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WOLFGANG

THE DARKEST SHADOW



C.R. Shaver & Jason Rush



**THE DARKEST SHADOW:
AN ADVENTURE FOR SHADOWRUN
BY C. R. SHAVER & JASON RUSH**

INTRODUCTION

"The Darkest Shadow" is a horror scenario for **Shadowrun** set in the New Orleans sprawl. It is designed for an experienced party, ideally three to five characters with at least 60 Karma points each. While it is not a necessity, it would be nice if one character is a houngan. To use this scenario the GM should be familiar with the voodoo rules from the "Moonlight Over Bourbon Street" article in WW #34.

On the surface, the adventure seems simple. The characters are hired by Rachel Obeah, a prominent houngan, to find her missing sister. But this is **Shadowrun**: nothing is as simple as it seems. The girl was murdered by Monroe Darcier, a local stage actor who is also the notorious Red Light Serial Killer. Darcier is also a vampiric boko, permanently possessed by a loa of Samedi, the voodoo lord of the grave. Darcier is possibly the most powerful creature in New Orleans, and GMs need to realize he is not here to be beaten. His job is to scare the characters half to death and take his place as an archnemesis for future adventures. If the players beat him, the GM did not play Darcier to his full viciousness.

The adventure is set just before Halloween, and the GM should strive to maintain an atmosphere of Gothic horror. Fog rolls through the streets, most of the adventure takes place in the dead of night, and a feeling of doom and evil fills the air. Shadows, odd noises, a midnight trek to the tomb of voodoo queen Marie Leveau and Darcier's crumbling, musty plantation home should all be used to send chills up the players' spines.

ADVENTURE CONTACT

The GM should choose a character who frequently uses Corp or Magic contacts. Two days before Halloween, the character will meet or be called by a contact, who will inform the character that a job has come up. The contact will not know many details, saying only that "someone's looking for some info." If the character shows interest, the contact says to expect a call before 10 P.M. that night.

Just before 10 P.M. the character's phone will ring. When it is answered, a woman will respond; anyone with a vidscreen will see a beautiful black woman in her mid-30s. Anyone seeing her and making an Unresisted Etiquette (Corp) Success Test (Target Number 4) or an Unresisted Etiquette (Magic) Success Test (Target Number 5) will recognize the woman as Rachel Obeah, a houngan employed by the dragon Falthur, owner of the Golden Dragon casino.

Obeah will not reveal much on the phone, skillfully deflecting any questions asked. Finally, she will say, "Be at Marie Leveau's tomb at midnight. We can talk more freely there." She will then hang up.

Any character with Etiquette (Street) can attempt an Unresisted Success Test (Target Number 3) to remember the location of Marie Leveau's tomb: the St. Louis No. 1 Cemetery on St. Louis Street. Anyone knowing the tomb's location will also know that Leveau was the voodoo queen of 19th-century New Orleans; the validity



of her powers is unknown, but her charismatic hold over the city has extended into the 21st century. Her tomb has become a shrine of the voodoo community, and many regard it as a point of intense arcane energy.

How the characters spend the time before the meeting is up to them. If anyone attempts to get information on Obeah only one attempt is allowed, and the character must pass an Unresisted Etiquette (Corp) Success Test (Target Number 4) or an Unresisted Etiquette (Magic) Success Test (Target Number 6).

1-2 Successes: "Oh yeah, Rachel Obeah. She's into that voodoo thang, or at least she was till she moved uptown. Don't know if she uses any magic now."

3-4 Successes: "Rachel Obeah used to be a big street houngan. But then Falthur got his claws in her and she went corp. I think she's still practicing, but now she's strictly a suit."

5 or more: "Rachel Obeah is Falthur's chief business advisor. She tries to downplay her past, but she used to be a fairly prominent houngan. I may be wrong, but I think I saw her during a trid report on some rally in the Zulu Nation. Who knows? Maybe she hasn't forgotten her roots."

Any other attempts at information-gathering should prove useless since the characters are very much in the dark. GMs should feel free to throw out false bits of information to keep characters on edge.

During the trip to the St. Louis No. 1, the streets are unusually quiet, wrapped in a thick layer of swirling, bone-chilling fog. As characters travel they see bizarre shadows, figures darting through the mists, and gray shapes that vanish before they come into focus. The GM should use this opportunity to remind characters that New Orleans is currently home to the Red Light Killer, a serial murderer preying on the French Quarter's prostitutes. Of course, to get to the cemetery characters should have to travel through the French Quarter.

The St. Louis No. 1 cemetery stands a few blocks northeast of the Superdome. It is a grim, shadowy place, filled with huge, crumbling tombs and monuments, all surrounded by a six-foot-tall wrought iron fence. The gate is unlocked, so entry is no problem. Once inside, the characters must make their way through a maze of leaning statues, towering mausoleums, and weathered crypts to Leveau's tomb. Just when the characters are sure they are lost, they will see the tall white tomb of the voodoo queen. It towers above them, its surface marked with innumerable red X's: requests for blessings from Leveau.

GMs should let characters wait at the tomb, all the while building up the cemetery's morbid atmosphere. A cool October wind will stir the leaves and trees, stealthy rustlings will be heard and characters will have the feeling they are being watched. When the group is almost ready to leave, a woman, flanked by two enormous figures, steps out of the shadows and says, "Sorry to have kept you waiting." This is Rachel Obeah.

Obeah is a tall, sophisticated black woman dressed in a long dark coat. Her companions are two Chromed Zulus (see WW #32) whose muscle replacements threaten to tear the seams of their suits. Obeah will glance over the characters, her face neutral. She apologizes for the grim surroundings and then explains that she needs someone to find a missing person. One of her bodyguards will step forward and give one character a small color photograph of a black girl who appears to be in her late teens. The girl's resemblance to Obeah is striking.

The houngan says the girl's name is Sprite, and she has been missing for about three days. Obeah wants the girl found, but doesn't want any police involvement. She offers each character 75,000 ¥ to find Sprite. If asked why the girl is so important, Obeah will give the inquiring character a cold stare and say, "She's my sister."

Obeah suggests the characters begin their investigation the next evening in the French Quarter where Sprite worked. She will explain that her sister is a prostitute, and she is avoiding normal channels so no word of Sprite's profession will get to her corp rivals. If these competitors found out, it would be extremely problematic for everyone involved. She stresses this last statement, the Zulus flexing for emphasis. Before she goes,

Obeah gives the characters a voice-mail box number so they can reach her. Finally, she says good night and she and her bodyguards vanish into the shadows, as if they had never been there at all.

INVESTIGATION

The characters will probably begin their search with contacts based in the French Quarter. Characters can attempt an Unresisted Etiquette (Street) Success Test (Target Number 6).

1-2 Successes: "Hmmm, ya know, I think I saw this girl a few days ago, hanging around the Quarter. Sort of a rough place for such a pretty young thing."

3-4 Successes: "Nah, she don't ring no bells. Maybe you better check with some of the street girls though; they probably know a lot more than me."

5 or more: "I think I saw her with a couple of hookers around Nitemare Alley, oh, a couple of days ago. They might be able to help you. One's an Elf named Star, wears a lot of chrome and leather. Don't know the other one's name, but she's a short human with a blue mohawk."

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If the characters ask any of the French Quarter prostitutes about Sprite, lower the Etiquette (Street) Target Number to 4. All the characters will know that Nitemare Alley refers to the old River Walk Mall, closed since 2010. Once a haven for New Orleans' homeless, Nitemare Alley is now a home for junkies and BTL freaks only. But even for them, the alley has lost some of its appeal. A series of brutal murders and disappearances has plagued the Alley since 2047, and the NOMS are still baffled. Mages say a dark, evil aura hangs over Nitemare Alley, and only the foolhardy and foolish enter it.

As the characters move through the French Quarter, they will realize that the streets are less crowded than normal. Although there are plenty of people on the streets, it is not the usual press of bodies. A gray pall seems to hang over the Quarter; whispers about the Red Light Killer can be overheard, and any character making an Unresisted Intelligence Success Test (Target Number 4) will hear someone mention bodies found near Nitemare Alley. Trying to locate the speaker will prove useless.

As characters round a corner, they see a crowd beginning to form down a side street. At the center of the crowd are two slime-covered Night Stalkers bludgeoning a ghoul who has crawled from the sewer. His shrieks are piercing but are masked by the thuds of billy clubs beating thick flesh.

Any night, prostitutes can be seen mingling with the crowd, and any character making an Unresisted Intelligence Success Test (Target Number 5) will spot an Elf matching Star's description. She is a tall, white-haired woman; her once-lovely face has been hardened by the street. She is accompanied by two other young women; one sports a blue mohawk.

If characters approach Star, she and her friends will flirt with the group, trying to turn a trick. Once characters reveal their motives, the trio will become standoffish; they will stay hostile until cash is mentioned. Star will guide the group to a Taco Pup on Dauphine Street, where she will introduce the mohawked woman as Calliope and the other hooker as Flash. It takes at least 50 ¥ each for them to talk, but a successful Unresisted Bribe Success Test (Target Number 3) will lower this to 30 ¥ each.

Star and Calliope will say they saw Sprite pick up a tall black john outside the Chatterbox Cafe on Canal Street a couple of nights ago. The pair were last seen heading toward the river; allow a randomly chosen character an Unresisted Intelligence Success Test (Target Number 3) to realize this would take them near Nitemare Alley.

If asked about the john, Star will say, "Tall, thin and real hot. He wore this wiz blue suit and a long black coat." Calliope will chime in and say she remembers he carried "a cane or a stick, with a silver handle." Of course, this john is Monroe Darcier.

As Star and Calliope describe Darcier, Flash, who has previously been staring into her Voodoo Yoohoo Chococherry Cola, sits up and announces that she has seen a man matching Darcier's description earlier that night: "He was hitting on some of those Bourbon Street aints. I remember he was carrying a cane with a silver

handle." If asked when she saw him, she will say, "About 20 minutes ago."

This news will no doubt send the characters rushing to find Darcier. Have each character attempt an Unresisted Intelligence Success Test every half-hour of searching (Target Number 8) to spot Darcier bowing dashing to a prostitute and directing her with his hand as they move down the street.

THE CHASE

The characters have a choice: they can either follow Darcier or confront him. If the characters choose to follow him, have each character attempt a Resisted Stealth Success Test against Darcier's Stealth skill. If Darcier wins, he knows he is being followed. Characters will see him stop for a moment, close his eyes, and then move on at a quickened pace. He has just cast his Bat Swarm spell (see NON-PLAYER CHARACTERS) to slow the characters while he takes his victim to Nitemare Alley.

If Darcier does not realize he is being shadowed, the characters may follow the pair to Nitemare Alley. There they will see Darcier casually backhand the girl unconscious and then drag her through a broken window into

the mall's shadowy interior. If the characters make their move immediately, he will cast Full Stomach on the nearest character in hopes that said character's vomiting of insects will distract the party long enough for him to feed.

If the characters confront Darcier on Canal Street, he will lash out at the closest character with his cane, striking for 25M2 Stun damage. He is nearly consumed by bloodlust and is not going to let the characters stop him! After Darcier strikes out, roll Initiative; Darcier should win, and on his actions he will flee, pulling the prostitute with him. He will also cast a Shadow Spell at full Force, centered on the characters, and then a Bat Swarm to cover his escape to Nitemare Alley.

After the characters escape the bats, they should follow Darcier to Nitemare Alley. If they tracked him without being seen, the characters see him enter; otherwise, each character can attempt an Unresisted Intelligence Success Test (Target Number 5) to spot the broken window.

The interior of the mall is pitch black, and anyone without low-light or thermographic vision will need some kind of light source. What they see will depend on how long Darcier has had to feed; if they enter immediately,



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they will watch Darcier rip the girl's throat open and greedily gulp her blood. Upon seeing the characters, Darcier will throw the body at them, splattering them with gore as he disappears into the shadows.

If the characters enter the mall more than two to three minutes after Darcier, they will find the prostitute's lifeless form, her head attached to her body by a thin strip of skin. Characters confronted with this grotesque sight can attempt an Unresisted Biotech Success Test (Target Number 7) to realize that, even though the body lies in a huge pool of gore, such an injury should have produced more blood than present.

As characters deal with the body (however they first encounter it) they will hear a chuckle. Darcier will step out of the shadows at the edge of the characters' light source; his face and suit are drenched with blood. He will say, "So someone finally caught on. Well, at least it's just a gaggle of street ruffians, and not the scurrilous Night Stalkers." As the characters bristle at this insult, Darcier will bang his cane in measured strokes against an exposed pipe. As the smile melts from his face he will say, "Did you really think I'd dine unprotected? Catch me Fridays at the Saenger . . . if you can." Suddenly, an air conditioning duct slams open and five shambling forms crawl out. As they approach the characters, Darcier, with a flare of his cape, will turn to mist. A smell of death and rot hangs over the pale, hairless figures; all characters will recognize them as ghouls. They will fight until two are injured above Serious level; they will then attempt to flee.

GHOULS (stats identical for all five)

B	Q	S	C	I	W	E	R	ATTACKS
7	5x4	6	1	4	5	(5)	4	Humanoid

Powers: Enhanced Senses (smell, hearing)

Weaknesses: Allergy (sunlight; moderate), Reduced Senses (blind)

After battling the ghouls, characters may want to reassess their situation. They were hired to find a missing girl, not tangle with a vampire mage. They can probably put two and two together and figure out that Sprite was one of Darcier's victims. So, they've done their job, right? Right?

Of course, such is the way of the wuss. When characters contact Obeah, she will take the news calmly, saying that she will alert the police to the situation at Nitemare Alley. But knowing what happened to Sprite isn't enough; now she wants revenge. If any characters are interested in dispatching her sister's killer, Obeah will double her initial offer of 75,000 ¥. Of course, the silence clause still prevails. She just wants this menace dead. "For Sprite," she says, a single tear running down her face.

TRACKING THE BEAST

If characters decide to go after Darcier, they are handicapped by one thing: they still have no idea who he is. But Darcier has given them a clue. If characters remember Darcier's remark about the Saenger, they will realize he is referring to the Saenger Theater on Canal Street. Characters who call or go to the Saenger will find



that a drama troupe called the Midnight Players performs there every Friday night, from midnight to 5 A.M. If characters go to the Saenger, they can pick up a playbill for the troupe's next production, a modernized version of *Othello*. As the characters flip through the playbill, they will find cast biographies, including that of Darcier. Beside his photo, his biography says that he is a founder of the Midnight Players and lifetime resident of New Orleans.

Now that the characters have a name to go with the face, they need to find Darcier. Players will no doubt have ideas on how to go about this search, and several options are listed below:

1) A mage can summon a watcher and have the spirit attempt to find Darcier through astral tracking. Darcier is dual-natured, and GMs may give him an Unresisted Intelligence Test, with a Target Number equal to the watcher's Force, to realize he is being tracked. If he becomes aware of the watcher, Darcier will engage it in astral combat. If the watcher makes it back to its creator, it will report seeing Darcier at two locations: a small townhouse on Dauphine Street and an old plantation home in the bayous.

2) A decker can attempt a matrix run to discover facts about Darcier. GMs should use the fast resolution system (*Virtual Realities*, pg. 49) for this run into the New Orleans municipal matrix. The difficulty level for the Opposed Success Test is 5, and success will reveal two facts: Darcier owns a residence at 1142 Dauphine Street and also holds the deed for the Black Cypress plantation home, located at Black Cypress Landing in the bayous.

3) Characters can try their contacts to gain more information on Darcier. Any character with a street contact can attempt an Unresisted Etiquette (Street) Success Test (Target Number 8; threshold 3). Any characters who succeed will be told to be at Lafitte's Rest on Decatur in one hour; someone who has information will contact them there. Lafitte's Rest will be fairly busy when characters arrive, no matter what time it is. Most clubs in New Orleans are open 24 hours a day, the better to serve customers with odd schedules. Drinks cost 5, and there is a three-drink minimum. After characters have been at the club for about 10 minutes, a young black man wearing a black duster and a Corsairs baseball cap will walk up and say, "You lookin' for info?" For 1000 (non-negotiable) the man will tell them that Monroe Darcier is a very private man, but he does know a little about the actor. He lives in a small townhouse on Dauphine Street, but he spends a lot of time somewhere else. Darcier also has a taste for unusual sex, and is a frequent customer of the Different Dreams bordello, which specializes in metahuman customers and employees. Finally, though he has no proof, the man says that Darcier is rumored to be some sort of mage. "Hope I helped. Next time you need some information, just ask for Johnny Dred," the young man says before finishing his drink and walking away. Characters will realize that they have just shared a drink with one of the most experienced and sought after shadowrunners in New Orleans, no doubt making 1000 for a night on the town.

Regardless of how the characters go about their investigation, they should at least learn of the townhouse on Dauphine Street, since it contains clues leading to the Black Cypress plantation home.

Once they discover Darcier's townhouse, characters will probably want to go there. It is a two-story; the architecture is a combination of French and Spanish styles, and a vine-covered balcony faces the street. Characters will see only one door leading into the townhouse. Anyone trying to look in the windows will find them to be shuttered and locked. The townhouse is surrounded by a few other residences, a small bookstore called The Forgotten Tome, and two restaurants, the Chez Elfin and Lou's Poboys 'n' Such. Any mage who wishes to enter Astral Space and scout the townhouse will discover that it is empty and contains nothing that even faintly radiates magical energy. They will, however, be able to tell that several deaths, most of them very painful and drawn out, have occurred in the town house over the past year.

To enter the townhouse, characters will have to force open a door or window. This requires an Unresisted Success Test (Target Number 5). There are only two items of interest in the house, so there is no need for characters to "dungeon crawl" it. GMs may want to let characters wander through the townhouse for awhile, describing mundane rooms and furniture, before letting them arrive at the library on the first floor.

The library is a huge room containing several bookshelves, a desk, and a few chairs. The few books here are mostly reprints of horror novels from the late 20th century: Stephen King, Anne Rice, Robert R. McCammon, etc. The desk is locked but may be forced open with an Unresisted Quickness Success Test (Target Number 5). Inside the desk are a few letters, a file containing hardcopy reviews of Darcier's performances (all glowing), and other innocuous items. There is also a small metal box that contains hard copies of news stories dealing with the Red Light Killer.

Any characters in the library will also notice a large, framed photograph of a plantation home behind the desk. A small plaque on the frame reads, "Black Cypress Home, Black Cypress Landing, M. Darcier, owner."

Hopefully characters can put these clues together and figure out that Darcier is using the Black Cypress home as his secret base. Anyone with a datajack can enter the matrix and, with an Unresisted Computer Success Test (Target Number 4), find information on Black Cypress Landing. It is a small island in the midst of the bayous, reachable only by boat or by air. A large antebellum house is built on the island; this house was once a tourist attraction before erosion of the swampland isolated the island from any major roads. The matrix will not reveal this, but the house's isolation and subsequent loss of its tourist trade allowed Darcier to buy it.

Characters have two options with regard to reaching Black Cypress Landing: hire a boat or hire an air vehicle. Characters may attempt an Unresisted Etiquette (Street) Success Test (Target Number 4) to find someone to transport them. Hiring a boat will cost 5000, and the

boat will leave from a small dock on North Peter's Street, near Captain Willie's Bar. Air transport (probably some sort of helicopter) will cost 7500 ¥, and it will leave from International Airport. Black Cypress Landing can be found on any large city map, so characters should have no problem reaching it.

THE FINAL BATTLE

However characters reach Black Cypress Landing, their transport will take them to a small piece of solid ground in the midst of a great swamp. The air is thick with the rich smell of the bayou, and the night is alive with the sounds of swamp fauna. As they grow closer to the house, allow characters an Unresisted Intelligence Success Test (Target Number 3) to notice the animal sounds growing continually more quiet.

Black Cypress Landing is roughly the size of a football field, dominated by a crumbling antebellum home and a huge graveyard. Boats will have to deposit characters onto a crumbling wharf that creaks ominously under the weight. GMs might want to use this opportunity to remind the characters of the alligators and other nasty creatures they saw as they traveled to Black Cypress Landing.

There is no place for a helicopter to land, so each character will have to pass an Unresisted Athletics Success Test (Target Number 4) to jump to the ground safely. Failure means the character sustains a Light Wound.

Once they are at the Landing, characters will see that the most direct route to the house leads through the graveyard. The cemetery is surrounded by an aging,

rusty fence, but the gates hang loosely on broken hinges. Most of the cemetery's markers are overturned or overgrown, and large tombs dot the graveyard's grounds. In the moonlight, the cemetery is a ghastly sight, and as the characters move through it, the GM should use this opportunity to wear the characters' already frazzled nerves that extra little bit.

As they travel through the graveyard, allow each character an Unresisted Intelligence Success Test (Target Number 5); anyone with low-light vision receives a +2 bonus. Anyone succeeding will notice that several of the graves have recently been disturbed and that several tomb doors stand ajar. As this information sinks in, the graves will collapse and the tomb doors will creak open. From them will stumble several bizarre figures, revealed by the moonlight to be rotting corpses. Characters will feel as if they are trapped in a netherworldly production of *Gone With the Wind*, for the shuffling cadavers are all clad in the decaying clothes of the antebellum era. Several of what appear to be the men carry rusty cavalry sabers and wear Confederate uniforms. Any mage will recognize these creatures as zombies.

ZOMBIES (15 of them, no less)

B	Q	S	C	I	W	E	R	ATTACKS
7	5x2	7	1	1	1	6	4	7M1 Stun; 5 armed with sabers, 7M3

The house is in a sad state; time has eaten away its former glory. It is a three-story structure with a wrap-around porch, Corinthian columns, and a multitude of large, broken windows. As characters approach they will see a shadowy figure standing atop the peaked roof. With a savage snarl Darcier will leap down on the characters. As he lands before the characters the vampire will say, "I believed you dead in Nitemare Alley. But, there are stranger things in heaven and earth than dreamt of in your philosophies. How unfortunate that your debut performance will also be your last."

This is where Darcier will battle the characters. At first he will toy with them, dragging out their demise as long as he can. If he is pressed or injured, however, he will stop fooling around and let the characters have both barrels. He will not pursue any characters who manage to escape; this way the GM can always use the shadow of Darcier to make his characters nervous. Black Cypress Landing is Darcier's personal domain (*Grimoire*, pg. 96), and his Spirit Energy is increased to 8 while he is in his domain. In battle, Darcier will use his spirit powers in this order: Fear, Confusion, Alienation, Accident, and Guard. He will use his most powerful combat spells as well.

Any magician entering Astral Space will recognize Darcier for what he is: a Free Spirit inhabiting a vampiric human body. If characters manage to survive the confrontation with Darcier they may wish to find his true name to use against the Spirit in the future. This will require an Astral Quest (*Grimoire*, pp. 69-73) on the Plane of the Loa, the plane of voodoo spirits. This quest is presented here in a simple manner; the GM may tailor it to suit his campaign.

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Astral Quest

Metaplace	Test
Place of Fear	Willpower; 10D2 Stun Damage
Place of Battle	Melee Combat Skill; 10S2 Lethal Damage
Place of Knowledge	Magical Theory; 10M3 Lethal Damage
Place of Spirits	Astral combat or banishing to overcome loa of Samedi (see below)
The Citadel	If a character reaches the Citadel, he discovers that the spirit's true name is "Kuh-santis."

If a character makes it to the Plane of Spirits, he must battle a loa of Samedi with a Force of 10.

Loa of Samedi

B	Q	S	C	I	W	E	R
11	10x2	10	14	10	10	(10)A	11

Powers: Accident, Alienation, Concealment, Confusion, Fear, Guard, and Search

GMs choosing to roleplay the Astral Quest should remember that success in any metaplace allows a character to move directly to the Citadel. Finding Darcier's true name will take 10D6 hours on the physical plane.

GMs should remember that characters are not meant

to beat Darcier. He is intended to be a meganemesis, someone to haunt the characters for years to come. While they should be able to hurt him, characters should not be able to destroy Darcier. Even if they manage to banish him or destroy his physical body, Darcier is still a very powerful spirit and can do a lot of damage to an overconfident party.

REWARDS FOR SURVIVORS

If characters manage a major miracle and actually defeat Darcier, Obeah will be true to her word and pay anyone involved 150,000 ¥. If characters do not succeed, she will still pay the 75,000 ¥ originally agreed upon and inform them that she will see to Darcier's destruction. A few days later, however, characters will see news reports that Obeah has been killed during the riots following a Humanis Policlub march through the Zulu Nation. Anyone following up on Darcier will discover that his townhouse is now occupied by a young Japanese couple and that the Black Cypress home was destroyed in an "unexplained" fire. The vampire has also vanished from the Midnight Players. GMs should give the characters the impression that Darcier has dropped off the face of the earth. Of course he hasn't; he's just lying low, plotting his revenge. Characters may realize this when the Red Light Killer murders continue, though the bodies are now being found evenly dispersed throughout the city.



NON-PLAYER CHARACTERS

MONROE DARCIER

FORCE 10, SPIRIT ENERGY 4

Appearance: Darcier is a tall, handsome black man, always attired in the most fashionable of clothes.

Mannerisms/Attitude: Usually Darcier is charming, witty and flamboyant, always the leading man. Even in combat he will smile and insult his opponents as he fights. If injured or pressed, however, he changes, becoming a howling, wild-eyed madman: the loa of Samedi showing its true nature. While he relies on his charms to attract his victims, when he is the Red Light Killer Darcier is reduced to a bloodthirsty monster.

Loyalties: Himself

Attributes

Body: 17
Quickness: 17
Strength: 24
Charisma: 14
Intelligence: 14
Willpower: 14
Essence: 7
Magic: 10
Reaction: 15

Skills

Bike: 3
Magical Theory: 10
Sorcery: 10
Conjuring: 7
Straight Razor: 8
Biotech: 4
Car: 3
Firearms: 4
Leadership: 6
Stealth: 8
Enchantment: 6
Unarmed Combat: 6
Etiquette (Media): 8
Etiquette (Street): 6

Gear

Gris-Gris (cane)
Straight Razor
Tres Chic Clothing

Spells

Analyze Device: 3	Detect Enemies: 7
Invisibility: 7	Possession: 4
Bat Swarm: 6	Fashion: 7
Mana Barrier: 4	Shadow: 5
Boil Blood: 5	Full Stomach: 4
Mana Bolt: 5	Change Sex: 4
Heart Burst: 5	Mask: 6
Create Zombie: 6	Invasion: 7
Personal Clairvoyance (Extended): 7	

Spirit Powers

Accident	Confusion
Personal Domain	Alienation
(Black Cypress Landing)	Search
Wealth	Guard
Fear	Concealment
Sorcery	
(due to the fact that he is in a body, Darcier must resist drain)	

Vampiric Powers

Enhanced Physical Characteristics
Infection
Enhanced Senses (Hearing and Smell)
Mist Form
Essence Drain
Regeneration
Immunity (Age, Poison, Pathogens)
Thermographic Vision

Vampiric Weaknesses

Allergy (sunlight; severe)
Induced Dormancy (Lack of Air)
Essence Loss
Vulnerability (Wood)

Notes: Darcier was once a vampiric boko. When he overestimated his ability and tried to summon a powerful loa of Samedi, all that changed. The spirit possessed Darcier's body and has been using it ever since. Most of the time Darcier keeps up his image of a local actor. With increasing frequency, however, his vampiric bloodlust and the insanity of the loa combine to drive him to commit savage acts of sadism and murder. As the Red Light Killer, he has satisfied these appetites. These impulses are growing stronger, and who can say what evil acts Darcier will be driven to commit? For a more complete description of Monroe Darcier, Rachel Obeah, and Johnny Dred, see the "Magic Over Bourbon Street" article.

Bat Swarm (Manipulation)

Drain: S1 Type: Mana Duration: Sustained
Special Effects: This spell summons a large number of bats that swarm in an area the caster wishes. Anyone in this area will be subject to 2D6 attacks each turn from the bats.

BATS

B	Q	S	C	I	W	E	R	ATTACKS
1	5x4	0	-	1/5	1	6	6	2L1

