

# Rippers

## Resurrected

## LORD OF THE UNDERWORLD

by Matthew Cutter

*With thanks to Jules Verne*

**Art Director:** Aaron Acevedo

**Graphic Design & Layout:**

Aaron Acevedo, Matthew Cutter, Alida Saxon, Thomas Shook

**Editors:** Clint Black, Jodi Black, Matthew Cutter, Shane Lacy Hensley

**Cover Illustration:** Subroto Bhaumik

**Interior Illustrations:** Bruno Balixa, Subroto Bhaumik, Sebastien Ecosse, Irina Kovalova, Will Nunes, Tamires Pedroso

**Cartography:** Alida Saxon

[WWW.PEGINC.COM](http://WWW.PEGINC.COM)



**PINNACLE**  
ENTERTAINMENT GROUP

*Savage Worlds*, all unique characters, creatures, and locations, artwork, logos, and the Pinnacle logo are ©2015 Great White Games, LLC; DBA Pinnacle Entertainment Group. Distributed and Printed by Studio 2 Publishing, Inc. Printed in China.

# CONTENTS

## CHAPTER ONE:

### ANCIENT HISTORY

Heimskringla	3
The Lidenbrock Expedition of 1863	3
Lord's Island	4
A Curious Tome	5
London Investigations	5

## CHAPTER TWO:

### READING FOR PAIN

Passage to Reykjavik	6
Adventures En Route	6
Hired Hands	7
At Olafsvik	8
To the Peak!	9

## CHAPTER THREE:

### INTO THE UNDERWORLD

Lava Tubes	10
The Galleries	10
Gallery Events Table	11
Crystal Caves	12
First Terrace: Agility Required	13
Second Terrace: It's a Bomb!	13
Third Terrace: The She-Wolf	13
Mushroom Forest	14
Into the Woods	15
On the Seashore	15
Mushroom Forest Encounters Table	15
Subterranean Sea	16
Survival at Sea	16
The Search	16
Subterranean Sea Events Table	17

## CHAPTER FOUR:

### LORD'S ISLAND

The Story So Far	18
Strange Locales	19
Balloon Station	19
Port Cassandra	19
Evolved Camp	20
Lord's Aerie	21
Aerie Locations	21
The Grand Tour	23
Lord's Entourage	23
The Right Questions	24
The Cabal	25
Untimely Ripped!	26
Lord's Play	26
The Best Defense...	26
The Journey Back	27

## CHAPTER FIVE:

### ALLIES & ENEMIES

Bat, Giant	28
Boy	28
Dr. Achilles Lord	28
Evolved	29
Fungal Horror	29
Lawbringer	30
Leviathan	30
Cabal Agents	30
Alma Hayes	30
Ilsa Spiegel	31
Mentuhotepi	32
Harland Jellison	32



# ONE: ANCIENT HISTORY

*"Descend, bold traveler..."*

**W**hen a famous explorer is found murdered by Cabal assassins the Rippers must follow in his footsteps...deep into the terrifying and labyrinthine Underworld. In lightless deeps they struggle against the Cabal and a greater terror than the world has ever known!

## HEIMSKRINGLA

Circa 1230 the great Icelandic tale-teller Snorri Sturluson wrote the original runic manuscript of his famous history of the Norwegian kings, the *Heimskringla*. In it he encoded clues to help astute readers find their way to the Underworld—the vast labyrinth rumored to lie beneath the earth's crust—and delve as far as its core! But the book's secrets died with their author, the routes to the Underworld forgotten.

Sometime around 1512 an alchemist and member of the Sons of Solomon named Arne Saknussem discovered Sturluson's book. Arne had the book painstakingly rebound in leather, and spent long months puzzling out its secrets. When he'd done that he scrawled his own riddle—in runes, of course—into the book's margin. Translated, it read:

*"Descend, bold traveler, into Snaefells' glacial crater which is touched by Scartaris' shadow before the calends of July and you will reach the earth's core. I did it. Arne Saknussem"*

But the book was lost again—along with Arne's clever marginalia—for close to 350 years. In May 1863 noted scholar and Ripper Professor Otto Lidenbrock acquired

the book. He decoded Arne's message, and with it mounted the most famous expedition to the Underworld to date (as recounted in fictional form in Jules Verne's *Journey to the Center of the Earth*).

Few realized that Lidenbrock kept many of the book's secrets to himself, fearful of what evil hands could do with them. Chief among these secrets was that of the *lux liquidus*.

## The Lidenbrock Expedition of 1863

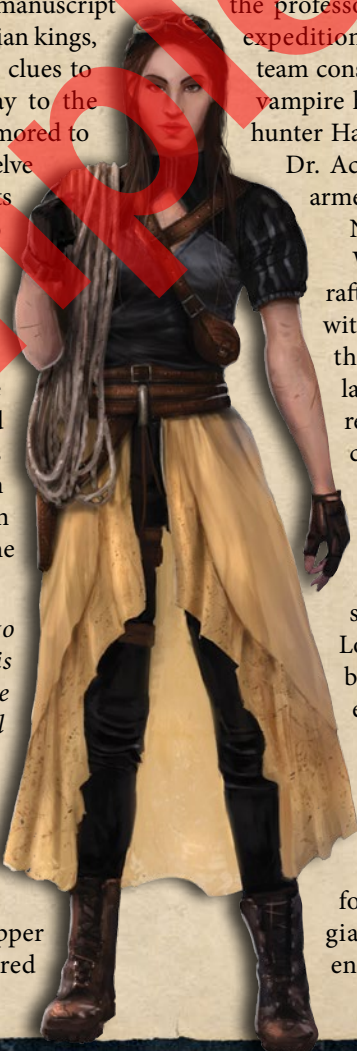
Contrary to the account popularized in Jules Verne's novel—largely dictated to Verne by the professor in early 1864—Lidenbrock's expedition was marred by tragedy. His team consisted of his nephew (and noted vampire hunter) Axel the Axe, Icelandic hunter Hans Bjelke, biologist and Ripper Dr. Achilles Lord, and a small, well-armed team of ex-soldiers.

Not all of them came back.

While sailing mushroom-stalk rafts across a subterranean sea, they witnessed a stranger phenomena than Lidenbrock dared report later on. He saw a column of light reaching into the cavern's heights, crawling upward like eldritch liquid but shining as brightly as a sun.

A shockwave accompanied its appearance and a wave swamped the rafts. It washed Dr. Lord over the side and he vanished beneath murky waves. Later encounters with prehistoric, aquatic predators—all of them hungry—seemed to confirm the poor devil's fate.

For the remainder of the journey Lidenbrock and Co. found themselves in flight from giant, prehistoric beings they'd encountered on the shore. Hans





## RUNNING THE ADVENTURE

The prospect of a journey to the earth's core summons images of two-fisted pulp action, but this adventure posits such depictions as fancies of the public imagination.

In the *real* Underworld, life is nasty, brutish, and short. Expeditions there are far more likely to end in blood and death than rollicking adventure.

Keep the Underworld's pulpier aspects—such as dinosaurs and giant monsters—mysterious. Hint at their lurking presence in the dark to elicit chills rather than thrills.

Characters should be of at least Veteran Rank before attempting this adventure. The dangers are many, the antagonists powerful... and quite mad.

and most of the Professor's allies were killed; only he and Axel escaped—and not with their reason fully intact. The professor remained mum on the prehistoric humanoids' ferocity lest the publication of Verne's novel cause a panic in literary circles.

### Lord in the Underworld

Contrary to the explorers' belief, their supposition of Achilles Lord's demise was grossly inaccurate. After Dr. Lord plunged into the subterranean sea's oil-black waters, he managed to swim back to the surface just in time to see the raft borne off into the gloom, while strange currents wafted the castaway in a southerly direction. He treaded water, hoping no undersea denizens would note him, until his strength began to flag.

Indeed, Lord would have drowned had the currents not deposited him on a sandy shore, one undiscovered by Lidenbrock in his travels. In the light shed by charged gases high in the sea cavern, Lord saw he was on an island. A tall mountain stood to his right and a rocky, volcanic island stretched to the south, its interior cloaked by mushroom forests. What Lord saw next changed the course of his life.

The entire island rumbled and threw the biologist to his knees in the black sand. From the mountaintop erupted a crawling river of shrieking

light like magma. But it stretched into the sky, a searchlight but also semi-solid. In its light Lord saw myriad possibilities. He didn't know its source but he intuitively understood how he could use it to power *science*, and in the process expand upon the work of his idols Prometheus and Moreau.

### Lord's Island

Lord found a passage to the mountain's core and there learned to cap and siphon its arcane light. Wielding it, he quickly brought the prehistoric beings who lived on the island under his rule. They were smaller than their shore-dwelling cousins and far less warlike. Plus their awe of the *lux liquidus* was so great they regarded Dr. Lord as a god.

By the time this adventure occurs in the 1890s Lord is the island's undisputed ruler. He has built numerous installations using his subjects as labor, including a ballooning station, docks, an "aerie" on the mountainside, and—most important—has used his dark science to transform the island dwellers into the "evolved," his most loyal servants. Not all Lord's experiments succeed; the failures are cast off to haunt the shoreline's mushroom forests.

If Lord has his way no one will ever find out about his work...until he returns to the surface with his evolved army in triumph. By then it will be too late to stop him.

### Seeking the Light

Despite Lidenbrock's efforts to conceal the truth, Cabal scholars recently discovered references to the mystical power source known as the *lux liquidus* (literally, "flowing light"). They believed they would find more details in Sturluson's *Heimskringla*. With Lidenbrock being the book's most recent—and extremely public—owner, it was child's play for a ruthless Cabal squad to track him down in London.

There they abducted, tortured, and murdered old Professor Lidenbrock...but not before they forced the spirit-wracked professor to relate how to reach the Underworld and how to find the *lux liquidus*. Satisfied they had all they needed to accomplish their dark masters' goals the team set out for Iceland. Little did they know, Prof. Lidenbrock disposed of the book before he was kidnapped and posted it to his Ripper associates. That's where *your* team enters the story.



## TWO: READING FOR PAIN

**A**mid widespread anecdotal reports of fluctuations in the world's magical energies, Rippers arrive at their lodge from travels abroad to read shocking news. Famed professor of geology and ancient civilizations Otto Lidenbrock has been found murdered in London. Scotland Yard detectives have named no suspects. A Common Knowledge roll tells heroes Prof. Otto Lidenbrock was a longtime member of the Rippers.

### A CURIOUS TOME

Upon arrival at the lodge, the Rippers' allies inform them of various happenings during their absence and pass along items received in the post. Among personal correspondence and official notices the heroes discover a large parcel, carefully wrapped in brown paper and tied securely with twine. It is addressed to one of the Rippers (GM's choice), from "O. LIDENBROCK".

The investigators find an ancient copy of Snorri Sturluson's *Heimskringla* inside. No doubt the group's scholars wish to peruse it. Immediately apparent is a sheet of paper tucked into the page where Arne's riddle appears (see page 3 for the riddle's text), with Lidenbrock's translation printed beside it.

A Notice roll also picks out faint traces of a shiny substance on the page; invisible ink. When heat is applied a more recent message appears:

*The Cabal seeks the lux liquidus on the Lidenbrock Sea. I beseech you, stop them. O.L.*

In light of this information scholars conversant in Nordic runes may study the text (or the Rippers may wish to have it translated). Each success and raise on a Knowledge (Runes) roll, or Investigation at -2 if translated first, discovers one of the following facts:

- The manuscript is an original, written on ancient parchment in Norse runic form. But more recently it was hand-bound into leather with a second author's added marginalia.
- The *lux liquidus* is mentioned once in the text in the saga of Magnus Barefaettur: "Deep in darkness / Magnus sought flowing light / But was repelled by / The too terrible scream / Driven back to sunlit lands."
- The *Heimskringla* contains encoded arcane knowledge. With 1d4+1 months' study and success on a Smarts roll at -2, a reader with the Arcane Background (Magic) Edge raises their Spellcasting skill a die type (max d12).

The Lidenbrock Sea is not mentioned in the *Heimskringla*, but success on an Investigation roll in any Ripper Lodge's library (Rank 3+) reveals the true story of the Lidenbrock Expedition of 1863 (with details of Dr. Lord's fate omitted). "Lidenbrock" was what the professor called the vast body of water he discovered in the Underworld.

### London Investigations

Rippers with government, police, newspaper, or other connections may wish to inspect the spot in Hyde Park where Otto Lidenbrock was killed or view the body at the city morgue. Either task is completed in about four hours' time.

#### Hyde Park

The crime scene is located on the muddy banks of the River Serpentine, which winds through London's forested Hyde Park. The site is roped off but anyone can peruse it; no bobbies stand watch.

Success on a Notice roll reveals evidence of six small, arcane symbols left in the immediate area. A few that were etched in the mud are all but erased. One remains carved in a tree's bark and others look as though they were etched onto rocks with a knife's point. With a raise on the Notice roll an investigator spots a tattered shred of stale-smelling muslin cloth. Professional analysis reveals it to be from an ancient Egyptian mummy circa 2000 B.C.

Anyone who studies the symbols and succeeds on a Knowledge (Arcana) or (Occult) roll knows they were used to invoke a spirit of torment. Such ethereal beings wrack their victims with searing





agony until they reveal their knowledge—or perish. If the professor's assailants wanted information Lidenbrock likely surrendered it.

## PASSAGE TO REYKJAVÍK

### City Morgue

Gaining access to the morgue requires a successful Persuasion roll against the doctor in charge (Status 3) or an attendant (Status 1). A complete survey of the cadaver coupled with success on a Healing or Knowledge (Medicine) roll, or a Smarts roll at -4, reveals that Otto Lidenbrock's body seems to have suffered no outward insult beyond a few scratches on the forearms. Yet bruises reveal extensive subdermal hemorrhaging and the coroner reports that Lidenbrock died of a sudden brain aneurysm. His body simply bled out from within. No doubt his death was agonizing.

If a Ripper succeeds on a Notice roll she finds that the scratches on Lidenbrock's forearms are in fact defensive wounds, perhaps suffered while the professor attempted to fend off an attacker. With a raise on the Notice roll the investigator also discovers bits of tissue and hair under the corpse's fingernails—further evidence of a struggle. If the bits of hair are analyzed by a character with Knowledge (Biology) they are found to have come from a wolf.

If the Rippers intend to answer Professor Lidenbrock's plea they need to be on a dormant Icelandic volcano's snowy peak before the waning days of June (the "calends of July"). The only available means of travel to Reykjavík is by ocean liner, either in first class or steerage (see **Water Travel** in the *Rippers Resurrected Player's Guide*).

The journey takes approximately 4–5 days. Assuming the group travels in May or June, the temperature is rather balmy by day and chilly at night. This is a great opportunity for character **Interludes** (see *Savage Worlds*) or a **Diversion** (see **Traveling** in the *Rippers Resurrected Game Master's Handbook*).

### Adventures En Route

If you're running this adventure as part of a Rippers campaign, the trip to Iceland can be far more eventful. With several days to spend on North Atlantic seas, the Rippers may wish to see if their ocean conveyance hides any mysteries. See the **Adventure Generator** in the *Rippers Resurrected Game Master's Handbook*.