



THE REDJACKS

BY CHARLES RICE

Dear Boss,

I keep on hearing the police have caught me but they wont fix me just yet. I have laughed when they look so clever and talk about being on the right track. That joke about Leather Apron gave me real fits. I am down on whores and I shant quit ripping them till I do get buckled. Grand work the last job was. I gave the lady no time to squeal. How can they catch me now. I love my work and want to start again. You will soon hear of me with my funny little games. I saved some of the proper red stuff in a ginger beer bottle over the last job to write with but it went thick like glue and I cant use it. Red ink is fit enough I hope ha. ha. The next job I do I shall clip the ladys ears off and send to the police officers just for jolly wouldn't you. Keep this letter back till I do a bit more work, then give it out straight. My knife's so nice and sharp I want to get to work right away if I get a chance. Good Luck.

Yours truly

Jack the Ripper

Dont mind me giving the trade name

PS Wasnt good enough to post this before I got all the red ink off my hands curse it No luck yet. They say I'm a doctor now. ha ha

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LAYOUT:

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INTRODUCTION

With this letter a dark legend was born. Jack the Ripper was probably not the first serial killer but he was the first to become a media sensation and possibly (if the letters he sent were genuine) the first to seek the attention of the newly powerful media for himself. Whether the letters were genuine or not, their affect on the public was profound. The populace's fear was heightened and the police, especially the newly formed Scotland Yard were made to look like fools, taunted by a killer just out of reach. The sensation created by the "Dear Boss" letter is one that has been imitated by later serial killers to the point that sending taunting letters to the media and police has become one of the signatures of the true serial killer.

This book, the first of will hopefully be many small Blood and Relics sourcebooks presents the Redjacks, a cult that worships "Saucy Jack", a creature of pure hate. They kill at his behest, killing women, disemboweling or beheading them and performing the rituals of sacrifice on the streets themselves.

Your job? Stop the Redjacks if at all possible. Keep the Ripper out of our world.

HISTORY

I was not coddling dear old Boss when I gave you the tip, you'll hear about Saucy Jacky's work tomorrow double event this time number one squealed a bit couldn't finish striaght off. Had not got time to get

ears off for police thanks for keeping last letter back till I got to work again. -Jack the Ripper

50: Londinium established as a Roman Garrison by Emperor Claudius after the Roman conquest of Britain.

61: Boadicea, a priestess of the Celts leads a revolt and attempts to expel the Romans from Britain. In this year she attacks Londinium, summoning a fiend later occult scholars will know as the Ripper. This fiend aids her forces and they succeed in burning the Roman garrison to the ground. A Roman priest manages to bind the fiend to an ancient series of catacombs beneath Londinium. The loss of this powerful creature causes the rebellion against Rome to fail.

September 29th, 1829: Home Secretary Sir Robert Peel establishes the Metropolitan Police to patrol the area of Greater London outside the city proper (the City of London is officially a one-square mile area that has its own police force). Officers of this force come to be colloquially referred to as “Peelers” or “Bobbies” after their founder. This force replaced the patchwork system of magistrates and volunteer constables that had been used for centuries to maintain law and order. It is the first non-paramilitary police force in the world, setting the example for nearly all police forces that follow.

January 5th 1863: Fredrick Abberline joins the Metropolitan Police Force of London and is assigned to the seedy Whitechapel district. Unknown to his superiors, Abberline is a Monitor who has been assigned to investigate demonic activity in the city of London.

January 10th 1863: The first section of the London Underground opens, with a train traveling through

underground tunnels between Paddington and Farmington Street. The extensive tunneling involved in this project and others beneath the city intended to expand the subway network of the Underground awakens the demon Khaltesh, who stalks the dark tunnels of the London Underground. Fredrick Abberline succeeds in binding the fiend and killing it. With this act he earns the praise of his commander

August 19th, 1865: As a result of his success with the “Underground Killer” Abberline is promoted to Sergeant (18 months to become a Police Sergeant is quite rapid promotion indeed).

November 19th, 1887: Inspector Fredrick Abberline is assigned to Scotland Yard.

1887: The Ripper, a demon trapped in the sewers of London begins to gain strength once again. It calls out to receptive humans and begins to build a cult to serve it. The head of this cult is Severin Klosowski, a Polish surgeon who had taken up the career of barber in London. Unknown to anyone at this time, Klosowski is also a serial wife poisoner who left Poland because of suspicions raised after the death of his wife, the 4th Mrs. Klosowski. While operating in London Klosowski takes the name Ludwig Schloski to avoid his past deeds catching up with him.

February 8th, 1888: Abberline is promoted to Inspector First Class.

August through November 1888: Five women are killed in Whitechapel, London. After a letter is sent to the Central New Agency addressed to “Dear Boss” the murderer has a name that will turn him into a media sensation: Jack the Ripper. Several of the victims have internal organs removed including the kidney and uterus.

Although numerous men are questioned in connection with the murders, no one is ever prosecuted. Inspector Fredrick Abberline is brought into the case because of his background as a beat cop in Whitechapel. His attempts to convince his superiors to investigate mystical leads are ignored.

October 2nd, 1888: “The Whitehall Mystery”: The headless torso of a woman is found in the basement of the new London police headquarters under construction in Whitehall. An arm and leg belonging to the body are discovered floating in the Thames River but no other parts are found. The body is never identified.

December 30th, 1888: Inspector Abberline and George Lusk, head of the Whitechapel Vigilance Committee interrupt a ceremony involving the body parts taken from the various victims.

July 1889: Abberline investigates a male brothel on Cleveland Street. He discovers that one of the clients of this brothel is none other than Prince Albert Victor, Duke of Clarence and Avondale, second-in-line to ascend to the throne as the King of England. Abberline uses this information to blackmail Queen Victoria. He can now investigate the murders of the Ripper Cult with an unfettered hand.

August 1889: A series of disappearances begins in London. Due to the sheer volume of crime and disappearances in the city at this time, these kidnappings go unnoticed. The Ripper has begun to manifest itself and the kidnapping victims are food, fed to the beast as its strength grows day by day.

September 1889: Abberline and Lusk finally track the creature to its lair, performing appropriate binding spells to once again stop the Ripper from manifesting in our world. At the underground tunnel used for the

sacrifices, they also find clues that begin to lead them to the head of the cult.

October 1889: Klosowski is appointed head barber and marries Lucy Baderski, a woman he has known for only five weeks in a German Roman Catholic ceremony. Fearing apprehension by Abberline or even a lynching by Lusk and his Vigilance Committee, Klosowski flees to the United States, taking up residence in Jersey City, New Jersey. Klosowski again finds employment as a barber and again begins stalking for victims.

During an ugly argument over his night time activities, Klosowski attacks his wife with a knife intending to cut off her head. When his wife retreats back to London, Klosowski follows intent upon regaining the favor of his master, but the Ripper is dormant and Klosowski's power gone. Klosowski soon retreated to the mundane villainy he had practiced prior to being "discovered" by the Ripper: beating and poisoning his wives to death.

September 10th, 1889: "Pinchin Street Murder" another headless torso is discovered, similar to that found in the Whitehall Mystery.

December 22nd, 1890: Abberline promoted to Chief Inspector.

February 7th, 1892: Abberline retires from the Metropolitan Police after 29 years of service. He continues to hunt the occult as a private investigator.

October 1902: When poison is found in the body of Maud Marsh, two other wives of Klosowski are exhumed and found to have been poisoned. Klosowski is arrested and hanged in early 1903.

ORGANIZATIONS

REDJACKS

From hell.

Mr Lusk,

Sor

I send you half the Kidne I took from one woman and prasarved it for you tother piece I fried and ate it was very nise. I may send you the bloody knif that took it out if you only wate a whil longer signed

Catch me when you can Mishter Lusk

HISTORY

Since the rebuilding of London after Boadicea's revolt in 60 CE, a dark power has been trapped in the catacombs beneath the city. Trapped for millennia, the creature blames Boadicea for its imprisonment and by association all women. Several times throughout history this fiend has called out to those of like mind, seeking to wreak its revenge on all women. It nurses its hate and cries out for the day when it will walk the streets once again. The Ripper's ultimate goal is to once again destroy the city of London. Whether this is simply revenge for its long imprisonment or an imperative implanted in the fiend when it was summoned from the lower reaches for that purpose by Boadicea is unknown.

Over the millennia, many cults have been called but none came as close to success as the cult led by Severin Klosowski in the late 1800's. This is the one and only time that the Ripper was able to manifest even a partial physical presence. Inspector Fredrick Abberline made many important observations during these manifestations about the creature's true power, noting the almost overpowering fear and paranoia that gripped the city, turning Christians against Jews, commoner against noble, man against woman.

He theorizes that the Ripper is a very powerful Hatemonger with an unusually powerful ability to induce fear and paranoia in others.

REDJACKS TODAY

Membership: 9

Current Headquarters: London, England

Symbol: Bloody butcher's knife

Modern History: The modern Redjacks begins with one man: Sal Marrano (see below for more details on Marrano's personal history). With a new leader of the cult in place and the blood of sacrifices flowing in, the Ripper began gaining strength. The cult now has nine followers and their activities have currently been attributed by the Metropolitan Police to a lone serial killer. This has bought the cult time since descriptions of the "lone killer" vary, throwing the police off track.

Affiliate membership requirements: Allegiance: Dark Power (The Ripper), Allegiance: Redjacks, Knowledge (arcane lore) 5 ranks, Profane Ritual

Recruitment methods: The Redjacks seek out those filled with hate, especially toward women. Any man down on his luck, unemployed, going through a divorce or otherwise "wronged" by a woman will be watched and if he responds "appropriately" (through murder) he might be invited to join the group (if he is sufficiently violent). Anyone invited to join who declines, or who refuses to participate in their first ritual sacrifice will be killed.

BENEFITS OF MEMBERSHIP

Secret Mystery 1: +2 bonus to all Knowledge (arcane lore) and Gather Information checks within or about the city of London.

Secret Mystery 2: Butcher: The Redjacks acquire a surgeon's knowledge of human anatomy that they use to become butchers rather than healers. On a successful melee attack a character with this ability may inflict an additional 1d6 points of damage. This

ability may only be used once per round and requires the attacker to spend an action point.

Secret Mystery 3: Butcher II: As Butcher except the additional damage is increased to +2d6.

Secret Mystery 4: Butcher's Blade: Any edged weapon wielded by a character with this ability is treated as if it had a +1 enhancement bonus. If the weapon actually is magical this bonus does not stack with the weapon's inherent enhancement bonus.

Secret Mystery 5: Butcher III: As Butcher except the additional damage is increased to +3d6.

RIPPER

Rippers are creatures of hate. They thrive on fear and can down targets at a frightening rate, lending them a reputation as killing machines. While this reputation is deserved, if a target can withstand a ripper's initial onslaught they will find this class has little in the way of defense, causing combats with a ripper to be short and bloody (no matter who wins). As a member of the Redjacks cult rippers serve their master well, spreading carnage and fear while attempting to feed their master through sacrifices, allowing him to walk the world once again.

REQUIREMENTS

To qualify to become a ripper a character must meet the following criteria.

Base Attack Bonus: +5

Skills: Intimidate 8 ranks, Knowledge (arcane lore) 5 ranks

Feats: Archaic Weapons Proficiency

CLASS INFORMATION

The following information pertains to the ripper prestige class.

Hit Die: 1d8

Action Points: 7+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The ripper's class skills (and the ability for each skill) are: Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, streetwise, tactics) (Int) and Move Silently (Dex).

Skill points at each level: 3+Int. modifier

CLASS FEATURES

All of the following are features of the ripper prestige class.

Fear Itself: The mere sight of a ripper is usually enough to startle a victim into inaction, or give an onlooker who catches the ripper "red handed" enough pause to allow the ripper to escape. Anyone who is attacked by the ripper, or who sees the ripper attacking someone else must make a Will save or stand immobile for one round. Should the ripper wish to retreat (usually because he was caught in the act of killing another) failing a saving throw against this ability counts as a distraction, allowing the ripper to make a Hide check and slip away.

In addition to the DC listed on the class table, the ripper also adds his Reputation bonus to the DC of this ability.

Hatred: This ability is identical to the dark warrior ability of the same name. For purposes of this ability the number of uses stack with the dark warrior's hatred ability as do the class levels of the two classes. For example a character with three levels of dark warrior and five levels of ripper would add +8 damage to a successful attack when using this ability.

Bonus Feats: At 3rd, 6th and 9th levels the ripper gains a bonus feat from the following list: Blind-fight, Cleave, Combat Reflexes, Frightful Presence, Great Cleave, Power Attack, Renown.

Butcher: This ability is described in the Benefits of Membership section for the Redjacks cult above.

CHARACTERS

SAL MARRANO

Sal Marrano was an Italian immigrant attempting to make his way in London as an artist. While practicing his art he took odd jobs as a waiter, a taxi driver and even (most humiliatingly) as a house painter. It was while working this job that Marrano had an argument with his employer while working late, a wealthy woman who dared to question his ability to properly

TABLE I: THE RIPPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Fear Itself (DC 15)	+0	+2
2 nd	+2	+3	+0	+0	Hatred 1/day	+1	+2
3 rd	+3	+3	+1	+1	Bonus Feat	+1	+2
4 th	+4	+4	+1	+1	Butcher +1d6	+1	+3
5 th	+5	+4	+1	+1	Fear Itself (DC 20)	+2	+3
6 th	+6	+5	+2	+2	Bonus Feat	+2	+3
7 th	+7	+5	+2	+2	Hatred 2/day	+2	+4
8 th	+8	+6	+2	+2	Butcher +2d6	+3	+4
9 th	+9	+6	+3	+3	Bonus Feat	+3	+4
10 th	+10	+7	+3	+3	Fear Itself (DC 25)	+3	+5

paint a house. A rage he had never known came over him and Marrano attacked and savagely killed the woman. When the police investigated they focused on one of Marrano's fellow painters who had a prior conviction for attempted rape.

Following this incident Sal began having dreams that became more and more vivid. He began to express these dreams in his work and his disturbing portraits of blood, gore and dismembered women gave him what he had always wanted most: recognition as a serious artist. Despite his success Sal was unable to put the feelings of hatred behind him and one night, unable to sleep, he followed the voices down into the Underground, finding an abandoned access tunnel that led him to the ancient catacombs where the Ripper is trapped. Here he became the leader of the new cult, which he named the Redjacks.

Sal Marrano (Smart Hero 3/Cultist 7) CR 10; Medium-size humanoid; HD 3d6+3 plus 7d6+7; HP 46; Mas 13; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 size, +0 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (1d6+1, club), or +4 ranged (0+0, none); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +3, Will +9; AP 5; Rep +3; Str 8, Dex 10, Con 13, Int 15, Wis 14, Cha 14.

Occupation: Creative (Craft [visual art], Knowledge [Arcane Lore], Knowledge [Art])

Skills: Concentration +8, Craft (visual art) +15, Craft (writing) +8, Diplomacy +9, Intimidate +9, Knowledge (Arcane Lore) +20, Knowledge (Art) +17, Knowledge (Behavioral Sciences) +8, Knowledge (Current Events) +8, Knowledge (History) +15, Knowledge (Streetwise) +8, Knowledge (Tactics) +8, Knowledge (Theology and Philosophy) +9, Navigate +8, Research +15

Feats: Animal Sacrifice, Black Mass, Blood Altar, Bloodletting, Conviction (Dark Power), Educated (Knowledge [Arcane Lore], Knowledge [Art]), Human Sacrifice, Profane Ritual

Talents (Smart Hero): Savant (Knowledge [Arcane Lore]), Plan

Talents (Cultist): Control Undead, True Magic, Dark Initiate, Darkness' Embrace, Absolution, Dark Familiar

Possessions: club

JOE WILCOX

Joseph Wilcox was charged with the crime committed by his fellow housepainter Sal Marrano. He was subjected to a very humiliating trial in which pictures of his penis became public in London's tabloid press. Once drawn to the Redjacks cult, Wilcox and Marrano found they made a frighteningly effective team, with Marrano acting as the brains of the group and Wilcox the brawn.

Joe Wilcox (Tough Hero 3/Dark Warrior 4/Ripper 3) CR 10; Medium-size humanoid; HD 3d10+6 plus 4d10+8 plus 3d8+6 plus 6; HP 76; Mas 14; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; Defense 19, touch 17, flatfooted 17 (+0 size, +2 Dex, +5 class, +2 equipment); BAB +8; Grap +11; Atk +11 melee (1d6+2/19-20, Cleaver), or +10 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +9, Ref +6, Will +3; AP 5; Rep +4; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 12.

Occupation: Military (Hide, Move Silently)

Skills: Hide +7, Intimidate +11, Knowledge (Arcane Lore) +7, Move Silently +7

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Cleave, Conviction (Dark Power), Enemy, Frightful Presence, Improved Initiative, Power Attack, Stealthy, Toughness

Talents (Tough Hero): Robust, Second Wind

Talents (Dark Warrior): Hatred 1/day, Willing Manifestations (Contortions)

Talents (Ripper): Fear Itself (DC 15), Hatred 1/day

Possessions: Light undercover shirt, Cleaver

THE RIPPER

A figure of fear and dread known to billions, this terrifying demon is known by many names, most of which have been forgotten. Releasing "Saucy Jack" requires a special form of the Human Sacrifice ritual. If his followers have disemboweled or beheaded 7 women and successfully performed the Human Sacrifice ritual, the Ripper can walk the earth during nights of the full moon. After 21 women have been sacrificed the Ripper can walk the earth at night. After 42 women are sacrificed the Ripper will be freed.

Once the beast has been partially freed (able to walk the earth during nights of the full moon) it can be visited by its followers in its underground lair and its victims can be fed to it. These count as sacrifices without the followers needing to make the skill checks required for the Human Sacrifice ritual. Followers can still sacrifice victims in the normal way.

Reversing the ritual and maintaining the spells that bind the Ripper can be done in two ways. If there are no killings for 30 days the cycle is broken and the process must be started over. The second way the ritual can be reversed is to consecrate the ground (with the Consecrate Ground ritual) of the first seven sacrifice locations. This will return the Ripper to a state of imprisonment and force his followers to begin anew the process of releasing him.

Learning the above information (how to release the Ripper and/or how to bind him again) requires a Research skill check (DC 25).

The Ripper (Tough Hero 3/Dark Warrior 7/Ripper 10) CR 23; Medium-size Outsider; HD 5d8+15 plus 3d10+9 plus 7d10+21 plus 10d8+30 plus 6; HP 211; Mas 19; Init +0; Spd 30 ft, fly 30 ft (clumsy); Defense 28, touch 19, flatfooted 28 (+9 Class, +9 natural); BAB +22; Grap +26; Atk +29 melee (1d6+7, cleaver +3); FS 5 ft by 5 ft; Reach 5 ft; SQ telepathy, darkvision, instill hate, immune to fire, damage reduction 5/+1, rage; AL Wrathful, Dark Power; SV Fort +19, Ref +12, Will +10; AP 10; Rep +10; Str 18, Dex 10, Con 16, Int 16, Wis 10, Cha 15.

Skills: Bluff +6, Climb +18, Concentration +9, Diplomacy +10, Forgery +9, Gather Information +10, Hide +13, Intimidate +30, Jump +11, Knowledge (history) +6, Knowledge (theology and philosophy) +6, Knowledge (arcane lore) +21, Knowledge (streetwise) +24, Knowledge (tactics) +10, Move Silently +13, Sense Motive +8, Speak Ancient Hebrew, Speak Latin, Speak Abyssal, Speak 2 Modern Languages, Read/Write Abyssal, Read/Write Ancient Hebrew, Read/Write Latin, Read/Write 2 Modern Languages, Spot +6, Survival +13.

Feats: Archaic Weapon Proficiency, Blind-fight, Conviction (Dark Power), Cleave, Combat Reflexes, Conviction (Wrathful), Enemy (Higher Power), Frightful Presence, Great Cleave, Henchmen, Heroic Surge, Ideologue, Improved Damage Threshold, Inspired Leadership, Power Attack, Renown, Toughness (x2).

Talents (Tough Hero): Damage Reduction 1, Damage Reduction 2

Talents (Dark Warrior): Hatred 2/day, Willing Manifestation (Contortions), Blood Bond

Talents (Ripper): Fear Itself (DC 25), Hatred 2/day, Butcher +2d6

SECRET SOCIETIES

(From *Blood and Relics*)

LEARNING OF A SECRET SOCIETY

Just learning of the existence of a cult or secret society requires a Knowledge (arcane lore) skill check (DC 20). Learning about specific historic events with which that society has been associated requires a fair amount of research—Knowledge (history) or Research skill checks for commonly accepted knowledge, and Knowledge (arcane lore) skill checks for secret knowledge.

JOINING A SECRET SOCIETY

Each organization has minimum standards for admission, and most are careful not to divulge too much sensitive information to new inductees. The lowest level of membership is known as *affiliate membership*. Affiliate members are given basic information about the secret society's goals and immediate plans, but are not entrusted with sensitive information or allowed to requisition equipment from the organization. In a sense, affiliate members are undergoing a probationary period during which they are carefully monitored by observers to ensure that they are compatible with the organization's particular needs and goals.

SECRET SOCIETY BENEFITS

Every time an affiliate member gains a level, she may make an *indoctrination check* (DC 10) to be admitted as a full member of the secret society. An indoctrination check is a level check (d20 + character level).

Success grants her membership and the ability to requisition equipment from the secret society. Every level thereafter she may make another indoctrination check (the DC increases with each success; see the table below) to advance higher in the organization. Increased rank brings with it increased requisition bonuses as well as access to the organization's deeper mysteries—the hidden knowledge that secret societies hoard for their own benefit (or for mankind's protection). These pieces of hidden knowledge are called Secret Mysteries, and as characters rise in rank, they gain access to more and more of them. The exact benefits of each Secret Mystery are detailed in the descriptions of individual organizations.

Rank	Indoctrination DC	Benefit
1	10	Requisition Privilege
2	14	Secret Mystery 1
3	16	+2 Requisition
4	18	Secret Mystery 2
5	20	+4 Requisition
6	22	Secret Mystery 3; secret society prestige class
7	24	+6 Requisition
8	26	Secret Mystery 4
9	28	+8 Requisition
10	30	Secret Mystery 5

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