



Rippers

Resurrected



Expeditions



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EXPEDITIONS

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EXPEDITIONS

Rippers Resurrected takes place at a time of great exploration, when much of the world was still largely unknown and unmapped. Expeditions may be spurred by greed for resources such as rubber, ivory, or gold, academic advancement, recognition by organizations such as England's Royal Geographical Society, or even noble aspirations such as defeating monsters or the destruction of the slave trade.

Newspapers and society treat explorers as celebrities, their readers thrilled and amazed by the brutal adventures of John Hanning Speke and Richard Burton in Africa, Kit Carson in the American West, Francisco Moreno in Argentina, or Isabelle Eberhardt in the Sahara and beyond.

Ambitions push men and women like Dr. David Livingstone to find the source of the Nile, or reporter Henry Morton Stanley to seek him when the former became lost. Similar expeditions, though just outside the *Rippers* timeline, provide additional inspiration, such as Ernest Shackleton's attempt to reach the Antarctic, Matthew Henson and Robert Peary's search for the geographic North Pole, or Percy Fawcett's deadly quest for the "Lost City of Z."

In the world of *Rippers*, these expeditions also include encounters with creatures and cryptids unknown, some of which ally themselves — wittingly or otherwise — with the sinister Cabal.

Harker's Amazon Journal

8/4: Arrived in Manaus, Brazil.
Must learn some Portuguese
and Tupi if I'm to work
with the locals.

Expeditions and Travel Encounters

Short treks use the encounter system outlined under **Travel** in *Savage Worlds*. If a group must hack their way through the jungle for a few days, for example, draw encounters as usual, customizing the tables presented there for your particular region or campaign as desired. Don't forget that in particularly dangerous or unexplored areas, you may wish to draw for encounters each day *and* night of the trek.

Actual "expeditions" are much longer affairs where the destination is only generally known and few specific roads, trails, or milestones guide the party to their objective. What they're doing in such a difficult part of the world is the first part of running an Expedition, the Goal.

The Goal

No one ventures into deadly territory without a specific goal in mind. Expeditions call on heroes to recover lost relics, discover ancient ruins, battle unknown terrors, or provide aid to others. Such grueling adventures challenge even the hardest to return with their minds and bodies intact.

If the campaign has a specific goal tailored to the broader story, use that. Otherwise, choose or generate a Goal from the **Expedition Goals** table on the following page to determine the expedition's objective.

Once you've done so, roll d6+2 to determine how long the trip *should* take in terms of weeks. Tell this to the players so their characters can outfit and supply themselves appropriately, purchasing equipment and spending Favors on **Hirelings** (page 6) as they see fit.

EXPEDITION GOALS

d6 Goal

- | | |
|---|---|
| 1 | Map an Area: The Rippers set out into uncharted lands to map a new route, discover a more efficient passage, track the source of some mighty river or lake, or survey boundaries between nations, states, or tribes. |
| 2 | Discover a New Species: Countless flora and fauna remain undocumented in the wilds of the world. Many may be of use to the Rippers in their fight against the Cabal. Perhaps some rare orchid holds a cure for a deadly disease, rubber tappers report sightings of strange white jaguars, or miners claim Pleistocene megafauna hunt their digs. |
| 3 | Rescue a Lost Party: The heroes seek to recover a previous expedition. Reroll on this table to determine the lost party's original goal and roll on the Intended Recruit, Qualities, and Complications tables of the Recruitment Adventures generator in the <i>Rippers Resurrected Game Master's Handbook</i> to fill out the details. |
| 4 | Make First Contact: Scores of uncontacted tribes or lost people live in isolated pockets of the world. The lodge may seek them out to discover how to vanquish some terrible monster or rising evil, learn secrets of herbalism or magic, or simply prevent the tribe from being exploited or exterminated by unscrupulous interests or the Cabal. Many of these uncontacted tribes are territorial, paranoid, or hostile and must be won over by performing some other quest or defeating some local threat to their well-being before they'll cooperate. |
| 5 | Investigate Fearsome Rumors: The Cabal or other creatures rise in some part of the world and must be stopped. Roll on the Investigation Adventures generator in the <i>Rippers Resurrected Game Master's Handbook</i> for ideas to incorporate into the expedition. |
| 6 | Search for Ruins: Tales of lost cities, forgotten ruins, or other epic sites have come to the Rippers' attention. Roll on the Findings and Results tables of the Research Adventures generator (see the <i>Rippers Resurrected Game Master's Handbook</i>) for ideas on what the explorers seek, and the Relics table for at least one treasure they discover within. |

RUNNING THE EXPEDITION

The party follows this sequence each week:

1. Make a Survival roll
2. Expend Supplies
3. Draw Expedition Cards

1) Make a Survival Roll

Whoever navigates or leads the party makes a Survival roll at -2 to steer toward the ultimate objective and around any insurmountable paths or obstacles. Allies may Support her efforts as usual.

Success on this roll determines how much progress is made that week:

- **Critical Failure:** The navigator loses the way before eventually recovering the trail. The journey takes d4+1 additional weeks.
- **Failure:** The journey takes an additional week.
- **Success:** The journey proceeds at its usual pace.
- **Raise:** The navigator leads the expedition around the toughest obstacles and most dangerous threats. The party may choose to ignore one Expedition Card in the next step.

2) Expend Supplies

Supplies are represented by Supply Cards (page 9), and are purchased along with the bearers or mule teams that carry them.

Other characters may carry supplies (two people with at least d6 Strength per Supply Card), but these are bulky goods consisting of food, water, cookware, tents, bedrolls, and other bulky niceties of the "civilized" world that make life in the wilderness tolerable. Anyone carrying Supplies is Encumbered (see *Savage Worlds*). Divesting oneself of all the various satchels, boxes, and bags takes 1d4 rounds.

Each week of travel, the expedition must expend one Supply Card (see page 9). If the party is out of supplies, they all suffer a level of Fatigue.

If an Incapacitated explorer suffers Fatigue from lack of supplies, he must make a Vigor roll or perish. (Make group rolls for Extras.)

3) Draw Expedition Cards

Once Survival rolls are made and Supplies are expended, draw three Expedition Cards and place them face-up where all the players can see them.

Each card must be dealt with in the order drawn, but a party that got a raise on its weekly Survival (navigation) roll may first discard any one card of their choice. Shuffle all the cards together after each week.

Making Camp

A long expedition will almost certainly run out of supplies at some point. Recovering from the constant stress of pushing through difficult terrain, hunted by creatures both natural and otherworldly, is done by making a more substantial camp than the hasty affair set up each evening and broken down each morning while on the trail.

Making camp means a day or more resting, cooking full meals, boiling fresh water for drinking, bathing, reading, writing in journals, and generally relaxing.

Each day spent in camp automatically reduces all party members' Fatigue one level.

Relieving Expedition Madness: Each Wild Card and group affected by certain results from **Expedition Madness** table below may also make a Spirit roll at -2. A success allows one of the results below, and a raise allows two choices:

- The Paranoia condition is removed.
- A Minor Hindrance is removed.
- A Major Hindrance is reduced to its Minor version.
- The Vexed condition is removed.

This roll may be attempted once per day encamped, and has no effect on a character's inherent Hindrances — only those inflicted by Expedition Madness.

The expedition may rest as long as they wish, or continue on when they feel they've dealt with the worst of their maladies.

Encounters

Draw for **Travel** encounters as usual while encamped (see **Travel Encounters** in *Savage Worlds*). In dangerous areas, draw once for the day and once for night.

Harker's Amazon Journal

9/1: I sense something is following us. Something...hungry.

9/2: One of the mule teams vanished overnight. No traces of blood or other violence on the ground, but Manuel swears he saw something leering at him from the trees this morning.

EXPEDITION MADNESS

Roll on this table when the Expedition Madness card takes effect.

d20	Result
1-2	Treachery!: d4+1 groups of Hirelings, chosen randomly, plot to assassinate the expedition's leaders (the player characters and any strong allies), steal their belongings, and flee. The attack happens at an opportune moment for the conspirators — perhaps as they keep watch, as the party crosses a dangerous gorge, etc. At least one of the groups are the "ringleaders" and can't be redeemed, but the others may at the GM's discretion (based on how they've been treated, their share of rewards, etc).
3-4	Murderous Madness: A single Hireling chosen by the GM develops a terrible secret. He might turn cannibal, pray to dark gods (who seem to listen!), leave an enticing trail for local terrors to follow, or even poison other members of the expedition as opportunity presents itself!
5-6	Desertion: d4 groups of Hirelings, chosen randomly, desert at the earliest opportunity, taking one Supply card per group with them.
7-9	Plant: A Hireling, chosen by the GM, is working with the Cabal to sabotage the expedition. He might entice creatures into the camp by leaving out raw food, leave a trail for them to follow, or steer the group into more dangerous environs. The Hireling might even be a monster himself!
10-12	Paranoia: The entire expedition becomes irritable and paranoid. Everyone subtracts 2 from Support rolls until this state is eliminated as described under Making Camp , above.
13-15	Major Hindrance: A Wild Card player or nonplayer character, chosen by the GM, temporarily gains a Major Hindrance. Delusional, Driven, Greedy, Jealous, Phobia, Ruthless, Suspicious, or Thin-Skinned are common.
16-18	Minor Hindrance: A Wild Card character (chosen randomly among all possible choices) gains a Minor Hindrance of the Game Master's choice. Death Wish, Delusional, Driven, Greedy, Jealous, Mean, Phobia, Ruthless, Stubborn, Suspicious, or Thin-Skinned are common.
19-20	Vexed: Infighting, irritability, spoiled rations, and minor illnesses wreck the expedition. Wild Cards may still Soak Wounds, but may not spend Bennies for rerolls until this condition is removed as explained under Making Camp , above.

HIRELINGS

Lengthy expeditions into unknown locales require hiring acclimated locals to navigate the landscape and help with the supplies.

Collectively, these “Hirelings” are retained by spending Favors. The Favor used to hire them covers their pay as well. Some

Status determines how many Favors may be spent on a single expedition just as it does for other tasks:

Max Favors Per Expedition

Status	Max Favors
Underclass	1
Working Class	2
Middle Class	3
Upper Class	4
Elite	5

A Working Class Ripper, for example, may spend up to two Favors on an expedition, hiring either a single set of bearers or a mule team. An Upper Class Ripper could spend two Favors for bearers and three for a hired gun to protect him on the dangerous journey.

Survival Bonus: If all of a character’s human Hirelings return from an expedition (not counting mules), he treats his Status as if it were one level higher when retaining new Hirelings for the *next* expedition.

Hirelings

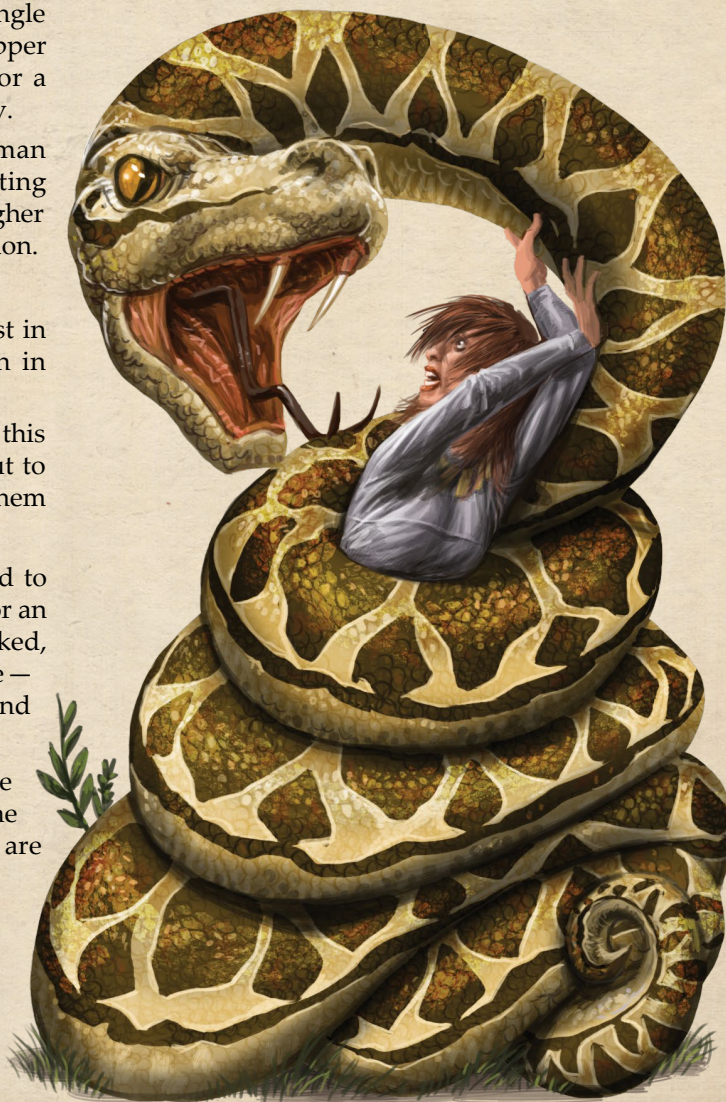
Each type of hireling is listed below, with the cost in Favors to employ them for an entire expedition in parentheses following their name.

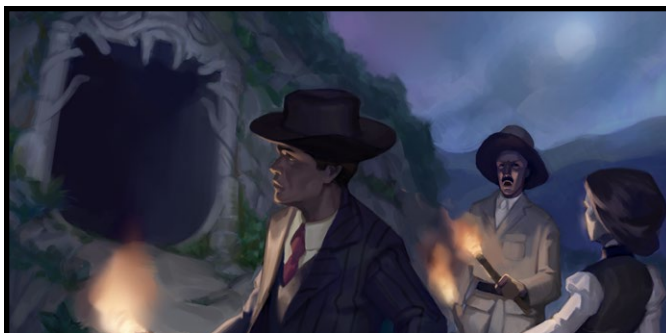
Reference cards for all can be found at the end of this supplement. These can be printed and handed out to the players who hired them so they can control them during the adventures ahead.

- **Bearers (2):** A group of two locals, acclimated to the environment and hired to carry supplies for an expedition. Bearers defend themselves if attacked, but aren’t expected to fight, forage, or navigate — that’s the job of the player characters, guides, and warriors.

Each set of bearers provides (and can carry) one Supply Card. An expedition must expend one Supply Card per week of travel, so bearers are crucial to your party’s success.

- **Guide (3):** A guide familiar with the locals and their customs, the local environment, and basic survival. Guides may make the weekly Survival (navigation) roll if desired, or Support whoever does, as the group sees fit.
- **Hired Guns (3):** A gunman equipped with a machete and rifle (or other gear appropriate to the environment).
- **Mule Team (2):** A mule team consists of the animal and a “tender” to see to it (use the same statistics as the bearer). A mule provides (and can carry) two Supply Cards but slow a party down. Subtract 1 from the weekly Survival rolls for each mule in the expedition (to a maximum of –4).
- **Warriors (4):** Five local warriors experienced in melee fighting and acclimated to the local environment.





Boon

The Rippers find something of value!
Roll on the Boon table in your Expedition book.



Hazard

The environment turns dangerous.
Roll on the Hazard table.



Obstacle

A barrier of some sort blocks the expedition's way.
Roll on the Obstacle table.



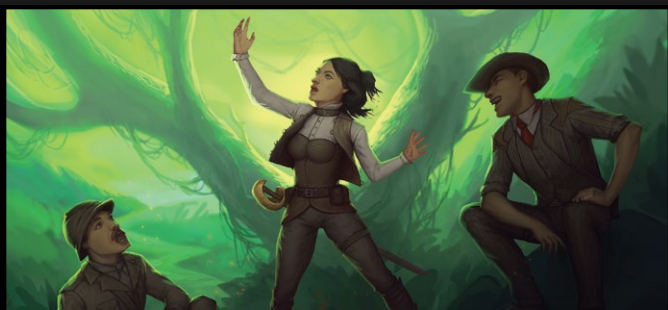
Enemy

A threat appears!
Roll on the Enemy table.



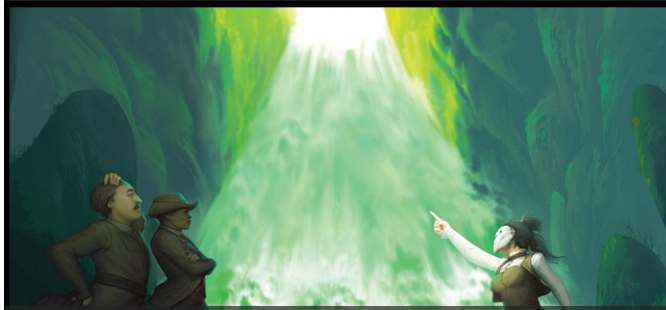
Ambush

Creatures or enemies attack from ambush!
Roll on the Enemy table, but the creatures attack with surprise.



Campfire Tales

A quiet moment in camp leads to tales and revelations.
Run an Interlude.



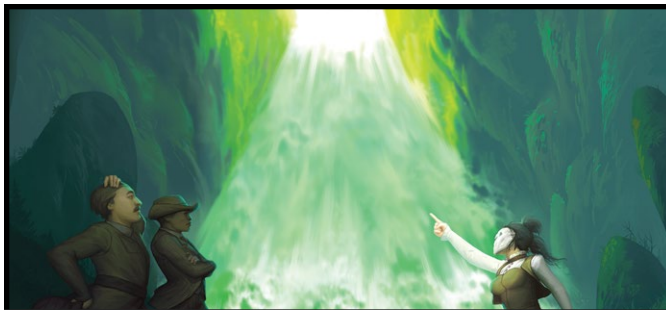
Insurmountable Obstacle

A daunting barrier appears.
If this card cannot be discarded by the weekly Survival roll, add a week to the length of the Expedition.



Expedition Madness

The rigors of the trek prove too much for someone.
Expend a Supply Card or roll on the Expedition Madness table.



Insurmountable Obstacle

A daunting barrier appears.
If this card cannot be discarded by the weekly Survival roll, add a week to the length of the Expedition.



Hazard

The environment turns dangerous.
Roll on the Hazard table.



Obstacle

A barrier of some sort blocks the expedition's way.
Roll on the Obstacle table.



Enemy

A threat appears!
Roll on the Enemy table.



Confluence of Events

Draw two new cards and combine the results. If the party got a raise on its Survival (navigation) roll, it may discard one of the two results, but not this card.



Expedition Madness

The rigors of the trek prove too much for someone.
Expend a Supply Card or roll on the Expedition Madness table.



Fatigue

A difficult trail causes every Wild Card and group of Extras to make a Vigor roll or suffer Fatigue that can only be relieved by camping.



Extreme Fatigue

Rough weather and difficult terrain combine to force every Wild Card and group of Extras to make a Vigor roll at -2 or suffer Fatigue that can only be relieved by camping.



Supplies

The expedition must expend a Supply Card each week or suffer Fatigue.



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Bearers (2)

2

Attributes: Ag d6, Sms d6, Sp d6, Str d6, Vigor d6
Skills: Athletics d4, Boating d4, Common Knowledge d4, Fighting d4, Notice d4, Persuasion d4, Shooting d4, Stealth d4
Status: 1; **Reason:** 5
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: Hesitant, Yellow
Edges: Soldier
Gear: Knife (Str+d4).

Bearers (2)

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Attributes: Ag d6, Sms d6, Sp d6, Str d6, Vigor d6
Skills: Athletics d4, Boating d4, Common Knowledge d4, Fighting d4, Notice d4, Persuasion d4, Shooting d4, Stealth d4
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Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: Hesitant, Yellow
Edges: Soldier
Gear: Knife (Str+d4).

Guide (1)

3

Attributes: Ag d8, Sm d6, Sp d6, Str d8, Vigor d8
Skills: Athletics d4, Boating d4, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Riding d6, Shooting d6, Stealth d4, Survival d8
Status: 2; **Reason:** 5
Pace: 6; **Parry:** 6; **Toughness:** 6
Hindrances: Curious, Loyal
Edges: Woodsman
Gear: Machete (Str+d4) in tropical climes, icepick in arctic environments (Str+d4), revolver (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1), personal gear.

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Attributes: Ag d8, Sm d6, Sp d6, Str d8, Vigor d8
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Status: 2; **Reason:** 5
Pace: 6; **Parry:** 6; **Toughness:** 6
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Edges: Woodsman
Gear: Machete (Str+d4) in tropical climes, icepick in arctic environments (Str+d4), revolver (Range 12/24/48, Damage 2d6+1, AP 1, RoF 1), personal gear.

Mule Team (Mule + Handler)

2

Use the Bearer profile for the mule's handler.

Attributes: Ag d4, Sm d4 (A), Sp d6, Str d8, Vigor d8

Skills: Athletics d4, Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 8

Edges: —

Special Abilities:

- **Kick:** Str.
- **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Size 2:** Mules weigh just under 1000 lbs.

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- **Size 2:** Mules weigh just under 1000 lbs.

Native Warriors (5)

3

Attributes: Ag d6, Sm d6, Sp d8, Str d6, Vigor d6

Skills: Athletics d4, Boating d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 5 (6 with Spear); **Toughness:** 5

Hindrances: Illiterate

Edges: —

Gear: Spear (Str+d6, Reach 1).

Native Warriors (5)

3

Attributes: Ag d6, Sm d6, Sp d8, Str d6, Vigor d6

Skills: Athletics d4, Boating d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 5 (6 with Spear); **Toughness:** 5

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Pace: 6; **Parry:** 5 (6 with Spear); **Toughness:** 5

Hindrances: Illiterate

Edges: —

Gear: Spear (Str+d6, Reach 1).

Hired Gun (1)

3

Attributes: Ag d8, Sm d6, Sp d6, Str d8, Vigor d8
Skills: Athletics d4, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Shooting d6, Stealth d4, Survival d4
Status: 2; **Reason:** 5
Pace: 6; **Parry:** 6; **Toughness:** 6
Hindrances: Ruthless (Major)
Edges: Marksman
Gear: Rifle (Range 24/48/96, Damage 2d8, AP 2, RoF 1).

Hired Gun (1)

3

Attributes: Ag d8, Sm d6, Sp d6, Str d8, Vigor d8
Skills: Athletics d4, Common Knowledge d4, Fighting d8, Notice d4, Persuasion d4, Shooting d6, Stealth d4, Survival d4
Status: 2; **Reason:** 5
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Expedition Navigation Reference Card

Critical Failure: The navigator loses the way before eventually recovering the trail. The journey takes d4+1 additional weeks.

Failure: The journey takes an additional week.

Success: The journey proceeds at its usual pace.

Raise: The navigator leads the expedition around the toughest obstacles and most dangerous threats. The party may choose to ignore one Expedition Card in the next step.

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