

Some Kid's Parents

**A One-Round Shadowrun 3rd ed.
Virtual Seattle Adventure**

by Stephen Gabriel

Somebody stole the Johnson's dolly and it's become a real pain in the neck. She knows who has it and where it's at, now all she needs is somebody to bring her dolly back. A sequel to *Some People's Kids*.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Introduction

This is the second part of two linked scenarios. The first part is called *Some People's Kids*. It is not essential to play the first part, however it does provide background information.

Claudia contacts the characters for a lunch meeting at the Seattle Hilton downtown with Vedde. The characters will know who Vedde is if they have played the previous scenario, otherwise they will have to wait and meet her. Vedde is a free spirit inhabiting her former zombie body. She was freed when her zombie master suffered a mortal wound and has spent most of her free existence trying to extract revenge. Her former master, a Houngan of Ghede known as the Long Man, has been out of reach until recently. Vedde has instead spent most of her existence raising, protecting and teaching a young Haitian called the White Boy. It has been prophesied that the White Boy will destroy the Long Man and another Houngan of Ghede known as Mambo Bone Dancer. The White Boy just happens to be the son of these two powerful voodooins. The Long

Man lost his powers, ie: his magic went to zero, at the end of the first scenario, *Some People's Kids*, so all that is left to complete the prophesy is Mambo Bone Dancer.

Just before her arrival in Seattle, Vedde had a bad encounter with the Long Man and Mambo Bone Dancer, the White Boy's mother, in New Orleans. Unfortunately, Mambo Bone Dancer escaped with enough of Vedde's hair and flesh to fashion a voodoo doll and is now sending very irritating magic from Haiti.

Vedde would like to contract with the characters to raid Mambo Bone Dancer's hounfour and recover the doll. The White Boy, who is present, will insist that Mambo Bone Dancer are to use as little lethal force as possible, most particularly against Mambo Bone Dancer. The characters are being offered 300,000 ¥ for the job and the sooner they can accomplish it the better.

The characters will have to travel to Port-au-Prince Haiti via either New Orleans or Miami. Either way, the characters will not be able to take any firearms or explosives. Vedde has a contact named Happy at the Coral Lagoon Pub who can get them some hardware once on the island.

This scenario involves the Voodoo rules in **Magic in the Shadows**. Please read those rules carefully as well as section **5.0 Brief Overview of Voodoo** and **4.0 NPC's** to get a better understanding of them. This is important to maintain the look and feel of the scenario.

Organization

Each encounter is organized in up to three parts: Word on the Street, Behind the Scenes, and Footwork. Word on the Street covers what the runner's see when the encounter begins. Behind the Scenes covers what is really going on in the encounter. Footwork contains information and items that the runners can learn or find while looking around. An encounter does not necessarily include all three parts. The encounters run fairly linear other than for the mode of transportation the runners use. Karma awards are detailed in section **3.0 Karma**.

- 2.0 The Meet: The runners are contacted by Claudia and meet Vedde.
- 2.1 Contacts: The runners check their contacts in Seattle.
- 2.2 Tygers World Travel Service: The runners arrange transportation and lodging.
- 2.3 SEA-TAC: The runners leave for Haiti.
- 2.4 Customs: The runners arrive in Haiti and pass through customs.
- 2.5 The High Seas: The runners arrive in Haiti by boat.

- 2.6 Check In: The runner's check into their hotel.
- 2.7 On the Road to Nowhere: The runners go to the Coral Lagoon Pub.
- 2.8 Coral Lagoon Pub: The runners meet their contact Happy.
- 2.9 The Plantation: The plantation that Mambo Bone Dancer lives on.
- 2.10 The Graveyard: The runners enter the graveyard on the plantation.
- 2.11 The Chapel: The runners enter Mambo Bone Dancer's Hounfour.
- 2.12 The Detective: The runners can arrange to meet Detective Louis Cattello.
- 2.13 Going Home: The runner's return to Seattle.
- 2.14 Oops: The runners screw up and heavy guns are called in.

2.0 The Meet

This encounter is the runners initial meeting with Vedde and the White Boy

Word on the Street

Claudia actually called at a decent hour this morning that is if you consider eight AM decent. She has a repeat customer who wants some reliable runners to retrieve some lost personal items for her. The pay is high but it involves travel and a fair degree of risk. The meet is set for noon at the Seattle Hilton downtown, all you need is good clothes, a ride, and ask for Vedde at the concierge.

Behind the Scenes

Vedde has worked with Claudia before and trusts her and her people to perform the task of recovering the voodoo doll that Mambo Bone Dancer made of her.

Vedde is a radiantly beautiful black woman, 6' 10" tall with athletic proportions. She is dressed in a white three-piece business suit and her hair is done up in mini-braids that are knotted in a ponytail. The White Boy, Jean-Rene Thibedieu is with her as well and is in his customary white pants, t-shirt, suit coat, shoes and sunglasses.

Vedde will greet everyone as they enter the room and will smile at any she may have met before. She is a polite and congenial host and speaks with an unusual accent. Jean-Rene Thibedieu will remain mostly quiet, nodding only to those he met in the last scenario.

Once everyone has eaten, Vedde will tell them of her loss in New Orleans and what has befallen her in the mean time. She will offer the runners 300,000¥ to travel to Haiti and return with the voodoo doll. Jean-Rene will speak up and say that the job is not to kill Mambo Bone Dancer and that the runners should do everything within their power to avoid killing anybody

at all. If asked about killing zombies, he will reply "They are already dead so what is the point."

Vedde will give them a contact named Happy who hangs out at the Coral Lagoon Pub. Happy will be able to obtain some weaponry for the runners as the local government has made almost everything illegal. Happy will confirm completion of the job and the money will be transferred while they return. Vedde will provide a cred stick with 50,000¥ up front.

Footwork

Vedde will provide the following information if asked directly.

- Mambo Bone Dancer, a.k.a. Marie Chevalier, was the one time girlfriend of the Long Man, a.k.a. Henri Thibedieu, and had his son, Jean-Rene Thibedieu.
- Both Mambo Bone Dancer and the Long Man were houngan of Ghede, the Loa of Death and Destruction; their son is a houngan of Obatala, the Loa of Purity.
- Mambo Bone Dancer lives on the old Truffois plantation.
- Vedde was once a Masai warrior who was working as a bodyguard for a man on a trip to Haiti. She was killed during an assassination attempt and the Long Man turned her corpse into a zombie. The Long Man suffered a mortal wound about ten years ago and was saved by one of his followers but not before he lost all of his zombies. Somehow, Vedde became a free spirit instead of dropping over like the rest of the zombies. Since then she has been after the Long Man. She heard the prophecy and figured that the White Boy would be their son so she sought him out, taught him and protected him. She has since become a follower of Obatala.

2.1 Contacts

This section covers the runners using their contacts to dig up information. This section is organized by topic and shows the type of contact, the target number and the number of successes required to get the listed information. Runners may buy extra dice at 100¥ per die up to their rating in the appropriate etiquette. The players may research the Shadowrun books to learn about Voodoo or they may make rolls against Magical Theory and get the information from the game master. As always, exceptional role-playing obviates the need for die rolls. This applies only to research prior to leaving Seattle; the runners are not likely to know anybody alive in Haiti.

Jean-Rene Thibedeau

Magical, Target 4, 2 successes: He is a Haitian boy, most commonly referred to as The White Boy.

Magical, Target 4, 4 successes: He is a houngan of Obatala.

Magical, Target 4, 5 successes: There is a prophecy regarding the White Boy.

The Long Man

Magical, Target 4, 1 success: He is a houngan of Ghede, the Loa of Death and Destruction and a powerful one at that.

Magical, Target 4, 2 successes: He was arrested in Seattle two weeks ago for smuggling in zombies.

Magical, Target 4, 3 successes: They say he's lost his magic and now he's losing his mind.

Magical, Target 4, 4 successes: He had a son with a woman called Mambo Bone Dancer.

Mambo Bone Dancer

Magical, Target 4, 1 success: She is a mambo of Ghede, Loa of Death.

Magical, Target 4, 2 successes: She only leaves Haiti under dire emergency.

Magical, Target 4, 3 successes: She lives in the ruins of the old Truffois plantation.

Magical, Target 4, 4 successes: She had a child by a man called The Long Man.

Magical, Target 4, 5 successes: There is some sort of prophecy involving her son, he's called the White Boy.

Vedde

Street, Corp, or Security: Target 4, 2 successes: The African office of Knight Errant once had a bodyguard named Vedde.

Street, Corp, or Security: Target 4, 3 successes: She was a very tall and beautiful Masai warrior.

Street, Corp, or Security: Target 4, 5 successes: She was killed about 6 years ago in Haiti.

The White Boy Prophecy

Magical, Target 4, 1 success: Its a Haitian Voodoo prophecy.

Magical, Target 4, 2 successes: The prophecy is about a young boy who is close to Obatala, the Loa of Purity, due to the purity of his youth and a circumstance of his birth.

Magical, Target 4, 3 successes: The White Boy lives and is the son of The Long Man and Mambo Bone Dancer.

Magical, Target 4, 4 successes: It has been foretold that the White Boy will be the destruction of The Long Man and Mambo Bone Dancer.

Magical, Target 4, 5 successes: His mundane name is Jean-Rene Thibedeau.

Magical, Target 4, 6 successes: It is rumored that he has been tutored by a free spirit that inhabits the body of one of the Long Man's former zombies.

2.2 Tygers World Travel Service

The runners arrange transportation and lodging.

Behind the Scenes

The runners can either arrange for transportation and lodging through Claudia, directly by themselves or through another party, such as a travel agent.

There are several options available for getting to Haiti, commercial or private direct flight or fly into a nearby port and enter by sea. A direct commercial flight will cost 495¥ per person, 695¥ for trolls and will require a transfer at either New Orleans or Miami. A commercial flight will land directly at Port-Au-Prince airport and will require processing through customs at both ends. Commercial passengers will be limited to two pieces of checked luggage, no weapons allowed, and one carry on. A private flight will run 12,000¥ on a small jet and will fly directly to Port-Au-Prince airport, customs can be bypassed in both Seattle in encounter **2.4 PAP Airport** and in Haiti. A private flight will limit passengers to 2000 pounds of total luggage. The runners can fly into Miami (395¥ per person, 545¥ for trolls) and rent a boat or hovercraft for the trip to Haiti. A legal commercial boat will take one day and cost 125¥ per person, a smuggler will cost 5,000¥ this means that the runners will avoid customs completely, see **2.6 High Seas**.

The runners may reserve rooms at a hotel in Haiti before they leave or when they arrive. For hotels, they can go cheap, modest, nice or luxury with amenities to match the price. The security mentioned below is in regards to random theft and crime, not an attack from Mambo Bone Dancer.

- A cheap hotel (Cabana Motel located outside Port-Au-Prince) will run 79¥ a night per person with two cots per cabana and communal showers and toilets. The Cabana Motel has no trideo, telephone or data access, and security is a problem.
- A modest hotel (Best Western Haiti located in downtown Port-Au-Prince) runs 129¥ a night per person with two twin beds per room, a decent bathroom and maid service to change the linens and towels everyday. The hotel will have telephone and trideo but no data access port and has moderate security.
- A nice hotel (Port-Au-Prince Hilton also in downtown Port-Au-Prince) runs 229¥ a night per person with room service, data access, a swimming

pool, etc. The Hilton has excellent physical security but no magical security.

- A luxury hotel (Club Carribe Haiti located on the beach right next to the Truffois plantation) runs 299¥ a night per person, includes continental breakfast, two drinks and an appetizer, health club, sporting equipment, and organized activities. The security at Club Carribe is very tight and includes magical security.

A variety of vehicles can be rented at a rate of 1/100 the vehicles cost per day. Proof of insurance is required or increases the rental cost by 50% per day. Public transportation includes the bus or taxi and anyone at Club Carribe will be picked up and transported by one of the Club's busses.

2.3 SEA-TAC

This encounter covers the runners passing through Seattle-Tacoma airport.

Behind the Scenes

The runners will need to book a flight to Haiti, see **2.2 Tygers World Travel Service**. The runners will not be able to take any firearms, explosives, heavy weapons or stun devices (tasers, etc.). All cyberware type weapons will be scanned for and locked out during the flight. Magic is not permitted on the flight for other than health or safety reasons.

If any runner attempts to move anything illegal through the airport, have the item (s) confiscated and put the runner in question in interrogation which consists mostly of sitting around and then have them pay a fine equal to 10 times the cost of the item (s) in question. Once this is paid, put them on the next flight and they will arrive six hours behind the rest of their party. See **2.14 Oops** if there are problems.

The runners will go to the private terminals area if they are taking a private flight. They will be scanned for weapons and all standard weapons will be placed in the aircraft hold. Cyber weapons will not be deactivated. The runners do not pass through customs, the carrier certifies that nothing illegal was passed through as part of the contract price.

2.4 Customs

The runners arrive in Haiti via Port-au-Prince International Airport or the Port of Haiti if they came by commercial boat.

Word on the Street

The first difference you notice is the temperature, it's hot, hot and humid. Instantly your clothes begin to

stick to your flesh and your armor begins to chafe. Palm trees fill every gap in the buildings and hustlers jostle the tourists as they exit customs.

You stand in line for what seems like hours as the passengers pass through the metal detectors and inspectors at customs. Finally, it's your turn and everything clears. As you step past the customs agent, a man steps out before you and flashes a badge, two uniformed cops stand behind him, other cops spaced up and down the hall watch you. The man identifies himself, "I am Detective Louis Cattello of the Haitian Police Force. We have reason to believe that you are here for unlawful reasons. Please come with me."

Behind the Scenes

Detective Louis Cattello of the Haitian Police Force has been tipped off to the arrival of the runners and that they are here to potentially commit a crime. The HPF prides itself on the fact that they have eliminated all of the zombie masters in Haiti. This, of course, is nothing but lip service since most of the high-ranking government officials have voodoo dolls in the possession of various Houngan. This is the case with Louis and the holder of his voodoo doll is Mambo Bone Dancer. She has let him know that he will die a very slow painful death if he does not do his job in protecting her from these people. Mambo Bone Dancer has acquired the names, descriptions and arrival times of the runners and sent Louis out to intercept them. For his part, Louis has realized that the runners may be able to help him, but he is too proud to ask. He knows that Mambo Bone Dancer must fear the runners, but he also knows that her wrath will be terrible if she finds out he let them through and they fail to end her control. If the runners arrive by a private flight, then Louis will intercept them as they get off the air craft before they have time to get to their luggage and get their hands on some illegal goods. If any runner does smuggle an illegal weapon in and gets caught with it, then the runner will be fined 10 times the cost of the item and deported to Miami. The runner can return the next day. If the runners get out of hand with the police then go to **2.14 Oops!**

The runners will be isolated as a group in an interrogation room at customs with two HPF officers in the room with them at all times. Louis will look for the obvious reasons to deport the runners, such as illegal weapons, drugs or simsense gear. All of this on their person will have been seized in Seattle. If he does not find any illicit materials, he will begin to make accusations and hope that someone spills their guts. He will hold the runners for 12 hours and if nobody breaks, he will release them warning them that he will be watching them. Have the players roll a Willpower test vs. a target of 4, 2 successes required, for every 3 hours the runners are in interrogation to see if anyone gets

nervous (this is just basically to play with their minds and make the players sweat a bit). If the runners say anything regarding zombies or zombie masters then Louis will tell them “There are no zombies in Haiti!”

Louis will glance warily at the two HPF officers if anyone insinuates that Louis may be acting outside his authority or that there may be more going on than he is telling. If they can convince Louis to talk alone, roll an opposed street etiquette test between Louis and the runner with a tie or better indicating success, then Louis will dismiss the guards and they can begin to bargain with him. Roll another opposed street etiquette test between Louis and the runner with a better number of successes required to succeed. If the runners succeed, then he will release the runners and officially close the action as mistaken identity. Excellent role-playing obviates the need for any of the dice rolls required here. The players can also reduce their target number by 1 in the second test if they figure out that Mambo Bone Dancer may have a voodoo doll of Louis and use this information in the negotiation.

Footwork

All roles are using street etiquette with a target number of 4.

- 1 success: “There are no zombies in Haiti!”
- 2 successes: “It is suspected that you are here to perform an illegal action against a resident of the island.
- 3 successes: “We suspect that you are here to do bodily injury to one Mambo Bone Dancer.”
- 4 successes: “It is she that informed us of your intents and arrival.”
- 5 successes: “Mambo Bone Dancer has powerful control over key public figures.”
- 6 successes: “Mambo Bone Dancer has a voodoo doll of me.”

2.5 The High Seas

The runners arrive in Haiti by way of Florida and land directly on the coast, bypassing customs.

Word on the Street

The trip in was uneventful; you saw a few other boats out at sea, but nothing closer than a couple of miles. The captain and his one crewmember haven't said a word to you since you came on board the scrappy little fishing boat. The sun set about an hour ago and the captain has turned off all the lights and is running silently on electric motors. Now he asks everyone to be absolutely quiet and to not use any lights or they will be noticed.

The island looms out of the darkness and soon you can hear the sound of the waves lapping on the beach. The captain pulls into a deep cove and heads toward a small pier at the back, his crewman jumping spryly to it as they come along side. A single person stands on the shore at the end of the pier, a girl about 13 or 14 years old.

Behind the Scenes

Have the runners roll initiative, there are eight zombies in the water by the pier and they will pull themselves onto the side of the boat as soon as the crewman lands on the dock. The little girl at the end of the pier is a mundane assistant to Mambo Bone Dancer under the possession of a force 8 Greater Loa of Shango and will begin tossing lightning bolts at the same time. See the girl's stats in **4.0 NPCs**; the stats in brackets are her stats when possessed by the Loa. The Loa is trying not to be noticed so anyone viewing her in astral will need to roll against a target number of 8 on a perception test to see the Loa for what it really is. If lightning injures anyone on the boat, then the boat needs to make a test on 4 dice with a target number of 8. Failure indicating that it catches on fire. The fire will spread rapidly across the boat and pier and the little girl will walk directly through it with no effect. Those possessed by Greater Loa of Shango are immune to fire and normal weapons.

The girl is named Anya and she usually just fetches groceries and other things for Mambo Bone Dancer. She will fall unconscious for about an hour after the Loa leaves her if she survives the encounter.

Footwork

If Anya revives, she will be hesitant to talk to the runners. But making Street Etiquette or Interrogation checks against a target number of 2 can learn the following information.

- 1 success: Mambo Bone Dancer is Anya's boss, Anya just run for Mambo Bone Dancer.
- 2 successes: Anya got no power, just follower of Voodoo.
- 3 successes: Mambo Bone Dancer at her place on the plantation, the old chapel in the graveyard.
- 4 successes: She usually keeps one or two apprentice around and puts her zombies into the graves.

Under no circumstances will Anya accompany the runners to the plantation and she has no idea what the insides of the chapel look like because she only brings supplies to the outside of the building. As always, good role-playing obviates the need for die rolls.

2.6 Check In

This encounter covers the runners arriving at the hotel of choice. The Word on the Street depends on which level of accommodations the runners chose. This encounter is to give them an idea of the conditions of their base of operations.

Word on the Street

(Cabana Motel)

You are greeted at the front desk by Bob, a tall thin Haitian who's missing most of his teeth and part of an ear. He takes your street name without question and your money as well. He throws a threadbare washcloth, towel and sheet set on the counter, one per person, and then passes you your individual room keys. The keys are mechanical, how quaint.

The cabanas are located on a trail along the side of a bay and consist of four screen walls, one with a door, and grass thatch roof. Inside each are two cots, a small table with a hurricane lamp, and roll down curtains that can be used for privacy. The showers are an open-air affair on one side of a concrete block wall with open stall toilets on the other side at the end of the row of cabanas.

Word on the Street

(Best Western Haiti)

A young Haitian woman whose nametag reads Missy greets you with a friendly smile at the front desk. She asks how your flight was as she takes your information and issues you keys to your rooms. Missy shows you where your rooms are on a small map of the hotel as well as where the luggage carts are stored for any equipment you have to move. She finally wishes you a pleasant stay in Haiti.

The rooms are just like every other room in every other Best Western in the world. containing Two twin beds, a trideo, telephone and a small but complete bathroom.

Word on the Street

(Port-Au-Prince Hilton)

The doorman greets you as you pull up to the curb, opening the door and helping you out. The Concierge emerges from the hotel, also greeting you, as the doorman begins to unload your luggage onto luggage carts. The Concierge asks for your identification, scans it and quickly confirms your room and provides you with room keys from a key printer hidden under his suit coat. A bellboy takes your bags up to the spacious and luxurious rooms.

The room consists of an outer sitting room and a bedroom with two queen size beds, a bathroom with

whirlpool bathtub and separate shower, and a small balcony overlooking downtown Port-Au-Prince.

Word on the Street

(Club Carribe Haiti)

A Haitian man and woman greet you with large smiles at the front door of the welcome center to the club. They effuse joy and happiness as they draw you into the paradise of the club where all you needs will be met. Two bellboys cart off your luggage as the couple, Marc and Anita, takes your pertinent information, show you the location of your room and give you the 10-second marketing ploy. Your keys are issued and you join your luggage in one of the many electric golf carts plying the premises. The bellboys whisk you off to your building and tote in your luggage for you.

The rooms are ornately decorated with a large living area with a kitchen and dining room on the inside wall, a bedroom to each side and a full length balcony facing the sea. Each bedroom has a single king sized bed, whirlpool bath, and separate bathroom with toilet and shower. Each bedroom also has a balcony secluded from the other balconies with a large hammock hung on one wall.

The bellboys will remind you to simply pick up the phone if you need anything at all.

Behind the Scenes

The lodging, regardless of the facility, is safe, Mambo Bone Dancer knows better than to direct an open attack against a civilized area. This information is provided mostly for the role-playing of any planning sessions the runners have. The security referred to here is regarding theft and other crimes from the local population, not attacks from Mambo Bone Dancer.

The Cabana Motel has no trideo, telephone, data access, or security. Best Western Haiti has telephone and trideo but no data access port. Port-Au-Prince Hilton has complete room service, data access, a swimming pool, etc. The Hilton has excellent physical security but no magical security. Club Carribe Haiti includes continental breakfast, two drinks and an appetizer, health club, sporting equipment, and organized activities. The security at Club Carribe is very tight and includes magical security.

2.7 On the Road to Nowhere

The runners run into Anya if they had not already run into her in 2.5 High Seas.

Word on the Street

The road out to the Coral Lagoon Pub winds through the heavy jungle between the hills and the coast as the

road runs east away from Port-Au-Prince. You round a sharp corner and find a young girl, perhaps 13 years old, standing in the middle of the road.

Behind the Scenes

Have the runners roll initiative. There are eight zombies hiding in the bushes, four on each side and they will attack as soon as the runners round the corner and stop. The little girl in the road is a mundane assistant to Mambo Bone Dancer under the possession of a force 8 Greater Loa of Shango and will begin tossing lightning bolts at the sight of the vehicle. See the girl's stats in **4.0 NPC's**; the stats in brackets are her stats when possessed by the Loa. If the vehicle doesn't stop then her first lightning bolt will be against it, which will stop the car as its electronics fry.

The girl is named Anya and she usually just fetches groceries and other things for Mambo Bone Dancer. She will fall unconscious for about an hour after the Loa leaves her if she survives the encounter.

Footwork

If Anya revives, she will be hesitant to talk to the runners. But making Street Etiquette or Interrogation checks against a target number of 2 will let the runners learn the following information.

- 1 success: Mambo Bone Dancer is Anya's boss, Anya just run for Mambo Bone Dancer.
- 2 successes: Anya got no power, just follower of Voodoo.
- 3 successes: Mambo Bone Dancer at her place on the plantation, the old chapel in the graveyard.
- 4 successes: She usually keeps one or two apprentice around and puts her zombies into the graves.

Under no circumstances will Anya accompany the runners to the plantation and she has no idea what the insides of the chapel look like because she only brings supplies to the outside of the building. As always, good role-playing obviates the need for die rolls.

2.8 Coral Lagoon Pub

This encounter covers the runners contacting Vedde's friend Happy.

Word on the Street

The Coral Lagoon Pub is dingy little shack that looks like little more than two 40' cargo containers set about 20' apart with a corrugated metal roof spanning the center and chain link fence walls covered with tattered fabric at either end. A single bare electric light bulb

hangs from a cord over the door, a crude sign behind it proclaiming the name of the place. The yard around the pub is half overgrown with jungle and the rest is filled with broken down cars and assorted junk.

Inside, the place is just as awe-inspiring with fluorescent tubes running down the length of the first container and a bar consisting of crates. The drinks, which include several beers, rum, and something they call grog, is being served out of coolers. The place is filled with the dregs of Haitian society and they eye you with professional wariness.

Behind the Scenes

The Coral Lagoon Pub is a hangout for the working crud of Haiti's underworld. The patrons are smart enough to recognize imported muscle and to know that they probably wouldn't survive a run in with these "yanks." They will very quickly lose interest in the runners and return to drinks and conversation. If any of the patrons are asked about Happy, the patron will nod his head towards the bartender. The bartender will point to a large man sitting by a door across the courtyard.

The pub is laid out between two 40-ft. cargo containers with the entrance into a container with a narrow bar and several doors cut through its sidewall into the courtyard. The courtyard is covered by a corrugated steel roof and has several tables, which are nothing more than cable reels turned on their sides. The end walls of the courtyard consist of chain link fence covered in tattered cloth and rags. A single bare light bulb hangs over each of the tables, and small crates and a few broken chairs function as seating. The second container has a single door cut into it with a large man sitting in front of it. This is Happy.

Happy is a large black man, 6'6" tall, 320 pounds, mostly muscle, with a shaved head. Happy is wearing a pair of khaki shorts, sandals, and a button shirt with its sleeves torn off. Happy will be suspicious until the runners tell him who sent them.

Inside the second container is a small living room, a bedroom and mechanics shop at the far end by the containers main doors. Once Happy is sure who the runners are, he will take them into the bedroom where he will pull up the bed to expose a ladder going down.

At the base of the ladder is Happy's real workroom (Happy is a gunsmith). He has a variety of weapons that he will be willing to "loan" to the runners. He definitely wants them back. He also wants assurances that these will not be used against the police, military or any innocent civilian types either.

Happy can provide almost any type of pistol or submachine gun, but has no rifles, assault rifles, shotguns, heavy weapons, explosives or tasers. He cannot provide swords or bows either, however both can be brought to the island.

Vedde has saved Happy on several occasions so he is eager and willing to repay her by cooperating with the runners. He will be very clear that he wants the weapons back and that they not be used against the police or an innocent bystander.

Footwork

Happy knows that Mambo Bone Dancer lives on the old Truffois plantation in the little building that used to be a chapel. The rest of the place lies in ruins and the old banana orchards and sugar cane fields are now choked with overgrown vegetation. Happy has an old tourist map of the plantation showing the general layout and location, see **2.9 The Plantation** for further information.

2.9 The Plantation

This section covers the plantation that Mambo Bone Dancer lives on.

Behind the Streets

The Truffois plantation is a 30-acre banana plantation enclosed by a 10' high wooden fence on three sides and the fourth side lies along a small lagoon looking out on the sea. A paved road runs along the inland side of the plantation and there is a gate that is chained shut at the entrance.

The majority of the plantation is overgrown banana groves. The original buildings all lie in ruins except for the chapel by the graveyard. This building is Mambo Bone Dancer's Hounfour and home. It is surrounded by a 400-year-old graveyard that is in disrepair with tilting headstones and heavy undergrowth. The chapel lies midway between the front gate and the center of the lagoon.

Mambo Bone Dancer rarely leaves the plantation, instead preferring to send one of her two mambos or one of her dozen or so followers. Her mambo stay in the chapel with her, while the followers live in their own houses outside the plantation. Regardless of when the runners arrive, Mambo Bone Dancer will be inside the chapel along with one of her mambos and two followers. Her other mambo will be down by the lagoon with her four zombies performing a ritual to Agwe. The mambo will send her zombies after any intruders and send a watcher to Mambo Bone Dancer to warn of the incursion before turning to join her zombies in the attack. See **4.0 NPCs** for stats for the mambo and zombies.

There is a watcher at the front gate (force 1) and four others patrolling the fence looking for intruders. Anyone coming through the front gate will alert Mambo Bone Dancer to his or her presence. Anyone hopping the fence at another point needs to roll

Willpower checks against a target of 4 with two successes required to avoid being detected by the patrolling watchers, otherwise Mambo Bone Dancer will know of their presence. Anyone who enters from above (i.e. from a helicopter or by parachute) will bypass all of these encounters providing they don't land on the beach.

Any decent map that the runners get will show the location of the ruins as a single large dot on the plantation, however the runners can learn the rest of the information by talking to Happy or Anya. They can also learn a lot by taking a fly over in a tourist helicopter from the airport or from Club Carribe Haiti if they are staying there. Please remember that zombies are not visible by infrared. Due to heavy undergrowth, visibility is only fifty feet everywhere except on the beach by the lagoon, imparting a +2 modifier to all target numbers for every 10 feet over 50 feet of range (+2 out to 60 feet, +4 to 70 feet, etc.).

2.10 The Graveyard

This section covers the graveyard around the chapel.

Word on the Street

A dense wall of vegetation surrounds the haunting sight of the old graveyard with its headstones tilting every which way, covered in brambles and vines. At least the old chapel in the center shows signs of habitation.

Behind the Scenes

Mambo Bone Dancer is aware of the runners presence if they engaged any of the watchers along the fence or if they engaged the mambo on the beach of the lagoon. Mambo Bone Dancer has had her zombies hide in the shallow graves under drapes of moss and vines so that they cannot be seen. The zombies will spring upon the runners when half of the runners are in the graveyard, but before anyone actually reaches the chapel. Mambo Bone Dancer has ten zombies and her assistant has four. The zombies are evenly spread out so they will only be able to grab as many as three runners in the first initiative and only seven zombies will be present in the first round of combat, the other seven will arrive in the second round. If the runners did not eliminate the mambo at the lagoon beach, then she will arrive with her four zombies at the end of combat.

If Mambo Bone Dancer is unaware of the runners presence, then the zombies will spring the trap after the first runner reaches the chapel and combat will pursue as above.

The graveyard is riddled with open graves, anyone moving through quickly (running in combat) will have to make a Quickness check against a target number of

5, 2 successes required, to avoid falling into a grave. Resist 6M damage if they fail, impact armor applies. Please remember that zombies cannot be seen with infrared, they are the same temperature as the surroundings. In addition, they cannot be seen astrally while in the graves because of the moss and vines thrown over them

2.11 The Chapel

This section covers the runners entering the chapel.

Word on the Street

The chapel sits serenely in contrast to the surrounding graveyard. It's stone walls speak of imported materials and its gothic design is definitely foreign as well. The only sign of life is the flickering of candlelights under the front doors and out the rear window.

Behind the Scenes

The chapel is Mambo Bone Dancers Hounfour and home. She is currently in with one of her assistant mambos and two mundane followers. She will be well aware of the runner's presence by the time they reach the chapel and will have worked herself into a frenzy. She will sit inside and shout threats and curses at the runners, waiting for them to come in through the front door.

The chapel is twelve feet wide and twenty-four feet long with an arched double door at one end and a large round stained glass window at the other. The three large arched windows along the sides are now filled with woven palm mats. The front doors are four-inch thick iron reinforced oak panels and are barrier rating 8. The side windows are four feet wide and six feet high with the sill at three feet off the ground. The side windows are covered with woven palm frond mats with a barrier rating of 1, a runner could jump through them. The round window at the back is six feet off the ground and is six feet in diameter. The building walls are heavy stone, barrier rating 20, and the roof is slate tile, barrier-rating 8.

The Hounfour is rating 8 so any spells cast into the building will have to first penetrate a force 8 barrier. Mambo Bone Dancer is sitting in the middle of the room on a small platform facing the door. She has a spell readied and is just waiting for a target to come through the door. Unfortunately for anyone who comes through the door, this counts as a delayed action and she can launch the spell as soon as the door is opened, regardless of initiative. Mambo Bone Dancer has summoned a force 10 greater Loa of Ghede to her and is currently possessed by the Loa. Her two followers are both armed with machine pistols and her assistant is calling up a force 6 Loa of Shango.

There is a body laid out on the floor in preparation for becoming a zombie. The Hounfour contains numerous personal items, mundane materials used for Voodoo, and a small stand containing a dozen voodoo dolls. The runners will easily be able to locate the doll of Vedde, it is in a large magic circle in the back of the room and has a number of pins shoved into very uncomfortable locations. Here they will also find a voodoo doll of Louis Cattello if they encountered him at customs. The runners will also find the rating 4 weapon focus that Mambo Bone Dancer uses, it is a small hand forged cold iron sacrificial knife.

Any attempt to negotiate with the occupants of the chapel will result in shrill shrieks and curses from Mambo Bone Dancer. If they persist in their attempt, one of the followers will ask what they want. The runners will hear a fight break out within. The fight will end abruptly with the death of the two followers and Mambo Bone Dancer will continue to curse the runners. Mambo Bone Dancer's assistant was knocked unconscious before the followers were killed. If the runners storm the room, they will find the assistant unconscious on the floor and Mambo Bone Dancer with one follower on her back trying to pin her arms and the other in front of her trying to get an ugly looking ancient knife out of her hand. Run initiative normally and have Mambo Bone Dancer kill one follower on each of her next two initiatives with the knife. If the runners save the men from Bone Dancer, one will tell them that the assistant is his wife and he feared she would be killed so he knocked her out and tried to knock out Bone Dancer as well. If the runners simply jump in through the side windows then they will take everyone inside by surprise except for Mambo Bone Dancer. The spell she has prepared is Manabolt at force 6 with 6 extra dice from her spell pool. The damage is set to start at Moderate and she has 10 dice to resist drain.

Mambo Bone Dancer will fight until knocked unconscious or killed. If she dies, oh well, otherwise any runner watching astrally will see her magic drop from 10 to 0 as Mambo Bone Dancer loses all her power in the same way that the Long Man did. Silly things these prophesy.

2.12 The Detective

If the runners met Louis Cattello in customs then they may contact him to let him know they have recovered the voodoo doll of him.

Behind the Scenes

Louis is anxious to meet the runners and will ask them to meet him at a bar known to the criminal element named the Coral Lagoon Pub. He will be very happy to

receive the doll back and will offer the runners a sum of 10,000¥ for it. In addition, he will clean up any evidence of their presence and make sure that they leave the island safely. Louis will be effusively thankful to the runners and will appear to be very relieved and happy over the turn of events.

The patrons at the pub will ignore everything regarding the detective and the meet.

2.13 Going Home

The runners return home and collect their pay.

Behind the Scenes

The runners will have no difficulty traveling home unless they attempt to bring weapons through customs in Seattle.

If any runner attempts to move anything illegal through the airport, have the item (s) confiscated and put the runner in question in interrogation which consists mostly of sitting around and then have them pay a fine equal to 10 times the cost of the item (s) in question. They may leave once the fine is paid. See **2.14 Oops** if there are problems.

The runners will arrive at a private terminal if they have taken a private flight and will not pass through customs.

Vedde will meet the runners at the Hilton and will take the doll and provide them with a certified cred stick for 250,000¥. She and Jean-Rene have already been informed of the results by contacts in Haiti.

2.14 Oops!

This encounter covers the runners running afoul of Lone Star or the Haitian Police Force and is to be used only if the runners try to stand and fight against Lone Star or the Haitian Police Force. The scenario ends with this encounter for those foolish enough to attack Lone Star or the Haitian Police Force. **Warning: Any runner captured or killed here is eliminated from Virtual Seattle.**

Behind the Scenes

If any runners are arrested without resistance solely for weapons possession, have the item (s) confiscated and put the runners in interrogation that consists mostly of sitting around and then have them pay a fine equal to 10 times the cost of the item (s). They will be released once this has been paid.

Any time there is trouble; a standard patrol car will arrive within one minute with two regular Lone Star officers. An additional patrol car arrives every 30 seconds after this, each with two Lone Star officers.

There will be four officers on the scene if this occurs at the airport due to a weapons violation.

If the runners display any weapons heavier than a submachine gun or use magic, then the officers will call in a rapid response team consisting of a Stallion Helicopter, nine Cybered Lone Star Officers and a Lone Star Combat Mage. The first team will arrive one minute after the call and a second rapid response team will arrive one minute afterwards.

Lone Star will arrest everyone who surrenders if they all do so at the same time, otherwise they will happily kill the entire party. Either way, the runners are out of Virtual Seattle and the judge should have the players destroy their runner sheets.

3.0 Karma

Karma is awarded as team karma and individual karma. Total the points for the team karma and award each player this amount. Then award individual karma for those who have earned it. Remember to tell players that members of the Tyger's Tail need to pay one point of karma to the group.

Team Karma

Survival	+2
Completion	+3
Did not kill Mambo Bone Dancer	+2
No killing at all (zombies don't count, they're already dead)	+2
Returned Cattello's voodoo doll to him.	+1

Individual Karma

- +1 to any runner that exhibited extreme bravery at their own expense (such as diving in front of someone to take a bullet).
- +1 to any runner that comes up with an idea that gets the team out of a tough spot.
- +1 to any runner for outstanding role-playing ability that obviated the need for a roll.

4.0 NPCs

Marie Chevalier

(Mambo Bone Dancer)

B 2 (6) **Q** 6 (10) **S** 2 (6) **C** 6 (10) **I** 6 (10) **W** 6 (10)

Ess 6 **Mag** 10 **Rea** 10

Init 10+4d6 **Combat Pool** 15 **Spell Pool** 14

Skills: Sorcery 8, Conjuring 10, Street Etiquette 4, Magical Etiquette 4, Sword Cane 8, Chanting (Centering) 6

Gear: Plain clothes, Sacrificial Knife Power Focus rating 4 (6L), Conjuring Focus 4, Power Focus 4

Spells: Death Touch 6, Detect Individual 4, Decrease Quickness 6, Manaball 6, Manabolt 6, Spirit Bolt 6

Description: Mambo Bone Dancer is 5'6" tall, very slim of build and wears bright colored scarves tied around a simple black dress. She carries her sacrificial knife at all times and is fond of tormenting people using voodoo dolls at the most inopportune moments. When suitably threatened, Mambo Bone Dancer will summon a Force 10 Greater Loa of Ghede or Shango and let it possess her. Mambo Bone Dancer is a grade 4 initiate.

Zombies

B 5 **Q** 1 **S** 5 **C** 4 **I** 4 **W** 4 **Force** 4 **Rea** 2

Init 2+1d6 **Combat Pool** 4

Skills: Unarmed Combat 6, Machete 7

Gear: Plain clothes and Machete (7M)

Description: Dead decaying lifeless bodies shambling along in a stiff gait.

Her Mambo Apprentice

B 2 **Q** 4 **S** 3 **C** 4 **I** 4 **W** 5 **Ess** 6 **Mag** 6 **Rea** 4

Init 4+1d6 **Combat Pool** 6 **Spell Pool** 6

Skills: Sorcery 5, Conjuring 5, Street Etiquette 3

Gear: Plain clothes, 4 zombies

Spells: Manabolt 6, Shapechange 4, Magic Fingers 4, Stunball 4

Description: These are apprentices Mambo of Mambo Bone Dancer and will prefer to summon a level 6 Loa of Shango and let it possess them.

Anya

B 2 (10) **Q** 2 (10) **S** 2 (10) **C** 2 (8) **I** 2 (8) **W** 2 (8) **Ess** 6 (8) **Rea** 2 (9)

Init 2+1d6 (9+1d6) **Combat Pool** 13

Gear: Plain clothes

Spells: Innate Force 8 Lightning Bolt using 8 dice, immunity to fire and normal weapons.

Description: Anya is an errand girl for Mambo Bone Dancer out on her last errand carrying a Force 8 Greater Loa of Shango.

Mambo Bone Dancer's Followers

B 5 **Q** 4 (6) **S** 4 (6) **C** 3 **I** 3 **W** 4 **Ess** 1.3 **Rea** 4 (8)

Init 8+2d6 **Combat Pool** 6

Skills: Machete 6, Firearms (Scorpion) 4 (6), Athletics 4, Stealth 4

Gear: Armored Jacket (5/3), Machete (8M), Scorpion Machine Pistol

Cyberware: Muscle Replacement 2, Wired Reflexes 1, Cybereyes w/low light and flare comp, Smartlink

Description: These are augmented fighters who act as Mambo Bone Dancer's bodyguards. These individuals can accept possession by a Loa from Mambo Bone Dancer or her Mambo apprentices.

Det. Louis Cattello

B 4 **Q** 4 **S** 4 **C** 5 **I** 5 **W** 4 **E** 6 **Rea** 4

Init 4+1d6 **Combat Pool** 6

Skills: Pistol (Predator) 3 (5); Unarmed Combat 4

Gear: Armor Vest (3/2); Ares Predators (9M)

Description: Louis Cattello is the head of investigations in Haiti. Unfortunately for him, Mambo Bone Dancer got a piece of him and now torments and enforces her own protection using a voodoo doll. He would dearly pay to get the doll back as it would allow him to resume hunting down the Zombie Masters of Haiti

Lone Star Officer (Haitian Police)

B 4 **Q** 4 **S** 4 **C** 3 **I** 3 **W** 3 **E** 6 **Rea** 3

Init 3+1d6 **Combat Pool** 5

Skills: Pistol (Predator) 3 (5); Unarmed Combat 4

Gear: Partial heavy armor (6/4); Ares Predators (9M)

Description: If fired at or attacked the officers will immediately call in a Rapid Response team.

Lone Star Rapid Response Team

B 6 **Q** 4 (6) **S** 6 (8) **C** 2 **I** 5 **W** 5 **Ess** 0 **Rea** 5 (9)

Init 9+3d6 **Combat Pool** 8

Skills: Rifles (M22A2) 5 (7), Unarmed Combat (Spurs) 5 (7)

Cyberware: Cybereyes with low light, thermal, and flare comp, smartlinks, retractable spurs, wired reflexes 2, Muscle Replacement 2

Gear: Full heavy armor (8/6), M22A2 assault rifles (8M)

Description: The team consists of 10 members backed up by an Ares Stallion armored helicopter with a Vindicator (ammo 500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. Every two rounds after the team arrives they will be joined by another team. Their orders are shoot to kill.

Lone Star Rapid Response Mage

B 2 (4) **Q** 4 **S** 2 **C** 2 **I** 5 **W** 5 **Ess** 5.6 **Rea** 4

Mag 5 (7) **Init** 4+2d6 **Combat Pool** 7 **Spell Pool** 5

Skills: Sorcery 6, Rifle (M22A2) 4 (6)

Spells: Stunball 6, Manabolt 6, Powerbolt 6.

Gear: Full Heavy Armor (8/6), M22A2 Assault Rifle (8M), Power Focus 2

Description: He will remain in the helicopter and target any visible mage and put dice out for spell defense of the team members.

5.0 Brief Overview of Voodoo

Voodoo is a specialized form of shamanic magic involving the use of loa instead of nature or other spirits. A practitioner of Voodoo can only summon loa. A male practitioner is known as a Houngan and a female practitioner is known as a Mambo.

The Houngan or Mambo aligns most closely with the motivations of one of the loa, called their patron loa. The practitioner must live within the edicts of the loa or face a reduction or complete loss of power. A Houngan can have only one loa summoned at any given time, but their patron loa does not count towards this limitation. Summoning a loa is performed the same way as summoning any other spirit. loa remain for twelve hours after summoning and are not affected by sunrise or sunset.

The loa can be bid to perform services like a normal spirit or it can possess the Houngan or one of the Houngan's followers. The greater loa can also possess any astrally active runner or NPC. The loa adds its Force to the possessed persons physical ratings and uses its Force for the mental ratings. The loa will stay until it completes its task or twelve hours pass, but it does not necessarily leave at the end of its assigned task. Any physical attacks damage the runner or NPC, any mental based attacks damage the loa. A loa may be banished, however this only disupts the spirit, it does not destroy it.

Houngan use a type of shamanic lodge called a Hounfour. The Hounfour is used for a large number of functions including the creation of zombies. A Houngan may control a number of zombies equal to twice their Charisma. Zombies are actually lesser spirits summoned and bound into a corpse in order to create a servant. Zombies are not visible with thermographic vision because they are dead and their bodies are the same temperature as their surroundings. The zombies do not require the presence of their master to complete a task, however the master must be able to see the zombie in order to change its orders. If the master dies, the zombie will mindlessly attack the nearest living target for 2d6 actions and then "die". Do not roll for zombies to become free spirits. Zombies that are killed fall to the ground and begin decomposing at a highly accelerated rate.

The following is a list of the loa that pertain to this adventure and includes a description of the loa, its Domain and powers, and requirements imposed upon its followers.

Ghede, Loa of Death and the Dead

Appearance: Black top hat, black tuxedo with tails, sunglasses and a cane.

Domain: Graveyards or any place where the dead are kept.

Powers: Accident, Confusion, Fear, Guard, Magical Guard, Possession, Search

Great Form Powers: Influence, Immunity to normal weapons.

Advantages: +2 dice to health and manipulation spells.

Disadvantages: The runner must make a Willpower (6) test to avoid playing a trick in an inappropriate situation.

Description: Ghede is a trickster and respects nothing, poking fun at everything. He is a glutton because death consumes everything.

Obatala, Loa of Purity

Appearance: A crusading man dressed all in white.

Domain: Anywhere

Powers: Confusion, Guard, Influence (Peace and Calm), Magical Guard, Possession, Search

Great Form Powers: Divination, Immunity to normal weapons.

Advantages: +2 dice for detection, health and control manipulation spells.

Disadvantages: Cannot cast combat spells and suffer +2 to all magical target numbers if not wearing anything white.

Description: Obatala is purity, a force of peace and harmony, protector of the weak. Houngans of Obatala will not kill without a very good reason.

Shango, Loa of Lightning and Storms

Appearance: A savage looking warrior clothed in crackling electricity.

Domain: Storms or fires.

Powers: Concealment, Fear, Guard, Immunity (Fire), Innate Spell (Lightning Bolt), Possession, Search

Great Form Powers: Immunity to normal weapons, Storm.

Advantages: +3 dice for fire and lightning elemental manipulation spells.

Disadvantages: Houngans may go berserk in the same way as Bear shamans.

Description: Shango is a brash and furious force of barely restrained energy.