

# Don't Fear the Ripper

A UNISYSTEM™ LITE EPISODE  
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# Don't Fear the Ripper

AN EPISODE FOR THE UNISYSTEM™ LITE RULES

## BRIEF SYNOPSIS

This adventure involves a series of ritualistic murders that lead the characters to a young Wiccan who has been possessed by an ancient and vengeful spirit through a tainted Athamé (dagger used to direct magical energies) she purchased at a second-hand shop. The Monsters of the Week in this episode are both the possessed Wiccan and the re-animated corpse of the dead wizard. Any characters with Psychic Visions will be very useful in this scenario, as will characters with any sort of street contacts.

## CUT SCENES

Cut Scenes will appear in boxes like this, and are intended to be read aloud to the Cast, to set the flavor and tone of a given scene.

This episode utilizes more than one cut scene. Each regular Scene in this episode is preceded by a Cut Scene, which should be read aloud to provide atmosphere and possibly some clues to the Cast Members regarding the events going on in the adventure. Characters with Psychic Visions can experience any or all of these Cut Scenes as nightmares immediately before the scene begins. Some Cut Scenes are already structured as nightmares. In this case, simply omit the waking of the Supporting Character experiencing the nightmare, and replace her with the appropriate Cast Member.

## DIRECTOR'S INFORMATION

Information intended specifically for the Director's use is in boxes like this. Such boxes will give insights into events taking place behind-the-scenes, ways to troubleshoot a scene that the Cast comes at from a different angle, rules information such as maps or special, situational rules, etc. Any game-related info that isn't specifically tied into story events that the players may gain access to will most likely be in these "Directors only" boxes.

So, that's that, eh? Now, on with the show! This Episode is designed to work in conjunction with the Episode contained in the Core Rulebook and Director's Screen

supplements, to help towards a cohesive season. The entity who led Dana to the dagger is intended to be the same recurring major villain from those Episodes; however, the Episode is also generic enough to be used without ever incorporating this demon. The evil spirit of Jack could've led the poor Wiccan to the dagger easily enough...

## BACKGROUND

Dana Green, a 23-year old inheritress and practicing Wiccan, has been obsessed with fantasy since she was a child. And by fantasy, we're talking swords and sorcery, schools of witchcraft and wizardry, fireballs and lightning bolts, wizened old men with long gray beards, and priestesses filled with wisdom and magic. She got involved with Wicca at the age of 12, when she met some kids at a local high school who held weekly Circles to invoke the Goddess. She quickly became wrapped up in the trappings of the religion, but was very disenchanted with the lack of real power it afforded the majority of its members. Sure, she understood the benefits of meditation, of the feeling that one could direct energies to control one's life, but she wanted something less...subtle. Where were the fireballs and lightning bolts? She began to pray to the Goddess daily for more power and became frustrated when it never came.

Unaware that the forces she was meddling with were becoming darker and more sinister, she began to seek knowledge through ancient tomes of black magic, still praying every day (now to any gods who would listen) for the power she sought, which she still believed would be used to right wrongs and avenge injustices. She became even more frustrated when at the age of 21, she inherited her grandmother's 40 million dollar estate, but the money and material power she held as a result didn't help her to gain any more magical power, though over the past 3 years she has amassed quite an occult library.

One night, she had a dream. In the dream, a soft, soothing, and fatherly voice told her that her wishes and prayers were about to be answered. She saw an auction, and at the auction a beautifully carved dagger

was being sold. Within that instrument, the vision told her, resided the power to give her all that she ever desired and more.

The next day, she purchased the dagger. As soon as her hands touched the instrument, she felt the power coursing through it. Unfortunately, all she's been rewarded with thus far is recurring nightmares and psychic visions about murders taking place, in which the dagger is involved. She awakens late at night in a cold sweat, and feels compelled to check on the weapon. The first night, she awoke with the dagger in her hand, and grease on her arms. After that, she locked the dagger up in a case, but still awakens to find it covered in blood. She knows the evidence points to her, but believes herself incapable of murder.

The truth is, the spirit residing in the dagger possesses her each night and sends her for more souls to feed it. She is slowly coming to realize this, and has begun researching means of freeing herself of the dagger's influence. Still she is growing more powerful, and this tempts her. Her sanity is dwindling with each passing night. She feels fatigued, as she is losing sleep as well as time. Further, all of her staff provides alibis for her (the dagger allows her to hypnotize them into believing she has slept peacefully through the night). They believe she is under a great deal of stress due to the scrutiny of the police and would like to find a way to help her, as she treats them all very well.

In this Episode, the Cast Members not only have the opportunity to stave off the return of a great evil, but save a soul in the process. If they can manage to stop Dana from committing a murder and exorcise the spirit from her body while she is under the dagger's influence, they will have spared her a horrible fate. Unfortunately, by the time the characters get involved, the dagger itself has grown too powerful. It will raise a new body for itself, a body that intends to complete the Awakening it failed so many years before. On the other hand, if the Cast Members kill Dana, the curse is lifted for another 33 years, but her soul is devoured and makes the demonic being who led her to the dagger ever more powerful.

The demon within the dagger is the entity that mankind knows as Jack the Ripper. In reality, Jack the Ripper was possessed by a demonic entity that calls itself the Ripper, and feeds upon souls that perish through violence. It must murder its victims to feast upon their souls. Three times in the past 150 years has the demon tried to ascend, and three times it has failed. You know what they say; fourth time is a charm. Well, maybe not, but you get the idea. This time it has been incredibly fortunate; the Chosen One needed to complete the ritual for its Awakening happens to be the very woman the demon has possessed! This means that once the necessary strength has been built (enough devoured souls), it must simply make its host commit ritual suicide to rise in physical form. If the Cast Members cannot stop it, then the world will indeed be torn asunder by this creature's rampage of hatred and murder.

## CUT SCENE 1

*Elly ran as fast as she could through the city streets she'd walked so many nights before. He was following her, slowly, his steps echoing with an ominous ring through the streets of the city. He was confident; she could feel it. He would catch her. It was only a matter of time, now. But she wouldn't no, couldn't let that happen. She had to live, had to get away, had to tell someone, her sisters on the streets, that there was a new danger now. She'd seen demons, vampires, things that would make most people crazy. Most people didn't live on the streets. Most people didn't eke out a meager living selling their skinny bodies to whoever had an extra fifty bucks to spare. She was probably already crazy, that was why she could deal with the horrors of the street. Her, and all of her sisters. Crazy or not, though, she'd seen them all, even had a few as clients, and she'd survived. But this...this wasn't anything like the vampires who fed off of club hopping Goth kids.*

*This was death incarnate.*

*She turned down an alley, clutching her chest, gasping for breath but willing herself to keep moving. It was only her fear, now, that kept her on her feet.*

*The footsteps turned the corner. He was still on her trail.*

*The alley was almost pitch black, the walls covered with*

*grease and grime and seeming almost shadows in and of themselves. She bobbed and weaved under fences, around dumpsters, through narrow gaps, into other alleys. She knew this city, could navigate these alleyways even in pitch black.*

*That was why it came as such a shock when she plowed face first into a wooden wall and fell, dazed, to the ground.*

*He was there before she could get back up. The knife appeared from beneath the killer's coat, a flash in the single shaft of light from the full moon that penetrated the alley. It rose above the killer's head as the killer straddled her and squatted to be close.*

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

*The knife came down and across, neatly severing her windpipe and vocal cords. It took seconds for her to lose consciousness, minutes for her to die.*

*The killer imagined what the sight of her soul leaving her body must be like to those who could see it. The killer imagined the ecstasy of absorbing the power held therein and wished to be like the Master. As always, a sense of pure bliss and calm and peacefulness washed over the killer. Now it was time to wait.*

*The Master didn't keep the killer waiting long. That soft, fatherly voice rang out through the alley and spoke: "You've done well, Jack. Now, return home and forget."*

*Jack stood and walked from the alley. He knew that tomorrow he would sleep again, but the night would come soon enough, and he would serve his Master well.*

## SCENE ONE: RETURN OF THE RIPPER

We begin with a morning news report about a recent string of murders in the city; apparently prostitutes are being slaughtered systematically in a pattern that mimics that of the infamous murderer, Jack the Ripper. The report could be either on the television or in the newspapers (most likely in both), but at least one character should take notice. Characters with psychic visions will vividly remember a dream experience the previous night, in which they watched the murder that took place last night (the Cut Scene, above) but were unable to do anything to stop it. Characters who have both psychic visions *and* chronic nightmares will likely have found themselves either in the place of the victim or the killer.

This is the sixth such murder in the past two months and so far, there have been no concrete reports or rumors of leads or suspects. The police are adamant that the populace shouldn't panic, claiming that they are "following several leads" and doing everything they can to capture the murderer, but that serial killers stick to a pattern, and those not in the "high risk" group for this particular killer should not fear for their lives. Those who find themselves at risk are advised to remain indoors until the situation is resolved.

There are several possibilities for an initial investigation: the characters could make their way to the crime scene itself, talk to any contacts they may have on the street, or research Jack the Ripper. Any or all of the following pieces of information can be gleaned:

- Jack the Ripper was never caught. The murders attributed to him simply ceased one night, and no one was ever able to prove conclusively who the Ripper was, or that he had indeed been captured or killed.
- The current victims don't exactly match the profile of the Ripper, at least not according to historical records. Jack the Ripper did slit the throats of his victims; however, a visit to the crime scene paired with a Willpower + Influence roll, or an Intelligence + Crime roll (to impersonate a police officer, or convince someone to give up information), or through talking to appropriate street contacts, reveals that these current murders are marked by the removal of the eyes and heart of each victim, with surgical precision. Very neat and tidy; not a butcher job. This information is not available to the public, and so should require some good role playing, coupled with the appropriate skill rolls to glean. However, don't be too stingy; it could lead the characters to more research later on.
- If the previous bit of information has been revealed, a successful Intelligence + Occultism roll, or research with some appropriate library resources will reveal that in many primitive cultures, the eyes are considered to be the window to the soul, and the heart is believed to be the receptacle of the soul.
- In contrast to the surgical precision of the removal of the eyes and heart, the throats of the victims have been slashed with what appears to be a *kris* dagger



a type of dagger often used in magickal ceremonies which is marked by a wavy blade. Because of the shape of the blade, even a razor sharp one leaves a different cut pattern than a straight-edged knife. This has led the police to believe that there are occult implications. Tracking sales of Kris blades locally over the past month generates perhaps a dozen or more possible sales more than a few of which are from Internet sites like BudK. However, if the characters do look up sales records (Intelligence + Computer to track online sales records), they may discover (Intelligence + Notice) that about a week before the murders began, a *kris* blade was sold at an auction sponsored by a pawn shop dealer very near the group of alleys where all of the murders took place. If characters don't have a computer skill or the resources to track sales records, an Intelligence + Notice roll (or Intelligence doubled) may allow them to recall a news report about the auction and the sale of the dagger, rumored to have been owned by Jack the Ripper.

- Talking to the pawn shop dealer (Waldo) can yield a great deal of information about the blade. While not the most pleasant man in the world, he doesn't like the idea that an item sold in his store may be implicated in a killing spree, and is more than willing to help. He keeps a photographic inventory of all items that come in to the store and can provide the characters with a picture of the dagger, as well as information on the girl he sold it to, "onea them new age freaks who's all into candles and incense and proolly drugs, too. You know the ones I mean...too much money to know what to do with, so they start playin' pretend with boojie-boojie crap. But hey, that ain't nonea my business, right? A customer's a customer, weird or not." He is unconcerned about the murders and washes his hands of the whole thing, being firmly convinced that he is not at all responsible for what someone does with an item he sells them. After the money changes hands, it's no longer his concern. He's just running a business, and nothing can convince him otherwise. As for the photo, the dagger consists of a silver blade stretching from a bronze handle, ornately carved into the shape of what appears to be a native of some sort (further research can reveal that the 'native' is actually an Aztec Indian shaman).

- The timing of the murders (It has been almost a month since the last one) seems to place them during the week in which the Full Moon falls. There's no telling how many more prostitutes will die this week if the killer isn't discovered and stopped.
- A successful Int + Occultism roll and access to proper sources can reveal the following: the blade in question was found at the site of one of the last Jack the Ripper murders. The blade vanished from Scotland Yard's evidence room soon thereafter and has resurfaced periodically in private collections ever since. The last known owner of the blade was a Necromancer in 1970 who sought to achieve Awakening and used the dagger as his means of sacrificing a "Chosen One." He was stopped by a group of anonymous Demon Hunters, who then vanished into the night. Access to Watcher's records will show that the "Chosen One" was rescued by a local (but powerful) coven of Wiccans who sought to stop the Awakening. On Friday, as the full moon peaks, the 33<sup>rd</sup> anniversary of his failed Awakening will occur.

The characters now have enough information to begin their search for the killer, and should be fairly convinced that these serial killings are not the work of a mortal or average psychopath. There's something darker, more sinister, and inherently magical going on here.

## TROUBLESHOOTING

So what if your Cast decides not to investigate? What if they decide right off the bat that this is a mundane killer and that the mortal world's police should deal with it? This is certainly a possibility in a scenario like this. In such a scenario, you'll need to come up with a concrete reason to get the Cast involved. Some possibilities:

- One of the characters witnesses the crime scene first hand on the way to work, school, whatever. There's enough evidence present that it should convince the Cast to at least take a closer look.
- If someone in the Cast has immediate access to an Occult Library, or a high Occultism score, the mention of Jack the Ripper might make them think

twice. Mention that there are various occult-related tales about Jack the Ripper, that various mystical societies have been rumored to be associated with his killings over the years, and that anyone mimicking his work might be more than your average, run-of-the-mill psychopath.

- A media leak could reveal the missing eyes and heart angle, allowing you to reveal the information about primitive societies' view of the window and receptacle of the soul.
- Perhaps the woman killed was a street contact of one of the players.

## CUT SCENE 2

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

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

*She's afraid of the future.*

*A sudden breeze penetrates the bedroom, behind her. The curtains blow, the candles flicker, but do not die. And suddenly, he is there, face obscured as always beneath a wide-brimmed top hat and high-collared cape. He leans nonchalantly upon his silver headed walking stick and she gets the impression that he is smiling at her. In that moment, all of her fear and resignation leaves her. She leaps to her feet and runs to him. He catches her up in his arms and holds her close, leaning to whisper in her ear.*

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

*"But why, my love? Why must it be me?"*

*"You are destined to be mine, forever."*

*"And I want nothing else."*

*"Good, then have no fear, my bride. Have no fear."*

*"I cannot fear you, I never could."*

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

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

*"It's all a dream, lass. All a dream."*

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

## SCENE 2: THE RIPPER STRIKES BACK

The Cast's prime suspect should now be Dana Green. At the very least, they are going to wish to speak to her. This is not going to be an easy task to accomplish, since the police have been scrutinizing every moment of her life since the murders began (what? All police aren't as inept as they tend to be in horror films). Locating her is easy enough; she lives in a mansion on Millionaire's Lane. A successful Perception + Notice roll will reveal that the house is being staked out by two officers in an unmarked Chevy across the street. Like it or not, our heroes have just implicated themselves in the investigation. What role this plays in the adventure is up to the Director, but at very least it should make the Cast realize that they're in and not going back now. However, upon approaching the mansion the Cast will be met by her butler, a middle-aged Englishman named Peter who is very protective of Dana. He is distressed about the undue amounts of attention inflicted upon his mistress and is not willing at first to allow

the characters in. Some fast talking (with appropriate skill rolls) may be necessary to get past him.

After a few moments of attempting to keep Peter from slamming the door in their faces, the Cast catches their first glimpse of Dana. She walks into the room, looking disheveled and exhausted, but still quite beautiful, and asks, "What is it, Peter? More Police? I've already told them everything I know." Her voice is strained, but musical. She's certainly a beauty. Quick Stats for Dana can be found at the end of the Episode.

How Peter answers depends upon how the characters are presenting themselves. If they have managed to convince him that they are police (or if indeed they really are) he will answer in the affirmative. If they are not attempting to pose as officers, he will dismiss them as curiosity seekers, private investigators, or some other such epithet. At this point, the characters have a chance to (quickly) interact with Dana, but don't let them dawdle for too long. She isn't in the mood for games. They need to convince her that they're here to help and not harm or harass her. Their best chance is if anyone in the group has levels of Sorcery or the Psychic Visions Quality. Dana has a unique ability to sense others who are "gifted," as she calls it, and will not hesitate to invite such individuals into her home, believing that perhaps others like herself can help her with her problem. If such individuals are present in the group, she will come to the door, stare intently for them for a moment, and then instruct Peter (amid his protestations) to invite them in. If there are no such individuals present, the Cast must somehow talk their way in. If role playing doesn't accomplish this, allow a Willpower + Influence roll, resisted by Peter and/or Dana's Willpower (doubled) to talk their way into the mansion.

A conversation with Dana will be generally very convincing. This is basically because neither Dana nor her staff has any recollection of her leaving the house at night, let alone committing any heinous crimes. She will tell the characters about buying the dagger, of her interest in the Occult and her practice of Witchcraft. She will happily give the characters a tour of her collection and the library. The dagger itself is hermetically sealed inside a glass display case. It doesn't look like there's any way the knife could come out of the case without breaking the glass. Dana informs the characters that such is her intention, and the knife has been locked up in the case for the past month.

If the characters inquire as to why she's had the knife locked up (which they most probably will), her answer is honest and forthright. "I told the police it was to protect the value of the knife. That's part of it, but it's not the whole truth. You're gifted. You know there are things out there that conventional science and rational logic just can't explain. I can feel that in you." She takes a deep breath before continuing. "There's something about this knife. It's something magical, and dark and just wrong. I didn't feel it at first. When I first got the knife, I felt only the power in it. Then I started having nightmares about girls dying. About...I know it sounds strange, but...about *Jack the Ripper*. And this knife was there, in all of them. The first three nights I woke up in a cold sweat, and the knife was there, beside me on the bed. I tried to destroy it, but it just wouldn't break, no matter what I did. Finally, I had this display case commissioned, and had the knife sealed inside it. It didn't stop the nightmares, but at least the damn thing stays put, now."

If asked why she kept it, her response is, "The thing is evil. What can I do? Sell it to someone who might use it for evil purposes? This knife is connected to those killings. I have no doubt about that. But you've got to believe me. I did not kill anyone. I swear it to you." She's almost in tears by this point. Any skill rolls, spells, or powers the characters use to sense her motivation will only come up that she seems very sincere in everything she's saying (though she might be hiding one or two details).

Dana is aware that the police are watching her house, and for that reason feels that it is a bad idea for the Cast to stick around for long, but she is willing to allow one or two of them to stay at the mansion to research using her collection, or even to keep an eye on her and the dagger to see if they can figure out what's going on.

## STAYING WITH DANA


Any characters who do stay in the house that evening will miss the assault by the demon henchmen (see below), but may have a chance to catch a line into what's going on. However, doing so requires overcoming the hypnosis the dagger inflicts upon all who see it. This requires a Willpower (doubled) roll versus the dagger's hypnosis score of 18. The Director can either make this roll in secret for the Cast, or call for it openly, allowing Drama Points as normal, at his discretion. If the Cast Member in question fails, they remain convinced that Dana spent all night peacefully sleeping in her room, and the dagger stayed

securely in its display case. They may even have memories of checking up on Dana a few times throughout the night to make sure everything was still kosher. For story purposes, both the police staking out the mansion and all of Dana's staff are considered to fail this roll.

That evening, Dana sits up around midnight, possessed by the spirit within the dagger. She goes to her wardrobe, opens a hidden panel in the back, and withdraws an immaculate suit of 19<sup>th</sup>-century men's evening clothes, which she proceeds to dress in. Then, she walks to the display case, holds out her hands before it, and utters the word *"Subterlabor!"* The dagger glows for an instant, then becomes a beam of light that shoots forth from the display case, touches Dana's hands, and reforms into

the dagger. She tucks the dagger into the folds of her cape, and leaves the house. The Cast Members who resisted the hypnosis are compelled to follow, as though trapped in a sort of dream state (overcoming the hypnosis has allowed the knife a modicum of possession over the character as well). Any Cast Members who succeed may become aware of bits and pieces of the following events. However, their awareness of what occurs this night is dreamlike, and they find themselves unable to interfere with the events of the night. Their recollection of the evening begins with the figure in archaic evening clothes magically removing the dagger from the case, though they will have *no* idea that the person in question is Dana. The figure tucks the dagger away, hefts "his" silver-headed cane, and heads out into the night, whistling an old English folk tune.

<b>Name:</b> Dana Green			
<b>Motivation:</b> Become a powerful Witch, Be a good person			
<b>Critter Type:</b> Human			
<b>Attributes:</b> Str 2 Dex 2 Con 3 Int 4 Per 3 Will 2			
<b>Ability Scores:</b> Muscle 10 Combat 10 Brains 13			
<b>Life Points:</b> 30			
<b>Drama Points:</b> 3			
<b>Special Abilities:</b> Sorcery 3, Occult Library (3), Psychic Visions, Recurring Nightmares, Secret, Adversary (Police)			
<b>Maneuvers</b>			
<b>Name</b>	<b>Score</b>	<b>Damage</b>	<b>Notes</b>
Telekinesis	11		Damage varies
Dodge	12		
Magic	16		By spell



The streets are dark and quiet. There aren't any prostitutes around at all, not even in areas of the city usually crawling with them. Seems they've all decided to take the police's advice and stay in until the crisis passes. The figure skulks about the shadows for awhile, then curses in a very masculine voice. He then turns and heads for a local strip club, where he proceeds to seduce and leave with a stripper (with a little help from the Hypnosis power). He guides the stripper into a dark alley, where he proceeds to brutally murder the young woman. Any attempts to stop the killing result in the Cast Member unable to move or interfere, except to cry out. After the murder, a fatherly voice fills the area: "You have done well, Jack. Go home, now, and sleep it off."

The killer leaves the alley, and the Cast Member wakes up with fuzzy memories of what happened. The

kicker is the Cast Member is still in the alley, with the dead body! The stripper managed to break the control of the hypnosis and put up a bit of a struggle in the last moments, so the commotion has drawn the police to the scene. The character's first clear moment upon awakening is of a gun in his or her face and the words, "Don't move, asshole."

The character is arrested (on trumped-up charges, if need be) and taken downtown for questioning. The cast member should be awarded a Drama Point for her troubles, or two if she actually tried to stop the killing before it took place.

### MEANWHILE, BACK AT THE BATCAVE...

Characters who opt to take Dana's advice and return home for the evening eventually find themselves in a rather



unpleasant situation. The demon within the dagger has grown powerful and decided to deal decisively with the Cast, who it perceives as the greatest threat to its resurrection. Somewhere around midnight the demon summons a group of henchmen to dispose of the cast. The henchmen aren't subtle; they simply crash through the windows and doors of anywhere the Cast might be (possibly a grim situation if the cast have split up to go back to their respective homes) and attack. The Ripper has almost enough souls to Ascend, and it cannot afford to have the Cast interfering now.

However, before the attack occurs, the Cast might want to do some more research, or go over notes they gathered while at Dana's house. Anyone who gains more than four successes on an Intelligence + Occultism roll can learn the following from Dana's library and comparing notes with the information they already have:

- The Ripper is an ancient demon who feeds on the souls of murdered women. For centuries it has traveled various worlds, bringing death and mayhem to everywhere it visits.
- An Awakening Rite is a ritual in which a human being gathers into him or herself the necessary strength and power to become a godlike demon; essentially, the ascend to become something greater than human (a debatable point). Successful Awakenings are never pretty, and generally not healthy for the surrounding populace.
- The Awakening of the Ripper Demon is a bit different than other Awakenings; rather than the human being transforming into a demon, the Ripper Demon infests a human host, invading its body and transforming the human into the Earthly manifestation of the Ripper. The human host is, of course, killed in the process.
- The Ripper Demon has the ability to summon demonic henchmen into a world upon which it has gained a strong foothold. If it can summon henchmen, this means the time of its Awakening is very near.

- There are spells that allow a person to remove an object from a display without touching it, and return it by the same means.

### THIEF'S DREAM

**Power Level:** 4 (People Affected: 0, Effect: Major, +2, Duration: Meaningless, Special Requirements: None, Special: Can be easily reversed, +1)

**Requirements:** Ten minutes of chanting in supplication to the god of thieves and theft while burning sage over a black candle. For Witches and Warlocks, a word (*Subterlabor*, "Come," or *Redeo*, "Return") and a gesture.

**Quick Cast:** Yes

**Effect:** This spell transforms any bit of nonliving matter into a beam of light, which then projects itself into the hands of the caster, and re-forms. The spell can be reversed to place the object back to its original place. Affects one pound of material per success level. There are stories of failed castings of this spell resulting in objects re-forming *inside* of the caster's body, generally resulting in a fairly nasty death.

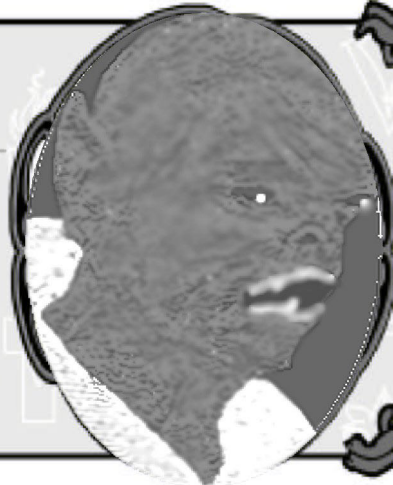
Generally speaking, there should be one Ripper Demon Henchman for every Cast Member. If there are any particularly combat oriented Cast Members present, adjust the number of Henchmen accordingly. This fight is fairly gratuitous; after all the researching and legwork the Cast have done, they're probably itching for some good old fashioned action, and this is your chance to give it to them, so don't skimp on the theatrics. If they're mopping up the floor with the Henchmen, don't be afraid to throw a few more in. Likewise, don't worry about letting a few go down easy if the characters are losing. The important thing in this battle is that the characters win, and get a bit of a clue out of this. Just before the last henchman dies, he cries out:

"None of this matters! Another soul has been taken, and the Master grows closer to Awakening! His Chosen One has been taken, and her death will mean his resurrection! Then you shall all burn! On the Anniversary you shall all burn!"



**Name:** Ripper Demon Henchman  
**Motivation:** Serve the Ripper  
**Critter Type:** Demon  
**Attributes:** Str 6 Dex 5 Con 5 Int 3 Per 3 Will 3  
**Ability Scores:** Muscle 18 Combat 16 Brains 12  
**Life Points:** 69  
**Drama Points:** 2-4  
**Special Abilities:** Hard to Kill 5, Fast Reaction Time, Regeneration (5 per hour)

Maneuvers			
Name	Score	Damage	Notes
Sword	16	28	Slash/Stab
Parry/Dodge	16		
Punch/Kick	16/15	16/17	Bash



At this point, anyone who guesses that Dana is possessed by the knife or is the "final sacrifice" should receive a Drama Point.

Things are starting to come together (probably much to the Cast's dismay).

## TROUBLESHOOTING

It's possible that all or none of the characters stay with Dana in the evening. The Director can handle this in several ways. If the entire Cast remains with Dana, the fight with the Henchmen can take place in the alley immediately after the Cast awakens, and before the police show up (thus leaving the Cast to explain the obviously nonhuman bodies now scattered about the alley, but possibly providing an excuse for their being there). If none of the Cast remains with Dana, it is possible to handle that night's murder with another nightmare or Cut Scene, or simply ignore it altogether, and have another news report about a new murder the next morning. The characters can get some of the details from Dana in Scene 3, or from investigation similar to Scene 1.

Also, note that Demon Henchmen can, for a more traditional (or at least familiar) game, be replaced with vampires of varying power levels from either of the two Core Rulebooks. In this case, the vampires are members of a cult that worships the Ripper and wishes to see its manifestation on Earth.

## CUT SCENE 3

*The final sacrifice lays upon the table. She squirms, kicks, screams, begs, threatens, but all to no avail.*

*The killer stands over her, looks to the black candles burning at his left and right. He picks up the knife, traces it across his victim's chest, leaving a thin line of blood in its wake. He can smell the fear upon her, his last victim.*

*Midnight strikes; it is time.*

*The killer shrugs off his cloak to stand naked before his victim.*

*He...is a she.*

*It matters not; gender is as meaningless to the Ripper as life. Soon he shall rise; the body he inhabits is meaningless. It will be transformed into a higher state.*

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

*The blade flashes a fourth time.*

*The killer screams in agony and ecstasy. She doubles over; her skin turns a sickly green. Scales erupt from beneath it. Spikes plunge through her back, as her tailbone extends into a sharp,*

*thrashing appendage.*

*She grows.*

*The process takes seconds, but seems like an eternity during which she cannot act.*

*Then, finally, the Ripper rises to its full height of twenty feet. It throws its clawed fists to the air and cries out in victory.*

*The world will be torn asunder tonight.*

*She awakens in her bed, screaming until she cannot scream anymore. Again, her father figure runs into the room. "My dear, my dear, are you all right?"*

*"I remember!" she cries. "I remember everything, and I know!"*

*"Know what, child?"*

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

### SCENE 3: RISE OF THE RIPPER

The next morning, the characters have a slew of issues to deal with. At least one of their numbers may well be in jail, requiring a quick bail out, or at very least a ride home. Truth be told, the police have no concrete evidence to hold the Cast Member; being found at the scene isn't a crime, especially when the suspect is not wearing gloves, but has left no fingerprints on the body, and has no blood or DNA evidence on his person to connect him to the murder. In addition, upon identification of the girl and questioning of several patrons at the strip club, the police have eyewitnesses of the man in archaic evening wear that probably matches the description given them by the Cast Member (if the Cast Member cooperated). He is released on his own recognizance but warned not to leave town. Any weapons he had on his person will be returned if he has the proper permits; otherwise, they are all confiscated, and the character may be looking at fines or possible jail time for carrying illegal weapons. In addition, any secrets the Cast Member has may come out in a background check. Any such situation which results in large amounts of trouble for a Cast Member is worth at least a Drama Point.

If only that were the worst problem the Cast has to deal with. They get a frantic phone call from Dana early in the morning. She's rambling and almost incoherent. She begs the characters to come to her home, insisting that she has information she can't trust anyone else with. She claims that the hour is coming, that the Awakening is near, the requisite number of souls is almost gathered, and that she cannot fight this alone. Unfortunately, before the Cast can get any concrete information out of her, she insists that the phone isn't secure nowhere is secure, but in person is better and she can't talk like this...and hangs up.

### ARRIVING AT DANA'S

Chances are the Cast will be pretty hot to get to Dana's place. After they wrap up any problems with arrested Cast Members and police, and make any (quick) preparations they can, they can head over to Dana's house. They're not going to like what they find. Her street is strangely quiet as they approach her mansion, with a noticeable lack of traffic on the normally moderate street. Characters with Sorcery or Psychic Visions who pass a successful Perception + Notice task sense a lingering power surrounding the whole area, as if some sort of powerful dampening spell is in effect, here. Everything will seem strangely quiet; each cast member's voice will seem startlingly loud to their own ears, but the other cast members' voices will seem hushed and quiet. Yelling to one another is all but impossible, for while it sounds to one's own ears like she's screaming, to everyone else the voice remains subdued, at a moderate volume.

### DIRECTOR'S INFORMATION

*In fact, this is exactly what is going on. The Ripper has gained complete control of Dana and managed to cast a spell over the whole block that isolates Dana's mansion from the outside world. No sound escapes the building, and no cars drive past, unless they are specifically going to Dana's house. This spells trouble, but also means the Cast can open up with automatic weapons if they so desire without attracting attention. Floor plans of Dana's house can be found on the following pages, for your reference (and the Cast's, if need be).*

There's little comfort to be found upon arriving at Dana's house. The door hangs from one hinge, and swings absently back and forth, creaking ominously. The house itself is trashed inside; tables overturned, carpets bunched

up and torn, holes in the walls. The windows are broken and it doesn't just look like a struggle took place; it looks like a hurricane went through here!

There are traces of blood throughout the house. In the kitchen, the Cast finds the cook, brutally murdered (disemboweled, actually, possibly requiring a fear check). One of the maids is likewise found murdered in the Living Room, and another in the Lounge. If the Cast checks the knife (which was displayed in the Study) they find the glass case undamaged, but empty. They can find no visible means by which the knife could've been extracted. However, if they have discovered the "Thief's Dream" spell in scene 2, this won't be a puzzle for them. Peter and Dana are nowhere to be found...at least, not downstairs. In point of fact, Peter has been savagely beaten, but is alive, half under a bed in the master bedroom upstairs. The cast may (with a difficult Perception + Notice roll) hear him moaning quietly as he lays bleeding on the floor. Dana's wardrobe is smashed, and the cast can discover that there is a secret compartment behind the wardrobe just big enough for a single suit of clothing. There is a peg for hanging a suit upon, but the compartment is empty.

There are Demon Henchmen in the house, hiding in various rooms. All are aware of the Cast's coming and are lying in ambush. Generally speaking, there will be three to four demon henchmen for each Cast Member, scattered throughout the house. This could lead to three or four skirmishes throughout the place, or one major battle. Again, tailor the number and strength of the adversaries to your party. This should be a tough battle, but the important thing is not to let the cast turn tail and run. There are important things to be gleaned, here. Peter can answer questions, and will beg the cast to help Dana.

Grasping for whoever leans to help him, Peter coughs, "Something not of this world came upon her...no, is *within* her! It took her, dressing in its own clothes, and left. I tried to stop it, to save her, but she...it...called these demonic *things* down upon us! They killed the others...killed them all...I alone survived to tell the tale. How *cliché*, and yet, it's true, isn't it?

"Tonight...she told me that tonight is the night. She said that he is coming, that she is the vessel. She said that you could help her...please...she is like a daughter to me. Please help her!" He gestures weakly towards the library. "She said midnight...hours away...her books...please, they're all

at your disposal." Then he gurgles, coughs, and falls unconscious. Award a Drama Point to any Cast Members who use medical skills to try and stabilize Peter, or at least try to make him as comfortable as possible. Thinking to take him to a hospital is worth two Drama Points, though calling an ambulance, while it saves Peter's life, will likely prevent the Cast from stopping the Ripper in time as they are mired in police questioning, so is not worth any Drama Points unless the Cast manages to talk their way out of police custody.

## HITTING THE BOOKS...AGAIN

Upon entering the Library, the Cast will find several books have already been laid out upon the table. It seems that Dana was researching her own condition before she called the group. Thankfully, it would also appear that whatever is inside of her cannot access her memories. It's either that, or it was too wrapped up in its own self-importance to bother disposing of the books. Whatever the reason, the Cast has their resources in front of them (providing a +4 to Intelligence + Occultism research rolls). A few hours' reading of both the books and Dana's handwritten notes reveals the following information:

- The Ripper has acquired almost enough souls to arise. It needs only one last ritual sacrifice, and then the sacrifice of the Chosen One. In this case, Dana.
- The ritual must be performed at the stroke of midnight, at a place of power.
- There is a spot in a clearing of the local public park that was built on the ruins of a Satanic temple back in the 1800's. It is a center of mystical convergence and the focal point for many supernatural activities. It's the most likely spot for the ritual.

While in the past, the hosts of the Ripper have generally died, there is a spell that can free a soul from the influence of the Ripper, and drive it back to its home Hell Dimension for a thousand years. Unfortunately, there aren't any records of the spell having been successfully cast. On the other hand, there aren't any records of failure, either. It would seem the spell is untested. The components are all fairly common; the trick would be completing the spell in the midst of the ritual (eye contact with the target is required) while stopping Dana from killing herself. Details of the spell follow.



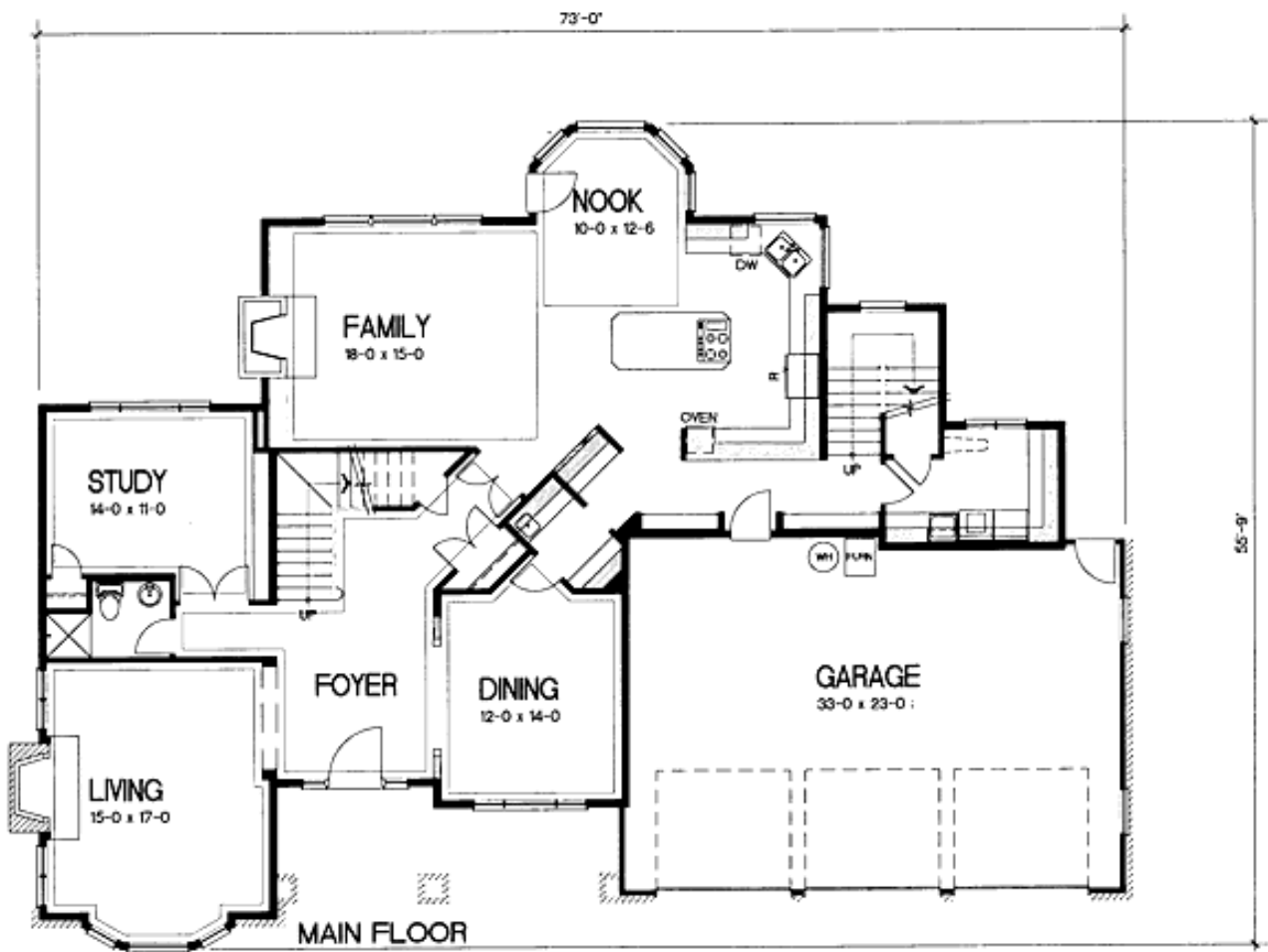
## TO BANISH THE RIPPER

**Power Level:** 4 (People Affected: 1, Effect: Awesome +5, Duration: Permanent +2, Special Requirements: Restricted - 4)

**Requirements:** Burning candles and certain herbs, and focusing the flame through a multifaceted quartz crystal while chanting in supplication to Hecate, goddess of the underworld. Test of wills vs. the Ripper.

**Quick Cast:** No

**Effect:** Upon completing the ritual, the caster (or leader of the ritual) stands, faces the possession victim, and orders the Ripper back to the Hell Dimension from which it came. At this point, a test of wills occurs, with each person involved making a Willpower (doubled) roll. All those participating in the ritual may add their success levels to the roll of the ritual leader. After the test is resolved, compare the results. If the ritual's result is higher than that of the Ripper, then the demon is banished back to its hellish prison for 1000 years. If the demon wins, the ritual leader suffers damage from backlash equal to 2 X the Ripper's Willpower for each success level the Ripper had in excess of the ritual's success levels.



Dana Green's House - First Floor



Dana Green's House - Second Floor

## SCENE 4: THE DEMON RISING

(There is no Cut Scene for Scene 4).

Scene 4 is fairly straightforward, your typical climactic battle scene. The Cast should by now know everything they need to know to complete the Episode. It's just a matter of planning, going to where the ritual will be taking place, and engaging in the final battle. The Ripper (inside of Dana) will have a host of Ripper Demon Henchmen guarding it during the ritual. A sacrifice is strapped to an altar in the place of magic. Unless the Cast comes up with an utterly ingenious plan, the girl is lost; she doesn't have to be killed at midnight; that's just when Dana becomes the Ripper. As soon as the Cast makes its presence known, Dana will plunge the knife into the girl's chest.

Once the girl is dead, killing Dana will result in the Demon Awakening at the stroke of midnight. The Cast should be aware of this from their research by this point, so now they're in a conundrum. Either their ritual has to succeed, or they're going to have to fight the Ripper Demon (not the prettiest of options).

What's worse, the Demon Henchmen will attack the moment the Cast shows their faces. This is designed to be an epic fight; use those Drama Points, people! Adapt the numbers to suit your Cast, but there should generally be at least 3 Henchmen to each Cast Member. The real trick here is to keep Dana occupied enough that she doesn't kill herself, so that the spell can succeed. In addition, keeping Dana preoccupied results in a -4 to her willpower roll to resist the spell.

If Dana does die, and the Ripper Demon rises, it is going to be a cut throat, to the death battle, and this thing isn't easy. The cast's best hope is to use its own knife against it. The Ripper Demon's hands are incapable of grasping objects; they turn into 5 long claws that are not opposable. If someone in the Cast gets hold of the knife (which will drop to the ground) and uses it against the Ripper, the knife does *five times* normal damage on a successful hit. The Ripper Demon is otherwise immune to Through the Heart and Decapitation maneuvers (deal

normal damage for an attack). It is also not subject to the X2 damage modifier for Slash/Stab or gunshot attacks.

## DENOUEMENT

The battle is over, the bodies littered about...suddenly a whirlwind whips about the place, swallowing up everything in the area that is dead and not a member of the Cast. A disgusting sucking sound erupts from the whirlwind and lightning arcs about it. At last, a soft voice floats forth, reaching the ears of the Cast. What it says depends on whether or not Dana survived the battle.

### If Dana survives:

"Ahhh....souls, sweet souls. You think you have won? We haven't even begun, my friends. You may have saved one woman's soul, but oh, so many to feed upon! Thank you, my dearest Dana, for feeding me so well. As for the rest of you...Mark my words, we shall meet yet again, and soon these meager victories will not suffice to keep me from my final destiny!"

### If Dana dies:

The Cast is tormented by the faint sound of her screams from within the whirlwind. Finally, that terrible, familiar voice speaks to them again. "Oh, she tastes so sweet! There is yet another you've given me. Keep this up and I may be able to use you when at last my Destiny is at hand! And the day grows nearer, my friends...ever nearer. You're fools if you think you can stop me! Fools! And in the end, I shall devour the world!"

At the end of it all, if Dana is still alive and the Ripper driven out, the Cast has gained a valuable ally; Dana will allow them the use of their Occult library and could even rise to take the place of a fallen Cast Member. The cast is considered to have achieved all the goals of the story and gains 5 experience each.

If the cast succeeds in defeating the Ripper, but Dana dies, they do not gain access to her Occult library (Peter blames them for her death) and they only gain 3 experience points each.





**Name:** Dana (Possessed by the Ripper)  
**Motivation:** Demon Awakening  
**Critter Type:** Possessed Human  
**Attributes:** Str 7 Dex 6 Con 5 Int 3 Per 3 Will 5  
**Ability Scores:** Muscle 20 Combat 18 Brains 12  
**Life Points:** 73  
**Drama Points:** 2-4  
**Special Abilities:** Hard to Kill 5, Immune to slash/stab, Regeneration (5 per hour), Hypnosis 3



Maneuvers			
Name	Score	Damage	Notes
Knife	18	21	Slash/Stab
Parry/Dodge	18		
Punch/Kick	18/17	14/15	Bash



**Name:** Ripper Demon  
**Motivation:** Destroy Humankind  
**Critter Type:** Demon  
**Attributes:** Str 10 Dex 10 Con 10 Int 5 Per 5 Will 8  
**Ability Scores:** Muscle 31 Combat 23 Brains 20  
**Life Points:** 150  
**Drama Points:** 5  
**Special Abilities:** Increased Life Points, Demon Immunities, Vulnerability (Ripper Knife), Summon Henchmen



Maneuvers			
Name	Score	Damage	Notes
Claw	23	20	Slash/Stab
Parry/Dodge	18		
Horn Ram	21	20	Stab, knockdown