

## Whitechapel Cultist

A Roll and Write game of Victorian Lovecraftian horror.

Version 1.5

The year is 1888, The City is London, and you wish to summon the elder gods. Recruit Cultists, complete quests, unleash Jack the Ripper, and open the four watchtowers and summon the elder gods before the Police or the Order of the Morning Star stop you, but stay sane, or you will be in Bethlehem Hospital.

In this game, you play a cult leader wishing to summon the elder gods in the year of 1888. You are not a nice person, and Scotland Yard (the police) and other occultist (the Order of the Morning Star) are trying to stop you from carrying out your foul deed. However you have a number of things on your side, other than your very own resourcefulness, you can recruit up to four cultists to help you in any task you need, and you can steal and summon up to two Ghouls to hinder the police or the Order of the Morning Star. If you are truly dedicated, you can also summon a demon in human flesh, the Whitechapel Murderer, more famously known as Jack the Ripper.

### **Items needed for play:**

The Rulebook (This file)

A playsheet

A pen or pencil to mark the sheet

The following dice

– 8 six sided dice

– 4 four sided dice

– 1 die of the following amount of sides - eight, and twelve.

I will in the future reference the dice by the normal convention such as d6 for a six sided die, d8 for an eight sided die, and 2d6 for two six sided dice.

### **Setup:**

Get the playsheet, and place it on your table to be marked.

Put 5d6 dice in front of you.

Put 3d6 next to Scotland Yard

put the d12 next to the Order of the Morning Starboard

Place the remaining dice off to the side.

## **How to play:**

The five d6 dice before you is your *dice pool*. This represents your abilities to complete quests or slow down the action of the police and the Order of the Morning Star. If you recruit Cultists or Ghouls to your cause, you will add dice to your pool.

You place your dice in your dice pool to do one of three things – complete quests or to slow down Scotland Yard or the Order of the Morning Star.

## **Quests:**

To complete quests you roll the dice, and check off one box for each pip on the dice. When you complete the quest, you get the resource or unlock the future quests. You can work on more than one quest at a time, but must allocate which dice goes to which quest prior to rolling. In addition, any surplus is lost (example: to recruit a cultist takes 4 boxes, and if you roll a six, you complete the quest, but you cannot allocate the remaining pips to another quest).

## **Scotland Yard and The Order of the Morning Star:**

Each round, Scotland Yard and the Order of the Morning Star roll to try to complete their quest to stop you. You can allocate dice to try to stop them, and the method works in the following.

Scotland Yard/Order of the Morning Star roll – your roll = their quest progress.

So for example, if the Order of the Morning Star rolls a 4, and you roll a 2, they progress by 2, and you mark off two boxes. Note, if you roll higher than what they roll, while they do not progress, you do not remove their progress. (do not erase previous progress)

Also note that while the Order of the morning star is always rolling a d12, Scotland Yard rolls progress over time. This represents more detectives being put on your case as they discover your foul plans to summon the elder gods. Of course, if it never progresses, you do not have to worry about more detectives being placed on the case.

## **Cultists and Ghouls:**

There are four cultists that can be recruited, and after each one is recruited, you add a d4 to your dice pool. Cultists can be used on any quest and can be used to slow down Scotland Yard or the Order of the Morning Star.

Raising the Ghoul add a d8 to your dice pool, and can be used to slow down Scotland Yard or Order of the Morning Star. (but are too mindless to work on the other quests.) However stealing a body and raising it as a ghoul is not good for your *Sanity*

## **Sanity:**

While you do not have a set time limit to complete your quests other than the progress of the Order of the Morning Star or Scotland Yard completing their own quests, dealing with the dark arts of raising the dead, learning about the elder gods, and finally invoking them harms one sanity.

Each time you roll a 1 on your own dice (but not those of cultists or Ghouls) you lose a point of sanity. You have fifteen points of sanity, you can add more sanity by completing the “Glyph of Sanity” quest, however since you are rolling 5 dice a round, you will on average lose a point of sanity 5/6 of the time. Sometimes if you are unlucky you will lose a large sum of it.

### **Turn or Round:**

A turn or round (the terms are interchangeable for this game) consists of the following.

1. Assigning dice from the dice pool.
2. Roll and Mark quests
3. Add any quest rewards
4. Return dice to the dice pool

There are several things that must be noted.

1. You can roll the quests in any order you may choose, but you must complete all quest rolls prior to obtaining quest rewards (Cultists, Ghoul, Jack the Ripper, or extra sanity). For easy of play, the recommended order to roll is side quests, main quest, then Scotland Yard and Order of the Morning Star.
2. Cultists cannot be recruited till you have a real necronomicon.
3. The d6 to check if the necronomicon is real or not does not come from your dice pool.
4. Dice once assigned cannot be reassigned till they are returned to the dice pool at the end of the turn/round
5. Rolling a 1 costs one sanity, but you still get to use the roll where it was assigned.
6. More then one cultist can be recruited at one time, but each cultist requires dice assigned from the dice pool.
7. To be clear, the Ghoul, Cultists, and other rewards are assigned in part 3 of a round cannot be used that round, but they can be assigned the NEXT round.
8. In the Jack the Ripper Investigation, any six rolled in the 3d6 will mark off one box, they do not need to be in the same round.
9. In the opening the watchtower quest, any six from a die assigned to that quest will mark off a box, (8 required.)

### **Hard and Insane modes:**

To play Whitechapel Cultist in hard mode, cross off five sanity boxes before you begin play.

To play whitechapel Cultist in Insane mode, cross off ten sanity boxes before you begin play.

## Quest Descriptions:

**Scotland Yard:** Scotland Yard detectives are investigating your weird, occult practices. It starts with 2 detective (2d6) and once it progresses to 10, a 3<sup>rd</sup> detective is added to the case (3d6) if another 30 points progress (40 overall) a fourth (4d6) detective is added. (you can of course try to slow down the progress by your dice pool) If Scotland Yard completes its quest, you are arrested and lose the game.

**Order of the Morning Star:** The Order of the Morning Star is carrying out its own occult activities to try to stop your plan. They will make steady progress throughout the game (rolling a d12+2 each round) and if they complete it, then you lose the game as you are unable to summon the elder gods.

**Recruit Cultist:** There are four (4) Cultists that you can recruit, Mark D'acre, James Fritzjames, Mary Ott, and Jane Anders. Each is there own individual quest (so you cannot roll over surplus to another cultist) once recruited, they add a d4 to your dice pool. This quest can be started once you obtained a real necronomicon.

**Raise Ghoul:** In true Victorian tradition, you can dig up a body and raise to be a Ghoul, a foul undead being to slow down Scotland Yard or the Order of the Morning Star, however to summon a Ghoul cost in addition to the boxes to raise the ghoul, a sanity point to carry out the raising of the dead. A ghoul adds a d8 to your dice pool.

**Glyph of Sanity:** Costing 10 boxes, the Glyph of Sanity gives you an additional 5 points of sanity.

**Summon Jack the Ripper:** Costing 20 boxes, you summon a Demon in human flesh, Jack the Ripper. While Jack the Ripper is active, Scotland Yard will forget about your Occult deeds and try to hunt down the killer. Scotland Yard will roll 3d6, and for each six you cross off a box. When all three boxes are crossed off, Jack the Ripper spree ends and Scotland Yard resumes it quest to stop you.

**Main Quest:** The Main Quest has several parts.

**Find the Real Necronomicon:** After each eight boxes are checked off, roll a d6, for the first set, you find the real necronomicon on a 5 or six. On the second set it is found on a 3-6, if you are forced to go to the third set, it is automatic. Once you find a real necronomicon you can go to the next part which is

**Researching the Necronomicon:** This 25 box quest is you researching the foul tome and learning it secrets. You learn that you must go to the dreamlands to discover its real secrets. Thus going to

**Enter the Dreamlands:** This quest you gain insight into the elder gods, and this 25 box quest allows you to prepare for the ritual

**Prep for the Ritual:** Now that you understand what needs to be done, you prepare to opening the watch towers, a special ritual to summon the elder gods. Once all 25 boxes are checked off, you go to the final quest.

**Opening the watchtowers:** There are eight boxes with six in them. Each time a assigned die rolls a six, mark off a box. When all boxes are marked off, the elder gods are summoned and you are a winner.

