



VICTORIOUS

A NIGHT FOR JACKALS

MIKE STEWART

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A MEETING OF MINDS



“Well?” The penetrating eyes of the man bored into the lab-coated doctor standing before him in the Limehouse office. Despite its location in the East End of London, the room was austere yet elegant, with polished stained oak paneling, built-in bookshelves, and an antique desk with a set of wing back chairs placed before it. The scientist wasn’t seated however--no one sat in this man’s presence without specific permission.

The scientist nervously opened the box and reached inside, drawing out a sealed vial filled with a ruby liquid.

“Here, Professor...” He proffered the vial to the man, a tall stern-faced gentleman in a black frock coat. The man raised the tube to the gaslamp and studied its contents, his head moving slightly side to side as he contemplated the possibilities before him.

“Don’t look like much to me, Prof.” This came from the final man in the room, a burly man with impressive whiskers and the tanned features of an outdoorsman, seated in one of the chairs. He was negligently playing with a stiletto, twirling it in one hand. “Certainly not to have cost as much scratch as it did.”

“One cannot change the world on the cheap, Moran,” Professor Moriarty said as he returned the potion to the scientist. “A pity more couldn’t be extracted from Hyde’s mutated form,” he continued, pacing about the room. “Yet I suppose it will be enough for testing.”

“Testing, sir?” The elderly man in the lab coat blinked in surprise.

“Doctor Frobisher was certain of its efficacy, God rest his soul.”

“Yes, I’m sure he was.” His employer’s eyes glittered at the man of science, piercing him as if he were a bug in a display. “However, I am not willing to take anything on faith. How long will it take you to replace the current stockpile of the formula?”

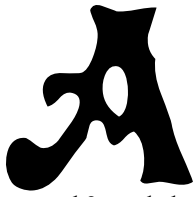
“We can make another twenty gallons, which is all we have right now in storage, in about six months or so,” he hedged, feeling his stomach sinking at the implications of the crime lord’s question. “I don’t know if we can find enough volunteers for further tests, sir. Particularly not after what happened to those two men of yours in the preliminary trials.”

The reminder of the carnage which resulted from that trial stopped the Professor in mid-stride, and even Colonel Moran stopped his stiletto in mid-twirl. The professor studied the ceiling, his head moving like a metronome as he thought.

“Perhaps we should take another approach on finding... subjects...for the trials.” His gaze fell onto the scientist once again. “Yes, indeed. I think we can arrange several tests that will provide valuable data on the concoction, as well as deal with a few minor problems that have been on my mind of late.”

Professor James Moriarty, the Napoleon of Crime, smiled. It was not a pleasant smile, and the chemist swallowed nervously. No, this wouldn’t be pleasant at all.

A NIGHT FOR JACKALS



Night for Jackals is an introductory adventure for 4-8 SuperMankind of levels 1-3. While an experienced group will find much of the adventure challenging, the Genteel Magistrate should insure that the SuperMankind within the group do not exceed 9 total character levels. If more than this total is desired, the Genteel Magistrate should increase the number and power of the villains encountered appropriately.

This adventure is centered predominantly within the city of London, with emphasis on the poorer regions of the city such as Bethnel Green, Whitechapel, Limehouse, and other parts of the East End as well as certain points of interest in and around the British capitol that might factor into the players investigations.

The introduction also gives some details of the background of the first outbreak of the strange pox and leads into the events that will culminate into the three coming outbreaks of the Jackal transformation. It is possible for the hero(ine)s to foil one or two of the experiments, but at least one will slip past the player characters. This is not only highly likely, but necessary in order to find the clues to trace the formula back to its manufacturer and eventually to the figure behind it all.

Once this adventure is concluded, there are several other possibilities for further adventures around the city of London. See the Epilogue section for details on additional adventure plots.

DETAILS REGARDING THE UNFORTUNATE EVENTS

Some players will listen to the symptoms of the victims and immediately jump to the conclusion that its Dr. Jekyll's serum and that he must be the one responsible. This is both correct and incorrect. If your players haven't played through *Hyde and Seek* (the introductory adventure in the **Victorious** rulebook) then the GM should have the events of that adventure reported in one of the newspapers or be discovered with some small amount of research. If the players go with that lead, then the confrontation with Jekyll will occur probably just after the outbreak at the doss house. Depending on how the hero(ine)s handle Henry Jekyll, they may recruit a reluctant ally in the search for the origin of the Jackal transformation formula. If for no other reason, Jekyll doesn't want his serum mass-produced and all the carnage that could evoke.

The warehouse hideout in **Part 4** will be the denouement for the adventure, where the intrepid adventurers face off with the true mastermind behind the transformations; Professor James Moriarty. He named the chemical the Jackal Transformation both because of the odd effects and a humorous play on the name Jekyll. Though glad to have the formula, he has no gratitude for Henry Jekyll and will gladly kill him if opportunity is provided. After all, he doesn't want a possible competitor creating a rival drug, or worse...a cure!

The carnage will begin with **Scene 1**, in Cheapside at a nearby Doss House where the Jackal formula is first experimented with.

Scene 2 is a description of an orphanage and the terrible results of a mass dose of the Jackal drug let loose into the facility.

Scene 3 is the deployment of the drug into a local Protestant church and the last of the three samples that the Moriarty Family will use on the public. It is possible (though not likely) that the heroes will prevent either Scenes 2 and 3 from occurring, but in such a case simply jump forward to the Denouement at the old warehouse building in Limehouse where Moriarty's criminal empire is headquartered.

This adventure, while set for beginning heroes, is a Gilded Adventure and thus is the typical sort of Victorious chronicle. A well-rounded team of heroes is encouraged, consisting of at least one Strongarm and one Vigilante type, along with one Contraptionist with at least a basic knowledge of Science; a Chemistry skill would be ideal. Magick might provide clues to who is behind the drug, but not how it is made or how to counteract the lethal side effects. Each hero should have at least 2-4 Supernatural power ranks, with more than 6 each considered excessive.

GETTING THE HEROES INVOLVED:

The Genteel Magistrate can engage the heroes on this adventure in a variety of ways. The easiest way of all is to run the characters through the introductory adventure *Hyde and*

Seek from the **Victorious** rulebook, as this adventure is a direct consequence of the events in that scenario. If this is not feasible and the group of heroes reside in London or a nearby English city, getting them on the trail of the crimes will be simple.

MORIARTY'S TESTS

Below will describe the Professor's views of how to keep each test relatively isolated from the city at large. The Genteel Magistrate can of course change any or all of these as she sees fit, to better reflect their chronicle.

SCENE 1 DOSS HOUSE

This is the initial testing of the formula created in *Hyde and Seek*. It is a diluted form, kept on tap as a free beer for the Doss House's residents. Moriarty has four thugs out on the street that will bar the doors (no windows) as soon as trouble starts. They are here to observe, and will not interfere if heroes arrive to save the day.

SCENE 2 ORPHANAGE

This test is to determine the potion's effects on the young. The results of the Doss House showed that adults and older people (most of the staff and residents) died of heart failure after a couple of hours. Moriarty hopes that young bodies and minds will prove more resilient. This time the Jackal potion is included into several fruit pies given to all the children as a reward for the good little boys. Again, an orphanage is chosen with narrow churchlike windows away from the streets. This time, 8-10 of

Moriarty's thugs will be available while Moran observes from a rooftop. He is told to avoid discovery, but is armed and if he has a peach of a shot at an uppity hero he will take it; if he can do it without being caught.

SCENE 3 CHURCH

By this time Moriarty and his scientists have determined that it is psychological stamina that results in longevity under the Jackal formula and not necessarily physical stamina. As such, the Professor decides to test a tweaked version of the potion on the congregation of a church during mass. It has been introduced into the holy wine, so it is hoped that everyone will get a dose. Between 7-12 (1d6+6) thugs are available this time, and will barricade the door and spread out around the building to try to intercept anyone breaking through the windows. Moran is in a direct position this time, and will take any shot necessary to keep heroes down.

This time he will be firing a special bullet concocted by the Professor. Anyone hit with it must make a Constitution save at a Challenge Level of 1-6 (depending on how well the bullet hit) and failure means the hero is out for 1d6 turns (note turns not rounds) minus their Constitution attribute bonus, if any. One turn minimum (10 rounds) is in effect regardless, and if Moran can put all the heroes down he will leave the rooftop to administer a coup de grace in person on the street. It will take him one turn to get to the church, so its quite possible he will arrive in hand to hand range just in time for one or more heroes to wake up!

However, Moran has an ace up his sleeve. He and a few of his select bruisers have a copy of the original potion created by Frobisher in the *Hyde and Seek* adventure in the **Victorious** rulebook. If in trouble, he and his escort of thugs (1 for each hero in the group) will take this potion, and Moran's stats will be changed as shown in the SuperMankind section. His men will be as the Church Jackals detailed in **Scene 3**.

Like the other Jackals, they will lose any ability to strategize and will fight maniacally until defeated. All save Moran, whose ego will give him some control over the bestial instincts of the Jackal formula. He will desire to kill and rend, but has enough self-control to hide or retreat if defeat is inevitable. If Moran escapes, he will inadvertently provide Moriarty with the single successful use of the formula; for study and replication.

RESOLUTION

After the church, the Moriarty Family will cease its public experimentation of the formula. The Professor will reluctantly come to the conclusion that despite all his personal intellect, the formula concocted by Frobisher was in fact more potent than his own. Unfortunately, its power means that it only has a 5% success rate, and thus is inappropriate for use to create a mass army of Jackals at this time. He might continue experiments, but in a far less public manner. As usual, it will be extremely difficult for the heroes to pin any of this on James Moriarty, who will insist he had nothing to do with any of this. He is a mathematician and astronomer, not a chemist. Colonel Moran is a known rifle for hire, and he will certainly not finger the Professor. The use of Psychic or Magical powers might

reveal Moriarty's involvement, but no court will accept such superstitious nonsense as evidence, so Moriarty will escape prosecution.

If any of the heroes attempt to take a Jackal formula (which is a bad idea!), they must make a Wisdom or Charisma saving throw (whichever is lower) at a Challenge level of 6. If they succeed, they can just barely control their murderous rages but will be short tempered and cruel to their friends and foes alike. If this save is made, then a Constitution saving throw must be made at Challenge Level 6 to avoid dying in 1-4 (d4) hours.

If both are succeeded, then the following attribute bonuses, powers and shortcomings are permanently part of the hero, for good or ill.

+5 Strength, +2 Dexterity, +3 Constitution, -3 Intelligence
-3 Charisma

SUPERNATURAL POWERS

Invulnerability rank 1 (+3 Temporal)

Might rank 2 (d8)

SHORTCOMINGS

PHOBIA: Temper (must make a Wisdom saving throw whenever angered at CC6, failure means they will attack source of anger for 2-5 (1d4+1) rounds)

ODD APPEARANCE: mildly bestial, brutish and not a werewolf or such like.

ALL OUT OF ROOFS

The below is a special random encounter table, made especially for those who fly or travel leaping from rooftop to rooftop. Most encounters will be on a 1 in 6 (chance during the day (1 in 8 at night).

ENCOUNTERS DURING TRAVEL ON ROOFS OR VIA FLIGHT

- 1 Roll twice on this table (ignore 1s). Both encounters happen simultaneously.
- 2 Woman hanging wet clothes on a clothes line.
- 3 Roof is under construction. If jumping or leaping the hero will lose 1d4 rounds of movement or take 1d6 damage from lumber and nails.
This roof has a fragile rooftop (d6; 1-3 tar paper over beams, 4-5 rotten shingles, 6 trapdoor requiring a Dexterity saving throw to avoid. The d6 roll to determine source of the check is also the challenge level; so tar paper is between 1-3, rotten shingles are either a 4 or 5 and a trapdoor is 6.
- 4 A clutch of birds (d6; 1-3 chickens, 4-5 pigeons, 6 rooks) are kept by someone up here.
Burglary in progress with 1d4 burglars (Burglars (The burglars are Neutral mortals whose vital statistics are: Level 2; Hit Points 5, 6, 5, 8; Armor Class 11. Their prime attributes are: Dexterity. Their significant skills are: Roguery, Melee. Each carries a jack knife that inflicts 1D4 damage and wears a leather coat; +1 to AC.)).
- 5 People larking on the roof to enjoy (somewhat) clearer air.

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- 8 Suicide attempt.
- 9 Skeletal remains of a burned out building. This will take a Dexterity saving throw at Challenge level 4 to successfully circumvent. Failure means the hero falls 1d3 floors and suffers concurrent 1-3d6 of falling damage.
- 10 Large skylight set into roof, chance hero inadvertently lands on it.
- 11 Electrical wires.
- 12 Cloud of coal soot engulfs character.

It is possible that many heroes might try to bring up some clues through interrogating some East End criminal types. In such a case, or upon simply looking for rumors and using a successful roll on either the Etiquette, Crass or Roguery skills, the GM might allow one or two of the below rumors to be given to the player. Note that the heroine will have no idea what is true, false, or otherwise; they will have to discover that on their own.

RUMOR TABLE V1

D12 ROLL	RUMOR
1	The villains Comedy and Tragedy (or another villain in the GMs chronicle) have created an insanity gas they are releasing at different points in the city for the enjoyment of chaos./F
2	The Professor has been hiring scientists for months now for a secret project./T
3	Strange giant rats are coming out of the sewers and biting people on the streets./PF
4	The infamous assassin Colonel Moran has been seen setting up firing stands on rooftops throughout Bethnel Green./PT
5	One of the doss houses in Bethnel Green is a recruiting place for nefarious groups./F
6	A warehouse in Limehouse was robbed of hundreds of kegs of beer, and no one knows where they went./T
7	A secret cult of Hindi Kali-worshippers are secretly murdering innocent Londoners in the street./F
8	Known members of the Moriarty Family have been seen casing several buildings, but none of them have any valuables. Doss houses are full of poor folks!/T
9	The toffs running the government are poisoning beer at the East End pubs in order to kill off the poor, ridding them of their presence./F
10	A couple of bludgers (criminal muscle) was seen escorting a wagon through the streets. Funny thing was, the wagon only had a half dozen kegs of beer in them. The rest of the wagon was empty!/T
11	I heard that some ladybirds (prostitutes) were found cut up again in Whitechapel; Saucy Jack is back, I tell ya!/F
12	The Socialist League are about to institute a plan to take over London, and murder the better classes./F

A T means the rumor is true, a F means the rumor is false. A PT or PF means that the rumor may have some truth to it, but has some falsehoods as part of the rumor. PT means more true than false, PF means more of it is false than true.

Of course, the Genteel Magistrate is free to make up his own rumors if they wish. They can simply be added onto the end of the list, and the appropriate die type rolled to see what information the heroes learn. Any of the False or partially True or Partially False rumors can be made the truth if the GM wishes, either as further complications to the heroes or plots for future adventures.

THE HOWLING MOB

This adventure is unusual in that it is quite likely a hero will be mobbed by attacking Jackals at several points in the game. As such, the Jackals have a unique resolution system to reflect not only their numbers but the frenzy of their aggression as well.

First, the Genteel Magistrate should keep in mind that Jackals would not usually be armed, only attacking with claws and teeth. At most they might pick up a piece of wood or cobblestone to use as a bludgeon, but this will be rare as their murderous rages preclude any higher thought than smash and kill.

Second, the mob attack should be resolved as follows:

Take the number of Jackals in the mob (for example 12) and instead of rolling 12 attacks, count the group as attacking as a single creature with a level equal to one-half the number of assailants. That is, the above example of 12 would attack as a 6th level attacker.

For damage, take the number of Jackals in the mob and multiply that number by a 1d4 roll. The 12 Jackal mob noted above would then determine damage as 12 x 1d4 to result between 12 to 48 hit points of damage to a Hero.

Once the total of damage is determined, the Hero's Armor Class (minus the number of Jackals) is then subtracted from the damage, and this is the final amount of damage inflicted.

For example: The Dancer is battling eight Jackals who have poured out of an nearby pub. They attack by virtue of their mob attack, and roll a 4 on a d4, multiplied by 6. The total is 24, and The Dancers Armor Class of 23 has 6 subtracted from it (6 Jackals) resulting in 17. This is then subtracted from the damage of 24, leaving the number 7. As a result, she takes 7 hit points of damage.

This seems powerful, but the mob has its own limitations as well. Specifically, a Hero can attack a number of Jackals equal to the Hero's skill level in a melee round; the total never to exceed the number of Jackals in a given mob. So, a 4th level Hero can attack 4 Jackals in a mob at a time, with the to-hit roll and damage determined normally as per the **Victorious** rulebook. Jackals outside a given mob must be engaged normally, unless a new mob forms.

SCENE 1 DOSS HOUSE

The first location chosen for the test of the Jackal formula is the Eastbury doss house in Bethnel Green, London. If the GM is running her chronicle in another city, choose the most dangerous

slum of the given metropolis for the location. Note if in the United States, the doss house will be called a flop house instead.

As this is the first public test of the formula, it is unlikely heroes will be able to prevent its distribution in the doss house. The mode of delivery is that of several beer kegs ostensibly donated by the Socialist League of London to their oppressed fellow workers. All evidence will lead back to the Socialists, but they are in fact innocent. Moriarty decided that framing the Socialists will be the ideal cover as most British (or American for that matter) law enforcers are all too ready to believe Socialist perfidy in disturbing the peace. Most heroines will find the trail rather obvious, and will no doubt mistrust it on principle. There will be more on this trail at the end of this scene.

Heroes will arrive at the scene after half an hour of carnage has overrun the doss house. They will find that the doors on the ground floor have been nailed shut from the work of outside (Moriarty's men) in order to isolate the building from the neighborhood. Though some of the Jackals have jumped from windows to get onto the street (or pursue terrified residents), most of the creatures are too busy having cruel enjoyment inside the building.

Genteel Magistrates noting the map of the doss house will see that a majority of the building is made up of dozens of cubicles. These five foot by six foot cribs were the best that the poor of London could expect, and even these were a luxury compared to sleeping on the streets.

By the time of the heroes' intervention, some of the thin wood walls of the various cribs have been knocked down, giving the entire floor the feel of a labyrinth. There is very little light due to only a couple of windows that are openable on the floor, and any heroes without Keen Senses will find pursuing the Jackals in this maze difficult. With such limited vision, it is likely that the heroes will at one point or another find themselves mobbed by several Jackals before they can react. See the mobbing rules in this book for the effects of this sort of attack.

Genteel Magistrates should also keep in mind that the construction of a doss house is slapdash at best with none of today's building codes to enforce a minimum standard of work. Anyone trying to knock down walls to improve lighting or visibility is likely to bring most of the building down around them. This will not only hamper the rescue of innocents, but likely will kill most of them in the collapse. The GM should make this clear to any Strongarms wishing to engage in such destruction, and if they insist on continuing then they shall reap the results of their folly.

IN THE LABYRINTH

Heroes moving through the maze of cubicles will have random encounters as one a 1 in 4 chance per round noted on the table below. After two turns (20 rounds), the Jackals will start to die and so subtract 1 from each roll for every round after the 20th until it is impossible to roll anything but a 0 (12 rounds after the 20th). At this point the Jackals will all be dead and only cleaning up is left by the police and heroic SuperMankind left in the area.

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12-sided die roll/result

- 1-6 (1d6) innocents are trying to flee pursuing Jackals. There are in fact no Jackals following them at the moment, but they are so frantic that they will refuse to believe it if this is pointed out to them.

INNOCENT BYSTANDERS (The bystanders are Good or Neutral mortals whose vital statistics are: Level 1; Hit Points 3,4; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and only have personal items on themselves.)

- 2 1-4 innocents are holed up under some fallen walls in the labyrinth of cribs. A successful Charisma check is necessary to convince them to leave their tenuous place of safety.

INNOCENT BYSTANDERS (The bystanders are Good or Neutral mortals whose vital statistics are: Level 0; Hit Points 2, 3,3, 4; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and only have personal items on themselves.)

- 3 1-4 (1d4) innocents are being pursued by 2 Jackals

INNOCENT BYSTANDERS (The bystanders are Good or Neutral mortals whose vital statistics are: Level 0; Hit Points 3-4 each; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and only have personal items on themselves.)

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 12, 16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

- 4 2 Jackals attacking a woman with a child

MOTHER AND CHILD (The family are Good mortals whose vital statistics are: Level 0; Hit Points 1, 4 each; Armor Class 4, 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and only have personal items on themselves.)

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 13, 14; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

- 5 Jackals holding onto a man's limbs, preparing to pull him apart

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 11, 13, 14, 14, 15; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity.

Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

6 A bloody smear on the wall and floor. No body or jackals here, but bloody footprints go in a variety of directions.

7 1-4 Jackals leap down from the rafters onto the hero

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 11, 12, 14, 15; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

8 A Jackal is sniffing for prey, while a child is under the ratty cot desperately trying to be quiet.

CHILD (The child is a Good mortal whose vital statistics are: Level 0; Hit Points 2; Armor Class. His prime attributes are: Dexterity. His significant skills are: none. He is unarmed and only has personal items.)

SNIFFING JACKAL (The Jackal is an Evil mortal whose vital statistics are: Level 2; Hit Points 12; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. He carries no personal items on his persons.)

9 A group of Jackals leap up from the wood debris and blankets to attack! There is 1 Jackal for each of the heroes encountered.

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 16 each; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

10 A weakened wooden wall falls onto the heroes! Though thin wood, it takes the hero 1-4 rounds to free themselves. A successful Strength check reduces the rounds of distraction to only one.

11 2 innocents are fleeing a Jackal. Within three rounds, those two innocents will become Jackals themselves (they drank the beer later than the rest) and immediately attack their rescuers!

INNOCENT BYSTANDERS (The bystanders are Good or Neutral mortals whose vital statistics are: Level 1; Hit Points 4, 5; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and only have personal items on themselves.)

TRANSFORMED JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 14, 16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

CHASING JACKAL (The Jackal is an Evil mortal whose vital statistics are: Level 2; Hit Points 12; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. He carries no personal items on his persons.)

12 The heroes come upon a fallen oil lamp, and the flames are beginning to spread! It will take three rounds (3 actions) for the fire to be put out, though heroes with Lightning Speed can reduce this by the number of actions they can perform in a given round.

AFTERMATH

This will probably be the first time the heroes encounter something of this magnitude. If the heroes have encountered the mutated Edward Hyde (from *Hyde and Seek* in the **Victorious** rulebook) they might notice some similarity in the bestial natures of the Jackals with Hyde, but this connection is not exact due to Jekyll's extensive taking of the formula making him more resistant to its stranger effects.

While on the subject of strange effects, the dead Jackals will maintain their bestial form, which will help the heroes in trying to explain to the police that these creatures were killing people. The Jackal bodies will dissolve into organic slime in the next 48 hours, but they should last long enough to keep the heroes from spending a night at Newgate Jail.

The beer kegs will be found (empty) and the maker's mark on the wood has been burned away quite efficiently. Extensive investigation might lead the heroes to the warehouse that the beer was stolen from, but there will be no other clues and thus be a dead end.

There will be a better opportunity for clues in **Scene 2** at the Orphanage, but as the Genteel Magistrate will reveal, that encounter will have its own hazards and challenges to overcome.

SCENE 2 ORPHANAGE

The second location for the test of the Jackal formula is St. Paul's Asylum for Boys, an orphanage located in Soho, London. After the doss house, Professor Moriarty decided that the health of the denizens of the doss house might have been a mitigating factor in their longevity. The roughly two-hour lifespan was a great disappointment to the Professor, and so he is looking for alternatives. So, he theorized that younger subjects might well last longer than their adult counterparts. If their longevity couldn't be changed, then perhaps the amount of mayhem would be increased with the cruelty of a child?

8 VICTORIOUS!

It will be difficult for the heroes to intercept the formula to the orphanage, but not beyond the realm of possibility. As noted in the **Aftermath** section of the doss house scene, if the Socialists are treated with dignity then some of their agents will note that the orphanage will be delivered dessert pies for the children, again apparently from the Socialist League. In such a circumstance (and assuming they can contact the heroes promptly), with speed and a bit of luck they can enter the orphanage right at supertime (6pm) and save some of the children from eating the tainted food. Some will transform however, and even if supper is interrupted 1-4 (1d4) children per hero will still undergo metamorphosis and attack the nearest non-Jackals.

If the heroes instead are reacting to the local calls for help, the destruction within St. Paul's will have proceeded for about half an hour. While there will be random encounters in the orphanage (noted below), most encounters will be room by room. As with the doss house, the doors have been nailed shut by Moriarty's people. Unlike the prior scene, two of the Moriarty family are actually indoors, masquerading as orphanage staff. Details on these two are noted in **room 12** in the orphanage floor plan.

RANDOM ENCOUNTERS IN THE ORPHANAGE

The below will be encountered in the hallways or perhaps enter a room after the current encounter within that room is resolved. Generally, this will be a 1 out of 8 chance of encounter per turn within the orphanage. The GM is of course free to increase or decrease this as desired. Once all rooms are cleared, the random encounters will cease.

12-SIDED DIE ROLL ENCOUNTER

1-2 Two armed men try to force their way past the heroes to escape. They are in fact Moriarty's men, and didn't realize how dangerous it would be inside the building and are trying to get out as soon as possible. They won't negotiate, and will shoot at the first sign the heroes will impede their path. If these two are encountered and resolved, remove the two men from **room 12**.

ARMED THUGS (The Thugs are Evil mortals whose vital statistics are: Level 2; Hit Points 7, 8; Armor Class 12. Their prime attributes are: Dexterity. Their significant skills are: +2 with hand to hand combat, +3 with Firearms. Each carries a revolver that inflicts 1D8 damage with 5 shots; a clasp knife that inflicts 1D6 damage and wears a heavy leather coat; +2 to AC.)

3 A single Jackal suddenly stumbles onto the heroes, and is obviously surprised by their appearance. Heroes who wish can gain a surprise attack round on this Jackal. If they try to reason with the Jackal this will be lost and he will attack upon winning initiative.

SURPRISED JACKAL (The Jackal is an Evil mortal whose vital statistics are: Level 2; Hit Points 12; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. He carries no personal items on his persons.)

4-5 A group of 2-8 (2d4) children charge the heroes, desperate to leave the orphanage. If the heroes open a window or other exit for them, they will gratefully flee to the outside courtyard. It is up to the GM if any of them will subsequently metamorph into a Jackal!

CHILDREN (The children are Good mortals whose vital statistics are: Level 0; Hit Points 2-4; Armor Class 11. Their prime attributes are: Dexterity. Their significant skills are: none. They are unarmed and only has personal items.)

6 Six Jackals are pursuing four apparently unaffected children. If the children are rescued, one of them will insist to the heroes that "dem pies is wot did it", explaining how he and his three friends didn't get the pie as they were writing lines in the classrooms.

FLEEING CHILDREN (The children are Good mortals whose vital statistics are: Level 0; Hit Points 2, 3, 3, 4; Armor Class 11. Their prime attributes are: Dexterity. Their significant skills are: none. They are unarmed and only has personal items.)

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 10, 12, 13, 13, 15, 16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

7 A loud shouting voice is quickly followed by an old man in a military uniform as he staggers into the hallway. This is Archibald McKenna, the director of the orphanage and a former major in the British army. He has his officer's sword (treat as saber) and has no qualms about slashing and stabbing the Jackals. As noted from his stats, he's been lucky so far but could be taken down in short order if the heroes don't give him protection. He will refuse to leave the orphanage, insisting it is his post and will have to be forcibly removed to safety.

ARCHIBALD MCKENNA (He is a Neutral mortal whose vital statistics are: Level 3; Hit Points 6; Armor Class 11. His prime attributes are: Dexterity and Wisdom. his significant skills are: Melee, Firearms. He carries a sword that does 1d6 damage, and a army revolver that inflicts 1d8 damage with 5 shots.)

8-9 A young female teacher is running from three Jackals, and pleads for the heroes' assistance.

YOUNG TEACHER (The woman is a Good mortal whose vital statistics are: Level 1; Hit Points 3; Armor Class 11. Her prime attributes are: Dexterity, Intelligence, and Charisma. Her significant skills are: Profession-Teacher. She is unarmed and only has personal items.)

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 13, 13, 16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

10-11 1-6 Jackals burst up from the basement, snapping rotten floorboards. They are in the midst of the heroes, and will engage immediately in melee.

JACKALS *(The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 10-16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)*

12 The heroes see a section of the orphanage has been set alight, with the empty oil lamps and kerosene attesting that it was intentional! The flames have begun to spread across the room, and any heroes attempting to snuff out the fire will take 2d4 rounds to put it out. Heroes with Lightning Speed can use their additional actions to reduce the rounds.

ORPHANAGE FLOOR PLAN

1 ENTRYWAY

These front doors have been nailed shut from the outside, so unless the heroes entered the building by ripping the doors off their hinges they will see the inside of the doors are covered with scratches and dents, as if someone or something(s) were desperately trying to escape this building. Portraits of the orphanage director as well as photographs (including one of Queen Victoria) are shattered and trampled on the floor. There are bloodstains around the doors, but no bodies are in evidence.

2 CHAPEL

Within this place of peace is a terrible sight. Four Jackals are holding onto a man's limbs (the deacon of the chapel) and are preparing to pull him apart! If the heroes delay in any way to intervene, the man will be killed and dismembered by the madly laughing quartet.

DEACON CURTIS *(He is a Good mortal whose vital statistics are: Level 1; Hit Points 4 (currently 1); Armor Class 10. His prime attributes are: Wisdom and Charisma. His significant skills are: History/Legend-Biblical Scripture. He is unarmed and has only personal items his person.)*

TAFFY PULL JACKALS *(The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 14, 15, 16, 16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)*

3 PARLOR (FOR PUBLIC VIEW)

This room is not only empty, but curiously fully intact. Furniture, lamps, curtains; all are in proper place and nothing is disturbed. No Jackals or kids will be found here in any event, since they've been indoctrinated that it's the room for guests and they can't

enter. This holds true even for the bestial minds of the Jackals, a fact Moriarty would be keen to learn about.

4 OFFICE

The office has papers scattered everywhere, and the file cabinets seem to have been ransacked. One of the file drawers is closed, and if opened the clerk's body will be revealed stuffed within. He was badly beaten before his death, and is evidence of the cruelty of the Jackals within the facility.

5A-D TEACHERS' ROOMS

Three of these four rooms (A, B, D) have been destroyed, with crushed furniture, personal belongings, and torn linens everywhere. In the third room, one of the teachers (Master James Princeton) has barricaded himself by the expedient of stacking his bookshelves and books against the door. This has kept the Jackals at bay, and they've since wandered off to find more accessible prey. He has given 2 boys sanctuary in his room, and is currently trying to wait the Jackals out. He is convinced that the authorities will be there soon, and it is best to simply wait. He will be very suspicious of costumed folk, and will have a Challenge Level of 8 if any heroines try to convince him of their sincere wish to assist him and his charges.

MASTER JAMES PRINCETON *(He is a Neutral mortal whose vital statistics are: Level 1; Hit Points 6; Armor Class 10. His prime attributes are: Intelligence and Wisdom. His significant skills are: History/Legend-Geography, Profession teacher. He is unarmed and has 1£ s3 on their person.)*

6 DORMITORIES

These halls are not terribly damaged, though some of the children have barricaded themselves inside. Twelve children are busy holding their cots against the doors while an equal number of Jackals try to force the doors to get at them. Also inside are eight younger children who are huddled in fear behind a fortification of mattresses. Some of the children have tried to break open the windows, but while the glass was easily shattered the bars on the windows don't give so easily. If heroes are circling the facility after the carnage has been going for a while, they have a chance (Wisdom check at CC2) to see the hands and arms of children frantically trying to push past the bars on the windows. Otherwise, the Jackals will eventually batter down the doors and the innocents within will be helpless.

DORMITORY CHILDREN *(The children are Good mortals whose vital statistics are: Level 0; Hit Points 2-4; Armor Class 10. Their prime attributes are: Dexterity. Their significant skills are: none. They are unarmed and only have personal items.)*

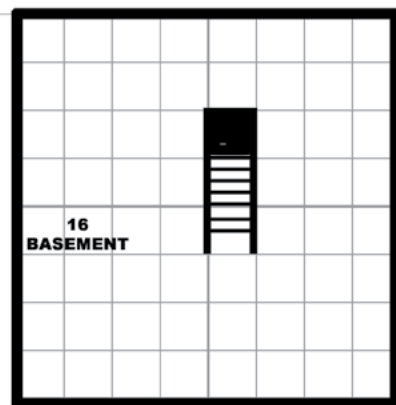
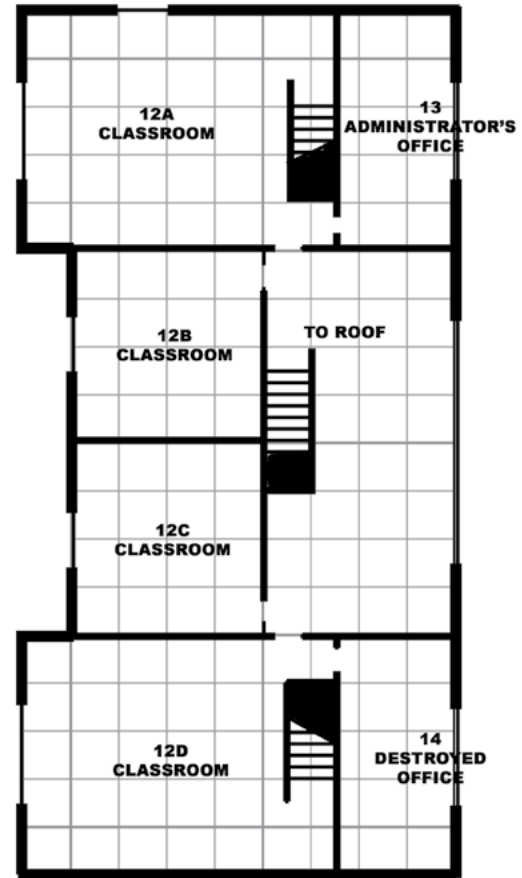
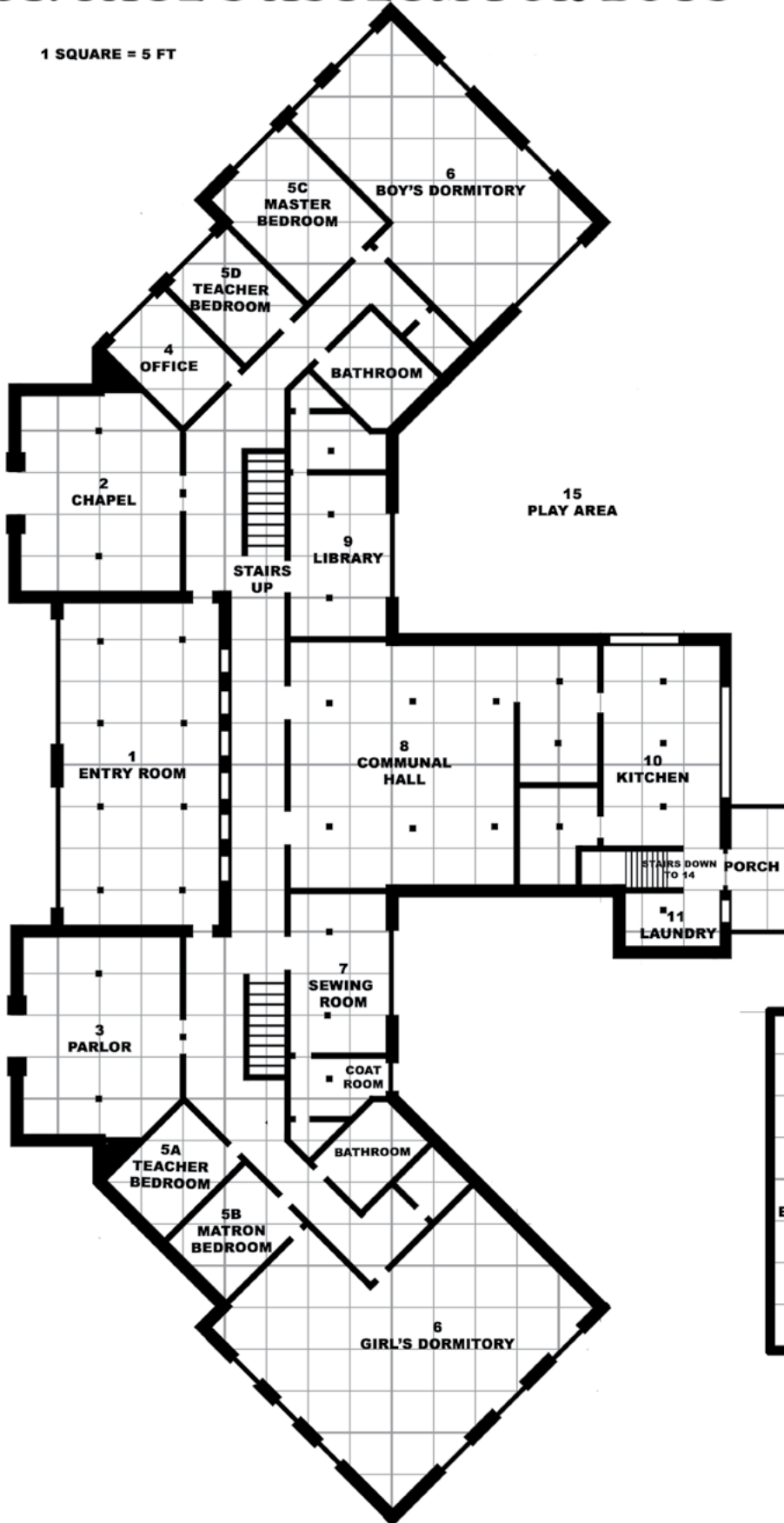
7 SEWING ROOM

This area is where many of the orphans are trained in sewing and piecework, with the intention of their graduates finding work as tailors or drapers. The paddle-powered sewing machines are smashed, the cloth ripped and strewn around the area in a

10 VICTORIOUS!

ST. PAUL'S ASYLUM FOR BOYS

1 SQUARE = 5 FT



chaotic whirl of colors. One of the sewing machines was thrown out the window, but while the class gave way the metal bars caused it to stick halfway out of the window. Nothing else is of interest here.

8 COMMUNAL HALL

As the metamorphosis happened during dinner here, this place is the first and worst of the wrecked rooms of the orphanage. Overturned tables, broken chairs, and food splattered around makes the hall a confusing collection of tablecloths, barricades of tables, and such detritus. 1-4 children (1d4) are hiding under the tables and tablecloths, and are trying to avoid four Jackals trying to sniff out their presences. The overturned food bowls and pitchers create a variety of strong smells in the room, so the Jackals are having trouble centering on their prey.

CHILDREN (The children are Good mortals whose vital statistics are: Level 0; Hit Points 2-4; Armor Class 10. Their prime attributes are: Dexterity. Their significant skills are: none. They are unarmed and only have personal items.)

SNIFFING JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 11, 12, 14, 16; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

9 LIBRARY

This room is full of broken bookshelves and various books scattered across the floor. Many of the folios have their covers and pages ripped out, and there are bloody footprints across many of the papers and books littering the area. Investigation will find a very small window broken out, less than two feet in diameter. This is where the librarian Miss Perkins squeezed out and ran for home. She is not around the outside of the building for discovery as she was half-crazed with fright in her escape.

10 KITCHEN

Entering this room, the heroes see a cook and her young assistant holding off six Jackals with meat cleavers and knives. The Jackals are just playing with them, and will screech laughter and exaggerated terror as they duck away from the knife stabs or chops from the cleaver. Their amusement will quickly fade as they see costumed interlopers...whom they decide will be a lot more fun.

COOK AND SCULLERY MAID (The women are Good mortals whose vital statistics are: Level 1/0; Hit Points 4/2; Armor Class 10/11. Their prime attributes are: cook - Constitution, maid-Dexterity. Their significant skills are: cook - Profession -cooking, maid-none. Each woman has a kitchen cleaver that inflicts 1d4 damage.)

JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 12, 13, 13, 14, 14, 16; Armor Class 12.

12 VICTORIOUS!

Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

11 LAUNDRY

Within this humid room three Jackals are holding a laundress by her legs, pushing her head into one of the laundry tubs full of soapy water. They wait until she's nearly drowned, then pull her out to recover and do it again. So engrossed are they in their fun that heroes who don't dawdle will gain a surprise attack on the Jackals. The heroes will have to be careful, as the laundress could easily be slain in the melee if measures aren't taken to rescue her first.

LAUNDRESS ALICE (She is a Neutral mortal whose vital statistics are: Level 1; Hit Points 7; Armor Class 10. Her prime attributes are: Constitution and Dexterity. Her significant skills are: Profession- Laundry. She is unarmed and has only personal items on her.)

DUNKING JACKALS (The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 11, 12, 12, 13; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +4 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)

12A-D CLASSROOMS

These rooms are wrecked, with chalk boards, slates, and desks shattered and strewn about the classrooms. One of the teachers is here, though he has been beaten unconscious. He is at -2 hit points, and if no aid is provided will die in 8 rounds. The Jackals thought he was dead but were mistaken. If the heroines do nothing to assist, they might be right!

MASTER EDWARD NELSON (He is a Neutral mortal whose vital statistics are: Level 1; Hit Points 6 (currently at -2); Armor Class 10. His prime attributes are: Intelligence and Charisma. His significant skills are: Profession teacher, Science. He is unarmed and has 2 on his person.

13 ADMINISTRATOR'S OFFICE

This office has been utterly destroyed, and some of the files have been set afire. It is unlikely the fire will spread, but enough smoke is being made that it will take any heroes without Keen Senses (vision) 2-4 (d3+1) rounds to determine that no one is in here.

14 DESTROYED OFFICE

This area has been partially destroyed, though at the moment only six Jackals lie on the floor. They are all dead, and have bullet wounds in their heads and torsos. Two men are here, reloading their pistols. They will claim to be instructors in work skills for the orphans, but they are in fact two of Moriarty's men

who wanted to see first-hand what all the fuss was about the formula. They have had their fill of this, and are determined to shoot their way out. If they have already been encountered in the hallways (random encounter table) then they are not here now, though everything else is as described.

15 PLAY YARD

This area is empty, though anyone outside might see a Jackal (20% chance) burst out of a upper window and fall to the ground. They will be injured and at half hit points, and will be shot from an unknown silent location. The shots are from Moran, making sure none of the specimens get away. He will also shoot Moriarty's two thugs (from room 12) as they disobeyed orders and should get what's coming.

16 BASEMENT/CELLAR

This is a simple root cellar, and is empty save for a few barrels of dry goods.

AN ORPHAN'S LIFE

Despite *Oliver Twist* and similar works, the life at an orphanage wasn't quite as one might think. Below is a typical schedule for a Victorian orphanage, and the Genteel Magistrate can use this schedule to determine what is going on at a given time of day. This may have a bearing on events depending when the heroes arrive to foil the plot to dose the children.

6:00 am Rise and say their Prayers, wash themselves, comb their hair, make their beds, and clean their chambers.

7:00 am Breakfast, then play or work in the garden until nine.

9:00am The governess shall read a chapter in the Bible and pray with the children. Then, the orphans will attend school until twelve.

12:00pm Dine in the common hall, then children are allowed to play until two.

2:00pm Children attend school until five o'clock.

5:00pm Children are given free time to play for one hour.

6:00pm Supper is served, again in the common hall.

8:00pm The charges say their evening Prayers, wash their feet every night, and go to bed. In the winter the children would wash their feet once a week and go to bed at 7pm.

Silence during meals was another common rule. The children had to eat their meals without saying a word to their neighbors. Orphans of the early 1800s ate a monotonous diet that rarely included fresh fruits and vegetables. Records from the Cincinnati Orphan Asylum suggest that the children living there in the 1830s ate bread and molasses, drank water or weak coffee, and had little else. Porridge was not sweet. Its main ingredient might have been stale bread or suet. Suet was raw fat of beef or mutton, especially the hard fat around the loins or kidneys (usually used to make tallow).

What was school in an orphanage like? A committee investigating the Orphan House of Charleston in 1850 concluded that the orphans' education "might be better." With seventy-three pupils studying under one teacher, the schoolroom was a noisy, chaotic place. Children scribbled curse words on the walls and relieved themselves in the corners. Conditions improved five years later, when the asylum added six teachers to its staff and divided the children into classes according to age and ability. Yet the orphans still learned by rote—by memorizing lessons—as pupils did in most U.S. schools at the time.

A typical course of study was "reading, writing, spelling, geography, arithmetic, and Church Catechism." The managers of this institution wanted to mold the children into adults "having all the characteristics of the useful member of society—healthy in body, healthy in mind, and, above all, healthy in soul."

American children of the early 1800s sat through frequent lessons in moral behavior. One children's picture book from this period was filled with wisdom like the following: "Many have been the boys who have fallen victim to disobedience and rashness. Indeed, bad children must not think that their punishment will always be put off till after death." The book also taught its young readers this lesson: "The first symptom of real grief is remorse, or a painful recollection that we have done wrong."

Keeping children busy with brooms and dust cloths prevented them from getting into trouble—or so many people believed. There were always orphans who broke the rules, who were made to feel ashamed, or placed in solitary confinement. Punishments could seem cruel by twenty-first-century standards. For example, one boy who talked back to the matron of a Charleston, South Carolina, asylum spent several days locked in a cellar, living on bread and water, until he apologized.

As the reader can see, it wouldn't take much to change these semi-abused children into revenge-seeking monsters with the right drugs and powers!

AFTERMATH

These Jackals will be slightly different than the doss house variety. Due to the young children's metabolism, they will last twice as long as their more adult parties (3-5 hours). However, they will dissolve into the organic goo immediately when they expire, which will leave the heroes a bit less evidence to convince the police that they were responding to true carnage. However, since the potion is limited to the orphans then the staff will be relatively unaffected (those who survive anyway) and can attest to the heroes' good character. These people, mostly lower middle class, will have more influence with the police than the East End residents at the doss house in **Scene 1**.

The critical clues here are the pies, and if the obvious Socialist connection is ignored then they can be traced to a low-cost bakery in Limehouse. No one there knows anything about the potion or its insertion in the pies, but Scotland Yard will be familiar with the place (Lee How Fooks) as a front for the Moriarty crime family, though its place is mostly for laundering stolen money and feeding Family employees; who run a tab at the shop.

Any heroes who ignore this possibility and instead move against the Socialists or another assumed connection, then the GM should resolve things on the fly. This can continue as long as necessary, at least until enough time has elapsed for the third and final test at the church in scene three.

If the Moriarty connection is followed, then the only problem is to discover Moriarty's Limehouse Warehouse headquarters. James Moriarty keeps a townhouse in Piccadilly, but there is absolutely nothing there to connect the humble professor of mathematics and astronomy to any criminal activity. He can be shadowed, though he has almost as many secret rooms and disguises as Sherlock Holmes sprinkled throughout London.

This can be as complex or simple as the Genteel Magistrate wishes. A simple method of resolving the chase is below, but if desired the GM can use the full gamut of Disguise checks, tracking with skills and Wisdom checks, and such like to follow the Professor to his lair.

SIMPLE SHADOWING

Take the Hero with the highest Wisdom who also has one of these other skills: Disguise, Profession (anything with urban tracking), Roguery, or Survival: Urban.

Give that Hero a single Wisdom check, with the Challenge Level of the check being the Professor's level and his own Disguise skill (a total of 10).

The result of that die roll determines whether or not the Hero can track the Napoleon of Crime as he moves from his own Secret Identity into his Limehouse fortress. A failure means the Hero couldn't follow him, though if the Hero's Wisdom is a prime attribute the Genteel Magistrate might allow a second roll. Failure(s) mean that the heroes must wait until the outbreak at the church to try again to find the linkage to the Professor.

SCENE 3 CHURCH

The Church of St. Francis in Paddington, London is the final location for the testing of the Jackal formula. After the orphanage, the Professor and his scientists believe that although the Jackals in the orphanage lasted longer than the doss house denizens, their willpower made them even harder to control. Thus they decide to insert the formula into the communion wine of a church, the theory being that people with high moral standards might be able to resist the more destructive aspects of the Jackal potion. Additionally, the movement of the test to a middle class location such as Paddington will provide an example of the formula on the better class of people. After all, Doctor Jekyll was a respected member of the community, so perhaps this is the missing link to providing a powerful yet self-controlled creature. At least, self-controlled enough to follow orders and maintain a semblance of discretion—much as Edward Hyde did for weeks.

As with the two prior tests, Moriarty has men outside to close up the doors and otherwise secure the building. This time Colonel Sebastian Moran is directly in charge of affairs, to

insure that none of the thugs disobeys Moriarty's instructions again. As noted in the introduction, this time Moran has special tranquilizer rounds to use on both escaping Jackals and nosy parkers such as the heroes as well. Moran is aware that much of the future of the Jackal project depends on the results of this final test, so he will be vigilant in keeping his men under control. He will also involve himself directly in combat, if that is what is needed to keep the heroes at bay while the Jackal formula runs its course among the worshippers of St. Francis.

Unfortunately for the project, there has been a complication that Moriarty did not foresee. One of the congregation of St. Francis has a secret. Eliza Snow, a young widow and devoted Anglican, is actually a member of SuperMankind. She discovered this months ago when she was accosted by a group of toughs in an alleyway. They took her purse, and struck her down when she started to scream. There might have been worse crimes afoot, but to her surprise Eliza found that the blow in fact did her no injury at all. Indeed, her strength grew to great proportions and she felled their leader with one blow of her dainty fist! The others tried to fight her, but she dealt with them handily.

Once she was home, she was horrified at her powers, believing what many said about SuperMankind being of the devil! So, she hid her powers and prayed they would go away. They haven't, and she still had her power when she drank the communion wine, spiked with the Jackal formula. The results of this event are detailed in the chancel (**area 4**) noted below.

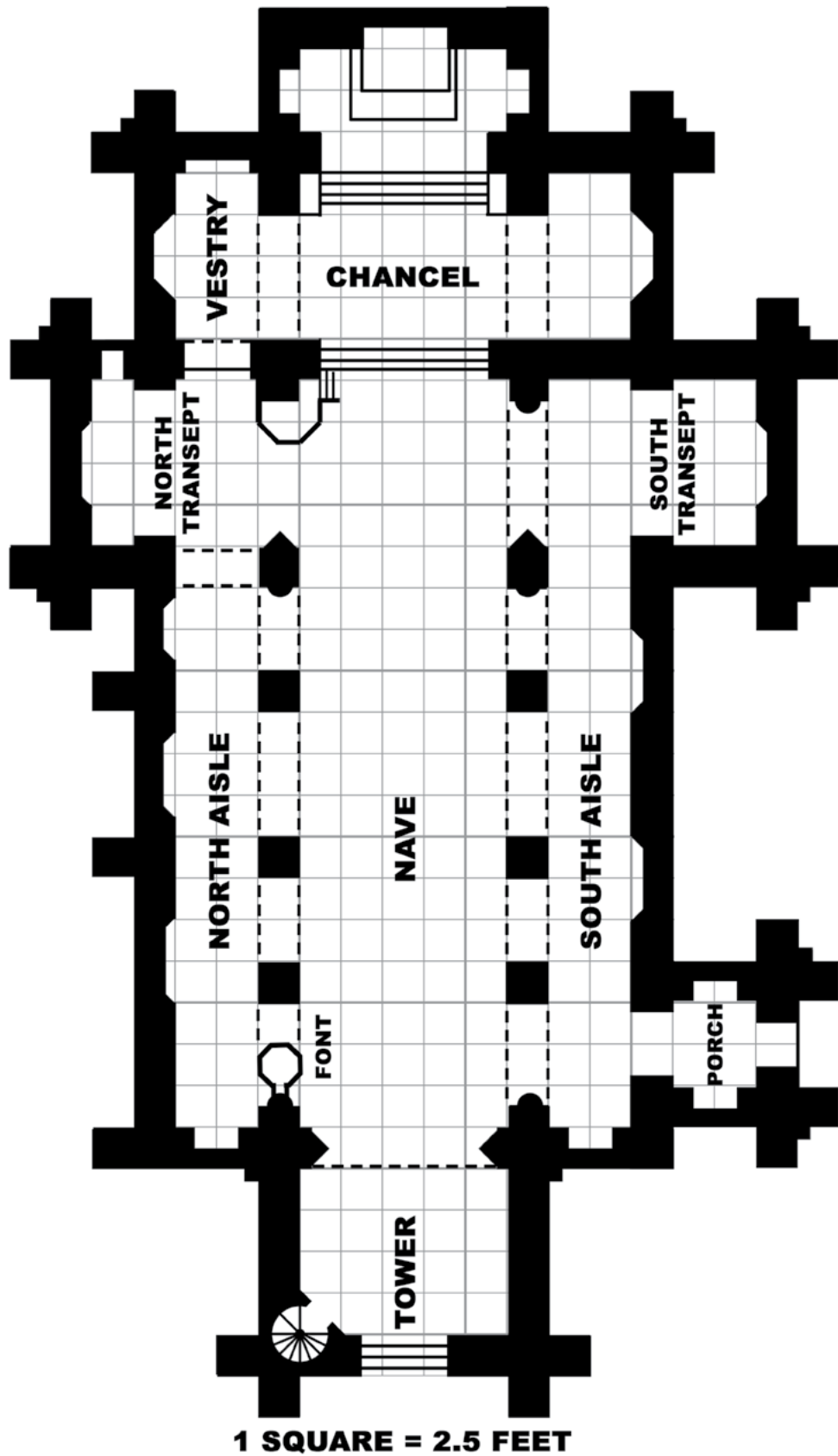
The Jackal formula does have a different effect on the congregation, at least those who partook of the communion wine. The metamorphosis took place earlier and only about one-quarter of the congregants imbibed the wine before the imbibers began to become Jackals. However, their faith and religious mindsets have given them greater control over their bestial natures. They are still cruel and rapacious, but they are less likely to attack blindly. They will recognize armed or costumed people as enemies, with more potential to hurt them than their fellow churchgoers. As a result (noted below) they will be more devious and have created impediments to rescue of the unchanged. Genteel Magistrates should play these Jackals as fairly intelligent in their murderous impulses, and scheming to preserve their own skins. The disadvantage to them in this regard is that unlike the other Jackals they are unwilling to work together in groups, perhaps a pair or trio of Jackals working together at best. Even then, arguments and nasty behavior to each other will be the norm, and they will abandon their allies whenever things go against them.

ST. FRANCIS ANGLICAN CHURCH OF MARTEL STREET, PADDINGTON:

1 PORCH

This is the front roofed section of the building, and provides shelter for the front of the church in case of bad weather. The double doors that lead into the nave are of heavy wood, and at the moment have two solid oak planks nailed across them barring entry. Moran will have a shooting nest on the roof of

ST. FRANCIS ANGLICAN CHURCH



the building opposite the porch, so will have an excellent field of fire for anyone trying to batter open the doors.

2 TOWER

The base of the tower is connected to the nave by a single wooden door. It has no lock, so is easy to enter and leave, or normally would be. However, there are several chairs stacked against the door, and there are two parishioners here who are trying to avoid the Jackals in the building. The barricade is not that strong (a Strength of 19 to push past) but the Jackals are saving the couple there for later entertainment.

FRIGHTENED COUPLE *(The couple are Good mortals whose vital statistics are: Level 1; Hit Points 4,5; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and have 1 pound 3 pounds on their person.)*

There are stairs going up to a second floor in the steeple itself. This floor is empty other than a single bell for tolling of services.

3 MAIN NAVE

(This is the main part of a traditional church place of worship, at least in Euro-American culture. This is where most ceremonies and services are held, and is usually large enough to hold the entire congregation of the church. It is rectangular in shape, and at the far end of the hall is separated from the Chancel by steps and a brass rail, with padded locations across the edges for those to kneel while receiving communion from the priest.

The pews have been pushed to the walls to create a fighting ground in the center of the nave. A group of 8 worshippers are kept in the choir section, with no way to escape the two Jackals guarding them. These unfortunates are given a choice by the 3 Jackals here (2 guards plus the pit fighter), namely. They can be given a club to fight the Jackal in the circle, and if they win they will be let go, or they can drink the communion wine and see if they become Jackals. The creatures tell the congregants that only those with sin in their hearts will become Jackals, though they know very well this isn't true. Still, they find it amusing to give them this choice and see how they react.

TRAPPED PARISHIONERS *(The parishioners are Good or Neutral mortals whose vital statistics are: Level 1; Hit Points 4-6; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and have 1 pound 3 pounds on their person.)*

SPORTING JACKALS *(The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 16, 18, 22; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +5 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on them.)*

4 CHANCEL

This is at the far portion of the worship nave, and is where the altar and choir are placed. It is also where the priest normally

distributes communion to worshippers kneeling at the steps/rail at the edge of the chancel proper.

There is one Jackal here, but it is Eliza Snow, the now Jackal-SuperMankind result of the formula. She is busy enjoying her torture of the priest, who is crucified up on the large wooden cross against the rear wall. She is toying with him by throwing a collection of long spikelike hair pins she's collected at him, like a dart game. So far, her aim has been pretty good, but misses will happen. The vicar's wife is tied up and on the floor beneath him, gagged and stricken with fear for her husband. Eliza has little interest in the fighting pit, and will ignore what those Jackals do unless a group of heroes attacks. At that point, she may or may not (50% chance) intervene on the Jackals' behalf. If she doesn't she will simply watch the entertainment and only engage the heroes if they try to get in the way of her fun with the vicar and his wife.

VICAR ALBERT JENKINS AND WIFE MARTHA *(The couple are Good mortals whose vital statistics are: Level 1; Hit Points 5 (currently 3) and 3 (currently 1); Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession-Minister. They are unarmed and have 1 pound 3 pounds on their person.)*

ELIZA THE JACKAL *(She is a Evil mortal whose vital statistics are: Level 1; Hit Points 42; Armor Class 12. Her prime attributes are: Constitution. Her significant powers are:*

Absorption at rank 2, Might d8 at rank 3, and Robust. Her significant abilities are: +6 both to hit and damage in hand to hand combat; 4 points of Temporal Invulnerability.

5 VESTRY

This is the area where the priest can change robes (vestments) as well as general storage for services. Communion wine and wafers are also stored here, and the wine is stored in large glass jugs on the far wall. Unlike prior tests, these were not set up to be delivered from the Socialists (as no church would accept such a gift!) but instead were delivered from an unknown benefactor. Moriarty had planned greater details and cover for this delivery, but as Moran was in direct charge of this operation the Colonel didn't bother with such tedious details.

There is a Jackal here busy wrapping church participants into the tapestries and curtains, then beating them with a club like large piñatas. The 3 people trapped here are badly beaten (low hit points) but are not yet in danger of death.

TRAPPED CHURCH PEOPLE *(The congregants are Good mortals whose vital statistics are: Level 1; Hit Points 3 each (Currently 1, 1, and 2); Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and have only personal items on them.)*

CLUB JACKAL *(The Jackal is an Evil mortal whose vital statistics are: Level 2; Hit Points 17; Armor Class 12. Her prime attributes are: Strength, Constitution, Dexterity. Her significant abilities are: +5 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. He carries no personal items on his persons.)*

16 VICTORIOUS!

6 STORAGE

Within this room are boxes of altar draperies, displays for certain holidays, boxes of spare hymnals, and other items that are occasionally needed for services. There are two long tables that support some of the boxes across each wall. A small window at the end of the room provides some illumination, but is about seven feet up and is frosted; thus difficult to reach.

A dozen remaining churchgoers are locked in here, essentially as storage until the other Jackals get bored. There is one here, but other than occasionally clawing or kicking the terrified innocents, has not yet come up with anything to do with them. This Jackal was mentally challenged even before the transformation, which is why the other Jackals trusted him to watch the others.

INNOCENT BYSTANDERS *(The bystanders are Good or Neutral mortals whose vital statistics are: Level 1; Hit Points 4-6; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and have only personal items on them.)*

GUARD JACKAL *(The Jackal is an Evil mortal whose vital statistics are: Level 2; Hit Points 21; Armor Class 12. His prime attributes are: Strength, Constitution, Dexterity. His significant abilities are: +5 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. He carries no personal items on his persons.)*

7 NORTH TRANSEPT

This wing of the church is used to store collected donations of clothing, food and other items that the church occasionally distributes to the poor and needy. Since they are in a middle class neighborhood, they frequently have to go far afield to deliver these items to the destitute. As such, there is a single door at the end of this wing that leads to a side alley.

There are two Jackals here, along with four members of the church, and all of the prisoners are dressed in expensive finery. As a punishment for the sin of greed, the Jackals have tied them to chairs and are forcing them to eat money. They've broken open the church's donation box and taken wallets and purses in order to get a nice pile of coins and bank notes to force-feed their victims. When the heroines enter this area, one of the four has turned purple and without aid in 2 rounds will choke to death on the money stuffed down his throat.

WEALTHY BYSTANDER *(The bystanders are Good or Neutral mortals whose vital statistics are: Level 1; Hit Points 4-6; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and have only personal items on them.)*

FEEDING JACKALS *(The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 19, 22; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +5 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items.)*

The exit door in this room has been nailed shut by Moran's thugs, but they didn't do a very good job. Any individual with an 18+ Strength who pushes against the door will be able to break it open. There are two thugs in the side alley, and both will attempt to stop anyone entering or leaving the building.

8 SOUTH TRANSEPT

This wing of the church is normally used for bible study, and as such has about a dozen chairs and three long tables. The room has two thin French-style windows on each wall that are hard to get through (a Strength check to get through) and at least so far haven't been used to escape from the church.

There are three Jackals here, along with five innocent congregants. The Jackals are spending their time asking questions from the instruction book to their prisoners. Depending on the answer, the Jackals savagely beat anyone who gives a wrong answer. Often, they will say wrong answers are correct, and correct answers are wrong just for fun and to keep their prisoners terrified.

BYSTANDERS IN JEOPARDY *(The bystanders are Good or Neutral mortals whose vital statistics are: Level 1; Hit Points 4-6; Armor Class 10. Their prime attributes are: Wisdom. Their significant skills are: Profession variable. They are unarmed and have £1-£3 on their person.)*

INQUISITIVE JACKALS *(The Jackals are Evil mortals whose vital statistics are: Level 2; Hit Points 17, 19, 21; Armor Class 12. Their prime attributes are: Strength, Constitution, Dexterity. Their significant abilities are: +5 both to hit and damage in hand to hand combat; 3 points of Temporal Invulnerability, Might for 1d6 damage in hand to hand combat. They carry no personal items on their persons.)*

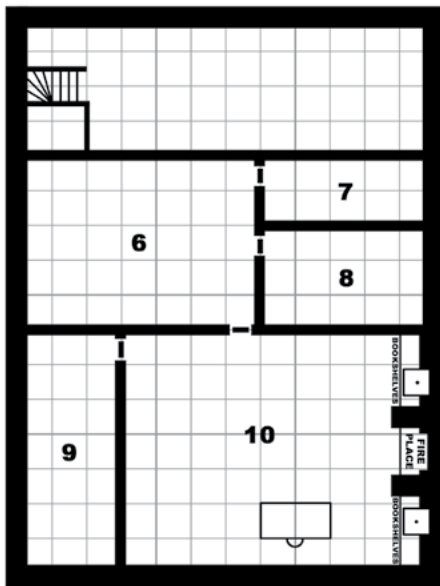
AFTERMATH

As noted throughout this section, there are plenty of clues and people to interrogate in order to discover Moriarty's warehouse. It is technically possible for the heroes to somehow miss them, so the Genteel Magistrate is encouraged to drop the hints as necessary to give the heroes a chance to finish the adventure. Perhaps Scotland Yard's interrogations of the thugs or Moran have a bit more luck than the heroines had? Maybe the loading receipt for the communion wine can be found by a constable and turned over to the Yard...and thus to the player characters? Perhaps one of the constables recognizes one of Moran's thugs as someone who works at the Roman Packaging company warehouse in Limehouse? There are many ways to give the heroes the clues they need if the GM desires.

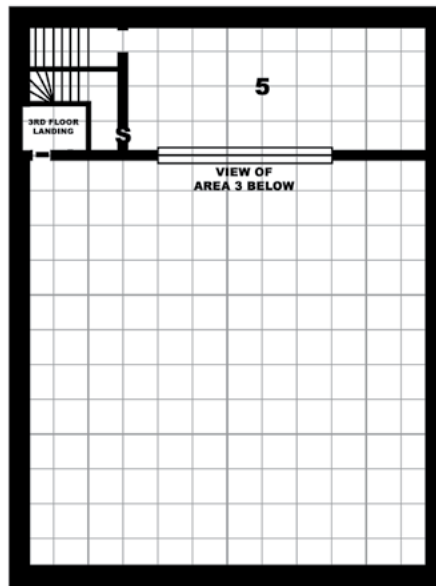
If the Genteel Magistrate doesn't wish to throw the players a bone, then as noted in the text this will be the last public test of the Jackal formula. Moriarty decides it's just too volatile, and returns it to testing in secret laboratories by his scientists. Moran may or may not have used his copy of the Hyde formula, and if he has will either escape to warn the Professor or be captured by the heroes.

WAREHOUSE

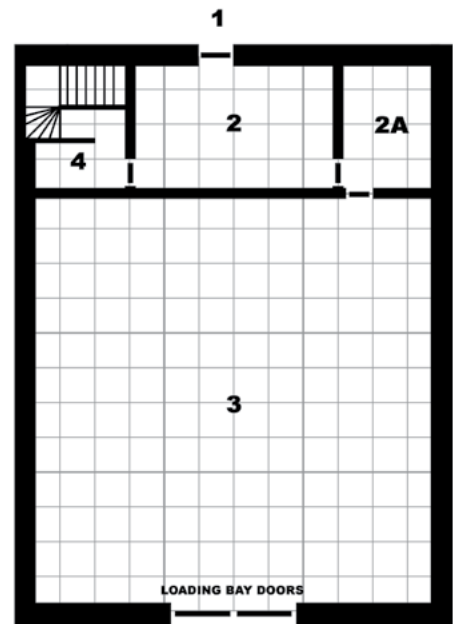
1 SQUARE = 2.5 FT



WAREHOUSE 2ND FLOOR



WAREHOUSE 1ST FLOOR



WAREHOUSE GROUND FLOOR

Eliza Snow will be a unique case. Unlike the others, she will not die after the few hours the Jackal formula gives its imbibers. She will be ill, and take several days to recover, but it will wear off and she will be distraught over what she has done. She will be certain that she is cursed by God, and has no hope at all.

If the heroes try to help her, and do their best to convince her she isn't cursed and that the powers she has can be used for good, she will eventually believe them. She will regain her normally sunny disposition, and return to her normal life. Depending on the level of assistance, she might even decide to follow in the heroines footsteps and create a masked identity for herself; even possibly become one of the heroes' sidekick?

Conversely, if the heroes do not intervene to help her, she will eventually be committed to an asylum in the country. She will break free and become a villainess, perhaps a future foe for the heroes to fight again.

Either way, the adventure will either move to **Scene 4** at Moriarty's headquarters or directly to the Epilogue section at the end of this adventure.

SCENE 4 MORIARTY WAREHOUSE

This will be the denouement of the adventure, with the heroic SuperMankind bearding the Napoleon of Crime in his lair—or his headquarters at any rate. Whether the player characters have followed Moriarty here from his Piccadilly town home or instead traced the clues to the Limehouse storage warehouse, this is where everything will inevitably lead. Unfortunately for the forces of justice, Professor Moriarty had made certain

arrangements to insure his safety if the warehouse was ever compromised, as detailed below.

THE SPIDER'S WEB

No matter what time of day or night the heroines approach the warehouse, they will be spotted. Short of using Invisibility, a high degree of stealth or the Translocation power, every single person on the streets within a one block radius are employees of the Professor. Even at night, the local prostitutes, beggars, street Arabs/urchins, and drunkards are part of the Family and will insure some warning gets to the warehouse before the heroes break into the center of the syndicate in London.

The warehouse is detailed below, and there are no random encounters. Only people who have a reason to be in the warehouse will be encountered, and those will be deadly enough for the enforcers of Law to deal with! Moriarty's reactions are detailed in the description of his office (**area 10**), as he will rarely leave this part of the warehouse for any reason. Part of Moriarty's dangerousness is that he always makes sure no one can pin him directly to any crimes. Since there is no such thing as DNA analysis, phone or radio intercepts, or paperwork implicating him; he escapes prosecution on a regular basis.

The staff of the warehouse (at least its public face) are eight civilians, all appearing totally normal and legitimate. The warehouse is ostensibly owned by Roman Packaging Company, and the warehouse storage area will be full of crates of various goods. Most of them appear to be various types of furniture, all packed away in crates.

If the employees of Roman Packaging are questioned by the authorities, They will allege to know nothing of the crime lord, and most of them don't. Only the three office workers know anything, as the rest are workmen and hired thugs to guard the site. Nobody will willingly give any information regarding the Professor, as they know their families will pay the price for any treachery. The use of Telepathy or similar abilities might be enough to give some data to the heroes. Note that the office workers only know about the secret door in the upstairs office, and none of them know about the secret opening in the warehouse proper or the Professor's secret escape passage. Indeed, not even Moran is aware of Moriarty's secret escape route.

WAREHOUSE

1 OUTSIDE OF THE WAREHOUSE

The immediate area around the warehouse is fairly nondescript. Like most buildings in Limehouse, it is dirty, aged, and very close to the dockyard on the river. There are 2 doors to enter the warehouse, the small office door leading to 2 below, or the rolling loading bay doors at the opposite side of the building that lead to area 3. The loading doors open out on a wide alley where wagons can be driven to load or unload directly as needed. The rolling doors are kept locked (Challenge Level 2) unless deliveries are expected. The office door (Challenge Level 3) is open during normal business hours; at this time of year around 8am to 7pm. There are tiny observation ports where people in the waiting area (area 7) can see who may be approaching the office door. There are none for the rolling door in the dock.

2 ENTRYWAY FROM SIDE DOOR/OFFICE

This is the ostensible office for the Roman Packaging Company, the front business for the Moriarty family. During usual business there are 2 office clerks here and may have 0-3 (1d4 -1) of the thugs/loaders in the office at any given time.

OFFICE CLERKS (They are Neutral or Evil mortals whose vital statistics are: Level 1; Hit Points 3, 4, 5; Armor Class 10. Their prime attributes are: Intelligence and Wisdom. Their significant skills are: Profession - Secretary. They are unarmed and have only personal items and 1-2 shillings each.)

2A FILE ROOM/WAREHOUSE ENTRY

This room holds the public files for Roman Packaging Company; shipping invoices, accounts payable and receivable, etc. All of these files deal with the legitimate business of the front company and will have nothing out of the ordinary about them. A second doorway leads into the main portion of the warehouse (room 3).

3 STORAGE SECTION

This is the majority of the space within the building, and is partly full of crates and loading dollies. As noted earlier, the crates are full of various furniture (most of average to poor quality) and a few crates of oil lamps. There is no oil here, so fires from that source are unlikely. Any of the workers and thugs for security not encountered in the office will be found here,

loitering around, smoking, and generally enjoying their idleness. They will immediately attack any intruders, and since they all know each other intruders will be detected immediately.

WORKERS (The workers are Neutral mortals whose vital statistics are: Level 1; Hit Points 3, 4, 5; Armor Class 10. Their prime attributes are: Strength. Their significant skills are: +2 with hand to hand combat. They can at need pick up clubs or crowbars that inflict 1-4 (1d4) damage.)

ARMED THUGS (The Thugs are Evil mortals whose vital statistics are: Level 2; Hit Points 7, 9; Armor Class 12. Their prime attributes are: Dexterity. Their significant skills are: +2 with hand to hand combat, +3 with Firearms. Each carries a revolver that inflicts 1D8 damage with 5 shots, and a sawed off shotgun (Medium range only, 2D6 damage, 2 shots; a clasp knife that inflicts 1D6 damage and wears a heavy leather coat; +2 to AC.)

4 STAIRS TO UPPER OFFICE

This is a small set of circular stairs that lead to the managers office on the second story of the warehouse. Note that the second story only covers the front quarter of the building, with the rest being an open ceiling with skylights for the warehouse proper.

5 SECOND OFFICE

This is the office of the manager of the building, Mr. Gregory Whittaker. A large window along the back wall looks down into the main warehouse below. Like the receiving office downstairs, Whittaker will only be here during business hours. He will be willing to talk to the heroes, but will do his best to keep them away from the heating grate in the corner of his office. It isn't working, because it is in fact it is on a special hinge that will reveal a curving set of stairs. This tiny (4 foot) circular stairway leads to the criminal part of this warehouse. The key to opening this secret door is to insert a fountain pen at the desk into one of the grates holes, specifically the fifth from the middle, counting from the left hand side. It is possible to pick this mechanism, though the heroine must first determine which of the grill holes will hold the hinge-lock. The Challenge Level of the lock would be 5, not the easiest to pick but still possible.

OFFICE MANAGER (He is a Evil mortal whose vital statistics are: Level 1; Hit Points 5; Armor Class 12. His prime attributes are: Intelligence and Wisdom. His significant skills are: Profession - Management. He carries a revolver that does 2d4 damage with special bullets but only 4 shots.)

6 WAITING AREA

This area is a large room with couches and tea tables along with an occupied secretary's desk at the far end of the room, just in front of the doorway to Moriarty's office in area 10. There are at least 3 thugs here at any time, guarding the area. They are heavily armed, and will shoot first and only ask questions much later. Anyone coming into this area without Moriarty's secretary or being escorted by Colonel Moran will be attacked. If Moran wasn't arrested in an earlier encounter, he will be here with the three bludgers.

LEE, ABDUL, AND MILES (*The Thugs are Evil mortals whose vital statistics are: Level 3; Hit Points 9, 12, 14; Armor Class 14. Their prime attributes are: Strength and Dexterity. Their significant skills are: +4 with hand to hand combat, +4 with Firearms. Each carries a revolver that inflicts 1D10 damage with 5 shots, and a special magnetic shotgun (Medium range only, that inflicts 3D6 damage, 2 shots; a clasp knife that inflicts 1D6 damage and wears a steel reinforced heavy leather coat; +3 to AC.)*)

There are electrical microphones in the walls here, and are connected to a speaker in Moriarty's office so he can be aware of anything going on outside his office. The secretary (Clark Ashton) will run to the Professor's office as soon as any combat begins to warn him, then fight to defend his employer.

CLARK ASHTON (*He is a Neutral mortal whose vital statistics are: Level 2; Hit Points 8; Armor Class 12. His prime attributes are: Dexterity, Intelligence and Wisdom. His significant skills are: Firearms, Profession - Secretary. He carries a revolver that inflicts 1D8 damage with 5 shots,.)*)

7 STORAGE OF FILES

Paperwork is inevitable in any large organization, and the syndicate of the crime lord Moriarty is no exception. As a result, those papers need to be kept somewhere secure, which is here. This is basically a storeroom for various documents of importance to the Moriarty Family. All are in a special cipher (Challenge Level 4 to decrypt) and at no point do they mention the Professor in any way, shape or form. The door is locked (Challenge Level 3) and made of thick wood.

8 SALON

Those members of the organization who guard the Napoleon of Crimes sanctum are loyal, brave, and determined. They are criminals with vices, and too often they need a drink or two to pass the time. Moriarty provides beer and some watered gin for his men, as he discovered not doing so would push them into bringing their own much stronger beverages. There is a beer keg here, along with a dozen mugs hanging from wall pegs. Next to the keg are eight bottles of the aforementioned watered gin. The mugs are even washed every now and then, though most expect the alcohol to kill any germs—for those who believe in all that germ theory rot.

9 WATER CLOSET

Professor Moriarty enjoys the latest in luxuries, and a functioning water closet (bathroom) with hot water is one of the more pleasant. The water pipes for this location are run next to the gas lines that provide lighting to the offices, and has been disguised to appear as simply another gas main.

10 MORIARTY'S PRIVATE OFFICE

Within this room is the center of Moriarty's criminal empire, the center of his web as Sherlock Holmes described it. It is richly appointed, with a large fireplace in the center of one wall and two built-in bookshelves on either side of it. A sidebar with



fine wine and brandy sits along another wall. The Napoleon of Crime has several defensive measures here, and he will activate them all before making his escape via the sewers at **area 11a**. As noted in the waiting room (**area 6**), he will be able to hear any noise of intruders, and will immediately escape down the sliding pole to the abandoned sewers.

His defenses are as follows:

- A. A button on the wall next to the secret door (behind his desk) will cause four thin piano wires to rise one to four feet off the floor. They stretch from wall to wall, and vary to maximize the difficulty in avoiding them. They are electrified, and if someone tries to move through the office to avoid them must make a successful Dexterity check at Challenge level 4 to avoid. Failure means one of the wires was touched, and the hero takes 2d8 hit points of electrical damage, with no saving throw. Alas, if the secretary made it in here to warn Moriarty, he will be trapped between the wires and the office door, but Clark's sacrifice is a price Professor Moriarty is willing to pay.
- B. Anyone who moves to the part of the room where his desk is will activate a dozen knives that will be shot out of the wall by pressurized air and do 4-24 (4d6) hit points of damage (Dexterity Save for half damage).
- C. There is an explosive set within the desk, with a Challenge level of 3 to discover and disarm. Anyone opening the desk

drawer will trigger the bomb that will explode in the office causing 4-40 (4d10) hit points of damage to anyone in the room (Constitution save for half damage) and ruin the office. Ironically, there is a 20% chance that this explosion will cause any surviving heroines to notice the fake wall for what it is, and find **area 11a**.

If the Napoleon of Crime is cornered, he will be a tough opponent, especially for first to third level heroines. Consult the SuperMankind section in this book for his complete statistics.

11 NOT SO SECRET PASSAGE TO STREET

This two and a half foot brick tube leads down to the ground floor, where a second secret door at the bottom empties out into the side alleyway of the warehouse. It is outfitted identically to that of **area 11a**—however, this secret opening is much easier to find within Moriarty's office (Challenge Level 3). It basically acts as a decoy to fool pursuers who make this far, and to make it less likely they will continue searching for the Professor's actual escape route on the other side of the fireplace. Colonel Moran is aware of the existence of this decoy passage, but believes it to be the only one in the room.

11A SECRET PASSAGE LEADING TO SEWERS

This five foot brick tube leads down to twenty feet below the surface of the street, into a abandoned sewer way. There is a brass pole in the center of the passage, and allows Moriarty to simply slide down to the padded landing before taking a dozen steps to the sewer. This part of the sewers isn't used, so while there may be moisture and some mold on the walls there is no stink or refuse to make travel unpleasant. The sewer goes a mile before ending at a bricked up wall and a grate that opens into an abandoned stationary shop in the south of Limehouse. Moriarty's syndicate owns this building, and its only reason to exist is to provide a shelter for the eventual use of the secret escape path. This passage is much more well concealed than its sister passage on the opposite side of the fireplace, and will require a Challenge Level 5 to find.

AFTERMATH

For the aftermath of the resolution of the Warehouse scene, see the Epilogue section on the next page.

EPILOGUE

The victorious heroes will be applauded by the public for their rescue of various innocents in the three scenes, unless they've botched events pretty badly. Basking under the public acclaim, the authorities will reluctantly be drawn into commending the heroic types for their assistance. This is in a Gilded chronicle, of course. A Grand campaign will find the government and police singing the praises of the heroes along with the public, and the costumed crimefighters might even find themselves granted a brief audience with Queen Victoria herself! Conversely, a Grim chronicle might find even the public divided on the role of the heroines, with a minority believing it was all a set up by the SuperMankind to make themselves

look good. The authorities will certainly suspect this, with all that such mistrust entails for the player characters in their thankless task of protecting the public.

THE MORNING AFTER

Barring anything significantly unfortunate, the end of this adventure should find the heroes and heroines standing in the shell of the Moriarty warehouse located in the Limehouse section of London. It is highly unlikely, yet possible, that the player characters might miss all the clues and never move beyond Scene 3: The Church. In such a case the Professor will cease all work on the formula, at least in a public venue. After the three trials Moriarty will reluctantly come to the conclusion that the formula is still too volatile for mass manufacture. If Moran is free and has taken the original Hyde formula in Scene 3, then Moriarty will use Moran's blood to engage in further tests. Moran himself will be unharmed, as Moriarty finds his skills too useful, and doubly so after Moran can transform into his Tiger form. He will simply donate blood every now and then for the crime lords scientists to investigate. If Moran is under arrest, then Moriarty will wait a few weeks for the furor to die down, then use his influence to allow Moran to escape and return to the syndicate. If Moran has been transformed, he will be held in Dartmoor prison (see the Phantasmagoria supplement for details), which has a special wing for the incarceration of SuperMankind.

FUTURE ADVENTURES

This adventure could be used as a springboard for further events as desired by the Genteel Magistrate and her players. Henry Jekyll will give himself up to the authorities, where he will be sent to Dartmoor for study. In a Grim chronicle, the heroines might feel obligated to rescue him, as the government might be using inhumane methods to experiment on poor Doctor Jekyll. Another possibility is that Jekyll (and especially Hyde) might be given over to SCEPTRE (see Phantasmagoria) to serve as a Companion to that organization. The heroes might encounter him on a semi-regular basis, either as ally or perhaps rival.

What of the formula? A side effect the professor either didn't anticipate or (more likely) didn't concern him is that the metabolized formula is now in the city ecosystem. Predominantly in the sewers, but perhaps one of the kegs from **Scene 1** was misplaced, and shows up at a pub later? The same might happen with the communion wine from **Scene 3**. What could be worse, is its introduction to the sewer system...and all its denizens! Horrible rats, grown to massive size, could emerge from the sewer grates to take their prey across the East End of London. If introduced into the river Thames, it could impact all sorts of aquatic life or swimming mammals. Many are the opportunities to introduce some of the more ghastly creatures from the **Victorious** rule book such as the Sewer Crawlers as a result of the Jackal formula; a final test of the concoction by the Napoleon of Crime.

SUPERMANKIND

THE PROFESSOR

PROPER NAME: James H. Moriarty

STRENGTH: 12 (+0) **DEXTERITY:** 16 (+2) **CONSTITUTION:** 21 (+4) **INTELLIGENCE:** 22 (+5) **WISDOM:** 20 (+4) **CHARISMA:** 23 (+5)

INIT: +0

ACTIONS: 1 per round

AC: 10, +2 (Dodge)

DEFENSIVE: +5 Mystical

HIT POINTS: 39

LEVEL: 9

ALIGNMENT: Evil

SKILLS: Criminology 1, Disguise 1, Etiquette 2 (Crass, Polite), Firearms 1, Melee 1, Prime 2 (Intelligence, Charisma), Roguery 2, Science 2 (Astronomy, Mathematics), Survival 1 (Urban), Thespian 1 (Public Speaking), Wealthy 3

SUPERNATURAL POWERS: Attribute 4 (+5 Constitution, +5 Intelligence, +5 Wisdom, +5 Charisma), Invulnerability 2 (+6 Mystical), Luck 2, Mesmerism 3 (2D8)

PACKAGES: None

SHORTCOMINGS: Enemy 2 (Scotland Yard), Enemy (Sherlock Holmes), Looking for a Broom Closet, Phobia (Megalomaniac), Phobia (Heartless), Prior Engagement, Secret Identity (Criminal activities are kept separate from his academic career)

BACKGROUND: It is unknown what turned the esteemed mathematician James Moriarty to crime. Even Sherlock Holmes, the greatest detective of the age, had no answer to the quandary. Why did he leave academia and a burgeoning career as one of the preeminent mathematicians and astronomers of the age to a life of crime?

No one knows, perhaps not even "The Professor" (as he is known by the London Underworld) himself. It is enough that he has, and his brilliance has allowed him to create a syndicate that is the unchallenged ruler of half of London's criminal world. This is not enough for Moriarty, however. His goals reach beyond the shadows, to the control of Whitehall, of Europe, and perhaps the world itself!

The Professor is a master planner, but rarely places himself in any danger. Like a spider in a web, he arranges matters and sends underlings to execute the plans. In return, he receives a portion of the takings and the gratitude of the successful mobsmen. By this strategy, he has taken over several crime gangs in London's East End, and through them continue to execute greater and greater crimes. He is careful to ensure that no crime can ever be traced back to himself, and will coldly sacrifice anything and anyone to ensure his freedom. Sherlock Holmes took years of diligent research before he felt confident enough to move against The Professor, and though

the criminal genius was reported killed at the Reichenbach falls in 1891, it is unlikely that the world has seen the last of this mastermind of evil.

"TIGER" MORAN

PROPER NAME: Colonel Sebastian Moran

STRENGTH: 14 [19]+1/+3) **DEXTERITY:** 18 [20] (+3/+4) **CONSTITUTION:** 15 [17] (+1/+2) **INTELLIGENCE:** 11 [8] (+0/-1) **WISDOM:** 16 (+2) **CHARISMA:** 13 [10] (+1/+0)

[Stats changed as Jackal]

INIT: +0

ACTIONS: 1 per round

AC: 10, +3 (Dodge)

DEFENSIVE: 0

HIT POINTS: 24

LEVEL: 4

ALIGNMENT: Evil

SKILLS: Disguise 1, Etiquette 1 (Polite), Firearms 2, Linguist 1 (French), Melee 1, Prime 2 (Dexterity, Wisdom), Profession 1 (Soldier), Roguery 1, Survival 2 (Tropical, Mountain), Target 1

SUPERNATURAL POWERS: Knack 1 (+3 Rifle)

[as Jackal, Invulnerability rank 1 (+3 Temporal); Might rank 3 (d10)]

PACKAGES: Air Rifle 4 (Gadget): Blast 2 (2D8, one shot every other round), Keen Senses 2 (Telescopic Sight), Invisibility 2 (Linked to Blast)

SHORTCOMINGS: Enemy (Scotland Yard), Enemy 2 (Sherlock Holmes), Phobia (Arrogant), Notorious

[As Jackal means they will attack source of anger for 2-5 (1d4+1) rounds); Odd Appearance: mildly bestial, brutish and not a werewolf or such like.]

EQUIPMENT: Leather jacket, 2 knives, Webley revolver (1D6), Brass knuckles, Smoke bomb

BACKGROUND: If there were anyone to typify the "Great White Hunter" of the Victorious Age, it would be Sebastian "Tiger" Moran, former Colonel of the First Bangalore Pioneers. A career army man, Moran saw action in both the Anglo-Afghan Wars of the 1870s and the Ashanti Wars of the same decade. Despite generally heroic behavior, he was forced to resign from the army due to unnamed events "ill-befitting a Gentleman" in the early 1880s. Despite still retaining a residence in Mayfair, the posh part of Victorian London, he is still considered a rogue and generally untrustworthy among his social set.

Perhaps it was this that drove him to accept an offer of employment from Professor James Moriarty, the English "Napoleon of Crime". Moriarty needed a reliable second in command with a skilled hand at weapons and few scruples; both

of which fit Tiger Moran perfectly. He quickly evolved from a chief of staff to the premier assassin of the Moriarty criminal cartel of London, using his skills as a big game hunter well in the urban jungles of the East End. To further his capability in this office, the Professor acquired for him a unique weapon; the "Air Rifle". Unlike its name, the weapon is a very high velocity weapon that makes no noise at all nor reveals itself with a flash of gunpowder. Moran has used this weapon in several hits on Moriarty's orders, and is considered by Sherlock Holmes as "the second most dangerous man in London."

Despite his employment as a hit man, Moran isn't stupid. He lives for the hunt, to win against the odds. He is even an author, writing of his hunting experiences in the books *Heavy Game of the Western Himalayas* (1881) and *Three Months in the Jungle* (1884).

With the emergence of SuperMankind, Moran finds himself torn. On the one hand, the involvement of vigilantes and superior villainy makes his job of murder and assassination harder than ever. Conversely, it increases the odds and Tiger Moran is one that loves to play the odds, be it in cards, roulette, or the stalking of prey. He is especially determined to kill the leader of the Queen's Knights, the woman known as The Dancer. He believes that with her death his reputation as both a dangerous man and a big game hunter will be restored. Professor Moriarty has tried to dissuade him from this line of thought, believing such personal attitudes ridiculous and inefficient. Despite this Moran can't be dissuaded from his path, the greatest hunt of his life.

ELIZA SNOW

PROPER NAME: Elizabeth Abigail Snow nee Waterford

STRENGTH: 18(+3) **DEXTERITY:** 16(+2) **CONSTITUTION:** 16(+2) **INTELLIGENCE:** 13(+1) **WISDOM:** 15(+1)

CHARISMA: 9(+0)

INIT: +2

ACTIONS: 1 per round

AC: 12

DEFENSIVE: Absorption

HIT POINTS: 42

LEVEL: 1

ALIGNMENT: Good

SKILLS: Etiquette, Polite, History/Legend: Biblical

SUPERNATURAL POWERS: Theme: Mimics Attacks rank 4

- 1 Absorption (power goes to a return attack of same type and damage) rank 2
- 2 Might d8, limit only on people who attack her first
- 3 Potence Robust +10 hit points rank 2

SHORTCOMINGS: Looking for a Broom Closet, Phobia: Fear of being damned, Prior Engagement, Secret Identity

Background: Elizabeth Abigail Snow was a happy young wife who married a merchant captain on her eighteenth

birthday. Though she was often alone while her husband plied the seas in his ship, she knew that patience was a virtue and did her best to bear the burden God had placed on her shoulders. She did what any Victorian wife of the middle classes would do, namely devote herself to church and charitable causes. At least until she had a child, that is what she told herself anyway.

The first blow to her happy existence was the knowledge that her husband died in Portsmouth. His ship, along with its entire crew, was lost when a burning liner drove into it while docked at the Portsmouth shipyard. The liner had been set aflame during a battle between the Queens Knights and agents of the Looking Glass. Grieving, she was certain that SuperMankind had been the cause and began listening to vicars who insisted that the costumed marvels of the age were in fact servants of Satan. She wanted to believe this, and as a young widow not yet twenty she needed to blame someone for this misery.

She might have continued this way for many years to come, but then a frightening event happened that in its way upset her even more than the loss of her husband. One late afternoon while helping other ladies of her church to distribute packages to needy families in Whitechapel, she was accosted by a group of toughs in an alleyway. They took her purse, and struck her down when she started to scream. There might have been worse crimes afoot, but to her surprise Eliza found that the blow in fact did her no injury at all. Indeed, her strength grew to great proportions and she felled their leader with one blow of her dainty fist! The others tried to fight her, but she dealt with them handily.

Once she was home, she was stricken with the results of the day. She was a monster! One of that SuperMankind! Surely, God had turned his face from her. She decided to hide her abilities from her friends, hoping and praying that someday the divine would grant her mercy and take the curse of these powers from her.

The third and last blow to her was her partaking of the communion wine during a service at the St. Francis Anglican Church, her own chapel. This was unlike the other communions however, as this time a strange potion was mixed with the wine, turning her into a monster in form and thought as well as in power! What will she do?

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