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Dungeon Crawl Classics #24

Legend of the Ripper

by Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The city is gripped in fear! The Ripper has returned after a 125-year absence and is once again carving a trail of blood through the slums of Millers Court. Also returned is the ghost of Mari Kell, his last victim from more than a century ago, and she haunts the streets where she was killed. The city watch is at a loss to solve this supernatural mystery, much less apprehend the Ripper himself. All the clues point back to the hovel where Mari Kell was slain long ago. If the heroes are brave enough to enter, will they find the Ripper himself there?

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Appendix 2: Pregenerated Characters

The following pregenerated characters are provided for use with *Legend of the Ripper*. Even if the players already have appropriate characters, the GM might use the backgrounds below as inspiration for how to get the PCs involved. He could also use one or two of these characters as NPC cohorts to round out a smaller group of PCs.

Aeron the Human Monk

Aeron, Male Human, Mnk1: Medium Humanoid (Human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 Wis), touch 14, flat-footed 12; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, unarmed strike) or +2 ranged (1d4+1, sling); Full Atk -1 (1d6+1, 2 unarmed strikes) or +2 ranged (1d4+1, sling); SA Flurry of blows; SQ -; AL LG; SV Fort +3, Ref +4, Will +4; Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8.

Skills and Feats: Heal +4, Knowledge (local) +2, Profession (cook) +4, Sense Motive +6, Spot +4; Dodge, Improved Unarmed Strike, Mobility, Stunning Fist.

SA – Flurry of Blows (Ex): When unarmored, Aeron may make one extra attack per round at his highest base attack bonus, but all attacks that round are at a -2 penalty.

Languages: Common.

Possessions: Heavy woolen robes, loose-fitting tunic and breeches, sling, belt pouch containing 20 bullets, bedroll, waterskin, satchel of food (1 day's worth, common fare), 12 gp.

Background: Aeron runs a hostel and soup kitchen for the homeless in Millers Court. He considers the area around the hostel as being under his own personal protection. Lately, he has started patrolling the streets at night, attempting to draw out the murderer and deal with him. It's a dangerous plan, but Aeron is dedicated to bringing order back into "his world."

Belmara the Human Cleric

Belmara, Female Human, Clr1: Medium Humanoid (Human); HD 1d8+3; hp 11; Init +1; Spd 30 ft.; AC 13 (+4 armor, -1 Dex), touch 9, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1, club) or -1 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6+1, club) or -1 ranged (1d8/19-20, light crossbow); SA Death touch; SQ Turn undead, axiomatic focus; AL LN; SV Fort +4, Ref -1, Will +6; Str 12, Dex 8, Con 15, Int 10, Wis 14, Cha 13.

Skills and Feats: Concentration +2, Heal +6, Spot +4; Endurance, Die Hard.

SA – Death Touch (Su): This is a domain-granted power. Once per day, Belmara may attempt a kill a living creature with but a touch (using the rules for touch spells). On a successful melee touch attack, roll 1d6. If the total at least equals the creature's current hit points, it dies (no save).

SQ – Turn Undead (Ex): This granted power allows Belmara to attempt to turn or destroy undead, four times a day.

SQ – Axiomatic Focus (Su): This is a domain-granted power. Belmara casts law spells at +1 caster level.

Spells (3/2+1; save DC 12 + spell level): 0-level – *detect poison, guidance, light*; 1st-level – *deathwatch, protection from chaos**, *remove fear*. *Domain spell.

Domains: Law/Death.

Languages: Common.

Possessions: Chain shirt, club, light crossbow, 10 bolts, holy symbol, hooded lantern on the end of a six-foot pole, 3 gp.

Background: Recently promoted to the office of coroner in the city watch, Belmara's first assignment is to investigate the recent murders in Millers Court. Her main objectives are to administer last rites and determine if the deceased have family members who need to be contacted. Secretly, she also hopes to discover the identity of this malefactor who would play at being a gatekeeper between life and death, and bring him to justice.

Colmarr the Gnome Bard

Colmarr, Male Gnome, Brd1: Small Humanoid (Gnome); HD 1d6; hp 6; Init +5; Spd 20 ft.; AC 13 (+1 armor, +1 Dex, +1 size), touch 12, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk +1 melee (1d2, whip) or +2 ranged (1d3, dart); SA -; SQ Gnome spell-like abilities, bardic music, bardic knowledge, low-light vision, racial abilities; AL CG; SV Fort +0, Ref +3, Will +3; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

Skills and Feats: Balance +3, Bluff +6, Craft (alchemy) +8, Decipher Script +6, Hide +5, Knowledge (history) +6, Knowledge (nobility and royalty) +6, Listen +7, Perform +6, Tumble +3; Improved Initiative.

SQ – Gnome Spell-like Abilities (Sp): Once per day, Colmarr can use each of the following spell-like abilities: *speak with animals* (burrowing animals only, duration 1 minute), *dancing lights*, *ghost sound* and *prestidigitation*. Treat as caster level 1st DC 12.

SQ – Bardic Music (Sp): Once per day, Colmarr can use voice to *inspire courage*, *countersong* or *fascinate*.

SQ – Bardic Knowledge (Ex): Colmarr can use his familiarity with tales of notable people, legendary items and noteworthy places information to make a Knowledge check at +4 to see if he knows something relevant about a given topic.

Spells Known (2; save DC 12 + spell level): 0 – *detect magic, daze, mage hand, read magic*.

Languages: Common, Draconic, Giant, Gnome, Sylvan.

Possessions: Padded armor, whip, 6 darts, vial of blue whinnis poison, large leather tube containing 10 sheets of parchment, vials of ink and two writing quills, 13 gp.

Background: Colmarr has been working at the Cam Inn for almost a year now, trying to infuse some artistic merit into the vulgar tavern songs his audience never fails to demand. The recent deaths have resulted in a drastic decline in clientele at the inn, and Colmarr is worried he may soon be out of work. At the same time, he's intrigued by the idea of a long-dead murderer back from the grave. If he could learn a bit more about this story, how it began and how it will turn out, the resulting yarn could make him famous, or at least welcome in any pub from here to Farharbor.

Dorn the Dwarf Fighter

Dorn, Male Dwarf, Ftr1: Medium Humanoid (Dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +1; Grp +7; Atk +4 melee (1d10+2, greatclub) or +3 melee (1d3+2, unarmed strike); Full Atk +4 melee (1d10+2, greatclub) or -2/-5 melee

(1d3+2/1d3+1, 2 unarmed strikes); SA –; SQ Dark vision, racial abilities; AL NG; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 15, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4; Improved Unarmed Strike, Improved Grapple.

Languages: Common, Dwarven, Orc.

Possessions: Studded leather armor, darkwood greatclub (+1 enhancement bonus to attack rolls), flask of common whiskey, potion of remove fear, potion of cure light wounds, 10 gp.

Background: Dorn works as a bouncer at the Cam Inn. He's also a personal friend and unofficial bodyguard to some of the local "ladies of the night." In fact, one of the victims was Chartreuse, a friend under his protection. The locals are scared, so business is bad both at the Inn and on the streets. Dorn's personal interest in dealing with the murderer is heightened with each new death.

Halandar the Halfling Wizard

Halandar, Male Halfling, Wiz1 (Diviner): Small Humanoid (Halfling); HD 1d4+1; hp 8; Init +2; Spd 20 ft.; AC 13 (+2 Dex, +1 size), touch 13, flat-footed 12; Base Atk +0; Grp –4; Atk –1 melee (1d3–2/19–20, dagger) or +3 ranged (1d6/19–20, light crossbow); Full Atk –1 melee (1d3–2/19–20, dagger) or +3 ranged (1d6/19–20, light crossbow); SA –; SQ Arcane spells, racial abilities; AL CN; SV Fort +2, Ref +3, Will +5; Str 6, Dex 14, Con 13, Int 15, Wis 14, Cha 10.

Skills and Feats: Concentration +5, Hide +7, Knowledge (arcana) +6, Listen +4, Move Silently +4, Spellcraft +4, Search +4; Scribe Scroll, Toughness.

Spells Known (spells per day 3/2+1 divination spell; save DC 12 + spell level): 0-level – all except illusion spells; 1st-level – *detect secret doors, hypnotism, identify, protection from evil, true strike*.

Languages: Common, Draconic, Elven, Halfling.

Possessions: Scholar's outfit, dagger, light crossbow, 10 bolts, *scroll of true strike*, sack, chalk, bell, five candles, tinder twig, 2 gp.

Background: Halandar just showed up one day, claiming to

have had visions of the killer and his victims. He asserts that the spirits of the dead are guiding him so that he may help bring an end to the murders. Most of the city watch dismissed him out of hand, considering him mad. Nobody knows where he came from, if what he says is true...or how he got his hands on a crossbow!

Jastra the Half-elf Rogue

Jastra, Female Half-elf, Rog1: Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d6/19–20, rapier) or +2 ranged (1d4, dagger); Full Atk +0 melee (1d6/18–20, rapier) or +2 ranged (1d4, dagger); SA Sneak attack; SQ Low-light vision, trapfinding, racial abilities; AL N; SV Fort +1, Ref +4, Will –1; Str 10, Dex 15, Con 13, Int 14, Wis 8, Cha 12.

Skills and Feats: Appraise, Balance +6, Climb +4, Diplomacy +3, Disable Device +8, Gather Information +3, Hide +6, Move Silently +6, Open Lock +8, Search +7, Tumble +6, Use Rope +6; Nimble Fingers.

SA – Sneak Attack (Ex): Jastra inflicts an additional 1d6 damage when flanking an opponent or catching an opponent flat-footed.

SQ – Trapfinding (Ex): As a rogue, Jastra can use the Search skill to locate traps when the DC is 20 or higher; she can also use the Disable Device skill to disarm magical traps.

Languages: Celestial, Common, Elven, Infernal.

Possessions: Black leather armor, mask, short cape, rapier, 8 daggers, backpack, thieves tools, 50 ft. of silk rope, grappling hook, smokestick, vial of acid, 6 gp.

Background: A junior member of the thieves' guild, Jastra has been assigned to Millers Court as her turf, to con, pick-pocket and burglarize as she sees fit. Pickings have always been slim in this poor neighborhood, but they've become even slimmer since the murders began. Jastra suspects the Bogie Boys (a rival gang of racketeers and cutthroats who terrorize the neighborhood) might be involved in the murders. If she can find proof, it would give the thieves' guild some leverage over these rivals.

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