

Some People's Kids

**A one round Shadowrun 3rd ed.
Virtual Seattle Adventure**

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It's a simple job, pick up a kid at the airport and keep an eye on him until his guardian shows up. What could be hard about watching a kid? What could be wrong with a kid named Jean-Rene?

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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

Claudia contacts the characters at 3:00 AM for a rather simple escort job. They are to secure transportation and pick up one Jean-Rene Thibedeau at SEA-TAC on flight 7850 from New Orleans, arriving at 7:15 AM. They are then to transport him to the Seattle Hilton and see to his safety and needs until the arrival of Vedde. They will escort both back to SEA-TAC later that day. The offered pay is 30,000 with no foreseeable hazards.

The characters will be able to pick up Jean-Rene, a 14-year-old Haitian boy, and get him to the Hilton without incident. Unfortunately, Vedde misses her flight and the characters are instructed to remain there until contacted as to Vedde's arrival. From here, things begin to spiral out of control.

Jean-Rene Thibedeau is a houngan and follower of Obatala, the Loa of justice. His father, Henri Thibedeau, and his mother, Marie Chevalier, are also houngans, unfortunately both follow Ghede, the Loa of death. His mother's sister took Jean-Rene at birth; otherwise Marie would have killed him. It was

prophesied that Henri and Marie's son would be white and would lead to their downfall. His being white is a reference to being a follower of Obatala. Jean-Rene awakened shortly after puberty and became a follower of Obatala. Jean-Rene is very close to his Loa. His parents felt they could deal with him when the time came and ignored his existence until he awakened. Now they want him dead before he destroys them.

Vedde was once a zombie belonging to Henri and became a free spirit when Henri took a mortal wound. One of Henri's followers saved him, but not before he lost all of his zombies. Vedde became a free spirit and has vowed revenge for her unwilling servitude. Vedde has been shielding and protecting Jean-Rene and is the person responsible for the trip to Seattle. Unfortunately, Vedde got hung up in New Orleans while routing Marie and several of her followers.

This scenario involves the Voodoo rules in Magic in the Shadows. Please read those rules carefully as well as section 4.0 NPCs 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 characters see when the encounter begins. Behind the Scenes covers what is really going on in the encounter. Footwork contains information and items that the characters can learn or find while looking around. An encounter does not necessarily include all three parts. The encounters are fairly linear, other than for the mode of transportation the characters use. Karma awards are detailed in section 3.0 Karma and section 4.0 contains NPC information. Section 5 covers some background information on Voodoo.

- 2.0 Introduction: Claudia contacts the characters.
- 2.1 Contacts: The characters check their contacts.
- 2.2 SEA-TAC: The characters pick up Jean-Rene.
- 2.3 Hilton: The characters escort Jean-Rene.
- 2.4 The Long Man: The characters meet the Long Man
- 2.5 Reroute: The characters receive new instructions.
- 2.6 One If By Land: Characters transport Jean-Rene by land
- 2.7 Two If by Air: The characters move Jean-Rene to the private airport by air.
- 2.8 Pedestrian Traffic: The characters encounter one of the Lone Man's apprentices possessed by a Loa of Shango.

- 2.9 Hanger 13: The characters encounter the Long Man at the private airport.
- 3.0 Vedde: Vedde arrives and pays characters off.
- 3.1 Oops! The characters screw up.

2.0 Introduction

Word on the Street

Its 3:00 AM and the beeping of your phone finally penetrates the haze that fills your mind at this hour. You tap the receiver and Claudia's face pops into view, inches from your own. In an all too chipper voice, she says "Pack your gear, I've got a short run for you, a low threat bodyguard job. Meet at the lair in 45."

Behind the Scenes

Claudia has picked up a quick little bodyguard job. The duration and toughness are not expected to be great, but then neither is the pay. The Johnson is a woman named Vedde and wants the characters to pick up her charge at SEA-TAC and take care of him until she arrives in the afternoon. The child is named Jean-Rene Thibedeau, a 14-year-old Haitian boy who will be arriving at SEA-TAC on flight 7850 from New Orleans at 7:15 AM. The characters are to pick him up at the gate and tell him "The storm has left the islands" so that he knows whom they are working for. They will then take him to the Hilton in downtown Seattle where they will wait for Vedde to arrive later in the afternoon, the reservation is under Vedde's name and they are expected. The pay for this posh assignment is a mere 60,000¥, however there has been no mention of any risk.

2.1 Contacts

This section covers the characters 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. Characters may buy extra dice at 100¥ per die up to their rating in the appropriate etiquette. The players may research the 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.

Jean-Rene Thibedeau

Magical, Target 4:

- 2 successes - He is a Haitian boy, most commonly referred to as The White Boy.
- 4 successes - He is a houngan of Obatala.

- 5 successes - There is a prophecy regarding the White Boy.

Henri Thibedeau

Magical, Target 4:

- 2 successes - He goes by the name The Long Man.
- 3 successes - He is well over six feet tall and dresses in a black tuxedo and top hat.
- 4 successes - He never travels alone.

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.
- 2 successes - He is well over six feet tall and dresses in a black tuxedo and top hat.
- 3 successes - He never travels alone.
- 4 successes - He had a child by a woman called Mambo Bone Dancer.
- 5 successes - There is some sort of prophecy involving his son, he's called the White Boy.

Mambo Bone Dancer

Magical, Target 4:

- 1 success - She is a mambo of Ghede, Loa of Death.
- 2 successes - She only leaves Haiti under dire emergency.
- 4 successes - She had a child by a man called The Long Man.
- 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.
- 3 successes - She was a very tall and beautiful Masai warrior.
- 4 successes - She was caught trying to fly into Seattle from New Orleans under false papers last night; they never let her board the flight.
- 5 successes - She was killed about 6 years ago in Haiti.

The White Boy Prophecy

Magical, Target 4:

- 1 success - It's a Haitian Voodoo prophecy.
- 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.

- 3 successes - The White Boy lives and is the son of The Long Man and Mambo Bone Dancer, both followers of Ghede, the Loa of Death and Destruction.
- 4 successes - It has been foretold that the White Boy will be the destruction of The Long Man and Mambo Bone Dancer.
- 5 successes - His mundane name is Jean-Rene Thibedeau.
- 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 SEA-TAC

This encounter covers the characters picking up Jean-Rene at SEA-TAC.

Word on the Street

SEA-TAC is like a giant ant colony under glass with throngs of people moving through at every hour of the day. At this hour, it's full of early morning commuter traffic with the usual complement of Lone Star cops monitoring the flow and looking for trouble.

Behind the Scenes

The characters can find the gate number by checking out the screens at any information kiosk. The airport is fully secured and anyone entering with anything more than a penknife will get busted at the front doors. Any character entering should leave any gear they have outside as they will be x-rayed and scanned inside.

Jean-Rene's plane arrives on time. He is one of the first people off the plane and is easily recognizable. Jean-Rene is a 14-year-old black boy from Haiti and is dressed in white pants, t-shirt, suit coat, shoes, and sunglasses. He is six feet tall and looks to weigh about 160 pounds and he speaks with a very thick Caribbean accent. Anyone perceiving him astrally will note that he is magically active and that a spirit is attending him. He was recently involved in a bad situation and called upon his Loa, which will be with him until noon.

The characters have not been given a description of Jean-Rene, so they are on their own as to how to get a hold of him. The easiest way is to hold up a sign with his name on it, but let them innovate. Jean-Rene has no luggage, so he is ready to go.

The only difficulty here is if the characters attempt to get into SEA-TAC with weapons. If so, go to **3.0 Oops!**

2.3 Hilton

This encounter covers the character arriving at the Hilton and information regarding the hotel.

Word on the Street

The doorman at the curb greeted you warmly. After introductions, he confirmed the availability of your rooms and opened the doors. The lobby was very nicely done in marble and mirrors and you picked out at least a half dozen security goons and tons of detectors as you crossed it to the elevators. Room 2526 is a beautiful suite, with two separate bedrooms, a balcony and a small kitchen fully stocked with real fruits, vegetables and meats. The wet bar is equally well provisioned. The only interruption is the flickering shadows and chop of blades as commuter helicopters take off and land on the roof ten stories above you.

Behind the Scenes

Vedde is paying 10,000¥ a night for these lush accommodations and they are well stocked. The suite is located at the end of the hall with the door leading into the large common room. From the entrance, the first door to the right leads into a bathroom with a shower, the second door on the right leads into the kitchen and the only door on the left leads into a walk in closet. There is a dining room set opposite the kitchen and several couches, chairs and a large trideo occupy the far end of the room. Two doors lead out onto the balcony, and two other doors lead to each of the two bedrooms, one on each side.

The bedrooms are actually complete hotel rooms to themselves with two queen-sized beds and a bathroom, with whirlpool and separate shower. Each of these rooms also has a separate door to the hallway and the doors between units can be closed and locked.

The characters can either have a valet park their car or have it park itself in the underground parking lot, where no guests are allowed. In addition, there is a helipad on the roof with flights out twice an hour.

The Hilton has in-house security, including elevator and hallway cams, as well as a courtesy cam to allow customers to see any guests who arrive in the lobby. There are 30 uniformed guards on duty and Knight Errant provides magical services. The building is under the baleful glare of watchers. While magical activity will be noted immediately, there will be a several minute lapse until a response is seen. On the other hand, the in-house guards and Lone Star, whose headquarters is just one block away, will respond to any violent activity immediately.

Jean-Rene is not too talkative and will prefer to just nod yes or no to any questions posed to him.

At 1:00 PM, Claudia will call the characters and tell them that Vedde has been delayed and will not be arriving until late that night. The characters are to sit tight and let Claudia know if anything happens.

A nasty storm is brewing and winds accompanied by heavy rains began to lash Seattle in the late afternoon.

2.4 The Long Man

This encounter covers the characters initial meeting of the Long Man.

Word on the Street

By 11:00 PM, the storm has worsened considerably and the rain beats down in sheets as the wind howls past the windows. The weather channel reports massive flooding and many lines down due to winds up to 70 mph and the rain is falling at a rate of up to 2" an hour.

Lightning dances off the tops of buildings and the lights dim several times as the Hilton itself is hit. Suddenly, the only light in the building is the erratic flash of lightning from outside, then the emergency lights turn on and fill the room with an eerie sort of light.

Behind the Scenes

The Long Man is coming for the White Boy. The Long Man is Henri Thibedeau, Jean-Rene's father, a houngan of Ghede, the Loa of death and destruction. The storm is a coincidence, but the power outage is not.

Henri is at the center of the hallway near the elevator doors and is just making sure that they are closed so that no one can escape down that route. Henri is 7'2" tall, very thin and dressed all in black complete with tuxedo, top hat and cane. He is adorned with fetishes and a dried black rose in his lapel. He has brought along two of his living followers, both armed and wired. See section 4.0 NPC's for stats and details. Henri will come down the hall and knock on the door with the head of his cane.

Henri is here to demand that the White Boy be turned over to him immediately. A quick glance tells him that he is outnumbered and outmatched so he will not force the issue right now, but will instead try to talk them out of the boy with some veiled and some not so veiled threats. In astral space, it is quite obvious that Henri is magically active, however he is masking his four levels of initiation. He is toting along two Loa, Ghede and Shango.

If anyone tries anything violent or draws and points a weapon at him, he will send Shango into one of his followers and send the man in after the characters. He then kicks in a nearby door, runs through the room and

jumps through the window. Otherwise, the Long Man and his two followers will simply leave by going down the stairs after they are convinced that the characters will not turn over the boy. One of the two followers will go up the fire stairs and wait quietly while the Long Man and the other descend. If anyone follows them, the Long Man will send Shango into the follower at the top of the stairs, who will attack the characters from behind.

Footwork

The following information can be gained if the characters talk to Jean-Rene. It is not essential to completing the scenario, however it does provide a richer background. Provide the information only if they ask him specifically about it, he is reluctant to discuss this with strangers.

Jean-Rene can tell the characters that he is called the White Boy because of his proximity to Obatala, the Loa of Purity. This is also why he dresses solely in white.

He can tell them that the Long Man is Henri Thibedeau (pronounced On-re Ti-bed-O), a high level houngan of Ghede, the Loa of Death. If asked about their relationship, he will say that Henri was once his father but is no longer.

He can tell them that shortly after he was born, it was prophesied that the White Boy would destroy the Long Man and Bone Dancer. The identity of the White Boy was not known until Jean-Rene reached puberty and awakened.

2.5 Reroute

This encounter covers the characters contacting Claudia and awaiting her response.

Behind the Scenes

The Long Man's appearance should obviously warrant a call to Claudia; however, the hotel's phone system is down due to the power outage. Claudia's first comment will be to tell them to barricade themselves in and prepare for an attack. In the next half hour, they will hear screams of panic in the hallway and also hear trudging and shouting in the stairwell. The first incident is just another guest who has never been without power and light for ten minutes and is going off the deep end. The second is the hotel security guards going room to room to see if there are any problems and to tell people to remain calm, that they are working on the problem and the power will be restored soon.

Claudia will call back after half an hour and tell the characters to get out by any means possible and to take Jean-Rene to Fort Lewis Air Field, now a private airport for corporations and the wealthy. The characters

can go down to the parking garage to retrieve their vehicle or they can go up to the rooftop helipad, where an ARES Stallion commuter helicopter is standing by. The characters are supposed to meet an aircraft carrying Vedde there at 1:30 AM, about an hour and a half after Claudia calls back.

The characters need to decide if they want to go down to their vehicle, see **2.6 One if by Land**, or up to the heliport, see **2.7 Two if by Air**.

The storm has by now worsened to the point where it has been deemed a public emergency and everyone has been advised to remain indoors. The streets have begun flooding in many areas and are being closed down. There is no longer a direct route to Fort Lewis Air Field.

2.6 One if by Land

This encounter covers the character leaving the hotel suite and heading down to the garage.

Behind the Scenes

There are three possible ways to get down to the garage: the stairwell, the elevator or the outside of the building.

There are two fire stairs, one at each end of the hallway. Once the characters leave the room, they will hear gunfire in the stairwell and several guards will come running down. If the characters ask, they will say that there is some commotion downstairs and that the characters should remain in their room. They will overhear one of the guards talking over a radio saying, "What do you mean you shot them and they didn't drop?" In order to take the stairs down, they will have to convince the hotel security guards to let them pass and then deal with four zombies and one of the Long Man's followers in either of the two stairwells. The followers have orders to kill, have been possessed by a rating 3 Loa of Shango, and are in control of the zombies with them.

The elevators are not functioning due to the power outage, however, they can still be used to reach the basement. The characters can rappel down the elevator shaft if anyone has climbing gear or a stealth line or they can get into an elevator car that is stopped on their floor, climb on top, and shoot out the cable. The brakes will allow the car to descend to a jolting stop at the lowest level of the parking garage without hurting anyone.

The characters can also descend the outside of the building if they have stealth line or climbing gear with them and then enter the underground parking garage from the street. Everyone making this attempt must make an athletics skill test against a target of 4, 1 success required to avoid slipping and banging into the

building. Failure will result in a damage resistance test against a target number equal to the characters body minus their impact armor starting at a moderate physical wound. The outside of the building is very wet and slippery and the winds are quite strong. On the good side, the climbing equipment is assumed to be safe and will not let them fall to their deaths.

Once they get to their vehicle, they will find the exit blocked by a Puget Sound Fish Market delivery truck, which is parked across the entrance to the underground garage. The truck is unoccupied and the keys are above the visor, otherwise it is an electronics or vehicle B/R skill roll with a target of 4, two successes required to start the truck. If anyone looks in the back of the truck, they will find the body of the driver with his throat slit and some large half empty crates marked with New Orleans. The crates are filled with straw and crushed ice.

They will be able to drive to Fort Lewis Airport in 30 minutes without any incident.

Footwork

Intelligence, Target 4:

- 1 success - If the characters went down the stairs, then they will note that the follower controlling the zombies was not one of those with the Long Man earlier.
- 1 success - Four of the five men in each stairwell are zombies.
- 2 successes - The zombies have bits and pieces of straw and half melted ice stuck to them and they smell like fish.
- 4 successes - The zombies were stored and transported in the crates marked New Orleans.

Intelligence and Astral Perception, Target 4:

- 2 successes: a Loa possesses the follower in the stairwell.

2.7 Two if by Air

This encounter covers the character taking the stairs to the helipad on the roof.

Word on the Street

A ten-floor climb up the fire stairs leaves even the heartiest breathing a little heavy as you open the door and step into the helipad lobby on the roof. You can see an ARES Commuter standing by on the pad and five gentlemen standing in front of the elevator doors turn to greet you, one with a very large smile on his face.

Behind the Scenes

The houngan and his four zombies have just arrived, and, being unfamiliar with buildings, the houngan is confused as to why the elevator hasn't come yet. Then he turns around and there's the White Boy himself, now all he has to do is get rid of a couple of these foolish people.

The houngan was sent to seal off exit by the roof and has orders to kill everyone.

Once the characters are finished with the houngan, they can board the helicopter. The steward on board will ask for the destination and charge 150¥ per person, 200 for trolls. The helicopter will then take off and fly to Fort Lewis Air Port and deposit them at the helipad, just a few hangers down from Hanger 13.

Footwork

Intelligence, Target 4:

- 1 success - The follower controlling the zombies was not one of those with the Long Man earlier.
- 1 success - Four of the five men are zombies.
- 2 successes - The zombies have bits and pieces of straw and half melted ice stuck to them and they smell like fish.
- 2 successes - Anyone looking back at the Hilton will notice that a truck has been parked in front of the entrance ramp to the underground parking structure. If the person has vision magnification they will be able to read Puget Sound Fish Market on the side.

2.8 Pedestrian Traffic

The characters encounter one of the Long Man's apprentices possessed by a Loa of Shango. If the characters drove, then use Word on the Street, if they flew use Word on the Strip.

Word on the Street

(Went by Land)

You've been driving for nearly an hour now, back tracking frequently to find routes around the many flooded streets, even the highways have been shut down. The rain has been falling at a rate of 2" an hour and the 60 to 80 mph winds have been whipping it into a frenzy. A pedestrian steps from the sidewalk and suddenly the world is ablaze with blinding light, the crack of electricity and sizzle of boiling rain drowning out the thundering of the rain on the roof of the vehicle.

Word on the Street

(Went by Air)

The pilot has been fighting crosswinds and up and down drafts the whole way and the craft has been bucking like a roller coaster with a broken wheel. Visibility is zero from the rain bathing the front of the helicopter, but somehow, he has landed you at the Fort Lewis Air Field.

The rain runs down the helicopters windows in sheets and through it you see a single figure raise his arms. Suddenly, the air is ablaze with blinding light, the crack of electricity and sizzle of boiling rain, drowning out the whine of the helicopters turbines.

Behind the Scenes

The Long Man has sent one of his followers to rough up the characters a bit. The man is also a houngan and has summoned a Force 8 Loa of Shango to him and allowed it to possess him. The spirit will use his innate Lightning Bolt power to attack the vehicle in its first attack. While this will not actually hurt anyone in the vehicle, it will temporarily shut down the vehicle systems until the end of the combat. Roll normal initiative here, but note that there is a visibility modification of +2 to all target numbers due to the heavy rain if the person does not have thermal vision. The modifier rises to +6 for anyone attempting to aim through one of the vehicle windows due to the water sheeting down from the sky, regardless of vision modifications. Exiting a vehicle is a complex action and precludes any other action. If anyone does exit the vehicle prior to the lightning bolt, then they suffer the full force of it in addition to the vehicle, they are, after all, standing in water next to something just hit by lightning.

2.9 Hanger 13

This encounter covers the characters arrival at Hanger 13 at Fort Lewis Airport.

Word on the Street

The rain has diminished to a light mist and everything glistens in the light of the street lamps as you travel up the road at the back of the hangers. Hanger 13 sits at the end of a row of other hangers, numbered in six-foot high red letters. The lights are on in the little office at the back of the hanger, but you see no movement. Oddly, there's a Puget Sound Fish Market truck parked out back.

Behind the Scenes

The Long Man has foreseen that this is where the White Boy will be taken and had dispatched several followers with their zombies to soften up the characters so it

would be easier for him to ambush them here. He is inside with his own zombies and some followers. The Long Man has summoned a force 10 Greater Loa of Ghede and a force 8 Loa of Shango and is waiting in the empty hanger. He is currently possessed by the Greater Loa of Ghede and is therefore immune to normal weapons.

The hanger has a single large empty bay with a series of tool benches and maintenance equipment for a vectored thrust vehicle. The single room office in back has a couple of desks with charts on them and a small bathroom with a shower.

The Long Man's followers are on the ceiling of the small office. His eight zombies are split with two on each side of the main hanger door and two on each side of the hanger near the office. All of the zombies are in the shadows and will not be visible without low light devices. The Long Man sits in the center of the hanger in a chair pulled from the office, smoking a large cigar.

As soon as the first person enters, he will say "You refused to hand him over at the hotel, yet now you bring him to me." He will remain calm in an attempt to draw people in. As soon as the characters show any sign of hesitation or resistance he will order his people to attack. The zombies will all lurch forward and the followers on the roof will open fire with guns. One of the followers has been possessed by a force 8 Loa of Shango.

Jean-Rene will yell that the characters should not kill any people; they may destroy zombies if they like. If Henri goes down, Jean-Rene will make every effort to heal him. Jean-Rene does not believe in killing as a form of punishment. Instead he will insist that the Long Man and his followers be turned over to Lone Star for prosecution, as it is highly illegal to make or bring zombies into most countries. If the Long Man survives the fight, he will struggle and scream, "Don't leave me!" once he has been subdued or captured. Jean-Rene will be able to tell them that the Loa is abandoning the Long Man due to his failure and that he will never regain his magic or the ability to speak with the Loa.

A few minutes after the firefight subsides, a Knight Errant City Master will pull up and ten cybered security agents and two mages will step out. If approached reasonably, they will simply jot down a few notes, take Henri and his followers into custody and aid anyone injured in the combat. If they are shot at, they will take the building the hard way and another City Master with crew will arrive in 2 combat rounds. They will accept surrender, but they will also shoot to kill any who actively oppose them. Any who surrender will be released once Knight Errant finds the zombies and their story is told. Use the stats for the Lone Star Response Team.

3.0 Vedde

This encounter covers Vedde's arrival.

Word on the Street

The little Lear jet winds its way through the parked aircraft on the tarmac, finally stopping in front of Hanger 13. A service vehicle pulls up from the main terminal and two workers hop out, chock the wheels and open the door. A tall radiant black woman steps from the aircraft, her 6'10" frame dwarfing the two ramp rats servicing her jet. She walks toward you extending a hand saying, "Hallo, I am Vedde" in a thick accent.

Behind the Scenes

Vedde is a free spirit who was once a zombie under the Long Man's control. He went down in a battle and one of his followers healed him, but not before he lost his zombies. Since then, Vedde has been bent on killing the Long Man, but he was always out of reach. When she learned the prophecy that the White Boy would destroy the Long Man and the Bone Dancer, she realized immediately that the son of these two houngan of Ghede must be the White Boy. She then bent her efforts toward protecting and teaching the boy the arts of Voodoo. Along the way, she too has been softened by close proximity to the boy and his Loa. She still wants the Long Man dead, but will defer to Jean-Rene's wisdom, wisdom that is beyond her ability to understand.

She will ask to see Jean-Rene and they will hug one another. A conversation similar to the following will ensue:

Vedde: You are okay?
Jean-Rene: Yes. And you?
Vedde: Yes, she fled when the Long Man left to follow you. Have you seen him?
Jean-Rene: The Long Man is no more.
Vedde: Ah, so he is finally dead and one with his master.
Jean-Rene: No, he will never join his master now.
Vedde: You mean he still lives.
Jean-Rene: Yes, he lives, but he will never be alive. The Loa have turned their back on him and he will practice no more. It is justice, to have known the power and heard the voices and know you will never regain these things.
Vedde: And you are supposed to be the merciful one.

Due to the excessive danger, Vedde will renegotiate the fee at 300,000¥ for the group, however she will want all of the fetishes and possessions from the Long Man.

No killing at all (except Zombies) +2

3.1 Oops!

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

Behind the Scenes

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

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 characters 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 characters are out of Virtual Seattle and the judge should have the players destroy their character sheets.

Use this encounter for a run in with Knight Errant as well at the airport, however, Knight Errant will accept any surrenders and will “understand” the situation once they see the zombies.

3.2 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 of scenario	+3
Figured out relationships between NPCs	+1
Did not kill the Long Man	+2

Individual Karma

+1	For extreme bravery without regard for personal safety
+1	For imaginative ideas that get the team out of a tough spot.
+1	For outstanding roleplaying

4.0 NPCs

Jean-Rene Thibedieu

(The White Boy)

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

Init 4+1d6 Combat Pool 7 Spell Pool 5

Skills: Sorcery 4, Conjuring 4, Street Etiquette 3, Magical Etiquette 3, Negotiation 5, Voodoo Lore 5, Herbalism 3, Necrology 3

Gear: Plain clothes

Spells: Analyze Truth 4, Detect Enemies 4, Detect Magic 4, Detox 4, Heal 4

Description: Jean-Rene is a 14 year old Haitian boy, dark skin, short hair, brown eyes. Jean-Rene dresses in a white suit coat, t-shirt, pants, and shoes. He is rather quiet but distains violence and killing and will express his opinion on this subject.

Vedde

B 15 Q 15 S 15 C 6 I 6 W 6 Rea 10

Force 6 Spirit Energy 6

Init 10+3d6 Combat Pool 13

Skills: Unarmed Combat 8, Spear 12(16), Street Etiquette 6, Magical Etiquette 6, Negotiation 6

Gear: Tres Chic armored clothing (4/2), Battle spear weapon focus rating 4(18S)

Spirit Powers: Dispelling, Aura Masking

Description: Vedde is a 6'10" tall African woman of Masai descent. Her looks are striking and very beautiful with deep ebony skin and she wears her hair in mini-braids drawn back into a ponytail. She dresses in very fancy clothes that conceal her armor and carries an ornate spear. Vedde is always polite and congenial even when threatened.

Henri Thibedieu

(The Long Man)

B 4(8) Q 6(10) S 4(8) C 4(8) I 6(10) W 6(10)

Ess 6 Mag 10 Rea 10

Init 10+4d6 Combat Pool 14 Spell Pool 18

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

Gear: Plain clothes, Armored Tuxedo (3/2), Sword Cane Power Focus rating 4 (10M), Conjuring Focus 4, Power Focus 4

Spells: Death Touch 6, Detect Individual 4, Decrease Quickness 6, Decrease Cybered Quickness 8, Heal 6, Levitate 6, Magic Fingers 6, Poltergeist 6, Ignite 4

Description: Henri stands 7'2" tall and is very thin. Henri dresses all in black in a tuxedo, top hat, and sunglasses complete with a cane. Naturally, the cane holds his sword. Henri loves practical jokes and is particularly fond of dropping the poltergeist spell when

he leaves an encounter that did not end in death. Henri is fond of calling a force 10 Greater Loa of Ghede and allowing it to possess him in times of need.

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.

The Long Man's Houngan

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

Init 4+3d6 Combat Pool 6 Spell Pool 6

Skills: Sorcery 5, Conjuring 5, Street Etiquette 3, Machete 6

Gear: Plain clothes, Armor Long Coat (4/2), Machete (5M), 4 zombies, Spell Sustaining Focus (Increase Ref. +2)

Spells: Death Touch 6, Levitate 6, Magic Fingers 6

Description: These are apprentice Houngan of The Long Man and will prefer to summon a level 6 Loa of Shango and let it possess them.

The Long Man's Followers

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

Init 8+3d6 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 2, Cybereyes w/low light and flare comp, Smartlink

Description: These are augmented fighters who act as The Long Man's bodyguards. These individuals can accept possession by a Loa from The Long Man or his Houngan.

Lone Star Officer

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 character 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 character or NPC, any mental based attacks damage the Loa. A Loa may be banished, however this only disrupts 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 character 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 suffers +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.