS

The nighttime can best be spent by Investigators in patrolling the Whitechapel area, searching for clues and interviewing those inhabitants most likely to be out and about after dark. To locate any particular person not likely to be found at the same place every evening (as opposed to a bartender in one of the pubs or a brothel keeper) at least an hour’s search and a roll of Streetwise is required; the Keeper may determine any modifiers to the roll, based on how difficult that person actually would be to find.

Weather Conditions: To further enhance the overall atmosphere of Investigator visits to Whitechapel at night, the Keeper should assume an 85% chance each evening of a light to heavy fog having settled over the area. The chance that it will be a real “London particular” (with visibility only a few feet) is 25%. If no fog, there is a 50% chance of rain—from a drizzle to heavy downpour (10% chance of the latter); if the investigation has dragged on into winter proper, the chance that precipitation, if it occurs, is snow instead of rain is also 50%. Otherwise, the weather will be clear or overcast (50% chance of either).

Summoning Assistance: Should the Investigators get into such trouble that they require assistance (which might happen if they’re attacked by Ghouls or run into the Ripper and his Shambler), the chance that their shouts for help actually bring anyone is only 50%. (Others might hear but wish to stay out of it.) Such assistance will most likely be from the police or possibly the vigilantes (25% chance it’s the latter). If shots are fired, the chance assistance will come rises to 75%. If Investigators have in

their possession a police whistle and they blow it for assistance, 1D6 police constables will definitely answer their summons within 1D3 minutes. Should this prove to be a false alarm, however, the bobbies will not be happy and may take the Investigators themselves to the local lockup—especially if they appear to be engaged in some illegal or semi-legal activity (or simply aren't known to the PCs and look "suspicious").

EVENING STREET ENCOUNTERS (EXPANDED)

(1-6) Streetwalker Encounters. These include various "run-ins" along the streets of Whitechapel with the ladies of the evening, be they under McCabre's domination or the few remaining independents not yet scared into her camp. Some are simply looking for customers; others might have more sinister goals, for themselves or their mistress or even the criminal elements of the area. Investigators can learn more about the mysterious Miss McCabre from some of these girls, and they may learn the significant fact that the Ripper's victims have all been from the ranks of the independents. Or they may simply decide to "have a good time" with one of these ladies they encounter. (Investigators who succumb to such temptation should make a Luck roll to avoid becoming infected by "the pox"—or perhaps something even worse. Keeper's discretion as to the results.) To determine the exact nature of the Investigators' streetwalker encounter, the Keeper should roll 1D6 or choose one of the following.

Streetwalkers

1-3) McCabre's Girls. Encounters with McCabre's girls might gain the Investigators significant information on the evil madam's part in the Ripper affair—if they handle the encounters properly. Most likely, the Investigators will be approached by McCabre's streetwalkers as they patrol or otherwise walk through the streets of Whitechapel—even if they fail to approach the girls in search of information. McCabre's girls will attempt to use their wiles (i.e., their Seduction skill) on the Investigators to entice them into engaging the girls' company for the evening (or for a little while, if the Investigators claim that they're short of funds). If the girls successfully employ their Seduction skills, Investigators who wish may attempt to resist these girls' skillful "charms" by rolling INT x 5% or less. If any Investigators fail to resist the girls, they'll wind up spending a sovereign and losing a couple hours of the evening—or 2s. and several minutes—unless stopped by their companions. (McCabre's girls aren't cheap.)

If the Investigators refuse the services of any of McCabre's girls, there is a 60% chance one girl will attempt to convince the Investigators to give her some money anyway. She'll cry and carry on that if she doesn't make enough for the night, "she" will be unhappy with the poor girl and, please, won't they spare a few bob—even a tanner or two—so she can please "her." If the

Investigators refuse, the girl will probably spit at them or call them derogatory names and then saunter off for more receptive prey. If they do give her money, she'll still offer them minimal services if they want, and if not, thank them and saunter off, tossing over her shoulder a comment questioning their manhood.

If the Investigators ask the girl(s) who "she" is, the reply will be "Why, McCabre, o' course." Further questioning might reveal the facts about McCabre's place among the streetwalkers of Whitechapel—but only if they give the girl money for the information and make rolls on Fast Talk or Persuade. Otherwise, McCabre's name is all they get. Should they ask what would happen to the girl if she *doesn't* get enough money for the night to please McCabre, she'll admit that she doesn't rightly know, since it's never happened yet. She'll add that she's heard rumors that McCabre whips the girls who don't perform as desired, which is only fair, since "she protects us." If the Investigators ask from whom, she'll answer simply, "Ever'one 'oo'd do us 'arm."

Just how McCabre "protects" them, the girl doesn't know—and doesn't care as long as the madam does so. And, so far, she has—at least to the girl's satisfaction. If an Investigator makes a Psychology roll when asking about the punishment for not making enough money, he'll notice that the girl seems to be hiding something. An additional Fast Talk or Persuade roll, plus an extra crown for the information, will reveal that she's heard rumors among some of the other girls who've been with McCabre for a while. According to them, girls who cross McCabre badly have been known to disappear—a girl named Kate, a real tough cookie, for one. That's all the girl knows, and she doesn't want to find out any more about it. She certainly intends to keep on McCabre's good side.

If an Investigator *does* purchase the company of one of McCabre's girls, he'll find her to be very enthusiastic about her work—until he tries to touch a certain spot on her back. At such a touch, the girl will suddenly react with extreme fear. A Psychology roll will tell the Investigator that it's as if the touch has reminded the girl of a particularly horrifying or traumatic experience. The girl will quickly apologize for the reaction and wish to get on with business. If the Investigator can Persuade the girl to let him examine the area that caused the reaction, he will see four long, parallel scars across the girl's back, just below her camisole. (If the light is dim, a Spot Hidden or Observation roll is required to spot the scars.)

If he questions the girl about the scars, she'll become skitterish and refuse to talk about it—and request that they please get on with it before she's out of the mood. If the Investigator fails to press her on the subject, she'll continue entertaining him, though less enthusiastically than before. If the Investigator presses about the scars and her fearful reaction to his touch, he must make either a Psychology roll *plus* a Persuade roll or just a Fast Talk roll—plus promise to pay her at least an extra sovereign—

to get an answer. She'll still be reluctant to talk, but his convincing manner and the extra money will at last induce her to do so. (Psychology and Persuade will enable him to make the right emotional appeal to get her to trust him. Fast Talk will bluff her into telling, but she'll later think better of it and confess all to McCabre, along with a good description of the Investigator.)

If the rolls are unsuccessful, the girl absolutely refuses to talk about it, becoming more fearful and upset as she's questioned, until she at last flees. Should this happen, the girl will tell McCabre about the Investigator. What might happen to her after she's confessed any indiscretion to McCabre, especially about the "secret initiation," is up to the Keeper—but it isn't unreasonable to suppose that this poor girl will become the next victim of the Ripper. (If this happens, any Investigator who's been close to her must make a SAN roll on learning of her horrid death; SAN loss is 0/1D4.)

If the Investigator has gained the girl's confidence, however—even temporarily—she will confess that the scars are the result of an "initiation ceremony" that McCabre put her through right after she'd finally decided to join the madam. This occurred about six months earlier. McCabre took the girl up to her room in Flower & Dean Street, locked the door, and told her to disrobe. The girl will comment that the room smelled funny—"sumtin' 'orrible—like a graveyard or sumtin' dead, it were." After she'd finished disrobing, McCabre put a cloth bag over her head, tying it loosely but securely around the girl's neck.

The girl was frightened, but from what the other girls had said, she knew she'd better not balk at McCabre's instructions, no matter what. She could still breathe, but she couldn't see anything. McCabre chuckled and spoke soothingly to the girl, telling her that she'd soon be one of "her" girls and that she'd be protected from anything or anyone who might want to harm her—even the bloody Ripper! McCabre then positioned the girl so that her back was to the closet door on the wall. (She'd remembered it being there when they came in.) Then the girl heard the creak of hinges as the closet door slowly opened—except she knew McCabre wasn't opening it, because the madam still stood next to her, holding the girl's hands and talking soothingly to her. The strange odor she'd noticed earlier got much stronger as the closet door swung open. And then . . .

The girl breaks off suddenly with a small moan, as if it's difficult to continue even to think about her experience. A Psychology roll affirms that the girl isn't feigning her discomfort. If the Investigator gently encourages her, however, she will continue the story: The next thing she knew, *someone* was touching her from behind, fondling her roughly—she guessed it was whomever had been hiding in the closet. And it felt horrible—big, cold, clammy hands and log sharp fingernails, more like a beast's than a man's. And the

sounds he was making were like an animal's, too—"Orrible, slobberin' sounds they were!" She wanted to cry, to scream out, but McCabre kept soothing her, telling her that it was all right. Finally, though, she did scream, "'Cause the bugger scratched me, 'e did! An' it 'urt sumtin' fierce!" But McCabre just kept talking to her, calming her down, telling her that "McCabre's girls 'ave ta be ready fur anytin'."

Finally, the hands let go, and the girl heard the sounds recede and the closet door close. McCabre took the bag off her head and hugged her, telling her that she was now one of McCabre's girls and that she'd be safe on the streets, that *nothing* would ever hurt her . . . unless she ever crossed McCabre, of course. The girl adds that she tearfully promised McCabre she'd *never* do that! She will then grip the Investigator tightly and almost frantically demand that he never tell McCabre what she told him about the ceremony. McCabre made her swear never to divulge what happened—not even to the other girls. (She doesn't know why, though, since she believes all the other girls have gone through the same thing.) She'll try to elicit a promise from the Investigator never to repeat what she's told him, and she will cling tightly to him until he makes such a promise. She'll add, then, that McCabre bandaged up the cuts left by the fingernails of the fiend in the closet—whomever he was—and they left the room without him ever emerging again. When the bandages came off, the girl had the scars. And every time some toff touches her there, it reminds her of . . .

The girl breaks off again and asks, almost desperately, if they can just forget about it and get on with business. Then she'll want to finish her time with the Investigator and go somewhere and drink gin till she forgets the incident he's so vividly brought back to her memory. If the Investigator asks why she stayed with McCabre after what happened, she'll answer simply that, in spite of that awful initiation, she feels safer on the streets now, with McCabre watching over her. That's why she decided to join McCabre in the first place—for protection. And now that the Ripper's on the loose again, the girls in Whitechapel need McCabre's protection ever the more so. "An' it's workin', too," she'll add. "The bleedin' Ripper ain't got none o' McCabre's girls yet, an' 'e ain't goin' ta neither." She'll look sad then and state that she just wished her friend Millie had joined up, too—she'd probably still be alive today if she had.

Keeper's Notes: The "initiation ceremony" that the girl describes is one that McCabre puts all her girls through to "mark" them for her Ghoul allies so that the creatures know to leave her girls alone when they go foraging for victims in Whitechapel. By putting their mark on the women, the Ghouls can tell by scent that these humans are to be left alone. They also know to take ghoulish vengeance on anyone who mistreats one of these "branded" women within the range of their keen senses. Any girl who "fails" the initiation—who can't stand the

touch or mark of the Ghoul and faints away, goes into hysterics, or, worse, tears off the bag to see what is touching her—McCabe simply hands over to the Ghouls to do with as they please. This is why no girl truly is considered one of “hers” until after the ceremony. That way, none of her girls disappear—only those who “decide not to join” her ranks.

(This particular encounter should occur only once; before or even after that, Investigators who hire the services of other of McCabe’s girls may detect the scars but won’t get the story behind them—and McCabe will be told at once about those prying into her affairs and those of her girls. The Keeper may explore the ramifications of McCabe’s girl being a friend of one of the Ripper’s victims should Investigators attempt to exploit that discovery.)

A bold Investigator may, upon encountering one of McCabe’s girls, request to be put into contact with McCabe herself—perhaps hinting that he wants to sample “the best” rather than one of her hirelings. Whether she seems insulted or amused by this, the girl will first tell him that McCabe’s too busy for the likes of him—and has better taste, too. McCabe connects personally only with those she fancies or with whom she has business. The girl will agree to connect the Investigator with McCabe only if he makes a successful Persuade or Fast Talk roll and offers her at least a sovereign now for her efforts—and at least another four sovereigns if she’s actually able to make the connection for him. (If the Investigator uses Fast Talk instead of Persuade, there’s a 50% chance she’ll think better of it and never tell McCabe of his interest.) She’ll add, however, that she can’t promise anything. Perhaps McCabe will see him, perhaps not. If he agrees to take the chance, she’ll instruct him to meet her again, same time the next night at a mutually agreed upon location—she’ll suggest the Mitre Tavern, unless he has any objections. If the current hour is unusual, she’ll instead suggest they meet at 11 p.m. that night. (Under no circumstances will she agree to meet anywhere but in the Whitechapel area—either he comes to her, or he can find McCabe on his own.)

If the Investigator keeps the rendezvous, the girl will arrive the next evening as arranged. If he makes a Luck roll, she will inform him that McCabe has agreed to see him. If the Investigator misses his Luck roll, there’s a 65% chance that the girl will still tell him that McCabe will see him, just so that she can get the rest of the money; if he bites, she’ll take the cash, tell him where to meet McCabe, and leave—and he’s unlikely to see her or his money again. If the Luck roll is a critical failure and he refuses to pay her until he sees McCabe, she’ll act indignant, sigh, and tell him to follow her; she’ll then lead him into a dark alley, where a bludger waits to dispatch him—or, worse, a Ghoul. If he gives her the money and goes to the appointed meeting place, he’ll find the same

thing awaiting him there. (If other Investigators are backing him up, the Keeper may chose to have more than one bludger or Ghoul lying in wait.)

If McCabe has agreed to meet with the Investigator, the girl will tell him when and where McCabe will meet him—same time and place the following evening. (Or she will meet him at 11 p.m. at the Mitre Tavern if the current meeting is taking place elsewhere—McCabe will agree to meet nowhere else; if he wants to meet her, that’s it.) She’ll also tell him how to recognize McCabe—but only *after* he’s given the girl the rest of the money he promised. (If he refuses to pay, she’ll tell him that’s too bad—he’s missed his chance at McCabe—and will leave. If he or any other Investigators follow her, she’ll lead him/them to a pack of waiting Ghouls.) If the Investigator pays up, the girl describes McCabe to him and adds that the madam will be wearing a red hat. He’s to wear a red handkerchief in his jacket pocket (McCabe’s idea of a joke, given the Ripper’s penchant for wearing such an item).

As promised, McCabe will indeed meet the Investigator at the prearranged time in the Mitre Tavern. If Investigators have been asking about her among the girls and others in the district and have been overly conspicuous in their questioning, McCabe is springing a trap. (She will definitely meet the Investigator in that case, Luck rolls or not.) She plans to lure him either to where her Ghouls can ambush and finish him off or, if necessary, where she can do the job herself as Y’gonolac. If the Investigators have not yet come to her attention, she will come merely out of curiosity concerning this brash young man who dares to sample McCabe’s wares over all others. In this case, unless he confronts her openly about her role in the Ripper case or is rude to her, she’ll take him to her flat, as described in the section on encountering McCabe that follows. In either event, she’ll refuse to talk about anything other than having a good time, regardless of her intentions toward the Investigator. (Depending on his APP, STR, and so on, she may use him for her pleasure before discarding him—most likely to the welcoming claws of her Ghouls—or simply kill him for his impertinence, especially if he seems to know too much about her and the Ripper.)

Other Encounters with McCabe’s girls, on the streets or elsewhere, will gain the same basic information as described here, although usually to a lesser degree. And many encounters will be no different in nature than with any other streetwalker—primarily business—unless the Investigators bring up the subject of McCabe in the first place.

4,5) Independent Streetwalkers. Encounters with independent streetwalkers generally go similarly to those with McCabe’s girls, except that the independents’ attitudes toward the “madam” is quite different. They speak of McCabe either in a derogatory manner or fearfully and reluctantly. Most won’t speak of McCabe at all, unless Investigators first bring up the name. If asked,

the independent streetwalkers confess a fear of the Ripper, since they have no protection (unless any have a regular man to depend on). But they have to live, and that means working the streets—bleedin’ Ripper or no. The independents will ask less money for their services than McCabre’s girls—as little as a tanner can purchase one of these unfortunates for a short time. Some of the independents might be wavering, too, considering joining up with McCabre now that the Ripper has been reintroduced into the normal hazards of their profession—if she’ll have them. Most must be enticed via Persuade or Fast Talk rolls to talk about anything but business—showing the Investigators a good time for the right price. They’ll accept payment for talking, in lieu of their regular services, if that’s what Investigators wish, but few have any information of use.

The exceptions are a girl named Lil and her friend Sal, who normally work the streets and pubs together. There is a 40% chance that any independent streetwalker encounter in the East End is with this pair (and 60% if at the Mitre Tavern, where they like to “hang out”). Lil was a friend of both Laura Visemount and Millicent Marsh. She can affirm to the Investigators that both girls were independents, like herself and Sal. She can also tell the Investigators that Lumpy Laurie had just turned down an offer from McCabre to join her not long before the Ripper got the poor unfortunate. She can add that Laurie’s rejection of McCabre’s offer had been very violent, too—hard words were exchanged, even threats, on both sides. Laurie’s were specific—she’d ram McCabre’s teeth down her throat and rearrange her hateful face if McCabre ever bothered her or her friend Millie again. McCabre’s threats were more vague: simply that Laurie might never get the chance to do that—or anything else. Millie, Lil can recall, had been wavering and actually thinking it might be better for her to accept McCabre’s offer, but Laurie bullied her out of it. McCabre hadn’t been too happy about that either, Lil had heard.

Lil had talked to Millie only a couple nights before the Ripper got her, and the girl was scared about Laurie’s death. She was afraid that the Ripper would get her, too, if she didn’t have McCabre’s protection. Millie told Lil that she *was* going to accept McCabre’s offer if the woman would still have her. That was the last Lil ever saw or heard of the girl—until she read about her in the papers. (Lil becomes upset talking about her late friends and stops a moment, fighting back tears. Sal, a tougher bird, will attempt to build her back up and derides the Investigators for reminding her of such terrible things. Lil will recover, however, and continue to talk to the Investigators—provided they are paying for the girls’ time, which Sal will insist on, or at least buying them drinks if they meet at the pub.)

Sal will mention that other independents she knows have just been dropping out of sight. She doesn’t know what’s happening to them, but she’s sure they’re not just

hiding or leaving the city. At least one girl she knows was supposed to meet her and Lil for a rendezvous with several sailors; the girl didn’t show, and when Sal went to her boarding house to find her, she was told the girl hadn’t come back in the night before. No one had seen her since.

Lil can give the Investigators any of the rest of the information about Visemount and Marsh from the section on “The Current Murders” if the Investigators haven’t yet obtained it and continue to question her about her late friends. Sal, however, will finally tire of talking and insist that she and Lil look for other toffs if these aren’t up for any action. (A generous extra payment will entice the two to stay and continue talking, but other than what has already been described, the girls know nothing useful.) The two then leave for other game, but not before Lil expresses the wish that Laurie and Millie *had* joined McCabre, because they might be alive still if they had. She’ll also muse that maybe she and Sal ought to join up with McCabre, too, before it’s too late. Sal will loudly deride that idea and boast that she’d rather be meat for the Ripper than a lap dog for the likes of McCabre.

If the group is in a pub—especially the Mitre Tavern—there’s an 80% chance that Sal will be overheard by some of McCabre’s girls who are working the place. If so, a cat fight will ensue—perhaps with the Investigators getting caught in the middle. (If so, and they manhandle any of McCabre’s girls, they will be marked for elimination by the Ghouls.) If the conversation does take place at the Mitre Tavern and the Investigators have already been prominent in the area, sticking their noses into McCabre’s doings, the madam’s girls will report to her that Sal and Lil have been carrying tales about her. Within a week, poor Lil will wind up as one of the Ripper’s victims—and Sal, ironically, will end up joining McCabre! After that, Sal will not talk to the Investigators and will report their inquiries back to McCabre.

Other encounters with independent streetwalkers will follow pretty much the same lines as noted here—with variations depending on the Investigators’ questions and actions. It might even be possible for Investigators to Persuade one of these women to become a street contact or informant for them—someone to spy around and keep tabs on McCabre and her girls for them, without being as conspicuous in the area as the Investigators would. (This would be especially possible if they find one angry that the only choices she and the rest of the independents have are death at the hands of the Ripper or other unknown assailants or kicking in most of what they make to McCabre.) Convincing any common streetwalker to take on such a dangerous job would require a very good Persuade or Fast Talk roll, however, as well as generous payments—at least five sovereigns a week. (And if all they succeed at is Fast Talk, the woman is likely to take the first payment and either disappear with it or go to McCabre in hope of getting more out of her than from the Investigators—a 65% chance of the latter.) Of course, if

the Investigators aren't cautious in meeting the girl for her information (successful Sneak, Luck, or similar rolls), she might be spotted by McCabre's girls and marked for elimination, along with her employers.

6) *Streetwalker/Rampsman Team.* A lone Investigator on the streets of Whitechapel at night might find himself being propositioned by a streetwalker who promises him just about anything he asks for—a *really* good time, information about McCabre, even the real identity of the Ripper. She does so, however, just to lure him into an alley where her partner, a rampsman, awaits. When the Investigator enters the alley, the rampsman will slip up behind him and try to knock him out with his life-preserver. (The rampsman may also try to sneak up behind the Investigator in the street while the girl holds his attention—especially if the Investigator wisely refuses to enter the alley.)

If the Investigator makes a Listen roll, he will hear the mugger coming up behind him and have the chance to turn and confront his attacker. (The rampsman will still get the first blow in the melee that ensues, as he is ready for it, regardless of the relative DEX of each opponent.) If he turns to face the mugger, however, and fails to make a Spot Hidden roll, he'll miss seeing out of the corner of his eye the girl pulling another life-preserver out of her handbag. If he spots this, he'll have the opportunity to Dodge her blow while still fighting off her companion. Otherwise, she'll hit him from behind.

If combat ensues, use the sample characteristics for the rampsman and streetwalker on page 44, but assume that the girl has a 50% skill with the life-preserver. If the Investigator is knocked out by the two, he'll find when he comes to that he's been stripped of any valuables, including weapons—and perhaps even his clothing, if he's well-dressed enough. (See the Rampsman encounter under "Ordinary East End Encounters," on page 94.) Otherwise, he can attempt to fight them off or flee (although this last course won't be easy).

If the Investigator manages to pull a police whistle and summon help while fighting the two (and, if he does so, he can do nothing but Dodge on that round), they will each make one more attack on the Investigator. If they knock him out, they'll grab his wallet and obvious valuables and then flee. If they fail, they'll flee at once, especially if other police whistles have taken up the cry or anyone comes to his aid in response. If the Investigator manages to pull out a gun or other lethal weapon during the struggle, his attackers will attempt to knock it out of his hand (Grapple or half their weapon skill rolls). If they fail to do so, they will flee in two different directions; unless the Investigator manages to shoot one, both will escape.

If the Investigator is not alone and the streetwalker can't entice him away from the others, the girl and her companion will give up and wait for easier game. If other Investigators are in hiding when the victim of the scam is

attacked, they, of course, can join the fight, likely tipping the odds considerably against the two. If the Investigators should manage to capture one or both of the couple, how much of use they can tell the group is up to the Keeper. (There is a 20% chance that the woman is one of McCabre's girls, doing this to supplement her meager income after what she has to give to McCabre. Otherwise, she is an independent, and she's relying on her companion for protection.)

7) *Barker in Disguise.* Along with his own lines of investigation, Barker is spending as many evenings as he can in Whitechapel, hoping to run across the Ripper. As part of his plan, he is spending many of those nights in the guise of a streetwalker—not a very pretty one, granted, but no worse than many of those unfortunates after their hard lives on the streets. Even shaving off his prized moustache isn't too much of a sacrifice to the detective if it enhances his disguise and thus leads to his capture of the Ripper! (He can, after all, use his Disguise skill to stick on a fake moustache for his regular business dealings until it grows back.)

Investigators who happen upon Barker in streetwalker guise (either by chance or as a result of seeking out the "ugly, deep-voiced" streetwalker of Rumor #23 in "Clues & Rumors") may spot what appears to be a tall, extremely homely prostitute standing in a pool of light around a gaslamp in the fog. If they simply observe "her" for a few moments, they'll see "her" approached by a drunken workman. The workman will loudly proposition "her," and they'll see "her" rebuke him, pushing him away with "her" hand and going back to "her" position under the gaslight. However, the workman will appear incapable of taking no for an answer and will get rowdy with "her," as if he's going to carry "her" off bodily. Before Investigators can intervene, if they are so inclined, they'll see the "woman" deck the workman with several well-placed punches. "She'll" then pick him up over "her" shoulder and carry him into the nearest alley, emerging without him within a minute.

Investigators who make a Listen roll while "she's" in the alley will hear the sound of a body dropping and clunks and clangs. Any who slip over to peer into the alley while "she's" in it (make a Sneak roll to avoid noise) will see the "woman" dump the unconscious man into an ash bin. "She" will then saunter out of the alley, dusting off "her" hands, and take "her" place back at the streetlamp. If they continue to watch and don't confront "her," "she" will finally stroll off into the fog and around the nearest corner. If the Investigators follow "her" and turn the corner (or peer around to see if they can see "her"), a scented, gloved fist will strike out, hitting the first Investigator to walk or look around the corner, then grab and pull him on around. He (and others who follow him around the corner) will be confronted by the "girl" who will ask him, in a much deeper voice than would be expected of a woman, why he is following "her."

At this point, Investigators will have the opportunity to make Observation or Disguise rolls to recognize this is *not* a woman (if they haven't already guessed), and a Spot Hidden roll to recognize this as Barker, if they know the detective. If they fail to penetrate Barker's disguise, he will continue to play the part of a Whitechapel streetwalker (though *not* going so far as to let the Investigators purchase "her" services for the evening). He will string them along, learning what he can from them about the Ripper or McCabre or other leads they've uncovered and perhaps even give them false information, at the Keeper's discretion. He will also be unable to resist mentioning that he/"she" has heard that "the great detective Barker" is out after the Ripper and expressing confidence that such a talented private investigator should soon catch the Ripper and make the streets safe for the likes of "her" again.

If one of the other Investigators present is a private detective, too, "she" will also mention "she's" heard that "so-and-so," the "detective," is also on the case, but from what she's heard of him, he's so inept, he doesn't have a chance of catching the Ripper. (She may also call him "the defective.") If informed that "she's" addressing "so-and-so" (if he's with the group at the moment), "she'll" apologize ("Sorry, luv"), but simply add that's what "she's" heard. If it's clear that the Investigators find him unattractive in his trollop disguise, Barker may even offer them a discount for "her" services, patting one of them on the arm, to make up for the nasty things "she" said about the private detective in the group. (But "she" will come up with an excuse in the unlikely event the offer is accepted.)

This is how Barker will play it if his disguise is not penetrated, no matter at what point they approach him—especially if it's before the incident with the workman. If they penetrate his disguise, he'll simply admit who he is and request they run along before they scare the Ripper off. He's planning on decoying the killer to him with his disguise and he doesn't need them around to spoil it. If the Investigators get abusive in any way, they'll find he still has his LeMat pistol, hidden in his handbag. If it's raining or very foggy or overcast, he'll also have his sword cane, disguised as an umbrella.

Should Investigators guess or discover that the ugly streetwalker is a man in disguise, but don't realize it's Barker, they might make the mistaken assumption the "woman" is someone else in drag—perhaps even the Ripper! If this happens, and they attack Barker because of it (or even if they just take this encounter as an opportunity to eliminate Barker as a competitor, if he's vexed them excessively), the detective will pull his LeMat and fire back at them. (He'll use his sword cane if they attack him physically.) He'll be wearing his iron chestpiece under the padding of his disguise, and the padding itself will absorb 1 extra point of damage per nonfirearm attack as well.

If Barker is attacked and he realizes it's the Investigators, he'll shout out who he is and try to get them to stop the attack. If they don't, he'll report them to Abberline and press charges against any he's identified in the attack, after he escapes. (With his armor, and the fact that as soon as gunfire breaks out, the bobbies will be on the scene within 1D3 minutes, the chances of the Investigators killing Barker should be slim, given what weaponry they can have in their possession in the streets of Whitechapel; if it appears a close thing, the detective can always escape into the fog and the darkness.)

If the Investigators roll an encounter with Barker as a trollop, there is a 15% chance that the homely streetwalker is actually Mallory, whom Barker has talked into taking turns with him, walking the streets in drag. Barker will be hidden nearby watching his decoy in case the Ripper strikes. Mallory, if approached by the Investigators (and they know each other), will simply try to get rid of them as soon as possible; he's too embarrassed to want to risk them discovering it's really him in the dress and petticoats.

If they do figure out it's him, and a rival journalist threatens to write about it in his paper, Mallory will swear vengeance if he does. If the journalist Investigator carries out his threat, regardless of their relations previously, any good will Mallory felt toward the Investigators will be gone for the rest of the scenario—unless Barker allies himself with them, in which case Mallory will grudgingly go along. (But he'll still try to get even with his rival in some way.) If the Investigators have met Barker in disguise already—and discovered who he was—a second roll of this encounter should always be Mallory instead.

If the Keeper is of a perverse sense of humor, he may wish to arrange a Ripper murder after the Investigators have encountered Barker in drag—one in which the victim turns out to be a man dressed as a woman but is so butchered it's impossible to discern his identity. The assumption should be, of course, that this is Barker, whose disguise was too good and caused him instead of a real streetwalker to become the Ripper's latest victim. The victim, however, will actually prove to be a police constable patrolling in disguise as a trollop on Abberline's orders. The Investigators should be kept in the dark as long as possible on this, however—until their next actual meeting with Barker, if possible.

8) McCabre. The Investigators may, at some point, actually encounter Colleen McCabre while patrolling the streets of Whitechapel. (This could occur either by chance, as here, or as the result of an arrangement made through one of her girls. The latter would occur especially if Investigators have been snooping around the East End, asking questions about her, so that their interest has come to McCabre's attention, and she's decided to check them out for herself.) On first meeting McCabre, an Investigator who makes a Psychology roll can determine that she is a hard, ruthless woman who likely takes what she wants

however she can—and is prepared to destroy what she can't have. (On an Observation or Spot Hidden roll, he will notice the black roots of her auburn-dyed hair and the hard, determined look in her dark—almost pitch black—eyes.) If an Investigator has Psychoanalyze skill and makes a roll, he can surmise that McCabre is not only a dangerous individual, but dangerously, coldly insane as well—and is liable to do anything she believes is necessary to remove a threat to her or her operation. (That includes the Investigators.)

Other things the Investigators can see (on successful Observation, Spot Hidden, or Psychology rolls, as the Keeper determines) is that McCabre is far better looking than the average Whitechapel streetwalker, and she has a very commanding, almost compelling personality. She doesn't appear to have had as rough a time as most of the girls they've seen or encountered on the streets—at least not lately. (If the Investigators encounter McCabre in an area currently populated by other streetwalkers, whether on the street or in a pub, a Listen roll followed by an Idea roll will tip them off to the fact that all the independent girls—and even some of her own—suddenly become very quiet as McCabre enters the scene, as if they harbor a strong fear of the madam. This fear-induced silence is noticeable even if the Investigators don't yet know that this is McCabre.)

When she first addresses a native British Investigator, he'll detect on half a Know roll an Irish lilt under the rougher Cockney tones the woman's picked up in her five years in London. (Any other Investigator with Linguistics skill of more than 60% can detect this as well, as can one with a lower skill level on a successful roll.) Any Investigator making a POW x 1% roll can detect an aura of pure evil around McCabre. (A successful Mythos roll will suggest that it is Mythos related.)

How McCabre reacts to any Investigator depends on her reason for meeting him. If she's met him as the result of a random encounter or she's come out of curiosity in response to an Investigator request for a meeting, she'll treat him as she would any other toff—as long as she's not yet aware of the Investigators' prying into her affairs (especially concerning the Ripper). It's even possible that McCabre will take a momentary fancy to the Investigator (or one in the group, if she encounters several).

To determine whether this happens, the Keeper should match on the Resistance table McCabre's INT against the APP of the Investigator she first meets (or the one with the highest APP in a group). If McCabre's roll is missed, she'll actually fancy the Investigator and offer to show him a good time at her place—alone, if he's in a group. If the Investigator asks her "How much?" for the pleasure of her company, she'll at first feign that she's hurt by the implication and offer it to him for free. If he seems reluctant to take her up on that, as if suspecting something untoward, McCabre will name a nominal fee, as she truly wishes to share her favors with the Investigator.

If McCabre makes her Resistance roll and doesn't take a fancy to him, but the Investigator offers her at least five sovereigns for her company, the Keeper can make a second Resistance roll, this time adding 5 points to the Investigator's APP. If he offers fewer than five sovereigns, McCabre will simply laugh in his face and leave, instructing him to look her up when he "grows up." (If the Investigator offers more money, reaching five sovereigns before McCabre is out of sight, the Keeper may make one final roll to see whether McCabre fancies the Investigator enough to take him home with her.)

If McCabre meets the Investigators because she's heard they've been asking around about her, no rolls are necessary—she has plans for them. She'll accept any offer that the Investigators make for her company—as long as it isn't insulting (less than double what her girls ask). She'll then refuse to talk about anything but showing the Investigator a "good time." If more than one Investigator meets her, she'll pick one—either the one making the highest offer or the one with the highest APP or lowest POW. She'll tell any other Investigators present that they'll have to wait till next time—unless, of course, they'll let her fix them up with some of her girls . . . and she'll promise them only the best of those in her service. (McCabre does this to keep the rest busy while she deals with the first Investigator.)

If McCabre isn't yet aware of the Investigators and none either catch her fancy or offer to pay her sufficiently, she'll leave them in disgust, as previously noted. If a persistent Investigator fails in that last chance to obtain McCabre's services and he keeps after her—or asks her about either the Ripper or disappearing streetwalkers—McCabre will turn and strike him, raking his face with her fingernails and hissing evilly. (The attack automatically succeeds unless the Investigator states that he's watching for such a move, in which case roll McCabre's Fist attack and, if successful, the Investigator's Dodge.)

If the Investigator responds to this attack by striking McCabre, and he hurts her, there is a 10% chance per point of damage he does that Y'gonolac will take possession of the woman and attack the Investigator. (If the two are in a crowded pub when this incident takes place, rather than on the streets, the chance of Y'gonolac taking McCabre is only 10%; the same chance exists if the Investigator merely pushes her away or otherwise manhandles her in a nondamaging manner.) If the Investigator knocks McCabre unconscious or kills her, Y'gonolac will automatically take possession. Y'gonolac will then attack any and all Investigators—or anyone else who intervenes—until they are dead or flee. (Whether McCabre remains dead or is revived by Y'gonolac before releasing her is up to the Keeper.)

If McCabre agrees to entertain an Investigator for the evening—either because she fancies him (for real or because he's offered too much to turn down) or she is leading him into a trap—she will look him up and down

appraisingly, smiling and looking very much the predatory animal. With a throaty chuckle, she'll invite him to come with her. She'll escort him to her flat on Flower & Dean Street, making small talk, asking his name and occupation, and generally using her Seduction skill on him to make him as compliant as possible. She'll tell him to call her "Collie" and will pet him suggestively on the arm, laughing throatily at his replies. (If he makes a "dog" joke about her nickname, she'll laugh, as if at his "cleverness," and ignore it—if she's leading the Investigator into a trap. If not, she'll take offense, and the Investigator must make Persuade or Fast Talk rolls—or a Seduction roll of his own—to avoid her raking him with her nails and leaving him.)

If an Investigator makes a Psychology roll, he can discern that McCabre seems to be enjoying herself thoroughly, as though in anticipation of something more thrilling to come. (If the roll is less than half his skill level, he can also guess that she obviously considers him her "prey" for the evening—presumably, he may hope, in a sexual way. But he'll also get the impression that she is concealing something from him.)

If an Investigator goes through with his liaison with McCabre, she'll take him up to her room, which appears as described in the section "Places of Interest." (If he tries to back out at this point, she'll attempt to use her Seduction skill on him.) Any other Investigators attempting to follow the two unseen must make at least two Sneak rolls (or a Tail roll) to avoid being detected by McCabre. (If she detects them, she will make plans to give them a nasty greeting.) As McCabre takes the Investigator up the stairs to her room, a Spot Hidden roll detects Old Emma spying on them from her first floor apartment door (unless she's already been eliminated). Once they are in McCabre's room, the woman will proceed with "business."

Any Investigator accepting McCabre's "company" will find her to be quite domineering, demanding, and energetic. Even if the Investigator's intent had merely been to use McCabre, he'll find things working out the other way around, and he will be exploited almost to the point of exhaustion (but will definitely get full value out of any money that's changed hands). In fact, if the Investigator fails a CON x 5% roll, he will pass out from sheer exhaustion after the ordeal is concluded. (Elderly characters or those with unhealed hits must roll CON x 3% to avoid passing out from McCabre's attentions.)

Any Investigator who does pass out will remain unconscious for 20-CON minutes (+1 minute per hit of unhealed damage or year of age more than 40). When he comes to, he will find McCabre gone, giving him a chance to snoop around. If he fails to pass out, McCabre will appear to fall asleep, giving him the same opportunity. (Any Doctor or Investigator who has Medicine skill of at least 50% who makes one-fifth an Idea roll can tell that she's faking. She will not admit this

even if he tells her he knows she isn't asleep. If he shakes her heavily, she'll "wake up" but will pretend to drop off again soon afterward, after claiming that he's worn her out.)

In either event, McCabre has deliberately left the Investigator free to look around in the hope that he'll notice the *Revelations of Glaaki* sitting prominently on her bookshelf, and if nothing else, pick it up to read out of curiosity. (She'll make some offhand mention of it when the two first enter the flat, to draw his attention.) That way, he'll be especially vulnerable to an attack by Y'gononac when she's ready to destroy the Investigator. (She'll do this even if she hasn't taken the Investigator to her flat as part of a trap; nowadays, she rarely suffers those she's allowed to have her to live to brag about it.) If the Investigator appears to be snooping around where McCabre might not like—her ledgers, the jewel box, and so on—she will act as if she's about to awaken. (If she's left while the Investigator is unconscious, she'll actually be hiding in the closet, spying on him, and if he appears to be snooping where he shouldn't, she'll come out and confront him.)

An Investigator "left alone" in McCabre's flat, who has companions watching the building, will learn after he leaves that McCabre never left the building while he was there. (She'll have locked the closet from the inside so that he can't find her unless she wishes.) If the Investigator fails to read a passage from the *Revelations* or simply steals the book (or anything that McCabre doesn't want him to have), she'll send one of her Ghouls after him to kill him—1D6+2 more if she's detected other Investigators following them. If he's looked through the evil tome, McCabre will let the Investigator go unmolested, as she knows that Y'gononac can find and kill the Investigator anytime that it wants.

In the event other Investigators who've followed McCabre and their colleague should break into the room while McCabre is occupied with her "prey," she'll simply let them do what they wish—tie her up, rifle the room, and so on—although she'll comment saucily and defiantly about whatever they do. She'll appear calm and confident unless the Investigators do anything physically threatening to her or become too greedy, taking things she doesn't want to lose (such as the *Revelations*). She will allow them to go through the jewelry case, however, in the hope that one will be stuck by the poison needle so she can gloat over it. At that point (or if they attack her or try to take the *Revelations*), she will begin to expand and mutate into Y'gononac, breaking any bonds they've put on her. If the Investigators leave as soon as she first begins to change, she will let them get away, planning to dispose of them later as Y'gononac. (She may, however, still send a band of Ghouls after them, if the Keeper is feeling nasty.)

If the Investigators do anything especially rash, such as try to burn down the building with McCabre in it—and anyone else who's there—she will simply escape through

the Gate that Danielson left in the closet. Before engaging in such an act, however, the Keeper should allow the Investigators an Idea roll to realize that they'll probably be killing innocent people in the process. If they continue anyway, the Keeper would be justified in penalizing them 1D10 SAN points as the guilt over the innocent blood they've shed preys upon their minds (especially if they learn that McCabre has escaped anyway). The Keeper may also want to require a Luck roll from each Investigator to avoid their being seen by someone who could give their descriptions to the police. A failed roll of 96-00 by any Investigator means that they've been caught in the act by the local bobby on the beat, who'll use his police whistle to summon reinforcements. (Investigators caught torching a house, even in Whitechapel, will not be dealt with gently by the authorities.)

A lone Investigator who leaves McCabre's without reading the *Revelations* will be followed by one of her Ghouls, 1D6+3 of whom are usually watching outside at night, at McCabre's beck and call. (These Ghouls will have spotted any lurking Investigators who followed the couple and should have enough in their numbers to deal with all of them, if necessary. If not, these Ghouls can summon others of their fellows lurking in the nearby sewers.) The Ghoul will shadow the lone Investigator until he's in an isolated place—cutting down an alley or through a small court—and then will slip up behind him.

The Investigator has one chance at a Listen roll to hear the Ghoul sneaking up behind him. If he hears the Ghoul, he may attempt to flee, or he may turn and attack it—if he doesn't lose too much SAN on spotting it. If he fails the Listen roll, the Ghoul will grab him from behind (automatic success) and attempt to drag him to the nearest sewer opening, which will be around the corner, out in the street. The Investigator may try to break free by matching his STR against the Ghoul's on the Resistance table or by Grappling with the Ghoul (at half his skill level, since the creature has him from behind—unless he also has Martial Arts skill). He may also attempt a Luck roll so that someone sees the situation—preferably someone who can help and not run away screaming, such as the other Investigators, a bobby, the vigilantes, and so on.

The Ghoul will not attack the Investigator, however, regardless of his struggles, unless the creature is itself attacked—at least until it has managed to drag him into the sewers. If that occurs, the Investigator will be overwhelmed by Ghouls, killed, and eaten—unless he is rescued immediately. If the victim manages to break free of the Ghoul before he is pulled into the sewer, the Ghoul will try to grab the Investigator again with its own Grapple skill (level 60%). If this fails or the Investigator attacks the Ghoul, it will fight back, this time attempting to kill him.

The Ghoul will flee if it takes more than half its hit points in damage or if others come to the Investigator's assistance. If he immediately pursues the fleeing Ghoul,

the Investigator has a chance equal to his Observation, Spot Hidden, or half his Luck roll to spot it dropping down through the nearest grating into the sewers, pulling the grating closed after it. If he doesn't follow the Ghoul right away, it will take half a Track or Spot Hidden roll to follow its trail to the sewer opening. Should any Investigator foolishly try to follow the Ghoul into the sewer alone, its trail will be lost almost at once—but other Ghouls may attack him in the darkness (at the Keeper's discretion). The result would be the same as if the Ghoul had dragged him there in the first place.

The Investigators are highly unlikely to find themselves in an intimate liaison with McCabre more than once during the scenario—unless she rejects them on an initial offer and then accepts later. (This would occur only if she was first unaware of the Investigators' inquiries about her but has since heard about their interest, in which case she'd seek them out.) An Investigator who goes to her room—unless he does so alone and without his companions' knowledge—should be able to tip off the others later that they don't want to put themselves into a vulnerable position with the evil woman in any future dealings. Of course, if any foolish Investigator does go off with McCabre on his own, with no backup or anyone knowing where he's gone, he's almost certain to disappear—the victim of either the Ghouls or Y'golonac itself. Subsequently, there will be nothing to warn other Investigators against following the same fatal course and having their own intimate encounters with McCabre.

(7-14) Ordinary East End Encounters. These all will mostly be nuisance encounters and, along with Streetwalker Encounters, will be the most common for Investigators patrolling the streets of Whitechapel. Unfortunately, they won't advance the progress of the characters' investigation into the Ripper affair, as most of the Streetwalker and Extraordinary Encounters will—though an encounter with muggers Alfie and Bruiser can provide significant information, as might those with contacts or informers, at the Keeper's discretion. These encounters are primarily to provide diversions from the potential “boredom” of patrolling and to help educate the Investigators to potential hazards on the streets of the East End, other than those represented by the Ripper and McCabre's minions. If played properly by the Keeper, they can also add quite a bit to the fun of the scenario as the Investigators search for clues and leads to the Ripper.

Ordinary East Enders

1) Drunks. Basically, the types of encounters with drunks in the streets will be similar to those listed on the Tavern Encounter table. A particular drunk might be belligerent, mistaking some action or inaction on the part of the Investigators as a hostile act, and take a swing at one of them. Or he may simply call them names or otherwise verbally abuse them. An annoying drunk might, variously, ask them for a handout so he can buy more

liquor; mistake them for an acquaintance and want to tag along with them, drawing attention with off-key drunken singing; lead them astray unwittingly with erroneous information; or simply stagger into one of the Investigators and pass out, clutching the characters' coat in a death grip.

Potentially, the "drunk" met on the streets of the East End might just as likely prove to be a dipper feigning drunkenness to get close enough to lift an Investigator's wallet—a 50% chance. (See "Pickpocket Encounters.") Investigators tempted to mistreat such drunken citizens (unless they are pickpockets and the Investigators can prove this) should make Luck rolls to avoid the possibility of the local bobby strolling by just in time to see them attack or mishandle the poor, "unfortunate," intoxicated wretch.

Drunks will rarely prove to have any information of value to Investigators—even if they could remember it. Several, however, might promise to give them information on the Ripper, McCabe, or anything else the Investigators want—if they buy the poor sots a drink. Of course, most of this will prove baseless rumor. The Keeper may choose some of the more far-fetched rumors from the "Rumors" section to represent what drunks can tell the Investigators. The one exception, of course, is Capt. Sinbad Ahab, should Investigators encounter the captain of Danielson's yacht, the *Matilda Briggs*, on a Drunk encounter (25% chance). If so, the Keeper should handle the encounter as described for Ahab in "Enemies & Allies."

2) *Street Urchins*. Investigators may encounter any number of young Street Urchins or Street Arabs, singly or in groups (1D8+1), in the poorer sections of the East End, even at night. The encounter may take the form of a group of ragamuffins finding high sport in throwing rocks (or worse) at the fancy toffs roaming the streets of the 'Chapel. If chased away, they'll simply run off and hide, perhaps to emerge from an alley a street or two farther down to start throwing again (75% chance the first time, 25% after that).

Investigators might otherwise hear childish giggles and laughter coming from a darkened alley on a Listen roll. If they investigate, they'll find a group of street urchins gleefully stripping clean a drunk who's passed out in the alley or taking the leftovers from the unconscious victim of a mugging.

Finally, a lone street urchin may cautiously approach Investigators, claiming to have information on what they're looking for or that he can take them to someone they seek—but only if they'll give him several shillings, in advance—"so me pur mum kin pay fer 'er med'cine". Investigators who are foolish enough to do so will see the young ragamuffin take the money and turn and run off down the nearest alley. (He may also be a young pickpocket, taking the opportunity to get close enough to lift a watch or wallet—50% chance.)

Investigators chasing street urchins down dark alleys will have a very difficult time catching them, even if they make the necessary DEX x 4% rolls to avoid obstacles; the youngsters know every in and out of the area and are small and slippery enough to elude the Investigators in most instances.

3) *Rampsmen*. An encounter with a Whitechapel rampsmen will usually occur only if a lone Investigator (two at the most) is patrolling the streets and alleys of the area. Generally, a mugger will try to entice an Investigator into an alley or dark passageway first, either promising him information of whatever type he's seeking or perhaps promising him a "good time" with some very "fine girls." The mugger may also use another person (25% chance) to lure the Investigator into an alley alone—perhaps a young street urchin promising information (or stealing something valuable and running off) or a streetwalker promising a good time, as in the Streetwalker/Rampsmen team in the Streetwalker Encounters. If several of the Investigators are together, the wily rampsmen (or his partner) will try to persuade a single Investigator to come with him, claiming perhaps that the person he wants to see will talk to only one of them at a time.

Any time that Investigators chase someone down an alley at night in Whitechapel, there is a 20% chance one of them will encounter one or more rampsmen (If several Investigators are involved in the chase, the muggers will pick off the last one.) If a rampsmen uses the lure that he'll take an Investigator to some girls—"the best"—the Keeper may allow a Luck roll on the part of the Investigator. If he rolls one-fifth of his normal Luck roll, the mugger actually *will* take him to what he considers the best girls available. (More likely, however, he'll simply roll the Investigator.)

One mugger team the Investigators should run into at least once, if possible, is that of *Alfie and "the Bruiser."* Alfie is a skinny, rat-faced little man nearing 50, who speaks in a clipped, nervous manner and is constantly fidgeting, as though his nerves are perpetually on edge. He talks as if to hear himself so that he knows he's still alive and well. Bruiser is his opposite in all ways: a huge, hulking brute of a man in his early 30s, hands like massive hams, a scarred and almost frightening face, and a quiet, threatening manner. The last leaves the impression he'd just as soon break someone's neck with a quick flex of his thick muscles as to bother to speak to him. Bruiser is as taciturn as Alfie is talkative and goes about his work quietly and efficiently. He carries a heavy life-preserver that is almost a bludgeon, and it is even more deadly in his efficient hands than the knife that Alfie carries.

If Investigators encounter Alfie and Bruiser, Alfie most likely will present himself as a potential informant or offer some other excuse to lure one of the Investigators into the alley, where Bruiser waits in hiding. Once the Investigator is in the mews, Bruiser will attempt to hit the character from behind and knock him out. If the Investigator makes

a Listen roll, he'll hear Bruiser come up behind him and will have a chance to defend himself. If he turns to face Bruiser, however, Alfie will pull his knife and hold it to the Investigator's throat from behind. In case the Investigator seems ready to resist at this point, the Keeper should allow him an Idea roll to realize that, if he attempts to move in any way, Alfie can cut his throat before he can even flinch. If that happens, the Investigator's chances of survival—fighting both Bruiser and Alfie alone with a cut throat—are zero. If the Investigator wisely capitulates, Alfie will instruct him to lie down on the ground and will hold the knife to his throat while Bruiser strips him of valuables, including weapons. There is also a 70% chance they'll take his boots or shoes and a 50% chance they'll strip him of his clothing, if it isn't in worse shape than their own.

As they work, Alfie will nervously chatter to Bruiser about this being his last job, after what he saw the other night. He doesn't feel that the streets are safe anymore after the likes of the *thing* he saw killing a streetwalker. (His story is identical to that listed as Rumor #12 in the "Clues & Rumors" section.) Bruiser will only grunt noncommittal replies as Alfie talks. If the Investigator is conscious and asks questions, Alfie will graciously answer them as best he can, grateful *someone* seems to think there's enough truth in his story to ask about it—unless the Investigator seems to be ridiculing him.

If the Investigator has been knocked out by the Bruiser, the Keeper should ask him to make a roll of CON x 5% to see if he comes to enough to hear at least a part of Alfie's story. He should, however, slowly drift back into unconsciousness before Alfie reveals that what he saw was the figure of the South Seas Daemon, staying conscious only long enough to know that Alfie thought he saw one of Tussaud's wax figures kill someone. The Investigator can then seek Alfie out later, using Streetwise skill, and get the full story from him. If he doesn't regain consciousness, the Keeper might suggest he could find the little man with Streetwise skill and by describing him to contacts, so he could recover his lost belongings. He will eventually be able to do so, and Alfie will spill out his story to him (in a "first that, now this" manner). The Investigator's belongings, however, will have already been sold—through Prescott's fencing operation, no less. (If the Investigator visits Prescott's shop, the chance that he'll see any of his belongings is only 25%.)

In the event Investigators successfully circumvent all encounters with muggers, the Keeper may allow them to pick up on Alfie's story by overhearing it as the little man relates it to Bruiser at one of the area pubs, such as the Mitre Tavern. And if they question him, the two will attempt to use it as an excuse to get one of the Investigators off alone to mug him. The Keeper should use the Sample Rampsman for Bruiser's characteristics and skills, and the Sample Pickpocket's characteristics (except DEX) plus the DEX and skills of the Sample

Rampsman for Alfie, if needed. Bruiser's weapon skill, of course, will be the life-preserver; Alfie's the knife.

4) Blower (an Investigator Contact). This encounter indicates that the Investigators have unexpectedly encountered one of their own street contacts, who may or may not have new information for them; or it may mean that they've encountered an informant unknown to them but who's heard they're looking for information. The exact nature of the information that such an informant may have for the Investigators—as well as the price—should be determined by the Keeper. He may use this as an opportunity to feed the Investigators some important clue they've missed so far or a piece of misinformation designed to mislead them in some way. He could even have the blower be someone who's paid to lure the Investigators into a trap. How the Keeper utilizes this encounter should depend on the progress of the scenario thus far and whether the Investigators need help or to be hindered in some way to best aid the flow of the adventure. (If the Keeper wishes, an informant with erroneous information could have been paid by Barker or even be another rival detective in disguise, misleading the Investigators so he can carry on his own investigation without their interference.)

5) Dipper/Tooler. Any hapless Investigators who encounter East End pickpockets will find themselves losing valuables at an annoying rate. Pickpockets are ubiquitous in London, especially in the East End, and Investigators who fail to guard against them will need to replace money, watches, and other items regularly. Unless Investigators specifically state that they are watching to make sure their pockets aren't picked, they'll have no chance at all against these wily practitioners of the light-fingered touch. If they are specifically guarding against this (and each time they are distracted by other people or events that take their attention, they must renew their statement of vigilance), each Investigator chosen by a pickpocket as a target will have the opportunity to make a Spot Hidden roll (minus the dipper's DEX as a percentage) to catch the thief in the act.

If they fail or aren't watching out in the first place, the Keeper should choose at random some valuable item in the Investigator's possession that the pickpocket will steal. Usually this will be a wallet or piece of jewelry (including magical amulets and the like) or something easily snatched, such as a camera carried by a journalist. (The deft thief can cut the straps without even being detected.) If a pickpocket has victimized an Investigator and the character hasn't realized it, the Keeper should allow the Investigator an Idea roll to think to check his possessions—after the thief is far enough away to make apprehending him difficult.

If he makes the roll, thus realizing he's been robbed, the Investigator may try to chase down and catch the pickpocket. The Keeper may determine his chances of succeeding, though the pickpocket will most likely duck

down the nearest alley, since he knows the area well enough to elude his pursuers in such darkened areas. And chasing a pickpocket down an alley may lead an Investigator into an encounter with a rampsguard, resulting in greater loss than simply writing off that from the dipper. (It's conceivable, however, that the pickpocket will have been hit by the mugger first and left where the Investigator can find him—*sans* the character's valuables—and where he can take revenge on the thief, after any rampsguards have left. If the players are having an especially rough go of it at this point, the Keeper should allow one or more of them such a minor victory.)

Pickpockets may approach the Investigators as “tourists” seeking directions, as beggars asking for a handout, as drunks stumbling against the Investigator, or even as women or children. A dipper may hail the Investigators, claiming to think one is an old companion, and appearing disappointed—and apologetic—to learn otherwise. Another guise might be an old army or navy veteran fallen on hard times and shamefully having to ask other veterans (or good citizens, if no Investigator was obviously once in the service) for assistance.

The dodges that toolers may devise for relieving Investigators of their valuables are many and varied, and the Keeper should freely use his imagination in such encounters—especially for Investigators who are looking out for the ordinary, “accidental” bump or nudge in a crowd of the garden-variety pickpocket. If there are female Investigators carrying purses in the group, a pickpocket encounter may just as easily be a cutpurse instead.

6) Police. To determine the exact type of policeman that Investigators encounter, the Keeper may roll 1D6. Except on a roll of 6, the encounter is with an ordinary police constable—most likely the bobby on the beat. While the Investigators may expect to see PCs on their rounds normally, rolling this encounter means that the constable stops the Investigators to check their identification or simply on suspicion. Unless the Investigators have lost their identification and/or money to rampsguards or toolers, or they are engaged in suspicious activity (hanging around hiding outside buildings, chasing someone down the street, brandishing weapons or so on), the bobby will likely simply take their names and reasons for being in the area and let them go. The Keeper may, however, use the bobby to feed the Investigators a rumor, possibly in the form of a warning that it isn't safe to be roaming the streets of the East End at night.

Investigators wearing easily penetrable disguises (female or otherwise) will certainly be arrested if the disguise is detected, as will those involved in any suspicious activity described above. Of course, the Investigators may attempt to bribe a constable into looking the other way and letting them go, but they will have to make a Luck roll that the one they've encountered isn't so honest that he wouldn't even *consider* a bribe. If

the Investigators have committed a serious crime (killing someone, appearing to be involved in a burglary or robbery attempt, beating someone up—especially a woman), only one-fifth a normal Luck roll enables them to have found a constable corrupt enough to accept money in return for their freedom after such a crime. (Even then, the Keeper is justified in requiring a Bribery skill roll for them to approach the officer the right way and offer enough of a bribe to the man to look the other way.) Shooting at a policeman, intentionally or in error, will destroy any chance they might have of bribing their way to freedom, whether they hit the officer or not.

Should the Investigator's police encounter be with a CID inspector, the Keeper may determine whether it is someone they've dealt with before or someone they don't know. Unless the Inspector is already known to the Investigators—and isn't one they've antagonized—there's a 50% chance they will be taken to the nearest police station for questioning, because they're in an area in which they obviously don't belong (unless they're dressed as navvies or other types who live in the East End). If they encounter Abberline and he's warned them away from the case, they will definitely be taken in, even if all the Inspector can charge them with is suspicion and hold them overnight. If the Keeper wishes and the encounter *is* with Abberline, the Inspector may be on his way to the site of a new Ripper murder that has just occurred. Investigators must Fast Talk the man into letting them accompany him—at one-fifth skill if they're on his bad side.

As Investigators spend more time in an area, they will eventually come to be known and recognized by the bobbies who patrol it. If this happens, most encounters with constables—but not necessarily with inspectors—will be more friendly. The PCs may even offer assistance to the Investigators and act as valuable allies and sources of information for them. As long as the Investigators stay within the limits of the law (or don't get caught if they fail to do so), such friendly relationships will endure, in spite of Abberline's attitude toward them.

(15) Crime in Progress. If the Keeper rolls (or chooses) this encounter for the Investigators, he should further roll 1D4 to determine the exact nature of the crime in progress that the Investigators happen upon. The Investigators might witness **1**) a mugging; **2**) an armed robbery; **3**) a burglary (perhaps spying a cracksmen attempting to break into someplace they have under surveillance); or even **4**) a murder. In all but the last, Investigators may choose not to become involved. Or they may decide to intervene in aid of the victim of the crime (if there is one), at their own discretion. In the case of a murder in progress, however, the Keeper should penalize Investigators who simply stand by and let it happen (at least 1D4 SAN).

The Keeper may even wish to make such a murder attempt appear to be that of the conventional idea of the Ripper—a mad, knife-wielding killer attempting to slash

up a streetwalker. Investigators who intervene may even think—for a while at least—that they’ve actually caught or stopped the Ripper. Whether any of these crimes in progress have anything at all to do with the investigation at hand is up to the Keeper. Investigators who selflessly launch themselves into the fray in protection of some unknown, innocent victim of a crime should be rewarded in some way, however—perhaps with a tidbit of knowledge or a clue or helpful rumor possessed by the victim they save.

(16, 17) Extraordinary Encounter. These encounters are special ones—out-of-the-ordinary meetings with various people or creatures who may—or may not—in some way be involved with the Investigators’ case. Such encounters should occur only once during the scenario. Should any be used more than once, it should be only after an initial encounter has proved abortive in some way—should Investigators actually encounter the Ripper while patrolling, for example, they would do so only once *unless* the initial encounter was simply with Danielson, and they had no way of knowing he even *was* the Ripper. Or if they should catch him with a victim before he calls the Shambler, and he escapes without them discovering his identity, a later encounter could occur in which they actually catch the Ripper in the bloody act.

Extraordinary Encounters

1) Trained Bear on the Loose. This encounter should occur only on a dark night that a single Investigator is momentarily alone, in heavy fog, on the streets of the East End. At the beginning of the encounter, the Investigator may be allowed a Listen roll. If he makes it, he’ll detect the click of claws on the pavement coming toward him. Before he can really react, however, he’ll suddenly see looming out of the fog a huge, furred *shape* lumbering toward him, and he will hear it growl in a low and menacing manner, light from the nearest gaslamp glinting off sharp teeth. The shape will continue to lumber slowly toward the Investigator but will not become visible enough to discern what it actually is until it’s only a few feet away (but a successful Zoology or Biology roll allows identification when it is the Investigator’s INT in feet distant).

At that point, the Investigator, if still standing and watching the thing approach, can see that it’s not a monster, but simply a bear. If he makes a Spot Hidden or Observation roll, he’ll notice a collar and a broken leash around the bear’s neck. If, however, the Investigator, thinking he’s being attacked by a monster, attacks the bear or tries to run away, the bear will follow him (on all fours if necessary to catch him) and attack him with its teeth and claws. If the Investigator backs slowly away from the bear, it will follow him slowly, growling softly. If the Investigator stops, his back to a wall, or simply stands his ground, the bear will stop a couple feet away from him and sniff him questioningly. It will then close in on the Investigator.

If he hasn’t yet spotted its collar, the character has another chance to do so now. If he doesn’t attack it or run at this point, the bear will simply put its paws on his shoulders and lick his face. If the Investigator attacks the bear now, the bear, feeling betrayed, will attack the Investigator furiously. Within 1D6 rounds of an attack on the bear by the Investigator (and vice versa), the bear’s owner will show up and pull it off the Investigator—or try to stop the Investigator’s attacks on the bear, depending on who’s getting the worst of the battle. If there is gunfire, 1D4 bobbies will show up within 2D4 rounds, and if the encounter takes place near a tavern or other public house, others will arrive to see what is happening even before the police.

If the Investigator has injured the bear, the owner will demand restitution from the character, unless the Investigator is obviously injured, too. In that case, he’ll simply attempt to call things even and leave with the bear. If the police have arrived and the Investigator wishes to press the matter, however, he can probably have the owner arrested and the bear taken away. (Of course, if the Investigator has brandished a handgun in the incident, he will probably be lucky simply to have it confiscated by the police, unless he can Fast Talk them out of it.)

This encounter should occur only once unless the Keeper changes it sufficiently so that the Investigators won’t readily recognize a second such encounter. Or a second encounter could become simply annoying rather than potentially threatening—such as the bear taking a liking to the Investigator and breaking loose to look for him, prompting the owner to accuse him of stealing it. If combat ensues, use the characteristics for an average bear on page 178 in the 5th edition *CoC* rulebook.

2) Ghouls with Fresh Kill. Ghoul activity in the East End is currently at a high level, from McCabre using them both to dispose of her enemies and to carry off the evidence of some of the Ripper’s killings. The Investigators might, therefore, by sheer chance, encounter one or more of these creatures in a dark alley, courtyard, or mews somewhere in Whitechapel. This encounter should begin with the Investigators making a Listen roll to hear strange sounds—gibbering and meeping—coming from the entrance to a long, narrow courtyard or mews. If they investigate, they will spot 1D3 Ghouls dragging the body of a freshly killed victim from the courtyard toward the nearest sewer opening. (The kill can be from the Ripper or one of their own, as the Keeper prefers.) If still capable after SAN rolls, the Investigators may take whatever action they wish against the Ghouls.

If the Investigators attempt to follow the creatures at a distance, they must make Sneak rolls. If they’re successful, the Investigators may watch the Ghouls drag the body to the nearest sewer grating, lift it, and then disappear into the sewer with their prey. If the Investigators attack the Ghouls, the creatures will fight back if they are close enough to the Investigators for

effective hand-to-claw combat; but they will flee if the Investigators attack them from a distance using firearms. Fleeing Ghouls will run for the nearest sewer opening and disappear below, leaving their prize behind.

If the Investigators kill any Ghouls and leave the bodies, others lurking in the shadows will attempt to drag off the bodies of their brethren. (The Investigators must make Spot Hidden rolls at half skill to spot these lurking watchers.) Should some of the Investigators wait with the bodies of the killed Ghouls while the rest go for the police (or blow a police whistle to summon aid), 1D6+2 of the lurking Ghouls will attack them. (There's also a 25% chance the lurking Ghouls will simply attack the party on sight or as soon as they attack any fleeing Ghouls.) While these Ghouls are attacking the Investigators, the original creatures will drag off the bodies of the dead, including the original victim. Unless Investigators are extremely lucky (one-fifth Luck rolls), no Ghoul bodies will be left to show the police when they arrive. (And if they've been shooting off firearms, the Investigators will have some serious explaining to do to the police if they have nothing to show for their efforts.)

Even if the Investigators manage to produce an intact Ghoul body to show that something unusual was really afoot, the unimaginative police constables who arrive will be inclined to explain the dead away as particularly deformed or degenerative humans—a sight quite common in the East End, they'll avow. And they'll arrest the Investigators as murderers if they admit to having killed the Ghoul or will hold them for questioning either as possible accomplices or witnesses. If the situation gets as far as an inquest, the police theory will be backed up by Professor Quentin Elias DeFyer, as an expert witness, who'll eagerly point to the Ghoulish corpses as proof of his theories of degenerate toshers or grangers living underground in the sewers. If all the Investigators manage to preserve is the half-eaten body of the Ghouls' victim, the police will also explain this away as the result of the body being attacked and eaten by rats.

3) Whitechapel Vigilantes on Patrol. With both the Investigators and the Whitechapel Vigilance Committee patrolling the East End, meetings between the two parties are possible. Vigilantes will likely be suspicious of the Investigators as strangers to Whitechapel, even if the Investigators have already introduced themselves to Lusk, the head of the Committee. If they catch the Investigators lurking about in hiding (as on a stakeout), chasing some denizen of Whitechapel (even if it's a thief who's robbed them), or doing anything else they might consider suspicious (Keeper's choice), the vigilantes may try to apprehend the Investigators. If they should catch any Investigators at the site of a murder—Ripper or otherwise—they may make the wrong assumption that the Investigators are the murderers—and maybe even that one of them is the Ripper!—and attempt to lynch them on the spot. (In such a case, it would require extremely good

rolls on Persuade or Fast Talk to get the Investigators out of the situation without a fight.)

Investigators who attack the vigilantes for any reason, even if they believe they are doing so in self-defense, will definitely incur the Committee's wrath, and the vigilantes will be "out to get" the Investigators from then on. (Unless, that is, the Investigators coldly kill all vigilantes currently involved.) If the Investigators are very lucky or they manage to Persuade or Fast Talk their way out of the situation, all that will happen is that the vigilantes will report them to the police. If the vigilantes go too far in their zeal "to protect the community" against the Investigators, the police will stop and arrest those involved as well—although it's possible some of the Investigators will no longer be around to appreciate the fact. (For further guidelines on encounters with the Vigilance Committee, see their section in "Enemies & Allies.")

4) Barker and/or Mallory. Investigators may encounter by chance rival detective Barker and/or rival journalist Mallory—either separately or together (50% chance of either)—during their investigations in Whitechapel. Such encounters can occur openly, with both sides recognizing the other, or the Investigators can spot their rivals without being themselves detected and perhaps follow them to some significant meeting or clue that has thus far eluded them. (The Keeper may require Sneak and Tail rolls or assume that Barker has spotted them but doesn't care if they follow him.)

If the Keeper wishes, the Investigators can encounter Barker (or even Mallory) in disguise as a streetwalker or in some other disguise and not know the other unless they manage to penetrate the disguise (Disguise or Spot Hidden rolls at half-skill level). If both groups are working together at this point in the scenario, this could be an opportunity to exchange notes on the case (whereby the Keeper can feed them information they need that they've repeatedly missed but that Barker has uncovered). If the groups meet openly but are not yet allied, Barker and Mallory may actually feed the Investigators misleading information to throw them off so that the two can catch the Ripper themselves. Whatever the current situation, the Keeper may handle this encounter as he wishes, using the information about Barker and Mallory in the "Enemies & Allies" section and elsewhere in this scenario as a guideline.

5) Colleen McCabre. A meeting with McCabre as the result of an "Extraordinary Encounter" may be handled similarly to those listed for the evil madam under "Streetwalker Encounters," if the Keeper wishes. Or, in keeping with the "extraordinary" theme of this category, the Investigators could meet McCabre during one of those times when Y'gonolac is using her to proselytize for new disciples. If so, and the Investigators manage to escape the encounter intact (or mostly so), it could prove especially effective for this to have occurred before they've otherwise met McCabre. Then, when that later meeting

occurs, the Investigator can suddenly realize at some point—after it's too late—that the woman with whom he's having a liaison is the same one that became a huge, bloated monster in some dark alley in foggy Whitechapel. (For that to occur, the Investigators must not get a good look at McCabe in this encounter—only enough to later pick up on some mannerism or comment that connects the madam with the monster.)

6) *Fresh Corpse*. On this encounter, the Investigators run across a recently killed corpse somewhere in the streets or alleys of the East End. (A Medicine roll confirms the recent time of death.) If the Keeper chooses, the corpse can be that of a Ripper victim that the Ghouls have failed to carry off, either because the Investigators found it first or because McCabe has ordered them to leave this one alone to increase the level of fear in Whitechapel. Or it could be anything from the half-gnawed corpse of a Ghoul victim, left when the creatures were scared off by passersby coming too close (maybe the Investigators themselves), to the victim of one of the random murders that occur all too routinely in the East End.

If the Keeper wishes, the encounter can be even more exotic, and the corpse could be the burned and blasted victim of Danielson's Shrivelling spell—perhaps a witness of one of his kills or a constable who tried to interfere with him as he stalked the streets in search of his next victim. The Investigators could also find merely a pool of blood or scattered fresh blood stains—the grisly reminder of a slain victim whose body has already been dragged away by the Ghouls (or by other foul things unknown . . .). The Keeper should alter what's actually found each time this encounter occurs. If the Investigators find a very fresh Ripper kill, the Keeper could even allow them to track down Danielson from this encounter, especially if it's late in the scenario and they have yet to identify the baronet as the Ripper.

7) *Giant Rat*. This encounter occurs only if the Giant Sumatran Rat is loose and in play—either because Danielson's Shambler has been destroyed or driven away permanently, and he's had to turn to the rat to kill his victims; or because the fell creature has escaped from Danielson's manor and made its way to the East End, looking for its former refuge on the *Matilda Briggs*. The encounter also will occur only if the Investigators are off the main streets (in the sewers, for example) or it is so foggy and late that the main streets are empty enough for the rat to move freely without being seen.

The Investigators should either hear the rat moving around in an alley or mews on a Listen roll and go to investigate, encountering it, or they should simply run across the rat looming up on them in the fog. (Those who've already encountered the trained bear on the loose may even mistake it for the bear again, especially if the bruin has sought them out more than once after the initial encounter.) If it encounters only one or two Investigators,

the rat will attack; otherwise, it will try to avoid the Investigators, possibly leading to a chase. If it is attacked or cornered by pursuing Investigators, the rat will fight ferociously until it can either flee or is killed. (If the rat isn't in play and the Keeper rolls this encounter randomly, it is with the Ghouls instead.)

8) *Jack the Ripper and Victim*. It is preferable for the Investigators to track down the Ripper through their investigative efforts rather than find him through a random (or planned) encounter on the streets. Even so, especially if their investigation has come up short, those on patrol in Whitechapel just may run across the Ripper at his grisly work, using the Dimensional Shambler (or the rat if the Shambler is gone) to slash up his victim so that he can absorb her life forces. Should this occur, the Keeper can refer to the appropriate description in the section "Stopping the Ripper."

Alternatively, the Investigators may simply encounter Sir John Danielson, Baronet, who seems to be slumming in the East End for the evening. If they've met Danielson before, or have heard his description and make an Idea roll to correlate the two, they may recognize him. If they confront or greet him, he'll give them an excuse for being there if he's met them before (a liaison with a, er, "lady") and ignore them if they've not met. (If they hound him or follow him openly, he'll summon a constable, who'll take the word of the well-dressed toff over that of the Investigators.) If they simply follow him and make the appropriate Sneak, Tail, or other rolls, Danielson might lead them to McCabe's place (40% chance)—or directly to his next victim and the newest Ripper murder (25% chance).

(18) *Miscellaneous Encounters*. These are primarily "mood" encounters, designed to increase and enhance the spooky atmosphere of patrolling the foggy streets of Whitechapel at night. The Keeper may use them as "lead-ins" to more significant encounters or simply as eerie things that happen with no explanation to set the Investigators on edge. These should heighten the suspense of patrolling the very areas in which the Ripper may be working—perhaps at the very moment . . . right around the next corner! The Keeper can roll 1D6 to determine the exact encounter or simply choose one that seems most appropriate.

Miscellaneous

1) The Investigators hear the sounds of hooves on the pavement and catch occasional glimpses through the fog of a buggy or carriage that seems to follow them, then fade away, never clearly seen. If the Investigators attempt to catch the vehicle, it will seem to elude them or disappear entirely. This could be merely a legitimate cab whose driver is seeking passengers in the area, but never sees the Investigators; it could be Abberline in a police coach, searching for clues to the murders himself; or it could even be Danielson stalking his prey for the evening

by coach. (Or, if they've made themselves known to him as a threat, either directly or through McCabe, he could be stalking them.)

The Keeper may even allow the Investigators to hear rumors of a "ghost cab" that roams the area on dark, foggy nights, seeking its driver so that it can take him (or whoever it mistakes for him) on a one-way trip to hell. Such a tale could further heighten the air of eerie anticipation surrounding the Investigators as they patrol the narrow, twisting streets of the East End. Of course, there is no "ghost cab" (unless, that is, the Keeper wishes to create one). Whether the Investigators ever catch up with their own "ghost cab" or it remains a phantom in the night is totally up to the Keeper.

2) The Investigators hear a distant police whistle sounding desperately in the distance, somewhere in the East End. If the Investigators make a Listen roll, they may be able to determine the direction and rough distance from them of the whistle blast. Whether they find anything or not after they arrive where they think the whistle sound came from—a fresh Ripper victim, for example—is up to the Keeper.

3) On a quiet street, the Investigators detect the sound of splashing. On a Listen roll, they can determine that the sounds come from the nearest sewer grating and sound as if someone—or *something*—is walking through the sewer below them. If the Investigators shout or shine a light down the grating, the splashing will stop. They won't be able to see anything, however, and there will be no answer to their shouts or queries. Unless they wait there quietly for 15 minutes, the splashing will not resume; if they do wait that long, the Investigators can hear the splashing commence again and move off down the sewers away from their location until the sound is lost. The sounds could be Ghouls in the sewers, toshers, the Giant Rat, or even Barker and Mallory investigating the sewer lines themselves, as the Keeper wishes. Unless they enter the sewers in pursuit, however, the Investigators will never know exactly who—or *what*—they heard.

4) The Investigators suddenly hear a scream sounding loudly and terribly in the night—then cut short. Those wishing to attempt to locate the source of the scream must make both a Luck roll and half a Listen roll. Otherwise, they cannot tell the direction from which the scream came. If they manage to pinpoint the direction and head that way, they may find one of several things when they arrive: a murder victim, the victim of a mugging or rape attempt (with or without the perpetrator still on the scene), the Ripper at work on a streetwalker . . . or nothing at all, as the Keeper wishes.

5) From time to time, the Investigators notice a light bobbing along in the fog behind them, as though someone were following them with a lantern. If they turn back to confront their follower, the light will blink out or bob off into a side street, either way to disappear from their sight. Occasionally, they may catch glimpses of the light

bobbing ahead of them or off in a side street, as if on a parallel course to them. They will never manage to catch the light, no matter how hard they try. If they ask about it in local pubs, they may be fed a tale about ghost lights—like will-o-the-wisps—that lure the unwary to their deaths in the fogs of Whitechapel. More likely, however, the light will be that of one or more local police constables on the beat, shining his dark lantern around, whom they never quite manage to encounter. It could also be that of Barker, who's following them to see how they are doing on their investigation. Or it could even be a rather inept rampsman tailing them for nefarious reasons, in the hope of catching one of them alone.

6) The Investigators hear a horrifying sound echoing out of the fog somewhere near them. The sound can be a low growl, a strange buzzing noise, the sound of claws clicking on the pavement, gurgling or bubbling noises, an eerie laugh, and so on. If the Investigators attempt to locate the source of the sound (on a Listen roll), it may turn out to be a creature (Ghoul, Shambler, Giant Rat, or otherwise), an animal escaped from the Regent's Park zoo (having traveled quite a distance to reach Whitechapel), the trained bear, or simply some lunatic or drunk wandering about in the fog or sleeping off a hard night's drinking (the "buzzing" sound being him snoring). Whether the sound is of significance in their quest is up to the Keeper.

(19, 20) **No Encounter.** If the Keeper is rolling encounters randomly, this result indicates an evening of routine patrolling for the Investigators, with no out-of-the-way encounters, good or bad. Or the Keeper can use such a roll to impose another encounter from the list or one totally of his devising.

If rolling randomly for Evening Street Encounters, the Keeper should roll at least once per evening—twice if Investigators are out on the streets for several hours before and after midnight. The first roll is for pre-midnight encounters and the second for post-midnight. On the other hand, the Keeper may, of course, simply choose as many encounters of whatever kind he wishes.

FINDING A CAB IN WHITECHAPEL

It's conceivable that Investigators may wish to hire a cab for the evening, either to patrol around in the relative safety a vehicle would offer or to escape the consequences of an encounter. The chance of catching in Whitechapel a cab when seeking it is equal to the Luck roll of the Investigator actively looking for one.

If he makes his roll, a cab comes by in 1D8 minutes. If he rolls one-fifth his Luck or less, the cab comes by in 1D6 rounds. If he misses his Luck roll, none will come by during the time that the Investigator wants it at all. A missed Luck roll of 96-00 allows a cab to come by, but it either passes the Investigator by whether he hails it or not or it actually tries to run down the Investigator—

accidentally or intentionally, depending on the number of enemies the Investigators have made in the area recently.

These chances will be the same even if the Investigator has a cab whistle. If more than one Investigator is attempting to find a cab, either use the Luck of the Investigator with the highest value or roll for each one separately. If a cab does turn up, there is a 65% chance it will be a hansom and can hold only two Investigators (or four, if two don't mind sitting on the others' laps); otherwise, it will be a four-wheeler and can hold the entire party.

TAVERN & PUB ENCOUNTERS

Most of the significant encounters the Investigators have inside taverns or pubs could occur at the Mitre Tavern, although they could occur at any of the other East End pubs, beerhalls, or barrooms as well, such as the Ten Bells, the Britannia, the Queen's Head, or either the Princess Anne or Coach and Four, the last two both on Commercial Road.

(1) Drunk. The Keeper should roll 1D6 to decide whether the Drunk is **1, 2**) belligerent, **3, 4**) a pickpocket feigning drunkenness for a chance at the Investigators' wallets, or **5, 6**) just an annoying drunk. In a pub, the latter will most likely ask the Investigators to buy him a drink or ask them to join him in a drink—persistently. If they refuse, he may become belligerent. A belligerent drunk might simply walk over to their table or up to their seats at the bar and start drinking their drinks, daring them to do something about it. If the Investigators handle a drunk badly or hostilely inside a pub, they might quickly find themselves persona non grata should the drunk turn out to be a regular—and well-liked—customer.

(2) Prostitute. The prostitutes found inside the pubs and the taverns of Whitechapel will either be regular streetwalkers who've just come in for a shot of gin, and maybe to pick up a customer at the same time, or those who operate regularly from the pub, kicking in some of their income to the owner for allowing them to work out of his establishment. The latter might even have a room for use in the back of the pub or upstairs. There is a 50% chance that the prostitutes encountered in a pub or tavern are McCabre's girls rather than independents (especially at the Mitre Tavern). If a Mitre Tavern encounter is with McCabre's girls, but the Investigators fail to pick up on it, there's a 20% chance that McCabre herself will actually drop by (after her girls have latched onto other prospects). Seeing her girls at work, she'll step in to make the actual arrangements (just her way of letting the girls know she'd be aware of it should they ever try to cheat her). If so, once her girls and their customers leave, she'll follow them out as well.

If Investigators follow out prostitutes who've picked up customers, the Keeper may allow them to tail the couples to some local boarding house if they wish, though it will normally prove a dead end as a lead. If the Keeper wishes

to toss in a red herring, however, he could have the girls go to one of those locations where an earlier Ripper murder (or supposed murder, such as Martha Tabram's in '88) occurred, letting the Investigators make of it what they will.

Just about any of the encounters with streetwalkers—including those with McCabre's girls, independents Lil and Sal, and others—can take place inside a pub or tavern just as well as it can on the streets; the Keeper may use any of those listed under "Streetwalker Encounters" in "Evening Street Encounters" for encounters in pubs and taverns as well. (Though the girls will not be so inclined to offer "quickies" in a pub as they would on a dark, deserted street.) To those, the Keeper may add the following possibility:

The Investigators may notice a girl, sitting alone at a table, who's better looking than most of the other prostitutes they've encountered (but unmistakably one herself). If any of them approach her to talk, she'll politely tell them she has an appointment with a gentleman and will ask them to please leave her alone. If they won't, she'll appeal to the bartender, who'll instruct them to leave the girl alone or leave—and will give them no choice in the matter. (He has a sawed-off 10-bore shotgun under the bar.)

If the Investigators continue to watch the girl, they should be distracted at one point, perhaps by another encounter. When they look back to her, the table will be empty, but if they make a Luck roll, they'll just catch sight of her going out the door into the fog. If they rush to the door, they can just see her fading away into the mist, arm and arm with a tall man wearing a top hat and a black cloak. If they attempt to follow this couple, they'll need both a Luck roll and a Tail roll to do so.

The woman's customer could be simply an upper-class gentleman slumming for the evening, or it could even be the Ripper, claiming another victim—depending on when in the scenario it occurs and the Keeper's wishes. In either case, if the Investigators lose the couple in the fog, the woman should turn up the next morning dead—the latest Ripper victim—to give the Investigators the "almost had him!" frustration.

(3) Procurer/Customer. This encounter will simply prove to be a man shilling for one of the brothels, attempting to entice patrons of the pub into sampling the delights of the house he represents. He'll bill it as one of the only safe places to meet willing ladies, what with the Ripper loose on the streets. He may also offer Investigators "dirty pictures" as an enticement to come to his brothel. (Of course, these will be much better looking than the actual girls at the place, as they will learn if the Investigators fall for his pitch.)

Alternately, the encounter could be with a man wanting to be fixed up with a loose woman for the evening who, for some reason (perhaps because he's seen them talking to prostitutes), thinks the Investigators have connections

and can get him set for the night. Even if they tell him they can't help him, the man will continue to pester the Investigators until they take care of him—one way or another. The chances of either of these character types having any useful information on the Ripper case for the Investigators is very slim, though the Keeper may use either of them to feed the Investigators one or more of the Rumors in the "Clues & Rumors" section if he wishes.

(4) Suspicious Troublemaker. The subject of this encounter is a patron of the tavern, most likely a regular, who is deeply upset and concerned over the Ripper murders. He's also very suspicious of strangers, suspecting anyone who enters the tavern that he doesn't know personally of being at best troublemakers, socialists, or anarchists and at worst Jack the bleedin' Ripper himself. Recognizing the Investigators as strangers, he'll loudly inquire as to their purpose in the area, suggesting perhaps they'd be better off staying where they belong—and are wanted, which is not the case here. He'll quickly become increasingly belligerent and troublesome to the Investigators, perhaps to the point of pushing their drinks onto the floor and suggesting that, since they've obviously finished, they leave—now.

If the Investigators ignore the man, this will not only increase his suspicions of them—they must be hiding *something* if they're afraid to answer him—but will anger him. Eventually, unless they leave right away, the man will pick a fight. He may not even allow them to leave when they try, blocking their way and insisting they offer proof that none of them have been carving up whores in the area recently. If the Investigators finally take the bait and pick a fight with the man—or allow him to pick one with them—they will find the entire tavern united against them. Loudmouthed and troublesome or not—the rowdy is one of their own. If the bartender intervenes, it will be on the side of the troublemaker and *not* the Investigators, as is also the case if a local constable happens to be in the pub at the time. He'd most likely simply make them move along, however, since he knows the nature of their antagonist, and would not arrest them unless they've pulled guns or other weapons.

(5) Informant. This encounter in a tavern will be the same as that on the streets and may produce valid information or red herrings. The Keeper may also use it to dispense some of the Rumors in "Clues & Rumors," including overhearing Alfie telling Bruiser about seeing the South Seas Daemon alive and out on the streets, if Investigators have failed to encounter the mugger team as of yet.

(6) Other Ripper Hunters. While visiting any of the East End pubs, the Investigators may spot or be spotted by any of the other various factions also pursuing the Ripper. These could be **1)** police, including Abberline, questioning bar patrons; **2)** several of the Whitechapel vigilantes, stopping in to wet their whistles while patrolling the area; **3)** Barker and/or Mallory making this

a stop during their own investigations of the case; or **4)** some miscellaneous individual or group of the Keeper's choice stopping here during his or their hunt for the Ripper—perhaps a group of Masons attempting to find and stop the Ripper themselves or even the big game hunters Lord John Roxton and Colonel Sebastian Moran, mentioned in the "Rumors" section. Interactions between the Investigators and other Ripper hunters will be guided largely by any relations established between them in the scenario thus far.

(7) Card Sharp. The Investigators are approached by a broadsman (or card sharp) wishing to engage them in a game of chance. He'll make almost any offer that seems to appeal to the Investigators as a wager—including promising them some inside information on a case if they'll play him and win (if it appears that would entice the Investigators into a game). Of course, he's not only an expert gambler (85% Gambling skill), but a cheat as well, so that unless any Investigator has a very high Gambling skill, and can detect the man's cheating so as to guard against it, the Investigators will inevitably lose. Unless they can prove the man is cheating, they'll be forced to honor any bets made. (Of course, they can always attempt to wait for the man outside later and waylay him to get back what they've lost—as long as they aren't spotted doing it by a local PC.) If they've been fleeced once already by the card sharp and he approaches them again, the second time he should be able to display something the Investigators really want to make it worth the risk to play the man again—such as Ahab's Starstone, which he's won off the hapless sailor.

(8) Captain Sinbad Ahab. If the captain of the *Matilda Briggs* is in play, whether or not the Investigators have met him yet, it's possible they will encounter him in one of the East End pubs, carousing and having a grand old time drinking, whoring, and gambling. If they've met previously and are on good terms, the crusty old salt will greet them heartily and invite them to join him (and be miffed if they refuse). If they've not yet met, the Keeper may wish to arrange a reason for them to do so now, something to get the Investigators interested in the old sailor—such as him waving his Starstone around for good luck. For what they can learn from Ahab, the Keeper should refer to the section in "Enemies & Allies" concerning the old sailor. If Ahab is no longer in play—having been killed or because the Keeper is saving him for a more dramatic introduction to the Investigators—this may be considered No Encounter.

The Keeper should roll for an encounter each time the Investigators enter a pub on the East End. If they stay for several hours, he may wish to impose a second encounter on them as well—perhaps even having Prescott stop in the pub, spot them, and angrily (and loudly) ask them what they're doing lounging around in a pub when they should be out tracking down the Ripper.

SEWER ENCOUNTERS

Investigators who enter the London sewers may have a number of encounters with the “inhabitants” or with “geological” features within the drains beneath the streets of the metropolis. The Random Sewer Layout Generator may be used by the Keeper in determining how the Investigators travel through the sewers in one of two ways: He may use it before the initial play session to generate a sewer layout for Investigators to traverse; or he may wait until the Investigators are actually in the sewers and roll up the layout as they explore it in the dark. Alternatively, the Keeper may use the Generator as a simple guide, placing sections of whatever type he wishes wherever he wishes, either beforehand or as the Investigators travel through the system. Or he may abandon it altogether and create the sewer system to match his own plans and ideas.

If he wishes to use the Random Sewer Generator, he should roll 3D20 to determine how many yards each section is in length before it is necessary to roll for another segment type. Whenever an encounter or a sewer grating is rolled, the Keeper should roll once more for the next segment type; if a second roll is either an encounter or a sewer grating, assume the segment is a straight one.

Whenever a roll on the Random Sewer Generator indicates a *Sewer Grating*, the Investigators must be careful when passing under one of these openings to the world above. They need to douse or cover their lights and make Sneak rolls when passing under the grating to reduce the chance of someone on the street above hearing or detecting their passing and reporting to a nearby constable that someone is down in the sewers—maybe even the Ripper!

If they miss their Sneak rolls or forget to cover their lights, they must make a Luck roll to avoid being detected; if anyone in the party misses the Luck roll, they’ll have been overheard or their light spotted. If anyone misses their Luck roll in the 96-00 category, the local constable is the one who detected them. If the Investigators have an experienced tosher with them, he can warn them about the sewer gratings and, as a result, each Investigator may add 10% to his Sneak roll when passing under them.

SEWER ENCOUNTERS (EXPANDED)

(1) Noxious Gasses. If the Investigators roll this encounter, they’ve stumbled on a pocket of noxious sewer gasses—methane, hydrogen sulfide, and so on—and run the risk of suffocating before they can get out of it. They will first notice the presence of the gasses when the Investigator with the lowest CON begins to choke and cough; then all will be affected by the gasses. The Keeper should match the CON of each Investigator against a gas POT of 13 each round. On the first round that any Investigator loses the Resistance roll against the gas, he will begin the drowning procedure described on page 52

of the *Call of Cthulhu* rulebook (5th edition), only starting with CON x 8%. If any Investigator falls to 1 hit point, he will succumb to the gas and pass out. If he is not removed from the gas within his CON in rounds, he will die. If an experienced tosher is with the group, he may detect traces of the gas before any of the Investigators and warn them soon enough so that they can roll the full CON x 10% vs. the gas.

It will take at least 1D8+2 rounds to get out of the pocket of noxious gas if Investigators move on. Each round prior to that number that the Investigators remain stationary is one more round spent in the gas. Holding a handkerchief or cloth to the face will stave off the gas for two rounds only. Additionally, there is a 25% chance that the gas is methane and, if so, a 10% chance the flame from each Investigator’s lantern will set off a gas explosion, doing 2D6+2 points of damage to everyone in the pocket of gas. If any are carrying torches, candles, or other open flame (or are smoking), the chance of an explosion is 75%. An experienced tosher can warn the group about the dangers of open flame in the sewers.

(2) Obstacle. If this result is the Investigator’s sewer encounter, the party has hit an obstacle to their progress—a blocking of or break in the sewer lines. This can take one of three forms (roll 1D3).

Obstacles

1) Stalactites may have formed in the sewer lines from deposits draining through them over the years. If so, Investigators must squeeze past this obstacle. Any Investigators of SIZ 11 or smaller can squeeze past with no problem. Investigators of SIZes 12-14 must make a Luck roll to avoid getting stuck as they squeeze through. Any Investigator of SIZ 15 or larger can’t get through and definitely gets stuck if he tries. (An Observation and an Idea or Deduction roll will tell them this, as can an experienced tosher.)

If anyone in the party is that large, he must either wait here while the others go on; the entire party must find another route; or they must break the stalactites down. The stalactites have the equivalent of 40 hit points and three points of armor—after this much damage is inflicted, enough of the formation is removed for the entire party to pass. There is a 10% chance, however, that removing the stalactites will cause the ceiling to collapse in a cave-in at that point; each additional hit point of damage more than 40 done to the formation increases the chance of a cave-in by 5%.

2) Cave-in. The Investigators may discover a section of sewer where the ceiling has already caved in, making it impossible to pass. Investigators who are SIZ 9 or smaller may, with a Luck roll, squeeze over the collapsed rubble and over to the other side. It will take one Investigator five hours to clear enough rubble for the party to pass. For each extra Investigator working on it, the time is reduced by one-half hour (Limited space makes it difficult for several people to work at it at once.) For each hour the

Investigators spend in the area of the cave-in, there is a 10% cumulative chance more of the masonry above will collapse (and an additional 50% chance of another encounter—though not with another obstacle).

To avoid being trapped under the cave-in and taking 1D20+2 points of damage, each Investigator in the area that collapses must make a Luck roll. Any who fail must make a Dodge roll or be trapped under the falling rubble. The Keeper should follow closely the Investigators' statements of which way they are dodging to get out of the way of the collapsing rubble, so that he may determine whether any of the party gets trapped on the other side of the cave-in and becomes separated from the rest. If this happens, he must guide the two groups separately until they manage to link up again (which could prove difficult unless they have a map to follow or an experienced tosher as a guide). Investigators trapped under the rubble will lose an additional hit point per half hour until they've dug out or dead. Digging out trapped Investigators is at the same rate as clearing the tunnel of the original cave-in.

3) Crevices. As they navigate the older sewer tunnels, Investigators may come across breaks in the line that form deep crevices, dropping down into other sewer tunnels (or worse). If Investigators make their Luck rolls when encountering these, the crevices are easily visible. To cross one requires Jump rolls. If the Investigators tie a rope to each other when trying to Jump across, each may add 20% to his normal Jump roll for success. If the roll fails, the Investigator will fall 20 feet, taking normal falling damage for that distance as noted on page 52 of the 5th Edition *Call of Cthulhu* rulebook, plus an extra 1D3 from jagged rocks, etc. If the Investigator is tied to a rope, he'll take only half that damage when falling into the crevice, before the rope stops him.

A Climb roll is required to get back out of a crevice once fallen in; double normal skill if a rope is used to help the Investigator back up. If any of the Investigators fail their Luck rolls when first encountering the crevice, it is filled with sewer water and not easily visible. Unless the first person in line in the party is a tosher, a Spot Hidden roll is necessary to see the crevice. If it isn't detected, the first character in line will fall in and start the drowning procedure; this continues until someone makes a roll of DEX x 5% to grab the foundering character and a STR vs. SIZ roll on the Resistance table to pull him out. Add 2 SIZ points to the drowning character's SIZ to represent his equipment and water-soaked clothes.

(3) Rat Packs. If this encounter is rolled, the Investigators have come across an especially hungry, especially aggressive colony of rats living in the London sewers. The rats will attack the Investigators in the darkness, swarming all over them. The Keeper should use the procedure for rat pack attacks as described in the 5th Edition *Call of Cthulhu* rulebook, on page 182. Assume

1D6+2 rat packs attack the Investigators at any one time, and reduce all chances to hit the rats to one fifth normal due to their small size and speed, plus the darkness and cramped quarters. Firearms attacks on rats will *not* be considered point-blank, but misses with firearms *will* be considered point-blank for chances of accidentally hitting comrades in such close quarters (Luck rolls to avoid). If the Giant Sumatran Rat is loose and roaming the sewers while Investigators are in them, and this encounter is rolled, there is a 15% chance that the encounter will be with it rather than regular rat packs. If any Investigators are bitten by rats, follow the procedures for the chance of infection described for the attic of McCabre's building in the "Places of Interest" section of the scenario.

(4) Human Remains. This encounter indicates that Investigators have run across the remains of one of the Ghouls' victims in the sewers. This could take the form of old, deteriorated human bones, newly gnawed ones, or even a half-eaten corpse. The Keeper should impose appropriate SAN losses for the more disquieting examples of human remains that might be discovered—especially if one of them should still be recognizable as someone the Investigators knew personally. Such gruesome remains might indicate the Investigators are close to the entrance to a Ghoul warren, or it might simply mean that the Ghouls got hungry and had an impromptu picnic at that spot.

(5) Human Encounter. This result indicates that the Investigators have encountered other humans roaming the sewer system. These could be of four kinds (roll 1D4).

Human Encounters

1,2) Grangers (Sewer Maintenance Workers) are in the sewers to repair a certain section (1D6+2 workmen); if they spot the Investigators, the characters must come up with a good story using Fast Talk or be adequately disguised as grangers themselves, as these men will know that the Investigators' presence here is against the law. Even disguises may require Fast Talk rolls, as the workers will probably know the other workers they could expect to meet down here—and their superiors would have mentioned any other crew being in the area. Encounters with grangers occur only in the day; repairs wouldn't be made at night. If it is after dark when the characters are in the sewers and this is the encounter rolled, the Keeper should either roll again or allow Investigators to find tools the workers accidentally left in the sewers when they were repairing them during the afternoon.

3,4) Toshers are likely to be encountered in the sewers any time of the day or night. They could simply be scavengers looking for valuables lost in the sewers or might be out hunting rats for sport—or even food if they are especially poor and hungry. If the Investigators have a tosher as a guide, the chances are that any encounters with other Toshers will be friendly—or at least neutral. If they are on their own, any toshers the Investigators encounter may react hostilely, thinking the Investigators are bounty hunters or police combing the sewers to catch toshers at

their illegal profession. They may attack the Investigators with their probing hooks or rifles they use to shoot rats. Unless they can convince the toshers that they aren't representatives of the law with Fast Talk rolls, the Investigators' best bet is to flee; the toshers are in their element and won't take any negatives to their attacks, while the Investigators will be fighting in the dark (one-half normal attack chances) and in such unfamiliar close quarters. Assume 1D3 toshers per encounter.

5) Criminal. It's conceivable that Investigators might encounter some fugitive from the law hiding out in the dark confines of the London sewer system. If so, the man is bound to be desperate, as his crime must have been great for him to suffer the discomforts and risks of hiding in the sewers. He will likely attempt to avoid the Investigators as soon as he runs into them, but if they don't allow him to do so—if they chase after him, try to catch him—he will attack them ruthlessly and viciously. Use the Sample Bludger/Nobbler for this encounter. If Investigators manage to capture the fugitive, they will receive a □25 reward—and may be able to use him as an excuse for being in the sewers if caught there by the authorities, thus escaping fines or imprisonment. This encounter will occur only once; subsequent rolls of the fugitive encounter should be considered a tosher encounter—or just roll again.

6) Rivals. At some point Barker and/or Mallory will enter the sewers as part of their own investigation. There's a chance, therefore, that their exploration will coincide with the Investigators', and the two parties will meet. The outcome of the encounter will be up to the Keeper, based on the attitudes the Investigators and Barker have for each other at that point in the scenario. Keepers who wish to spur the two factions into working together might have the Investigators rescue Barker and Mallory from an attack by Ghouls, or vice versa, with the grateful party initiating an alliance with its rescuers.

(6) Ghouls. The Investigators encounter 1D10 Ghouls who will attack the party if they outnumber the characters or will flee and return with 2D10+2 reinforcements if the Investigators outnumber the Ghouls. The Ghouls will fight fiercely with the Investigators to protect their homes in the sewers and will attempt to ambush the party if possible. Investigators may be allowed a Listen roll to detect a Ghoul ambush up ahead. The smells of the sewer will overpower even the smell of the Ghouls unless they are close and there are more than 12 of them. Because of the narrowness of the sewers, no more than three Ghouls can attack the party from either side, which may allow the Investigators the edge they'll need to survive.

(7) Loose/Open Sewer Grating. Rolling this encounter indicates the Investigators come across one of the sewer openings regularly used by the Ghouls to enter and leave the sewers. It may be standing ajar, which will be visible, or it may be in place but simply loosened, (Spot Hidden

or Observation roll to detect) so it is easy to remove. Unless they try to pry off one of the normal sewer gratings, which will take several minutes work and at least two characters to lift it, these pre-loosened gratings are the Investigators' only avenue for a quick escape from the sewers, should that prove necessary or desirable.

(8) Entrance to Ghoul Warrens. This encounter indicates that the Investigators have actually located the entrance into the sewer system from the Ghoul warrens below London. Unless the Investigators have the proper maps (including the one Barker beat them to), locating the Ghoul warrens will probably occur only by sheer chance, as the openings are not that evident nor clearly marked on any one map. The first indication that the Investigators are near their goal will be the discovery of what looks like a wall of masonry erected to close off a section of sewer. The wall has been pushed open—from the inside. Entering that section of tunnel will cue the Investigators on an Observation or Spot Hidden that this is indeed an older section of sewer than those they've been in previously. (A tosher guide will spot this automatically.)

Following this tunnel eventually leads them to a place where it looks as if new repairs had been made since the original sewer was build, but all appears to be in place unless a Spot Hidden is made. This reveals that the blocks of the repaired section of the wall are fitted together only loosely and have been removed and replaced often in the recent past. (The Ghouls have done this to avoid occasional flooding of their warrens from the sewers' overflows.) It takes Investigators only an hour's work to remove enough of the blocks to enter what appears to be a large tunnel or small cavern connecting to the sewer. The first block removed frees a miasma from the warrens below that will hit the Investigators like a solid wave of nauseating odor, requiring another CON x 5% roll to avoid becoming ill. A successful Jump roll or a Climb role while going down a rope is necessary to reach the floor of the cavern, about 15 feet below (an easy scramble for Ghouls).

Once in the warrens, the Investigators will find the floor littered with human bones and more recent remains—the source of the ghastly odors from below. They will also find the warrens crawling with Ghouls if they go very far into them. As soon as the Ghouls realize their warrens have been invaded (20% chance per hour), they will attack the Investigators in force. Unless the party makes a very hasty retreat or is armed with explosives, they will quickly be overwhelmed and killed by the Ghouls. It should be clear almost at once to the Investigators that they are greatly outnumbered, even with their firearms; it would take nothing less than a company of Her Majesty's finest infantry, armed with Maxim machine guns, to completely clean out the Ghoul infestation under London.

If they do have explosives, however, or can escape and return later with some (half a Navigate roll to find the spot again), the Investigators can try to close off this entrance



so that the Ghouls' excursions into the sewers and the city above is at best greatly curtailed. It requires the equivalent of at least half a case of dynamite and a successful roll on Explosives skill (or both INT and DEX x 3%) to place the charge sufficiently so as to reap the desired results and close off the Ghouls' warrens from the sewers. Any smaller amount of explosive, or a failed skill roll, will probably kill enough Ghouls and cause enough temporary damage to allow most of the Investigators to escape with their lives. But it will set the Ghouls back only for a while, until they clear out the debris (about 2D6 months). If the Investigator placing the charge fails his skill roll, all Investigators must make Luck rolls to avoid getting trapped in a cave-in of the sewer, with results as described in the Cave-in encounter.

If the Investigators successfully close off the entrance to the Ghouls' warrens, the Vanishings immediately cease

on the East End, and McCabe is denied her Ghoulish allies to help her with her dirty work. And until he realizes that the Ghouls are no longer carrying off any of his victims and uses the Shambler to do so again, all the Ripper's subsequent victims will be found the morning after they're killed—which could make the Investigators' efforts seem for naught, with all the extra Ripper victims popping up. (This would be especially true if they'd mistakenly believed the Ghouls were the ones responsible for the Ripper murders all along, as was the case with one playtest group.)

The successful destruction of the entrance to their warrens requires at least two years for the Ghouls to dig their way back out again; during this time, except for occasional forays into the sewers from other, smaller entrances, the sewer system of London will be Ghouls-free. (See "The Lurkers Below," in *Terror By Gaslight, Vol 2.*)



The London Tabloids on Jack the Ripper

STOPPING THE RIPPER

Stopping Jack the Ripper will not be easy, even after Investigators have concluded that the monster is indeed Sir John Danielson. If they wish to put Danielson away legally, they must catch him in the act; the evidence they can produce, even after they've carried their investigation to its logical conclusion, will simply be too flimsy for the law. And there is the problem of Danielson's powers and abilities as both a psychic vampire and a sorcerer—not to mention his monstrous companions and allies. Simply fingering Danielson to the authorities, even if they had enough evidence to put him away, would not keep the Investigators safe from Danielson's wrath. Like it or not, most Investigators must eventually come to the conclusion that, if they are to rid the world of Jack the Ripper, Sir John Danielson must die.

Killing Danielson will not prove that simple either. Even as a psychic vampire, of course, Danielson *can* be killed, either by bullets or by magical means. Doing so is just not as easy as killing an ordinary man, since his condition makes him especially resistant to normal physical damage. And his knowledge of the Flesh Ward spell, plus his magic point battery to sustain it, can preserve the baronet from harm long enough for him to employ his Shrivelling spell against his attackers—or to send his Dimensional Shambler after them. Still, if enough Investigators were to mount enough firepower against him and his dread companion, they could possibly kill Danielson before he and his Shambler eliminated all their antagonists, especially if some of them had magical protection themselves—Elder Signs, Starstones of Mnar, and so on. The problem is exactly how and, more important, where could they do it?

Investigators cannot simply waltz up to the Danielson estate in Barnet and open up on the baronet with their weapons—presuming they managed to find him there in the first place. Such an act would surely result in the Investigators' imprisonment for murder. Killing a baronet, even one suspected of being the Ripper, will get them a one-way ticket to the gallows. Even if the Investigators aren't observed approaching the estate in Barnet, their presence there previously would make them strong suspects, especially when it finally came to light that they'd been asking around about Danielson, dogging him, and snooping into his affairs.

Any strangers such as the Investigators will be remembered by the villagers of Barnet. Bearding Danielson in his den will prove dangerous for the Investigators in other ways, too; in addition to being able to call his Shambler (unless it's been killed or driven away somehow), Danielson can loose the Giant Sumatran Rat kept in his basement and direct it against his attackers. Hirschman will loyally assist his master against any assailants, attacking fiercely with ax or shotgun. Even Danielson's grand-uncle will fight for him, since he's family—unless the Investigators can provide

solid, irrefutable proof that Danielson is the Ripper. And the old man hasn't forgotten how to use a rifle (skill of 55%).

Investigators who recognize the futility of a frontal attack against the baronet at Barnet might still consider burning down the manor—or blowing it up if they can obtain explosives—with him in it. Aside from the risk of being seen or caught (Luck and Sneak rolls to avoid), the biggest drawback to such a plan is the uncertainty of actually catching Danielson in the house when it's destroyed. Even if Investigators have managed to confirm that Danielson is at home, either by staking the area out or somehow managing to plant a spy inside or near by, Danielson can easily escape via his bedroom Gate, despite Investigators' best efforts. They can probably kill Hirschman (no great loss), Danielson's grand-uncle, and maybe even the rat if they are lucky, but the Ripper will still be on the loose. They will have deprived him of his home base, true, but they'll also have eliminated the only place where they can be certain he'd return sooner or later, making it necessary for them to begin the manhunt all over again. And even if they are of the mistaken belief that old man Danielson is a real vampire, the Keeper should impose SAN loss for their killing him—as it will soon become apparent that he was nothing more than he appeared to be.

If the Investigators can somehow capture Danielson while he's inactive and keep him totally isolated, so that the baronet cannot use his psychic drain spell on anyone (an unlikely possibility), they may have a chance against him. Otherwise, their best bet is to try to keep track of his comings and goings so that they can catch him in the act in Whitechapel and ambush him there. Again, this will not be easy. But if the Investigators have managed to figure out the Ripper's identity and singled out some of the places he's bound to show up at sooner or later—such as McCabre's—they may eventually be able to track him to the site of one of his killings and psychic feastings. (Of course, to do so, they must be aware of his ability to travel magically by Gate and to keep up with him in some way themselves—even if that means learning to travel by Gate as well.)

Ambushing Danielson calls for very precise timing and an exact decision on the part of the Investigators as to the best time to spring the attack. Magically and psychically, Danielson is at his most vulnerable between the point where he's summoned the Shambler and cast his Preserve Life spell on his victim and before beginning to absorb the life energy of his prey. His magical and life energies are at their lowest then. Of course, at this time attackers will definitely face the Dimensional Shambler in addition to the Ripper, so some might reason that waiting until after Danielson's



Shambler has finished its gruesome work and been sent away would be a better time to mount their attack against Danielson. They would be wrong.

Once he's drained the life from his hapless victim, Danielson will be at his most powerful—his full POW restored and magic points back up to full level as well. A further consideration is the Investigators' state of mind; not only will they face SAN loss when viewing the Shambler, but also in standing by watching the Ripper's victim slaughtered horribly by the creature—all the time aware of what is happening to her. Such inaction should cost the Investigators at least 1/1D10 SAN loss, as well as anything they've eaten recently on a missed CON x 3%—and could even result in fainting on missing a CON x 5% roll. Even strong willed—and stomached—Investigators who take little SAN loss would be expected to function at less than their best form after viewing such carnage inflicted on a still-living victim. (The Keeper might subtly suggest this to be the case, if he wishes, hinting at the preceding possibilities, as well as a possible temporary loss of 1D3 DEX due to shaky nerves, unsettled stomach, and similar resulting ailments. And if they still stand by and watch, he should inflict them all on the Investigators.)

Investigators who successfully ambush—and actually manage to kill—the Ripper before he can escape or employ magical defenses or attacks will want to bring police to the scene as soon as possible to show them Danielson with his victim, alive or dead (preferably the former, but probably the latter), so they can prove that the baronet is really Jack the Ripper—not to mention that they've killed him and deserve any reward or credit for the feat. Investigators will also want to make certain that McCabe's Ghouls do not show up and drag off both the bodies of Danielson's victim and the baronet himself, leaving them with no proof of their deed. (Even worse would be if the Ghouls either took the victim's body, leaving only Danielson's and no apparent reason for the Investigators to have killed the man, or took Danielson's, leaving Investigators with the freshly killed corpse of an East End streetwalker to explain.)

Whether they wish to link Danielson as the Ripper to one of his victims by showing both corpses to the police, or simply to dispose of the body of the late aristocrat quietly because they can't prove he is the Ripper, Investigators will want to make certain the body doesn't remain intact. (Allow them Idea or Occult rolls, relating Danielson to the vampire legends, to suggest this to them). If they do leave the corpse intact, whether to rest in a family casket or tomb or be tossed into the Thames, there remains the possibility that, at some point in the future, Danielson may rise again.

A resurrection could occur if the remains (which will stay very well-preserved) come close enough to someone who experiences a great deal of fear. Such strong emotion would allow the seemingly lifeless corpse to absorb a point of POW, as an automatic reaction. If so, Sir John Danielson—Jack the Ripper—can live again. If the Investigators decapitate or and then dismember the corpse, however, this

potential future threat is ended—although they may have some explaining to do to the police and especially to Danielson's grand-uncle, if he's still alive to claim the body, if it's mutilated in such a manner.

Should Investigators mount an attack on Danielson and the Shambler before the deadly pair can work on their victim, either as the result of a planned ambush or because they've just happened on the scene while patrolling Whitechapel, they may find themselves overwhelmed by such opponents. The Keeper may wish to allow them reinforcements to help keep the Ripper and his Shambler occupied so that the Investigators can act against the villain without being blasted magically or ripped up by the Shambler. (Should the Investigators be few in number, such assistance may prove vital.) Aid could be provided by Barker and Mallory, who've arrived at the scene as the result of their own investigation (before or after the Investigators, at the Keeper's decision).

Or unwitting assistance could come in the form of the Whitechapel vigilantes, who, on hearing a commotion, arrive howling for the Ripper's blood. The latter would make good monster-fodder, as the Ripper would direct the Shambler against these obvious menaces while taking his own measure of the rest of his antagonists—provided he's even detected them, with the distraction the vigilantes cause. If undetected, the Investigators may find themselves facing a golden opportunity as Danielson directs his magical attacks at the vigilantes, turning selected targets among their numbers into blasted hulks with his Shrivelling spell.

Should Danielson be injured seriously by attacks sufficient enough to breach his Flesh Ward and his extra resistance to damage, the wounded villain will attempt to escape back to his estate via Gate, leaving the Shambler to finish off the vigilantes or whoever else attacked him. If the Shambler takes enough hits to kill it, as a last act of defiance, it will grab up its nearest—or most threatening—antagonist and carry him off into another dimension as it dies, neither ever to be seen again in this world. (The Keeper can take this opportunity to give the Investigators a minor victory by having the Shambler carry off someone who's been especially annoying to them, such as Lusk—but not Barker, if there, as he still may have a part to play.)

If Danielson escapes back through his Gate, he will return to his estate (especially if seriously wounded) and not to McCabe's or anywhere else. The Investigators must pursue him through the Gate if they hope to catch him and finish off the fiend. If they are at all reluctant, the Keeper should make sure that Barker and Mallory have arrived on the scene, drawn by the noise of the struggle. Barker will immediately take the initiative and bound off through the Gate, followed closely by Mallory. If the Investigators fail to take up the challenge thrown them by Barker with his actions, they can read

Mallory's story in the morning *Echo* about how Barker single-handedly cornered and killed Jack the Ripper, with some minor assistance from the humble reporter of the story. The Investigators won't even be mentioned, and they'll gain only minimal SAN bonuses for their truncated part in stopping the Ripper.

If, however, they, too, follow Danielson on through the Gate, as is more likely, they will emerge behind the mirror in Danielson's room at the estate in Barnet. If Barker and Mallory have already gone through, they'll hear gunfire from downstairs. If they follow the sounds to the ground floor, they can join the fray in time to find that Danielson has released the Giant Rat. They may also face a berserk Hirschman, foaming at the mouth and charging them with his ax, and possibly even the elder Danielson, appearing suddenly, as if from nowhere, and demanding to know what's going on. (If they shoot the latter in the heat of the moment, they'll learn in the worst way that he definitely is not a vampire.) If the Investigators fail to follow the sounds of gunfire or have beaten Barker through the Gate, the Keeper may adjust the following conclusion as necessary.

If fatally wounded—his hit points dropping to 0—Danielson begins to lose 1 point of POW per minute. He will remain alive as long as he still has POW left, no matter how many hits he has lost. If this occurs while he is in the familiar surroundings of his Barnet estate—no matter how chaotic things are at the moment—a strange thing will happen. The evil, warped thing Danielson had become after his conversion to a psychic vampire will dissipate and be replaced once more by the original Sir John Danielson. The baronet will realize that he's dying at last and will soon be free forever of this terrible affliction he's suffered these past years. He'll regret the evil he's done, especially such immediate things as releasing the Rat, but he can't do anything about it because it was the evil Danielson who was the sorcerer, not he. Sir John will take advantage of the turmoil to slip quietly away, down to the basement, where he can die in peace.

If Investigators see Danielson slip away down to the basement, they can go looking for him after they've finished off Hirschman and the rat (or the latter has escaped the estate and gotten loose in the countryside). They can then locate the baronet downstairs with ease. He'll have ironically lain down in the very coffin in which his evil self used to lie dormant in during his periods of inactivity. He'll appear dead unless Investigators touch him or act as if they're going to do something threatening—such as drive a stake through his heart. Then he'll ask them, sadly, to hold. Investigators who make a Psychology roll—or even an Idea roll—can tell at once that something is different about the dying baronet, that he doesn't seem to be the same person.

If they stop and listen to him (and Barker, if there, wants to hear and will insist they listen, too, even if they suspect a trick), Danielson will tell them the story of what happened to him. He'll explain how he became a psychic vampire at the hands of the Tcho-Tchos and, subsequently, took on the

mantle of Jack the Ripper. He can fill them in on details of McCabre and her power, as well as on the Ghouls, the Shambler, and the rat, but he does not have long left. Telling his story is a last act of catharsis for the tortured young baronet, and in finishing it, he finishes the bloody career of Jack the Ripper by internally converting his last dregs of POW into thermal energy. As they watch, the now lifeless corpse of Sir John Danielson, a.k.a. Jack the Ripper, will burst into flames and be consumed before their very eyes. The coffin, too, will catch fire, and soon the flames will spread to the rest of the house, taking it in their cleansing embrace as well. And Jack the Ripper will, at last, be dead.

An Alternative Ending

Although having a restored, repentant Danielson relate his woeful tale to the Investigators is a fitting end to the sad story of Jack the Ripper, things may not go exactly as planned. If the Investigators manage to kill Danielson before he can tell them how he became the Ripper, the Keeper may impart the information via another means—*The Ripper Diary*.

This may be considered a Mythos book, as it is an account by Sir John (both his real self and his Ripper persona) of his entire ordeal and evolution into the evil creature he became. It begins with what the Tcho-Tchos did to him and ends with an entry about the latest Ripper kill (before the one they catch him at). Reading and comprehending it takes 2D6+2 days but requires an English roll to fully comprehend, as the penmanship of the Ripper is not as easy to read as is that of Sir John's sections—especially after the “real” baronet has been completely repressed.

Reading the diary imparts +8 to *Occult skill*, +5 to *Cthulhu Mythos skill*, and costs 1/1D8 SAN. It contains the Glamour spell; the spells for Summoning and Binding the Shambler; that for Binding the Rat (helpful if it's escaped and the Investigators must track it down); and the Sustain Life and Psychic Drain spells. It also contains a distorted version of the spell used to transform Danielson into a psychic vampire, but learning that spell would cost an Investigator 1D20/1D100 SAN—and an Idea roll would suggest that to be a *very* bad idea. (Additionally, it wouldn't work, but would kill anyone it was performed on.) Other of Danielson's spells—Create Gate, Shrivelling, Enchant Cane, and Flesh Ward—may be described therein as well, at the Keeper's discretion.

If Danielson is killed at home, Sir John may emerge in the final seconds before death to shout out to his attackers: “My room—panel by my bed . . . !” If the Investigators search Danielson's room in response to this, they will find on a Spot Hidden roll what appears to be a secret panel next to the baronet's bed. (If they're looking around in Danielson's room at any point earlier in the scenario, without his statement about it, it takes

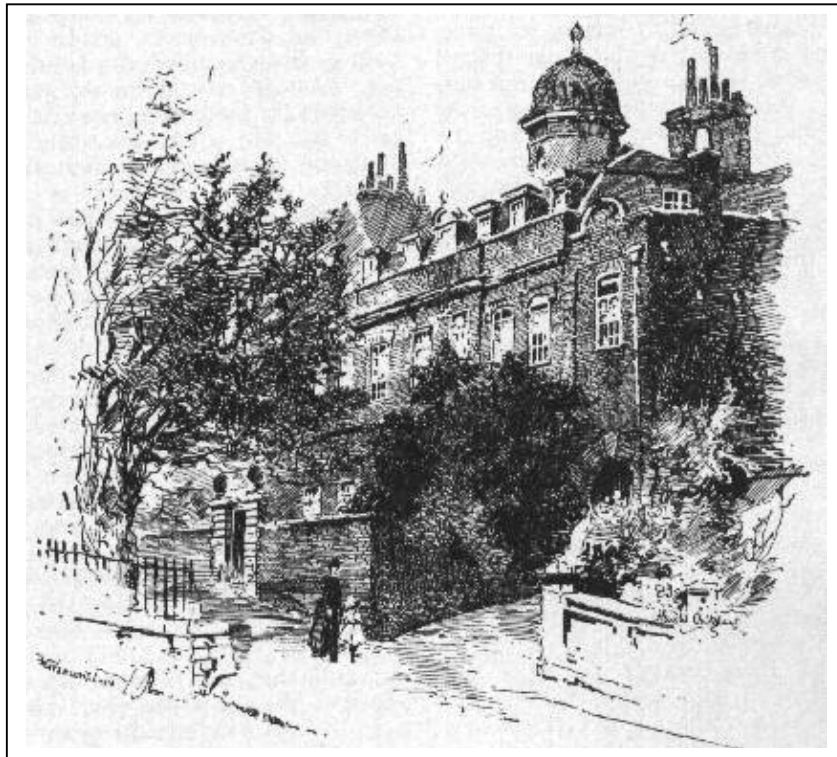
first an Observation roll to get the impression that something is “wrong” about the wall on that side of the bed and then one-fifth Spot Hidden to find the panel.) If they’ve given Sir John the opportunity to confess his sins, he’ll tell them the secret of opening the panel. If not, they must make either half a Luck roll or a Mechanical Repair roll to open it. Inside, they will find the diary. (If the manor is now burning, they have just enough time to get upstairs and find the diary—if they make all their rolls—and flee the inferno, either through the still-active Gate or by other means.)

If Danielson combusts and the Investigators fail to find the diary before the fire drives them from the manor, a workman tearing down the remains of the house will find it in 1901 and use it as a doorstep.

If the Investigators manage to kill the Ripper before he can Gate out to the manor, the Keeper may allow them to find the diary on Danielson’s person—he carries it around to

read for “inspiration” in his work. Investigators who check the body will find the diary on going through the late baronet’s pockets. (If they fail to do so, the Keeper may allow them an Idea roll to figure out that searching Danielson’s manor may yield hidden “treasures.” Of course, if doing so, they may still end up facing Hirschman, especially if he suspects them of any involvement in his master’s demise—and maybe even the Giant Rat!)

If the Investigators fail to dispose of the Ripper’s body, should he be killed on the streets and can’t Gate out, he may eventually regenerate, as outlined in the description for the Create Psychic Vampire spell. If he is exposed as Sir John Danielson, he will need to find a different identity upon his return—and will pledge vengeance against the Investigators, to be carried out on his own timetable.



The Danielson Estate, Barnet, North of London

ENDGAME & AFTERMATH

Return of the Ripper has the potential to become a lengthy, multi-session campaign, and several menaces are involved that might be confronted and defeated separately. The Keeper may therefore wish to award SAN gains to Investigators at the end of a session in which they defeat one or more of the villains rather than waiting until the end of the entire scenario. In this way, Investigators who are particularly low on SAN from the horrors they've experienced can regain some of it before the final confrontation with the Ripper or his nastier allies. Investigators who do lapse into insanity during the adventure should be given appropriate phobias (lots of possibilities here), rather than becoming catatonic or stupefied, etc., so that they can still participate in the investigation—after a fashion at least. Panzatism (seeing only the mundane in even the most fantastic of occurrences) would also be an interesting form of insanity to inflict upon an Investigator faced with the supernatural aspects of the Ripper case.

SAN GAINS

SAN gains for defeating or destroying Danielson's Dimensional Shambler should be the normal gains for vanquishing such a creature. The same should be the case for killing any Ghouls, although if the Investigators successfully seal off the Ghoul warrens, the Keeper should reward them with at least an extra 1D6 SAN. SAN gains for killing the Giant Rat will be the same as losses for seeing it, as noted in that section under "Enemies & Allies."

Investigators who defeat or kill McCabre, driving her away when in her mutated state as Y'gononac, gain the SAN rewards for defeating that Great Old One, as listed in the *Call of Cthulhu* rulebook. Investigators who somehow manage to eliminate McCabre without ever learning of her position as a vessel for Y'gononac, however, but think of her merely as a particularly evil woman, gain only 1D8 SAN for removing her as a threat.

Investigators who manage to destroy Jack the Ripper, whether they hear his "deathbed confession" or not, should be rewarded up to 1D20 points of SAN, depending on the degree of success. If they simply manage by their efforts to drive the Ripper away from England, no more than 1D6 should be rewarded, because he'll be back. If they kill Danielson but don't destroy or dismember the body, leaving it intact, they should receive only 2D6 SAN, as the possibility remains of the Ripper returning. If the Investigators finally destroy Jack the Ripper, so there's no possibility of his ever returning to inflict his evil on London or the rest of the world, a full 1D20 SAN should be their reward. The Keeper should also be strict in penalizing Investigators SAN for killing or allowing harm to come to innocents when they can avoid it. The

loss of from 1D4 to 1D6 may help to discourage such recklessness. (After all, it hardly makes any sense for Investigators to save the world from Jack the Ripper if they're going to lay waste to it themselves in the process.)

TYING UP LOOSE ENDS

Because of the nature of this scenario, and the multiple menaces Investigators may face, they may defeat the Ripper, while some minions or allies remain loose for them to track down later. If the Investigators kill Danielson and the Shambler is not with him at the time, it may still be at its place in Madame Tussaud's. It will remain there in its guise as a wax statue, awaiting the next summons from Danielson—a summons that will never come. If the Investigators know of it but choose to leave it there, however (or missed it altogether), there is a chance that, at some time in the future, it will be disturbed and will return to horrid life. If this happens, the Shambler may, in its dim brain, simply follow its last set of instructions before returning to the museum. If so, it may begin to carry out Ripper murders itself, even without Danielson—over and over again until stopped. It will continue to return to the museum afterward, until that refuge appears even to its limited intelligence to be unsafe or it is killed or driven from our plane.

If the Investigators fail to follow up on and eliminate the Ghoul menace in the sewers under the city, the Vanishings will continue, and the Ghouls will remain active. This could eventually prompt someone who's lost a friend or a loved one to the creatures to hire the Investigators to find the missing person, leading to a final confrontation with those dwellers below—and perhaps McCabre as well, if she's still alive. (This is the subject of another 1890s *COC* scenario, "The Lurkers Below," in the monograph *Terror By Gaslight, Vol. II.*)

The Giant Rat, of course, if not killed in the scenario, will eventually gnaw its way out of Danielson's basement and head for London, as described in its section in "Enemies & Allies." The Keeper could make a rat hunt the basis of a whole mini-scenario itself, especially if the beast hides out in the sewers.

Colleen McCabre may prove the enemy hardest to defeat in this scenario, thanks to her status as a high priestess and vessel of Y'gononac. If she is not eliminated by the Investigators, but they've incurred her wrath or that of the Great Old One who possesses her, she will continue to dog the Investigators, toying with them until she decides it's time to destroy them. If her flat or building has been destroyed, she may go into hiding temporarily so she can plan and rebuild while the Investigators busy themselves with the Ripper or the Ghouls. Or she may simply taunt the Investigators with their inability to really harm her, remaining very visible in the East End. Either



way, the Investigators will begin catching glimpses of her watching them from alleys or sidestreets, but dropping out of sight, with no sign of her presence, when they go to look afterward. And they will begin finding crude chalk drawings of hands with gaping mouths scrawled on their doors—even on the insides of their rooms—marking them as eventual victims for Y’gonolac.

This continues until the Investigators at last seek McCabe out or she comes as Y’gonolac to finish them off. If the Investigators have sealed off the entrances to their rooms with Elder Signs, the evil “madam” will gain entrance by sending them a package containing the crystal hand she kept on her dresser—or a duplicate if they’ve destroyed that one. She will use it as a focus to materialize in the room where they have received it, appearing first as McCabe to gloat over them and then changing into Y’gonolac. If the Investigators manage to place the crystal hand focus in an Elder Sign or otherwise magically impair it, they might—if they’re lucky—slow down the Great Old One long enough defeat it, and McCabe in the process—or at least long enough to flee.

If thus thwarted, Y’gonolac may decide that McCabe is no longer of use to him and absorb her completely as his energies are temporarily dissipated from this plane. McCabe might, in her last moments of realization, even plead desperately with the Investigators to help her, giving them a final satisfaction in knowing that the evil woman is receiving her just rewards. Y’gonolac then will simply look for another high priest to serve his malignant purposes—and may look the Investigators up at some later date for retribution. (McCabe, too, appears in “The Lurkers Below.” The Keeper can use it as a follow-up to *Return of the Ripper*, if the madam survives, or he can even run it concurrently with *Ripper*.)

And then there is always the possibility that the Investigators fail to catch the Ripper. If not apprehended or driven away within six months of the start of the scenario, Danielson will voluntarily leave England again, having decided that things have become too hot with the police and others so actively hunting the Ripper. He will then pick up his career at some other place and time. If the Keeper allows some clue or word of Danielson’s present location to reach the Investigators, they may wish to travel to that location to deal with the Ripper once and for all. Or the Keeper may bring Danielson back to England for a future bout with the Investigators, as he resumes his career in the East End for a third time. The Keeper may even wish to involve the Investigators before they hear of new Ripper killings by having one of them receive a taunting letter, postmarked from wherever the Keeper wants to resume the scenario. It reads:

“I’m ready to get to my work again, Old Boss. Catch me if you can this time!”
Yours truly,
Jack the Ripper

ALTERNATIVE TIMES AND LOCATIONS

Although, historically, Jack the Ripper was a Victorian phenomena, firmly rooted in late 19th-century London, Keepers who run campaigns in other eras or locations can, with a bit of adjustment, adapt *Return of the Ripper* for their own campaigns.

Moving to the 1920s/1930s

Moving *Return of the Ripper* to the 1920s shouldn’t be a huge undertaking for the Keeper. London and its East End, other than some general modernization and newly constructed or renamed roads, were much the same as they were in the 1890s. Automobiles were the rule rather than horses and carriages, and the center of prostitution in the East End had moved from Whitechapel to Limehouse. Other than these adjustments, the Keeper can run the scenario pretty much as is. (Some of the real-life individuals—Abberline and Lusk, for example—are either no longer living or too old to participate, so the Keeper may need to create new NPCs to replace them.)

Danielson would, of course, be much older, but being a psychic vampire, he wouldn’t age in the brief time period between the 1890s and 1930s. (Finding him just as young as he was some 30 years ago, however, may tip the Investigators off more quickly than originally that there is something most unusual about the baronet.) Moving the scenario to the 1930s era of *Pulp Cthulhu* wouldn’t be much different from moving it to the 1920s, so few additional adjustments would need to be made.

Those wishing to set the scenario in the early 20th century are advised to pick up a copy of the *London Sourcebook*, if you can find one, as it does an excellent job of detailing the differences between 1890s and 1920s England.

Moving to Today, the Future, or Farther in the Past

Moving *Return of the Ripper* to the present would be much more of a challenge. Both London in general and the East End in particular are very different than they were in the late 19th and early 20th centuries. The East End, especially in the former docklands area, has undergone extensive modernization. And current day police tactics and forensic advances would make Jack the Ripper’s work and identity much more difficult to conceal than in the foggy East End of old. Still, it could be done. None of the principals would be alive today—except, of course, psychic vampire Danielson. Yet with a bit of additional research and a lot of creativity, a Keeper could make it work if he were willing to try hard enough. (At least the Ripper file and its information would now be open to Investigators—although the list of suspects has grown so much over the years that the task of willowing it down to Danielson may prove more complex. Finding old photos of the original baronet to compare with those of his “great-great-great-grandson” may help.)

Moving the scenario to the future—such as that of *Cthulhu Rising*—could prove even more challenging to the Keeper, depending on the nature of his own campaign.

I can offer only the advice to use what seems to fit and discard what doesn't. (Although a "New London" setting on a poor, backward colony world may lessen the burden and make more of the scenario available if the city is especially seedy and rundown.)

Similarly, moving *Ripper* to the Rome of *Cthulhu Invictus* or the medieval setting of *Dark Ages* would be a challenge. Having a Ripper murderer loose in Londinium and the Investigators sent by Caesar to stop him could, however, prove a fascinating ploy. The same could be true of a madman killing women in medieval London and the Investigators sent by the Church to deal with the chaotic situation. Either could work with perseverance and plenty of research by the Keeper.

Moving to a Different City

Although 1890s campaigns are usually set in London, they needn't be if the Keeper and his players prefer a different location. (I know of at least one 1890s campaign on the Web that takes place on the American Barbary Coast.) There's nothing to stop the Ripper from extending his killing spree in a particular city on his journey from England from '88 to '93. The Investigators could be called in—either as Englishmen with experience in Ripper-type murders or as locals—to investigate a series of murders along the Rue Morgue, in Paris, or even centering around Notre Dame Cathedral. (Either situation may cause players savvy of 19th-century literature to draw very wrong conclusions as to the source of the murders.) McCabre could then become one of the many demimondaines of France—and the scenario proceed from there, with locations and characters altered as necessary.

The same could be true of any of the great cities of Europe—Rome, Berlin, *fin de siècle* Vienna—or those of Asia (Hong Kong, Singapore, Tokyo), Africa (Cairo, Johannesburg, Khartoum), Australia (Sydney), or America (New York, Chicago, Los Angeles). The Keeper will need to do some research into the history of these cities, especially during the 1890s, for local flavor and appropriate locations for the action of the adventure. Again, such an effort could prove quite rewarding.

The Family-Friendly Version

Keepers who run CoC campaigns for younger players may find many of the cultural references in this scenario problematic, especially prostitution. Although difficult, it is still possible to "sanitize" *Return of the Ripper* for use with younger players. To do so, follow these guidelines:

Although the Ripper historically murdered Whitechapel prostitutes, there's no reason he couldn't instead have chosen any other victims who called the squalor of East End London home. Instead of streetwalkers, assume that the Ripper's prey were street vendors—for instance, the many matchstick girls who hawked their wares on the streets of Whitechapel. These were equally as poor, desperate, and often homeless as the East End's "ladies of the night." McCabre could then become a rabble-rouser,

attempting to "unionize" all the matchstick girls on the streets under her "benevolent" guidance (while plotting her dark schemes behind a front of compassionate protection).

As for other immoral aspects of East End life—drunkenness, gambling, especially violent crime, and so on—simply ignore them; realistic though they are in depicting the denizens of Victorian Whitechapel, this is, after all, just a game. You may add and subtract as you wish. As long as you retain the flavor of CoC, you may introduce any fictional elements (beyond the obvious ones, of course) that you wish.

But What If My Investigators Have Already Met Jack the Ripper?

Keepers are an imaginative lot, and Jack the Ripper a notorious historical villain, so it's quite possible that a Keeper has already incorporated Saucy Jack into his 1890s campaign—either using the version appearing in Chaosium's *Dark Designs* supplement or one of his own devising. If so, you may still use *Return of the Ripper* in several ways, depending on how your earlier Ripper adventure wrapped up.

First, if your Ripper survived his first brush with the Investigators, you can simply substitute him, whoever he is, for Sir John Danielson, and it becomes he who returns to England in 1893, meets and goes into business with McCabre, and so on. He may even have killed and taken over the identity of the real Danielson as a front, using the Glamour spell, so that he's not so easy for previous enemies to locate and identify. To incorporate other elements of the scenario, you can assume that your Ripper also was trapped by the Tchos-Tchos, turned into a psychic vampire, bound to the Shambler, and given the Giant Rat, all between 1888 and 1893—or eliminate any or all of those elements as you please. The Investigators must then determine who the Ripper is now posing as and stop him as before—although they may be in for some nasty surprises from the fiend's additional magical abilities and allies.

Second, especially if your Ripper died or met with another horrid fate from which he can never return, simply assume that there were *two* Jack the Rippers operating in 1888—the one your Investigators have already dealt with and Sir John Danielson, psychic vampire. In that case, Danielson's killings during the first Ripper spree were covered up by his Shambler and the help of McCabre's Ghouls. So he was able to operate anonymously while all the attention was on the "real" Ripper. You can, if you wish, credit one or two of the "real" Ripper's victims to Danielson—the Stride and Kelly murders had elements that didn't quite fit the Ripper's M.O., so perhaps it was Danielson who got to them. After the real Ripper was dealt with—however that happened in your campaign—Danielson left England, since Saucy Jack was no longer taking all the attention off of his work, to return in 1893, with the scenario preceding

from there as written. (Only checking the original police records and finding discrepancies between the original Ripper murders and Danielson’s—or getting a deathbed confession from Sir John—will establish that he was not *the* original Jack the Ripper.)

Third, you can simply take the Ripper element out of the equation entirely. Danielson can still be a psychic vampire, or he can simply be an evil sorcerer or just a homicidal madman—however you wish it. Or you can ignore Danielson altogether and make McCabre and her Ghouls the main villains of the case (although that’s the situation in the scenario “The Lurkers Below” as well), perhaps with the Giant Rat stalking prey at the docks. (Danielson can still exist, but as merely a greedy businessman who’s brought the rat back to exhibit . . . and lost control of it.)

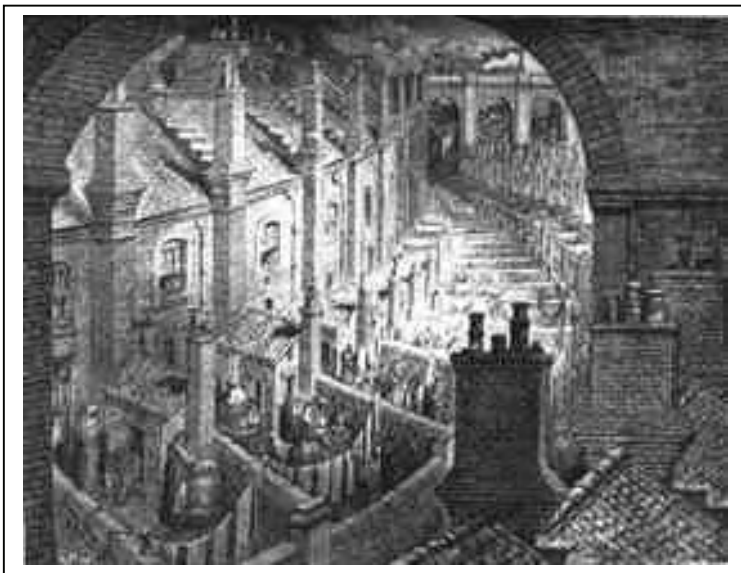
Finally, you can simply take the background information in this scenario about London’s squalid East End and use it as the backdrop for your own 1890s London adventures. After all, Limehouse isn’t too far from Whitechapel, and a certain Devil Doctor may already be waiting in the wings . . .

ACKNOWLEDGEMENTS

A number of books and sources were useful in putting together this scenario. The two most instrumental in capturing the flavor of the Ripper crimes were Donald Rumbelow’s *The Complete Jack the Ripper* and Stephen

Knight’s *Jack the Ripper: The Final Solution*, the latter an ingenious, if mostly flawed, presentation of the Masonic Conspiracy Theory. I unhesitatingly recommend both to Keepers as sources for ideas and theories on the Ripper. For more hard facts with less speculation, I also recommend *The Complete History of Jack the Ripper*, by Philip Sugden, and *Jack the Ripper: An Encyclopedia*, by John J. Eddleston. (The latter, which critiques nearly every book on the Ripper ever printed, rating them for accuracy, is rather pricey, so look for a used or remaindered copy or check the library.)

Also inspiring were Robert Bloch’s excellent novel *The Night of the Ripper* (though I disagree with his “solution” to the mystery) and the Sherlock Holmes film *Murder by Decree*. I have cherry picked various aspects of the Ripper case for this scenario, tailoring them to fit my own fictional Cthulhian solution to the mystery. All historical data on the Ripper provided, however, while edited for convenience, is authentic—or at least was thought to be at the time. Keepers wishing to add more of the historical records of the Ripper case to the scenario are referred to any of the books mentioned here. Another excellent resource on the Internet is the *Casebook: Jack the Ripper* site at www.casebook.org. (See also *The Gaslight Companion* for expanded information on the Ripper murders, suspects, and evidence, designed to enable a Keeper to run a customized Ripper scenario of his own choosing.)



The Squalor of London’s East End



Say good-bye, Jack

APPENDICES

Herein are a few expansions on skills and terms mentioned in passing in this scenario, plus some pre-generated NPCs, along with the story of how it all came to be.

APPENDIX A: NEW SKILLS

Following are brief descriptions of some of the new skills mentioned in this scenario, along with what existing skill or roll the Keeper may substitute if he prefers not to use them. For fuller descriptions of these skills, see *The Gaslight Companion*, for the 1890s uses, or *A Cthulhian Miscellany*, for more generic uses.

Acting: Skill that enables a character to play a role or act a part other than himself; includes the ability to mimic others after ample study of their habits, characteristics, and so forth. Make it an Art or Craft skill, if you wish, for use in the game.

Administration: Skill in dealing with bureaucrats or bureaucracies, cutting through red tape, and running an organization yourself. Make it a Craft skill for use in the current game or combine Accounting, Bargain, Credit Rating, and/or Persuade skills to get similar results.

Bribery: Skill in knowing who to bribe and how much to offer them. Use Bargain or Accounting skill (or consider it an “Art” skill).

Criminology: Knowledge of criminals and criminal society, their methods, and the tools of their “trade.” Includes knowledge of standard investigative techniques and the forensic sciences of the day. Every 25% skill provides 1 contact, either among the police force or the underworld. No similar skill exists in CoC, so consider it a Craft skill, incorporate it into the Know roll, or ignore it altogether.

Deduction: Skill in coming to conclusions based on observed evidence; such conclusions may seem obvious to you, but they may seem like magic to others. Use the Idea roll or INT x 4% (or less), depending on the answer the Investigator is trying to reason out. Usually combined with Observation skill (see below).

Explosives: Skill in the manufacturing, arming, disarming, and safe handling of explosive devices, as well as knowledge of how to place them for maximum effect. It covers the use of dynamite, nitroglycerine, and various types of bombs and fuses.

Gambling: Expertise with various games of chance—cards, dice, and so on. No similar skill exists in CoC, so consider it either a Craft or an Art skill, at your discretion.

Invent: Skill in thinking up and creating new, useful (or otherwise) gadgets and gimmicks. Use any combination of Mechanical Repair, Electronic Repair, Physics, or even Operate Heavy Machinery (plus an Idea roll), as seems appropriate, in its place.

Journalism: Represents a reporter’s “nose for news”—how good he is at seeking out a story, finding and

following up on the necessary leads, and writing a riveting news story or feature as a result. Use Own Language: English (Other Language if he’s working for a foreign paper) instead or make it a Craft skill.

Observation: Skill in seeing and recognizing the significance of what’s in plain sight that might otherwise be overlooked. Often used in conjunction with Deduction skill (see above). Use Spot Hidden instead, but if Observation is higher than a character’s current Spot Hidden, raise the latter to the level of the Observation skill.

Safecracking: Skill in opening safes without the benefit of combination or key. Includes knowledge of the use of cracksman tools such as the jemmy.

Seduction: Skill in influencing members of the opposite sex to enter into romantic liaisons, perform special favors for the seducer or seductress, and so on. Either make this an Art skill or use a multiplier of APP x 3% in its place.

Streetwise: Familiarity with the ways and people of the streets—usually those of the rougher sections of the Investigator’s home city. Provides 1 street contact per 25%. No similar skill exists in CoC. Consider it an Art (or Craft) skill or incorporate it into the Idea or Luck roll, depending on how it’s used, or ignore it altogether.

Tail: This skill is the urban equivalent of Track. It enables Investigators to follow a person discreetly through the streets of a major city, remaining unseen to the target. Replace with Sneak and/or Hide, depending on the situation, to remain out of sight and Spot Hidden to keep a quarry in sight.

As *Return of the Ripper* was written many years before the updated editions of *Call of Cthulhu*, a few skills from the original editions also appear in the scenario. The Keeper may use them as is or update them to versions used in the current edition of the game. (For example, Botany and Zoology skills in the earlier editions have been combined into Biology skill in the current edition. Either ignore them as separate skills or make them specialties of the Biology skill.) The uses of those older skills that have been retained can easily be determined in most cases—Shiphandling, for example, as skill in things nautical, Linguistics for general language skills, etc.

APPENDIX B: EAST END SLANG & OTHER TERMS

The following terms that appear in the scenario may need to be defined if used. (For a fuller list of Victorian slang terms, see *Cthulhu By Gaslight*.)

Blower: An informant among the criminal elements.

Bludger: A particularly violent criminal, especially one who uses a bludgeon.



Bob: A shilling.

Borough, The: The borough of Southwark, south of the Thames.

Broadsman: A cardsharp.

Costermonger: London street vendors; derived from *costard*—an apple—and *monger*—a dealer in goods.

Couters: Sovereigns—a gold coin that's worth £1 (one pound) sterling.

Cracksman: A burglar.

Crusher: A policeman—usually a constable.

Dipper: A pickpocket.

Dollymop: A streetwalker, especially an amateur.

Esclops: (Pronounced “slops.”) The police.

Granger: A sewer worker.

Jemmy: A special cracksman's tool for opening windows, breaking up masonry, cracking small safes, etc.

Ladybird: A streetwalker.

Lascar: A sailor of Eastern descent—most commonly Indian.

Life-Preserver: A type of blackjack, consisting of a heavy weight at the end of a short piece of rope; may also be used to garrote a victim if the rope is long enough.

London Particular: An especially dense fog—actually a smog, the combination of fog and 19th-century London's industrial pollution. Also called a “pea-souper” because the pollution frequently gave it a greenish tinge.

Mews: A small courtyard or alleyway, leading to the rear of house or building; often used to keep horses.

Navy: A common laborer, often a construction worker. The term was first applied to those who dug the canals that criss-crossed England in the 19th century.

Nobbler: A criminal specializing in doing bodily harm.

Peach: Inform on.

Peelers: The police. (After the founder of the Metropolitan Police Force, Sir Robert Peel.)

Pipes: Detectives—most likely private inquiry agents—possibly from Sherlock Holmes' penchant for smoking a pipe.

Punisher: A superior nobbler.

Putting Nebuchadnezzar to grass: Engaging in sexual relations, especially illicitly for pay.

Rampsman: A mugger (from “ramp”—a crime).

Rarities Shop: An antiques shop. (Antiques are known as “rarities.”)

Tanner: A sixpence coin.

Tar: A British sailor.

Toff: A well-dressed gentlemen slumming on the East End in search of female “company.”

Toffer: A prostitute who specialized in picking up toffs.

Tooler: Another name for a pickpocket.

Tosher: A sewer-hunter—someone who makes his living scavenging the London sewers.

Tuppence: Two pence.

Waterman: Anybody who works on or around the Thames; often those who make a living scavenging off the river.

APPENDIX C: INCIDENTAL NPCs

In case you don't have time to customize the sample NPCs in the “Enemies & Allies” section, here are a few ready-to-go samples. Add additional skills as necessary for customization.

A Gaggle of Ghouls

	#1	#2	#3	#4	#5	#6
STR	16	17	15	18	22	20
CON	13	14	12	15	18	16
SIZ	13	14	11	14	18	17
INT	12	13	10	15	12	13
POW	11	12	14	13	11	10
DEX	13	15	14	12	11	10
HP	13	14	12	15	18	17

Move: 9

Weapons/Skills: Claws 40%, 1D6+db; Bite 35%, 1D6 + Auto Worry; Burrow 75%, Climb 80%, Hide 60%, Jump 75%, Listen 70%, Navigate London Sewers 80%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%
SAN Loss: 0/1D6

A Bevy of Bobbies

	#1	#2	#3	#4	#5	#6
STR	12	13	10	17	13	14
CON	9	12	13	14	12	10
SIZ	13	12	11	15	14	13
POW	11	9	12	10	10	14
DEX	12	10	16	13	11	13
APP	10	12	9	14	10	11
INT	11	13	12	8	11	14
HP	13	13	11	16	14	14

Weapons/Skills: Billy club 50%, 1D6+db; Fist 60%, 1D3+db; Grapple 45%; Dodge 30%, Drive Carriage 35%, First Aid 25%, Hide 35%, Law 40%, Listen 35%, Persuade 25%, Psychology 25%, Sneak 25%, Spot Hidden 35%, Criminology 45%

A Plethora of Prostitutes

	#1	#2	#3	#4	#5	#6
STR	9	11	10	13	8	9
CON	9	10	13	10	7	8
SIZ	8	12	10	13	11	12
POW	10	11	9	12	9	8
DEX	15	11	8	13	10	14
APP	13	10	11	12	9	8
INT	11	9	12	14	8	10
HPs	9	12	10	13	10	11

Weapons/Skills: Fingernails (x2) or Fist 55%, 1D3+db; Kick 60%, 1D6+db; Life-preserver 45%, 1D6+db; Art (Singing) 25%, Bargain 55%, Fast Talk 45%, Hide 35%, Listen 40%, Pickpocket 45%, Psychology 20%, Seduction 45%, Sneak 30%, Spot Hidden, 35%

An Even 'Aff-Dozen East End Denizens

	#1	#2	#3	#4	#5	#6
STR	15	10	16	11	10	11
CON	14	9	13	10	10	10
SIZ	12	13	15	15	12	8
POW	9	10	12	12	9	12
DEX	12	14	10	12	11	15
APP	9	10	8	11	12	12
INT	8	10	9	12	13	14
HP	13	11	14	13	11	9

Weapons/Skills: Fist 65%, 1D3+db; Kick 45%, 1D6+db; Grapple 45%; Small Knife (or Straight Razor) 45%, 1D4+db; Club (or Life-preserver) 45%, 1D6+db; Large Knife 45%, 1D6+db; Climb 65%, Dodge, 45%, Drive Carriage 30%, Fast Talk, 45%, Hide 35%, Locksmith 40%, Pickpocket 55%, Sneak 30%, Safecracking 40%, Spot Hidden 35%

APPENDIX D: DESIGNER'S NOTES

Well, you now hold in your hands *Return of the Ripper*—a scenario 20+ years in the making (or 114, if you count the setting date of 1893). It's been a long time between conception and writing and publication (the latter thanks to Chaosium's M.U. monograph line). The year was 1985, and I'd just finished the last of the sourcebook material for the first edition of *Cthulhu By Gaslight*. The 1890s Sourcebook was to accompany the 1890s scenario ("The Yorkshire Horrors") that I'd submitted to Chaosium about two years earlier. At the time, the only setting for CoC was the 1920s, so to get my scenario published, Chaosium needed either an article on time travel (to transfer 1920s characters to the 1890s) or sourcebook material for creating late Victorian Investigators, along with background information for England during that period. I sent both, and *Cthulhu By Gaslight* was born.

The only problem was that most of the sourcebook material centered around Victorian London—and the scenario was set in the North Riding of Yorkshire, in northern England. So I was asked to write a second scenario for the book—a shorter one set in London. I set feverishly to work compiling notes, creating characters, assembling playtesters—all in a very short time so I could start writing. Since the scenario was to occur in London, and I'd already used Victorian London's most famous detective, Sherlock Holmes, in "The Yorkshire Horrors," I decided to focus this scenario on Victorian London's most famous criminal—Jack the Ripper.

I'd been fascinated by the Ripper case since childhood, when I saw an old movie on TV about Saucy Jack. I don't recall the name or anything else in the movie except a gruesome end for the Ripper as he was squashed beneath the car of an early elevator. When I constructed a "haunted house" play set for myself and my sister, among the ghosts, ghoulies, and monsters I included was, of course, Jack the Ripper—using the popular image of top hat, cape, and knife as my guide. Much later in life, it seemed the Ripper kept popping up among my other interests—Redjak, in the "Wolf in the Fold" episode of *Star Trek*; Robert Bloch's classic "Yours Truly, Jack the Ripper" short story; his and Harlan Ellison's tales of the Ripper at the end of time in *Dangerous Visions*; and elsewhere.

In the meantime, I'd discovered Sherlock Holmes and the fascinating world of Victorian London. And, of course, Holmes battled the Ripper on more than one occasion. (Not in the original tales, but in the many pastiche adventures of Doyle's detective penned by his admirers.) I'd seen the film *A Study in Terror* years earlier, which was Holmes' first clash with the Whitechapel killer that I know of. One of the first "writings about the writings" (books about Holmes by devotees of Doyle's stories) that I ran across was *Sherlock Holmes of Baker Street*, by William Baring-Gould—a fictional biography of the Great Detective. (I mined some of the author's proposed background information about Holmes for "The Yorkshire

Horrors.") In it, Holmes was again called on to find and stop Jack the Ripper. (Oddly, however, it was *Watson* who not only stopped Jack but saved Holmes from the Ripper's tender mercies.)

So the Ripper it was. I was certain that I could tell a quick tale of Saucy Jack, integrating the fiend nicely into Lovecraft's Cthulhu Mythos. I expected the finished project to come in at around 60 or so typewritten pages. (This was, of course, in the days before computers and word processors became commonplace.) The result was almost 300 pages! (This project taught me to give up on trying to estimate beforehand the page lengths of what I intended to write.) The problem was that, as I got into the project, I kept thinking of more and more situations, characters, and Cthulhian monsters that I could add—including such Sherlockian beasts as the Giant Rat of Sumatra, one of Watson's untold Holmes tales. And there was so much background material on London's squalid East End that fit so well into the scenario that I found it difficult to determine what to include and what not. And so the scenario grew . . . (Later, I'd pull off the section on McCabre and the Ghouls to run at conventions as a separate scenario, since the entire Ripper campaign was far too long to fit into convention timeslots.)

I finally finished the scenario off in late January 1986 and promptly sent it to Chaosium for inclusion in the boxed first edition of *Gaslight*. I also sent in a list of sections that I figured could be cut out without losing the main focus on the Ripper—I was pretty certain it was too long as was. And I was right—but even with the cuts, it turned out to be way too long to go in *Gaslight*. But maybe, I hoped, it could become the first 1890s scenario to be published for *Gaslight*—it was plenty long enough to serve as a mini-campaign setting. This hope was dashed, however, when Chaosium's Sandy Petersen decided that the supernatural angle I'd used for the Ripper wasn't the way they wanted to go. They preferred that the Ripper simply be a madman—an interpretation that fit more the historical realities of the case, of course, and a valid one even in a *Call of Cthulhu* setting. (Ironically, the Ripper turned up later in one of the 1890s scenario books that Chaosium did publish, and unless my aging memory is failing more than I'd thought, he did have *some* kind of supernatural connection. So it goes.)

Meanwhile, I'd begun working with a small company in Fort Wayne, Indiana, on a licensed book of CoC scenarios (to which I contributed a section on new skills, spells, etc.—a lot of it material cut from *Gaslight*). I hoped to get *Return of the Ripper* published as a licensed CoC scenario through this company after the first book was done. I'd gotten approval from Chaosium on it, with a few required changes, and everything was ready to get it in the works. But, alas, that was never to be. The company failed to get the first book published before the license ran out and then decided against renewing the license, looking instead to publish a new horror RPG of its own.

(That book never saw the light of day either, as the owner of the company moved out of state and disappeared, letting it vanish as well.) Since I couldn't afford to purchase a CoC license on my own, let alone to publish the book, it appeared *Return of the Ripper* was, at last, as dead as Saucy Jacky himself.

Fast-forward 20 years. I'd started my own Sherlock Holmes scion, the Hated Rivals on the Surrey Shore, a few years back (after the one I'd attended for almost two decades had degenerated into a clique of, well, the nicest way to say it is "stuffed shirts"). This scion was based on Barker, who was Holmes' hated rival (and our namesake), and I'd decided to write up a paper on the detective. Since I'd used Barker as an NPC in *Return of the Ripper* and had created a fictional background for him there, I decided to rifle through my files to see if I could find the scenario. I'd pulled out pieces to use for the convention version mentioned earlier, along with some that I was going to put into a *Gaslight Companion* before that was canceled (now revived!), but I found enough of the scenario to use for the Barker article. (I also wrote up a more gaming-oriented version for the newly resurrected, online version of *Space Gamer* magazine; unfortunately, it folded before the article ran. Hmmm, seems to be a pattern here . . . Maybe the ghost of old Saucy Jack . . .?)

Then Chaosium started its M.U. monograph line for CoC. After checking out a number of them, I found that they were a little bit looser in conforming to the main background of the newer editions of *Call of Cthulhu*. So I queried as to the possibility of finally publishing *Return of the Ripper* as a monograph—the full version, with a supernatural Ripper and without all the major cuts I'd

proposed before. The response was positive. I had another old scenario that would be faster to get together (*Menace from the Moon*), and I still hadn't found all the missing sections of *Ripper* (including the Barker section I'd pulled for the article and neglected to get back in). But since I had most of the original manuscript, and my wife was between jobs and had time to input it into the computer, I took the leap of faith and started putting it together. With a trip to our rented storage space, where many of my old files resided, I managed to find all the missing pieces. (I found the Barker section, too, in a stack of folders at home.)

So my wife entered the manuscript; I found some period art in the public domain (plus several pieces a Sherlockian artist friend freely contributed and one from the ill-fated licensed book of 22 years ago); and I edited the new manuscript, updated the characters for the latest edition of CoC, added a bit of new material, and did the necessary layout work. And here you have it—the *Return of the Ripper*! Twenty, or 114, years in the making . . . or whatever. I hope you enjoy it, both Keeper and players. And feel free, too, to mine the background information—the encounters, the Victorian NPCs, the settings—for additional 1890s adventures of your own. (And keep an eye out for "The Lurkers Below," another scenario featuring McCabre and her Ghouls, which can be run as an adventure all its own or incorporated into a longer *Ripper* campaign.)

So remember, when it comes to 1890s *Call of Cthulhu*, the Game's Afoot—always!

—William A. Barton
March, 2007

Last-Minute Addendum!

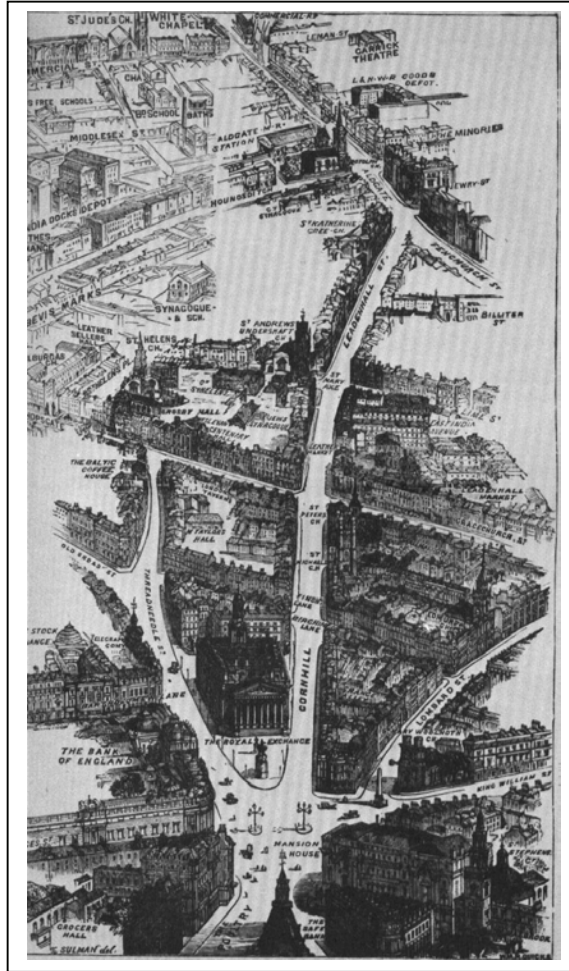
Whoops! Just as I was doing a final proof of the book, I discovered that two paragraphs had accidentally been left out of the "Witnesses" part of the "Original Ripper Murders" section, way back in "Clues & Rumors." (Sigh, we are all just human—well, except for those nonhumans among us.) Rather than go back and redo the entire section to make it fit in (or just ignore it and hope no one noticed), I'm adding it right here. I'm sure that, unlike your humble author, all you talented Keepers will have no trouble remembering it's here and inserting it in the appropriate place in the scenario (back on page 69). Thanks for being so understanding!

Joseph Lawende, statement on man seen with Catherine Eddowes outside Mitre Square: Lawende and two friends were passing by Mitre Square and saw a woman later identified from their description as Catherine Eddowes. She was with a man, but only Lawende saw him well enough to provide a description: about 30 years old, 5' 7" tall, with a fair complexion and mustache, of medium build, and wearing a pepper-and-salt loose jacket and a peaked gray cloth cap. He also wore a reddish neckerchief tied in a knot. Lawende thought he had the appearance of a sailor.

(Keeper's Notes: Obviously, this description doesn't fit that of PC White's, so if White saw the Ripper, it is unlikely that Lawende saw Danielson, even in disguise. The comment about the man looking like a sailor, however, could get some players thinking that, just maybe, it's *Sinbad Ahab* who's the Ripper! This is obviously a red herring, but if the Keeper wants to play this angle up, he could have Ahab show up at some point with a grey peaked hat and a red neckerchief. On the other hand, since this description more closely tallies those of the other Ripper witnesses, perhaps *this* was actually Sir John in disguise, and the man PC White saw was merely an innocent passerby—or maybe *both* descriptions were of Danielson, before and after he'd fed, accounting for the changing height . . .!)

Maps

Central/East London
 East End/Whitechapel
 Central London



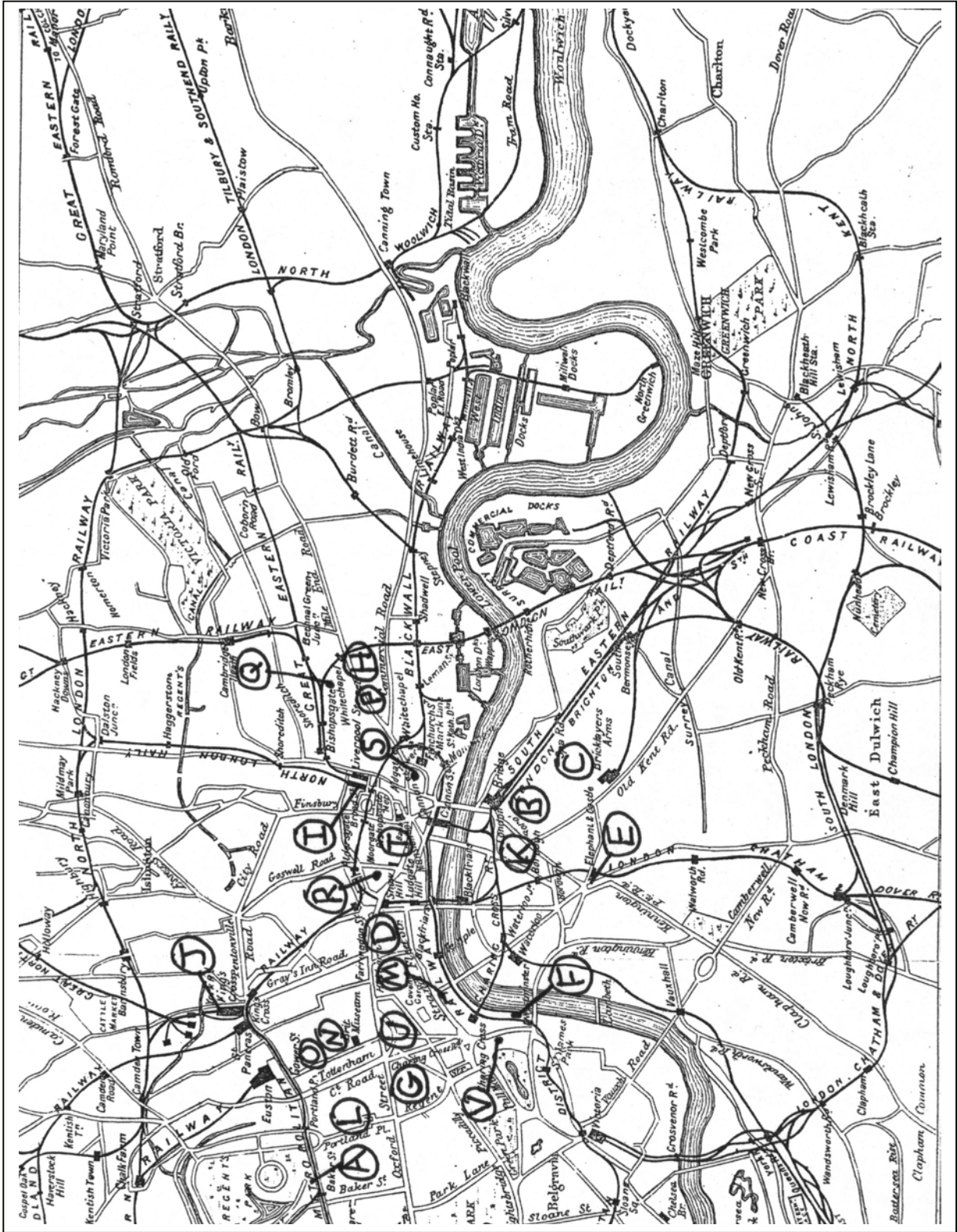
Key to Central/East and Central London Maps

- A) Madame Tussaud's Wax Museum
- B) Guy's Hospital
- C) Bermondsey Workhouse
- D) Offices of the London *Daily Echo*.
- E) Elephant and Castle Pub (& Barker's flat)
- F) New Scotland Yard
- G) Soho (where Mallory rooms)
- H) Whitechapel
- I) Broad Street Station
- J) King's Cross Station
- K) Wickerman's Waxworks
- L) M. De La Croix, Tailor

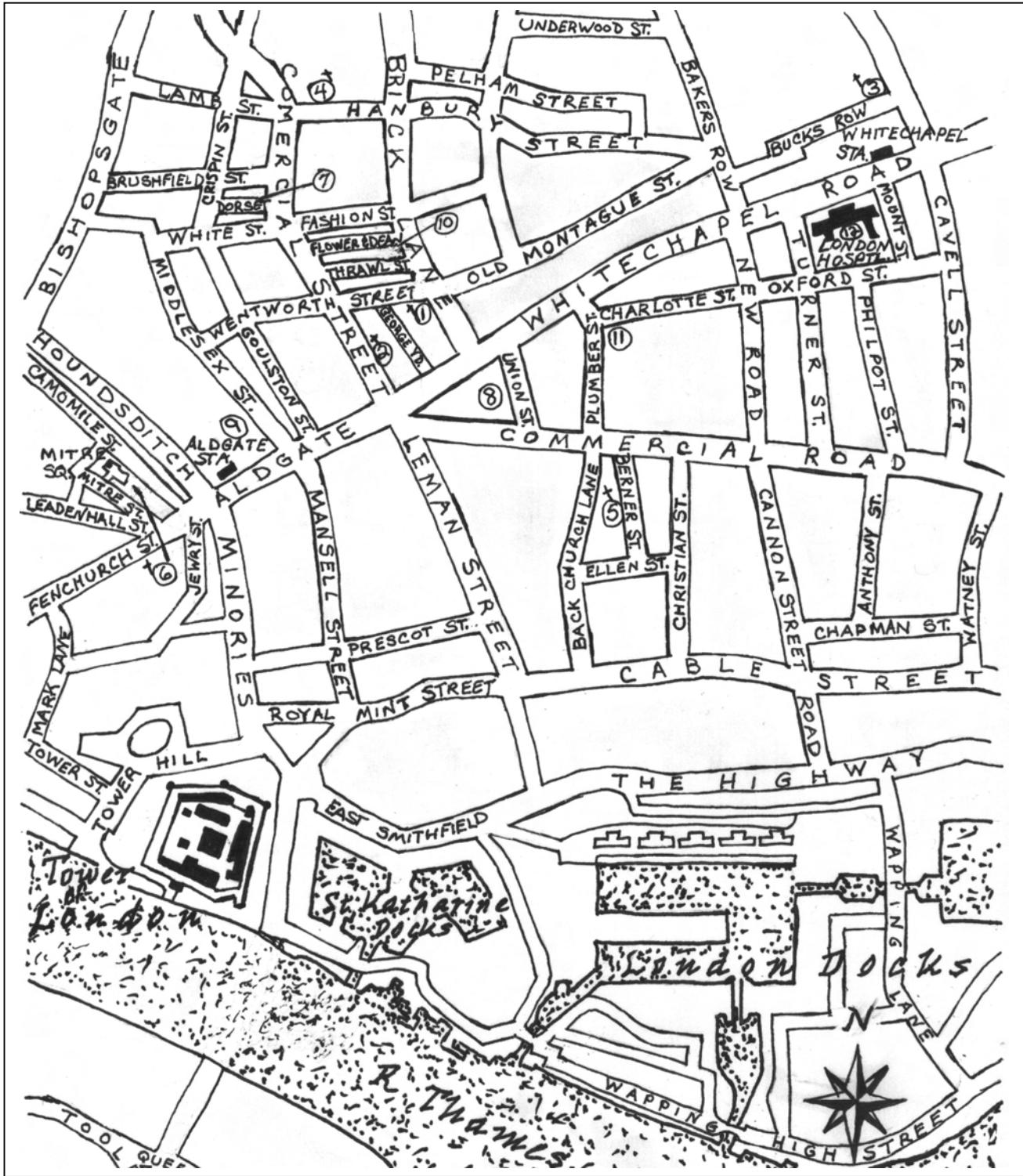
- M) Simpson's-in-the-Strand
- N) British Museum
- O) London University
- P) Whitechapel Coroner
- Q) M. Hudson, Bookseller, Spitalfields
- R) St. Bartholomew's (Bart's)
- S) Lloyd's of London
- T) The City (City Police, City Coroner)
- U) Garrick Club
- V) Foreign and Home Offices

(See also the Whitechapel/East End Map key on page 47)

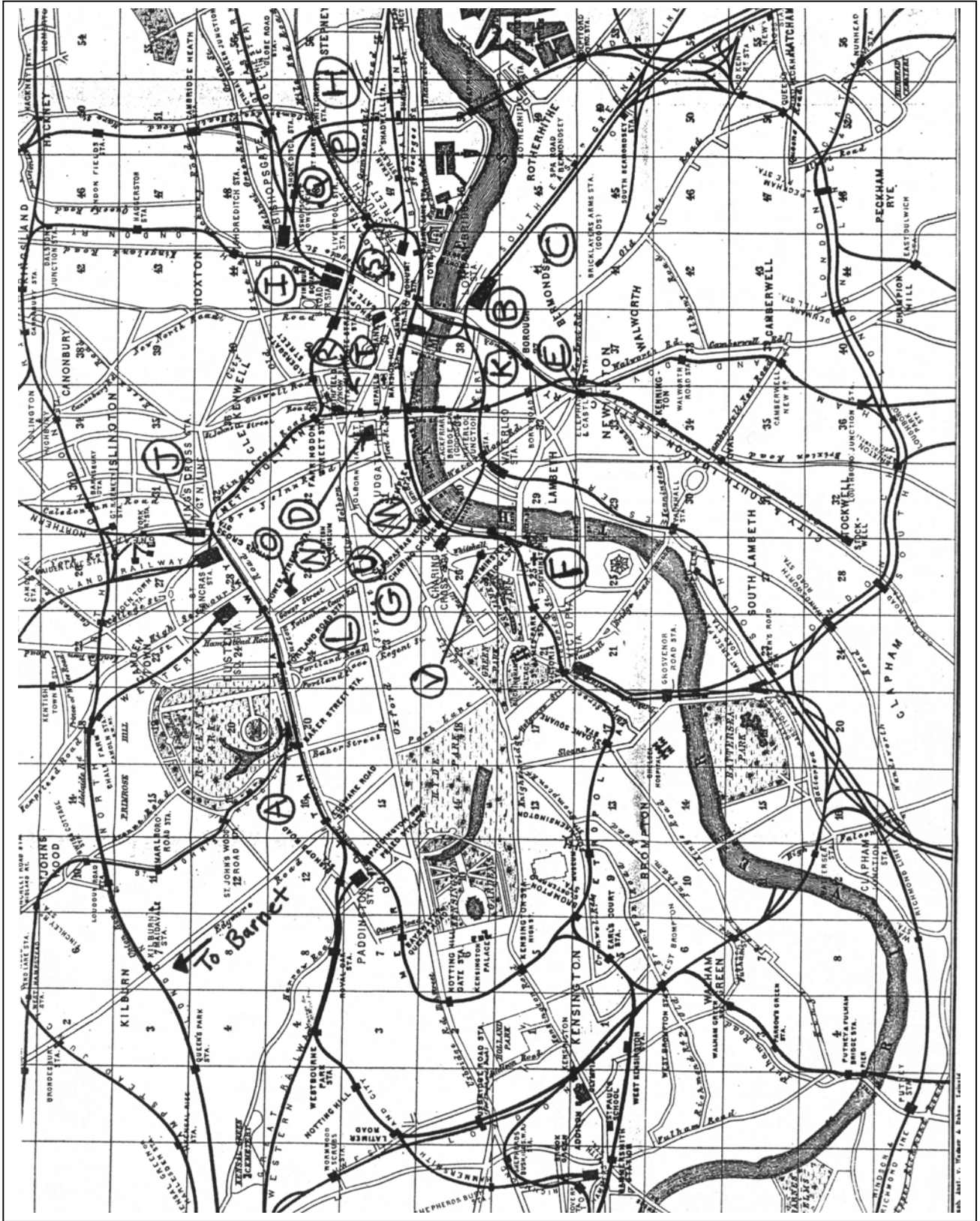
Central/East London, 1893



East End/Whitechapel, 1893



Central London, 1893



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