

On the Trail of Jack the Ripper

An Adventure for Lost Souls

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Background

The player characters are relaxing in Limbo when their Mentor enters the waiting room. He looks worried, an expression the characters are unaccustomed to seeing on his wizened features. "An evil spirit has been haunting the earth for over 100 years. He's been killing five women a year, each year in a different country. Now he is back in the city where it started. I fear he is on the threshold of his greatest evil. You must stop him before it is too late."

If asked who it is, the Mentor says, "Even I don't know his true identity. That is what you must discover. What you learn may help you destroy him."

The players must take ghostly vows before their Mentor can return them to earth. Possible vows include "I will not rest until I discover the identity of the killer," or "I will not rest until I stop the killer."

Once their vows are made, the Mentor opens a tunnel of light. By passing through the tunnel, they arrive at . . .

Tower Hill Station, London

It is about 7:00 p.m. on a warm autumn evening. In the background is the Tower of London; directly ahead is a statue of Julius Caesar in front of an old Roman Wall. Behind the lost souls is the entrance to the underground where a magazine vendor sells his wares. The headlines

London Times proclaims "Fourth Victim Found Slashed!" To read the story, the characters will have to unfold the paper. The story continues inside the paper:

The fourth victim of the so-called "London Slasher" was found early this morning in Russell Square. The 23 year old student was attacked from behind while walking home late last night. She was hideously slashed and her throat cut. Although the area is heavily patrolled, no alarm was raised and no one noticed anything unusual. The victim's name has not been released pending notification of next of kin. Her Majesty expressed dismay and concern for the victim's family and friends.

The Tour Begins

A crowd of about twenty people stands near the Roman wall. After a few minutes, a stout man walks briskly around the corner. In one hand he holds a duffle bag and in the other a fistful of brochures. This is Malcolm Atkins, a thirty-five year old man with a mop of curly brown hair and a brisk, theatrical manner. In a booming voice ripe with a London accent he calls out, "Alright, who's here for the 'Jack the Ripper Tour by Night?' Step right up, only £4.00!" The crowd surges forward.

Malcolm Atkins

Type: Material Human

Defense: Passable

Appearance: A stout man, walks briskly, mop of curly brown hair. In one hand he holds a duffle bag and in the other a fistful of brochures. The bag contains two dozen copies of the book on Jack the Ripper that Malcolm wrote five years ago, and a

billy club he uses in case his tour group is accosted by ruffians.

Personality: Theatrical, brisk. Voice booms with London accent.

Motivation: To sell books and entertain his tour.

Combat: Malcolm cannot see or interact with lost souls.

The Crowd

The group is made up of tourists of all nationalities. There is an American family consisting of a husband, wife and three teen-aged daughters; two Japanese businessmen with cameras; three German students (one female); three couples (British and American); two lone men (a white American in his forties and a handsome black Englishman in his early twenties named Steven Parker. He is a well dressed University student with an amused expression. There is also one lone woman, about twenty-six years old. Her name is Rhonda Kelly, and as the players will learn she is the descendant of one of Jack's victims.

Train Bridge

As soon as Malcolm collects money from all the participants, he begins the tour. "Jack the Ripper is a name known round the world," he says. "Yet to this day we know very little about the man. Wot we do know is this -- from August to November 1888, he killed five prostitutes in London's notorious Whitechapel parish. He mutilated them horribly and escaped into the darkened streets, never to be captured or identified. Who was he? Some say a mad doctor or tanner. Some even think he was a Royal. Tonight, I'll be taking you on a tour along the very streets Jack walked, and we'll visit some of the sites of his dastardly deeds. Perhaps the answer to his identify lurks in these dark corners." And with that he turns and walks into the night. The crowd follows him.

A few blocks away, the tour stops underneath a train bridge, and Malcolm takes up his narrative. "The women who died at the hands of Jack were all sad cases who tried to make their bleak lives a little

brighter with drink. It was here that they used to ply their trade, hoping to find a gentleman who would see them through the night. Now follow me as our search for Jack the Ripper takes us to what may be the scene of his first crime."

The Constable

The characters hear the clip-clop of hooves on cobblestones. They catch a glimpse of a carriage disappearing into an alley, but when they go to take a closer look, they find the alley dead ends in a brick wall, and the carriage is gone.

Just then, a ghostly street urchin tears out of the mist. "Help! Help!" the boy shouts, "the coppers is after me!" He hides behind the party as a ghostly bobby, dressed as 19th century constable, appears from the darkness. "Have you seen a little boy come this way?" he asks sternly. If they answer no, the patrolman will warn them, "Well, if you do, be forewarned, he's a thief." If they answer yes, the patrolman will drag Timmy away unless the players stop him.

Timmy

Type: Neutral poltergeist (incorporeal)

Defense: Poor

WTL: 12

Appearance: Timmy is a ten year old boy with an innocent expression. He wears ragged clothes, a cap and no shoes.

Personality: Friendly and conniving

Motivation: To steal and have a good time.

Timmy doesn't want to be reincarnated, or to go to Limbo.

Combat: Timmy does (Defense vs Poor) x 1 damage with his pocket knife.

Powers: A character must make a Great Empathy roll or else believe Timmy is incapable of wrongdoing, despite any evidence to the contrary. Timmy will steal one random object from any character he touches. The theft will only be noticed if the character makes a Good Alertness roll. Timmy knows the Whitechapel district very well, and can lead the players back to the tour if they get separated. He knows nothing of the Ripper, having been born after the murders ended.

Constable Reardon

Type: Good haunt (incorporeal)

Defense: Passable

WTL: 23

Appearance: A bobby from the late 1800s.

Personality: Business-like and slightly pompous.

Motivation: He's been after Timmy for nearly a hundred years, and once he catches him, Reardon will finally be able to find peace.

Combat: Billy club for (Defense vs Passable) damage.

Notes: If asked about Jack the Ripper, Reardon will give the following information. "The question you should ask is why did the killer stop after five murders? A rational and workable theory, to my way of thinking, is that the Ripper's brain gave way after the last 'orrible crime and he committed suicide. It's no secret that Sir Melville Macnaghten, Chief Constable of Scotland Yard, suspected the killer was Montague Druiitt, a schoolmaster from Blackheath. From private information I have little doubt but that his own family suspected him of being the Whitechapel murderer."

If pressed for more information, Reardon explains. "Not long before the last murder, Druiitt was dismissed from his post at Blackheath for misconduct with a male student. It was rumored about that he was sexually insane. He disappeared soon after, leaving a suicide note that said he feared he was going mad like his mum. Said it would be best for all concerned if he died. Not long after his body was found floating in the Thames, stones in his overcoat pockets. There were no more murders after his death. If you're lookin' for the Ripper, find Druiitt. That's the man who done it."

The Carriage Again

As the players are finishing with Timmy and Reardon, they will notice the ghostly carriage in the distance. It has the royal coat of arms on the side. If the players approach it, it will rumble off into the darkness, fading from sight.

Gunthorpe Street

When the players catch up with Malcolm's tour, he is on a small street which parallels the back of an apartment complex. Other than the tour group, it's a very dark and deserted area. "On August 7, 1888, Martha Tabram was out drinking with her good friend Pearly Poll. They picked up a pair of soldiers, and went off separately into the night to ply their trade. Only Martha never met up with her friend afterwards. She had been killed here, in what was once know as George Yard, stabbed to death with a knife or bayonet. Many students of the Ripper believe that Martha was actually Jack's first victim. Was Jack a soldier? We will never know."

Across the street is a tall wooden fence surrounding a construction site. A short, stocky woman stands against the fence. She has graying brown hair and is dressed in ragged, bloody clothes. She appears to be a bit tipsy. "Got any gin for a poor old girl?" she questions loudly. The people in the tour ignore her because they cannot see her. This is the remnant of Martha Tabram.

If questioned, she will grow cagey. "Sure, I'll tell you where Jack is and what he's up to -- fer a price. Five pounds!" As the players negotiate, a ghostly soldier with a bayonet appears. "There you are you wretch!" he cries as he attacks Martha. He will reincarnate her in 3 turns unless the players intervene.

Martha Tabram

Type: Remnant

Defense: Poor

WTL: 8

Appearance: A short, stocky woman

Personality: Tipsy

Motivation: To get a drink of gin.

Combat: In a pinch she can scratch for (Defense vs Feeble) damage.

Soldier

Type: Wight

Defense: Good

Skills: 20

Appearance: A haggard man of about 25 years of age, with short black hair and piercing blue eyes. Wears the uniform of a guardsman.

Personality: Violent and angry.

Motivation: Destroy Martha Tabram and retrieve his stolen pocket watch.

Combat: (Defense vs Good) x 2 damage. He will attack Martha, but will turn his attacks on the players if they interfere.

Powers: Slow (4) (Agility vs Passable) x 2 turns move or act every other turn.

Notes: He will reincarnate Martha in three rounds unless stopped by the players, in which case he will turn his attention to them.

The Pocket Watch

If she survives, Martha will tell the players that the soldier is the ghost of her killer, and she cannot rest until he is reincarnated. For his own part, the soldier claims he killed Martha because she stole the pocket watch his sweetheart had given him, and he cannot rest until it is restored.

A violent carouser, the soldier was on 24 hour leave when he met Martha. She stole his pocket watch while they were otherwise engaged in her trade. The soldier discovered the theft hours later and went into a murderous rage. Although he professes a sentimental need for the pocket watch, he's being disingenuous. He was actually afraid his fiancé, the daughter of a well-off tradesman, would learn the circumstances under which he lost the pocket watch and call off their engagement. He hunted Martha down and killed her when she threatened to extort him, but fled before searching her body thoroughly. He died later that same night in a drunken bar fight.

Martha still has the watch, hidden in the cleft of her bosom. If she can be convinced to return it to the soldier, he will smile gratefully and vanish, and once he is gone, Martha will also be able to find peace. She will sheepishly admit she knows nothing about Jack.

Buck's Row

Malcolm escorts the tour group to a short narrow street. He stops at a low brick wall fronting a small parking lot. The wall is clearly the oldest feature on the street, and must have been there when Jack the Ripper prowled the streets.

Malcolm says, "The first confirmed victim of the Ripper was Polly Nichols, who died here in what used to be called Buck's Row while trying to earn enough money to rent a bed for the night. At forty-three, she couldn't be very careful about her customers. That indiscretion may have cost her her life.

"Her body was found right here where we're standing, on the pavement in front of what used to be a gated stable. She was mutilated about the stomach and her throat was cut. Her blood must have splashed this very wall. But as we shall see, she got off easy."

The Midwife

As the characters listen to Malcolm, they hear the splash of water coming from inside the parking lot, along with a low moaning. If they go to investigate they see a powerful looking woman dressed in bloody clothes wringing out a rag in a small fountain. If the characters approach her, she bellows, "Leave me alone! I've work to do here!" Turning back to her labors, she mutters, "So many little dears to take care of, so many women in pain. Only I can end their suffering." Blood swirls in the barrel. "Tis the blood of life on my hands and skirts," she sighs. "And no one knows the sorrow I have seen." If disturbed the woman shrieks, "You'll not harm Emma Smith, you black hearted fiend!" and she pushes past the characters. From about her neck, a locket falls. As the woman breaks free, she abruptly vanishes in a swirl of mist. Inside the ectoplasmic locket is a picture of the woman as she appeared in her prime.

Hanbury Street

Meanwhile, Malcolm proceeds to his next stop. "The second victim was Annie Chapman. Like Polly, she too was out in the early morning hours trying to earn enough for a place to sleep.

"Annie was found in a small yard off this street. Her throat had been cut and her intestines thrown over her shoulder. And here the police found their first clue - a leather apron soaking in a water barrel. Women reported being accosted and threatened by a man nicknamed 'Leather Apron,' a butcher. He became the chief suspect. Who else but a butcher could move around the streets wearing bloodied clothing without arousing suspicion?"

At his name, a hideous specter forms from out of the mist. He lumbers up to the female German student and with a malicious leer rubs his ethereal hands across her. She shudders and draws her jacket close. Leather Apron's hands pass right through. She grows pale and the energy seems to drain from her face. If Leather Apron is not stopped, he drains his fill of her life energy (increasing his WTL from 30 to 40) and then stops feeding. The student, lethargic and drained, will stumble through the rest of the tour. By its end she will start coming down with flu-like symptoms, which she'll dismiss as the common cold. It will take a week for her to fully recover.

Even if the player characters don't interfere, Leather Apron will attack them once he's done feeding. If there is a female in the party, Leather Apron will attack her first - otherwise he will attack a character at random. Leather Apron is mad, and will fight to the finish.

Leather Apron

Type: Evil specter

Defense: Great

WTL: 30 (40 after feeding)

Skills: Great Strength

Appearance: Appears to be in his mid-forties. Leather Apron is short and stocky, with a black mustache, swarthy skin and menacing manner. He wears a heavy apron and high leather boots to help protect him from injury. His wild eyes stare from

the bloated face of a corpse that's been left to rot for two weeks.

Personality: Short-tempered and violent. He hates women and will attack them first.

Motivation: To kill women.

Combat: He wields a razor-sharp skinning knife which does (Defense vs Passable) x 3 damage.

Powers: Charnel breath (6) Affects 4 characters, doing (Defense vs Great) x 3 damage to each. Stench (4) Everyone suffers a penalty of (Stamina vs Passable) columns on all attacks and Defense rolls for 6 turns.

Annie Chapman

After he is dispatched, the players will see a stout woman standing under a streetlight. She has wavy brown hair, blue eyes, and a thick nose. She carries a basket of flowers, matches, and her own crochet work. She offers to sell the trinkets for a few pence. This is Annie Chapman. Her neck still gapes where it was cut, and blood burbles from it when she coughs.

If asked about her killer, she says, "He wasn't old leather apron. We all knew to keep away from him. No, it was a nicely dressed gentleman. It was too dark for me to get a good look at him. He asks me, 'Will you?' and seeing how he's a gentleman, I says yes. We goes behind number 29 and I lean with my back to the wall. Then he grabs me with both hands by the throat, and I can't scream or even breathe. All I sees is a gray haze. I was still awake when he laid me on the ground and I felt the knife against my throat. After that, I don't remember a thing."

If shown the Emma Smith's locket, Annie can provide more information. "Yes, I know her. She was a midwife and not a very good one. A lot of women and babies died under her care. Her son, a medical man, was ashamed of her filthy habits. He hid her away in an institution where she died, cursing his name."

Annie must sell the entire contents of her basket before she can find peace. However, as quickly as she makes a sale, a new item appears in her basket to take its place.

Mitre Square

At this dark square surrounded by shadows, Malcolm continues to relate the history of the Ripper. "September 30, 1888 was a busy night for Jack. Long Liz Stride died that night. Her body wasn't mutilated like the others - in fact, only her throat was cut. It was obvious that Jack had been interrupted in his terrible business and his bloodlust wasn't satisfied. So twenty minutes later he came here, to Mitre Square, where Catharine Eddowes met her death.

"Now, both Long Liz and Catharine Eddowes had something in common. They both sometimes went by the name Kelly or Mary Kelly. The last Ripper victim was Mary Jane Kelly and this common link between victims led to the speculation that they were all part of some dark plot.

"The theory goes like this: Prince Albert Victor met Annie Crook when she was working in a confectionery shop. He was taken by the pretty girl, and began to see her more and more. Finally, he married her in a secret ceremony. It had to be secret since Annie was a Roman Catholic and no sovereign can marry a member of that church. They had a child, a little girl. Then the royal family found out about Prince Albert's indiscretion. Knowing that scandal was eminent unless something drastic was done, they sent the Prince on a goodwill tour and dumped poor Annie in a lunatic asylum. But they couldn't find the child. Annie had given her to a friend, Mary Jane Kelly, for safe keeping.

"The murders were committed, so the story goes, by Sir William Gull, Royal Surgeon, and his coachman, John Netley. Since they didn't know what Kelly looked like, they made a few mistakes before they found the right one. Mary Jane Kelly, the one person who could testify to the marriage of the prince, was finally silenced. To this day, many believe that this renowned physician was Jack the Ripper."

Catharine Eddowes

Malcolm's narrative brings shudders from the tour, and they huddle closer together against the

chill filling the square. One of the lone women (Rhonda Kelly) shudders, her arms clutched around her, and a man (Steven Parker) offers her his jacket. Smiling, she accepts.

As the players listen, they notice blood is seeping out of the cobblestones of Mitre Square. After a few minutes, the ghostly body of Catharine Eddowes manifests itself. She has wounds on her face and her nose is a bloody mess. She looks around, shaking her head sadly, "Oy! Lookit this mess! Every night 'e comes along and talks about me - do you think I like to 'ear it? It were bad enough being 'ere the first time. But now I'm doomed to appear when me blood is called forth from the cobblestones. Oh, woe is me!"

If asked about Jack, Catharine will reply, "Evil, he was. He came with his little black bag and needles, saying he would 'elp me, but all he did was drink me blood, saying, 'Now I've achieved immortality.' Wot did that mean?" She fades back into the cobblestones as the tour moves on.

The Royal Coach

Malcolm says, "Now follow me as our search for Jack takes us to the place where the only physical clue was discovered."

As the party trails after the tour, the sound of horse hooves' grows louder. Suddenly, the royal carriage thunders into the square, passing right through the tour, and bares down on the party. The characters must each roll Passable on Dodge or else take (Defense vs Great) x 2 damage. The coach is being driven by John Netley, an evil lost soul.

John Netley, Coachman

Type: Spook

Defense: Great

WTL: 20

Appearance: Cadaverous. His brown eyes match his brown hair and long, bushy sideburns. He wears a tall hat, short cape and leather boots. Webs of luminous ectoplasm cover him and his carriage.

Personality: Gleeful for the chance to run down unsuspecting lost souls.

Motivation: Insane.

Combat: Whip: (Defense vs Good) x 3 damage. He drives the carriage expertly, attempting to run over a victim every other turn. Victims must roll Passable on Dodge or else take (Defense vs Great) x 2 damage.

If Netley is reincarnated, the carriage will continue to roar around the square until someone leaps aboard and rolls a Passable Tame roll to calm the horse. Once Netley is defeated and the horses clamed, the players can open the door to the carriage and discover Sir William Gull cowering inside, his medical bag clutched to his chest.

Doctor Gull

Appears to be a 72 years old man, with graying hair and long sideburns. He is well-dressed, but rather chubby. Sir William suffered from a stroke years before the ripper murders and is slightly paralyzed on his right side.

Gull is normally cultured and helpful, but all the activity has left him rather bewildered. "Is Netley gone?" he asks in a quivering voice, "As one of my mental patients, I thought he was quite cured when I secured him the job of royal coachman. Now I can see his compulsion to run down passersby had not been eradicated from his demented brain. Dear me. Sorry to have caused you so much trouble."

If questioned about Jack, Sir Gull will answer, "Terrible thing, those murders. My colleagues have whispered that he might be a medical man, due to the fact that some body parts were missing from the victims, but that is ludicrous. We surgeons have taken an oath to cause no harm. After reading the medical reports I venture to say that anyone with a rudimentary knowledge of anatomy would know how to extract the organs. A hunter perhaps, or even a midwife."

Sir William Gull will offer to heal any wounded characters. He can heal (Poor vs Stamina) x 3 points of damage per character using the equipment and medicines in his black bag. Unless stopped by the characters, Sir William Gull will then leave in the now driverless royal carriage.

Goulston Street

When the characters catch up with the tour, Malcolm is standing before a row of storefronts. "When Jack finished with Catharine Eddowes, he carefully removed her kidney and wrapped it in a piece of her apron. He had less than ten minutes to work on her. At 1:35 am, two witnesses saw Catharine chatting to a man in a covered entry leading into Mitre Square. Ten minutes later, a constable entered Mitre Square and found Catharine's body in the corner.

"The police began a search. And here is where they found the only physical clue left by the Ripper. In the doorway of this building, they found the missing piece from Catharine's apron. It was covered in blood. No one knows what Jack did with the kidney it contained."

A thin, pale man in his forties says, "Ate it probably." He looks right at the player characters and adds, "Don't you think?"

Druitt

This is the spirit of M.J. Druitt. If questioned, he will tell what he knows. "Back in 1888, when I was at Blackheath, I had a student who worked evenings in one of the poorhouses here in Whitechapel, trying to earn his medical degree. The fellow told me he had found a way to achieve eternal life, and wanted me to join him in immortality.

"The young man spoke of an ancient text he had stolen from the British Library. He brought it to me to read. Just perusing a few pages was enough to shatter my most cherished concepts of reality. The book promised immortality if certain black deeds were committed. I went to the headmaster of the school and warned him my young student was dangerous. Mr. Valentine thought I was the one unhinged. He let me go.

"The words I read continued to haunt me. It was all so simple, a sip of blood, a bite of flesh. I was drawn to the idea with a force I could hardly resist. Unable to bare the knowledge I had gleaned from that awful book, I cast myself into the Thames. Better to kill myself than to commit the horrible crimes that haunted my dreams and every

waking thought. The student's name was John Smith. For all I know, his plans to gain immortality through human sacrifice were successful. He might still be alive."

The Ten Bells Pub

Malcolm leads his group to a pub on the corner of Commercial and Dorset streets. "Before we come to the last and most horrible of all Jack's crimes, let's take a break at what was called, in Jack's time, the Ten Bells Pub. It was in operation during the time of the crimes and was likely frequented by all the victims and Jack himself."

As the crowd follows Malcolm, a young woman from the group speaks to him: "I'm very interested in the details of the last murder. I guess it's just morbid curiosity."

"That's all right, love," answers Malcolm archly, "I get questions about the murders all the time."

"You don't understand," she continues, "My name is Rhonda Kelly. The fifth Ripper victim was my great-great grandmother. My family was ashamed of the story, so I never knew until just a few weeks ago. And then I couldn't get it out of my head, so I decided to come to London and find out what I could."

As they enter the pub, Malcolm pulls a book on the murders from his duffle bag and offers to sell Rhonda a copy.

Seven Parker returns from the bar with a glass of wine for Rhonda and an ale for himself. Rhonda is still wearing his jacket. The three talk about the possible suspects, but without bringing much enlightenment to the subject, although Malcolm indulges his penchant for pontificating. "Jack was one of the first serial killers of all times. His crimes have been studied by many people in order to unlock the secrets which lurk in the hearts of such men. In fact, I've had a couple of policeman contact me to help them out with those recent murders young students. Sort of a psychological profile, they call it."

The pub is small and cramped with all the tourists crowded inside. Some regulars sit scowling on their bar stools while others play a game of darts. At a table in the darkest corner is a tall man in his mid forties. He sits very erect in his police

uniform. He is the ghost of Inspector Abberline, one of the officers who worked on the Ripper case, and it is his favorite subject.

Inspector Abberline

"Druitt was the key," he says once the players have introduced themselves. "After he turned up in the Thames, I did some checking. I learned about his dismissal from Blackheath and the headmaster told me about his relationship with young Smith. I went to pay the medical student a visit in his rooms near the London hospital in Whitechapel. I found his body, struck down by a fever. In his cold, dead hands he clutched a book filled with hideous engravings. I burned the foul thing without reading it."

"With Smith dead the murders stopped. From what I could gather, he chose to kill drunken prostitutes since they reminded him of his mother. She was a crazy old woman who sometimes worked as a midwife. His landlady told me he would go into a blind rage whenever he saw her picture."

Dorset Street

"All right, folks," says Malcolm as he walks the group out the door. "Now we're going to the site of the most dreadful crime ever committed by Jack." He takes the tour to a small road between a pair of three-story car parks. The lots are well-lit and access is barred by gates in the center of each car park. A note of apology enters Malcolm's voice. "Unfortunately the hovel Mary Jane lived in was demolished years ago and a car park built in its stead. You'll have to use your imaginations to see her small ground floor flat. On a night much like this one, Mary Kelly brought home a gentleman and prepared herself for bed. And in the privacy of that little flat, Jack had his first opportunity to work on a victim without interruption. Here, he brought his butchery to a diabolical peak. By the time he was done, hours later, what was left of Mary Jane Kelly turned the stomach of even the most stalwart constable."

Malcolm's words visibly affect Rhonda Kelly. She covers her face with her hands, and Steven Parker places his arm protectively around her.

Malcolm continues. "After he hacked poor Mary Kelly to death inside her little room, the murders came to an end. Why? Perhaps he was committed. Or maybe he was imprisoned for another crime. Some say he went to America. But I'm proud to say that London Street Tours knows the true identity of Jack - discovered in the forgotten records of the East End. And now let's go to our final destination, the graveyard of Christ Church, where I'll tell you who he was, and show you the grave of Jack the Ripper."

"I don't know if I can take much more of this," Rhonda whispers to her companion. "What he did to my great-great grandmother was horrible."

"There's no need to go on," Steven says in a gentle voice. "I've been on this tour many times, and all he's going to tell the tourists is that Jack was most likely a Polish immigrant who died young and is buried in the churchyard. Boring stuff, really. We can cut out right now. My car is parked just inside." Resting his hand on the small of Rhonda's back, he guides her into the car park. Rhonda seems to be in a daze as she follows him to his car.

Steven Parker is possessed by the spirit of John Smith, the true Jack the Ripper. John Smith has achieved immortality, of a sort. He may possess any living man simply by touching him. He will not possess a woman.

Ever since his death, John Smith has been accumulating negative karma to become a Fiend -- the evil counterpart to a Higher Being. Now he is only one victim away from his goal, and Rhonda is in a trance and cannot defend herself. He needs to kill her in quiet place and perform a diabolical ceremony. He cannot perform the ceremony if he is being distracted.

Once he kills her, the descendant of Mary Jane Kelly, and tastes her blood and flesh, he will become a fiend. Smith plans to use his new fiendish powers to destroy all females.

The players will be appalled to learn that, even though Jack is inhabiting a living man, he can see and hear lost souls. Even worse, he can also harm them! All through the tour he has kept his eye on the players, and will do everything he can to prevent them from thwarting his ambition.

Jack will be very difficult to dispatch unless he is driven out of the body he currently inhabits. This

can be done by showing him his mother's picture (or altering one's visage to appear to be his mother). The rage will cause him to vacate the body. In this state, he can be harmed by lost souls. Jack can also be driven out of the body when that body dies or is rendered unconscious.

In incorporeal form, Jack the Ripper is an even bigger threat. He regenerates 20 WTL per turn. This astounding rate of regeneration is fueled by the constant energy he receives from those who still talk about him.

The players can temporarily stop Jack's regeneration by stopping Malcolm from talking about him. Quieting Malcolm will temporarily reduce Jack's rate of regeneration to 5 WTL per turn.

Jack needs Rhonda Kelly alive to perform his ritual. Should she die before he is done, his plans will be foiled and he will flee to another realm where the players cannot follow.

Steven Parker

Type: Possessed Human

Defense: Great

WTL: 30

Skills: Superior Agility, Good Charm, Superior Strength, Awesome Speed, Awesome Stealth, and Good Intelligence

Appearance: A 21 year old black university student. He is well dressed, handsome, muscular and fit.

Personality: A psychopath with an intense hatred for women. They make the perfect victims for his evil activities.

Motivation: To become a fiend by killing one more living woman (preferably Rhonda Kelly). Afterwards, he hopes to use his newly gained powers to destroy the female species.

Combat: He carries two razor-sharp blades, allowing him to make two attacks per turn, each doing (Defense vs Great) x 2 damage to both material and incorporeal beings. He always slashes at his victim's throat. While possessing Steve, the spirit of John Smith cannot be harmed. Material weapons only hurt Steve, and incorporeal weapons don't effect him. The only way to drive Smith out is by killing Steve (which costs the players 3 karma each) or by showing him the image of Emma Smith, his mother (should the have Emma's locket, which

contains her picture). Enraged by the appearance of his mother, Smith will vacate Steve's body and attack the holder of the image. In this state, he is vulnerable to incorporeal weapons.

Powers: Gaze can hypnotize a character for (Will vs Good) x 3 turns. While hypnotized, a character cannot move on their own, but must be guided.

Three times a night he can leap up to 25 feet and land without harm (hence his nickname, Spring-heeled Jack).

John Smith (Jack the Ripper)

Type: Evil lost soul

Consistency: Incorporeal

Defense: Great

WTL: 100

Regenerates: 20 WTL per turn

Abilities: Superior Agility, Good Charm, Superior Strength, Awesome Speed, Awesome Stealth, Good Intelligence

Appearance: Swathed in dark clothing, this quick-moving character never shows his face. He wears a cloak or coat along with a cap. A scarf hides his lower face. A master of disguises, sometimes he appears rather short and stocky, other times he seems tall and slim. When he speaks, it is in a low voice with an upper-class British accent.

Personality: A psychopath with an intense hatred for women.

Motivation: The destruction of the female species. Only attacks males when he is threatened.

Combat: Jack carries two razor-sharp blades, allowing him to make two attacks per turn, each doing (Defense vs Great) x 2 damage. He always

slashes at his victim's throat. If he gains surprise, he does triple damage instead of double damage. Three times a night he can leap up to 25 feet and land without harm (hence his nickname, Spring-heeled Jack).

Powers: Jack can appear to be an average fellow for short periods of time. He can hide his raging psychosis until alone with his victim, then he strikes. He can even appear as someone known to the intended victim, such as a fellow party member. To do this, Jack must first have seen the person he wishes to copy. He can only do this for a short period of time, and will appear as a male only.

Ending the Adventure

Once the ghost of John Smith is destroyed, his influence on Rhonda Kelly is broken and she awakens from her trance. She has no memory of what happened since the end of the tour. Steve Parker, if he's still alive, will also awaken. The last thing he remembers, he was waiting for the Ripper tour to start when a cold feeling overcame him. He has no idea that he has been housing the spirit of Jack the Ripper for the last few hours.

With the threat of Jack the Ripper eliminated, the characters are free to return to Limbo.

The narrator should award karma during the game as the players complete ghostly vows. Defeating Jack the Ripper is very difficult, and is worth 4 karma in itself.