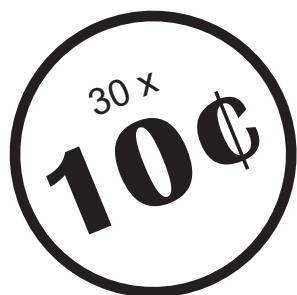


THE
VOODOO
CROSS

STEVEN S. LONG

THE VOODOO CROSS



A Hero Plus Adventure for

PULP HERO

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Everything Else: Stev... you get the picture

TABLE OF CONTENTS

Adventure Background	4
Adventure Summary	4
Part One: The Theft At The Club	4
Part Two: Drums In The Swamp	6
Part Three: The Voodoo Island	8
Brother DuChamp	9
Papa Miguel	9

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Printed in the U.S.A. First printing April 2006

Produced and distributed by DOJ, Inc. d/b/a Hero Games.

Stock Number: DOJHERO-HPA16

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YOUR SECRET LEAGUE OF HEROES ENCODED MESSAGE!

Attention Secret League Of Heroes
members! Here's your secret message for
this Hero Plus Adventure. Use your secret
decoder ring to read it!

24-1-8-8-14-18-17-24-15, 15-8-20-1-8-14
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17-24-3-17, 7-1 20-3-17-17-25 16-8-3-
15-3-17-14 20-3-17 14-8-23-23 25-7-11
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14-3-15-14-8 15-3-23-14, 14-5-8-25 1-
8-9-8-9-13-8-1 14-5-8-18-1 4-3-25-15
3-9-7-17-24 14-5-8 23-18-26-18-17-24,
14-5-8 5-7-23-4 7-12 14-5-8 13-7-6-7-1
2-5-7 20-1-8-3-14-8-4 14-5-8-9 18-15 13-
1-7-6-8-17, 3-17-4 14-5-8-25 4-18-8 14-
5-8 12-18-17-3-23 4-8-3-14-5. 15-7 13-8
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14-18!

THE VOODOO CROSS

HERO PLUS ADVENTURES

The Voodoo Cross is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

The general statement on the credits page notwithstanding, DOJ, Inc. grants each purchaser of *The Voodoo Cross* permission to make one (1) printed copy of this adventure.

When a historical artifact recovered from Haiti is stolen from the New Orleans branch of the Empire Club, the heroes find themselves plunged into a dark and deadly world of Voodoo magic as they try to recover it from a centuries-old sorcerer!

The Voodoo Cross is a *Pulp Hero* adventure designed for characters built on a total of 150 Character Points or less. The optimal number of PCs is four to six, but you can scale it up or down based on the number of opponents you pit against the heroes in various encounters.

ADVENTURE BACKGROUND

In the seventeenth and eighteenth centuries, the French imported slaves to work the sugarcane fields of Haiti. These slaves were converted to Roman Catholicism, but many of them kept their native beliefs as well. Gradually, Roman Catholic elements blended with their native faith, creating a secret religion that became known as Voodoo. Some darker sects developed "red" (or Petro) Voodoo, an evil form of Voodoo sometimes involving human sacrifice. The priest-sorcerers of red Voodoo, bokors, wielded tremendous power, both among the slaves and in the spirit world.

The worst of the bokors was known as Papa Miguel. He belonged to a cruel slaveowner named Pierre Malraux. In 1688 Papa Miguel incited Malraux's slaves to rebel, and Malraux and all his household were sacrificed to appease Miguel's evil loas (gods or spirits). Miguel and his followers fled into the interior of Haiti, where they grew ever stronger in their foul magic. Their most powerful artifact was a solid gold crucifix stolen from the Malraux household and consecrated to evil with the blood of Malraux's children; in time, Papa Miguel's life-force became bound to this cross.

For over a century, Papa Miguel ruled an empire of foulness, defying all attempts by the French to destroy him. But eventually his sins grew too great for the people to ignore. During Toussaint L'Ouverture's successful 1800-1804 slave rebellion, they slaughtered the bokor and his followers, crushing Papa Miguel beneath tons of rock. The gold crucifix was hidden away in a church.

But Papa Miguel did not die. Since his life-force was bound to the cross, he could not be killed by ordinary means. However, because his enemies had taken the cross away from him, his evil power was diminished — he could not free himself from the rocks imprisoning him. He passed into a state of suspended animation, more like undeath than life.

About a year before the scenario begins, an American explorer named William Morrisson discovered the cross in the ruins of a small Catholic church in Haiti. He dated the cross to approximately 1650. He took it to Port-au-Prince, pursued all the way by horrible Voodoo creatures and spirits drawn to the cross's magic. When he returned to his hometown of New Orleans, he donated the cross to the New Orleans Museum of Antiquities ("NOMA") and then became a recluse, having been driven mad by the dark things he saw in Haiti.

ADVENTURE SUMMARY

The heroes begin their adventure in New Orleans, where they're attending a showing of "the Haitian Cross" at the Crescent City's branch of the Empire Club. During dinner the Cross is stolen! Investigating, they discover that a Voodoo bokor named Brother DuChamp, who's something of a power in the New Orleans underworld, has stolen the Cross for use in foul rituals. They track DuChamp and his cult to an old, abandoned plantation house outside the city. There they confront and battle the evil bokor...

...only to recover the Cross and discover that it's compelling them to take it to Haiti! They follow its urgings into the interior. Soon they come to a ruined fortress where Papa Miguel — now awake, free, and powerful since the Cross was removed from the church — is conducting a ritual of human sacrifice. The heroes must defeat the old bokor, his cultists, and his zombies to rescue the woman who's about to die beneath Miguel's knife... or else they just might wind up as sacrifices themselves! And to put an end to the threat at long last, they must destroy the Cross.

PART ONE: THE THEFT AT THE CLUB

The scenario begins in New Orleans. If the PCs aren't native to the Crescent City, perhaps they're there for Mardi Gras, are visiting a friend, or were specifically invited to the unveiling of the Cross by someone they know (or who knows they have an interest in such things). Since they're adventurers, they're invited to spend an evening at the New Orleans branch of the Empire Club (they may also be staying at the Club).

Professor Peasley

If you've run, or plan to run, *Hero Plus Adventure #4, The Dordogne Zodiac*, the characters' visit to New Orleans to view the Haitian Cross would be a

good time to introduce them to or let them renew acquaintances with Professor Roderick Peasley of Tulane University. He'd certainly be interested in the Cross, and if he's not a member of the Empire Club he could easily find several who'd be glad to bring him along as their guest. You can find out more about Professor Peasley in *The Dordogne Zodiac*.

THE CROSS

The highlight of the evening is the unveiling of the Haitian Cross, a new artifact on loan to the Club from NOMA. It's a large cross, about a foot tall, made mostly of gold and inlaid with pearls. NOMA believes it was made about 1650 by a craftsman living in the Haitian interior.

Any character with mystic senses can perceive something unsettling, perhaps even "evil," about the ornate gold Cross. If his senses are sufficiently acute (i.e., they have Analyze on an appropriate Detect), he can tell that the Cross was once used as a central ritual focus in Voodoo ceremonies involving human sacrifice and black magic. For such characters, holding the Cross is unpleasant; it has a sort of disgusting touch even though there's nothing on it that would make it feel that way. Just being near it may cause mild headaches and discomfort.

VOODOO DUST!

The unveiling takes place at 6:00 PM; afterwards, the Club serves cocktails, then dinner in the Arcadian Room. Many Club members are there, as well as guests who include notables from New Orleans society. If you want to extend the scenario a bit, feel free to roleplay a little socializing over cocktails and dinner; you might even engineer some sort of confrontation between a PC and his Rival.

At dinner, one of the PCs is seated next to Chalmers Blighton, a New Orleans dilettante and art historian specializing in medieval enamels and decorative art. He was one of the members responsible for having the Cross shown at the Club, and proves to be an excellent conversationalist on a wide variety of topics. (Roleplay a little of this, if possible, to give the PCs a reason to like him.) In the middle of the entree, Blighton glances at his pocketwatch and excuses himself.

A few minutes later, the diners hear a tremendous crash coming from the Exhibit Room! The PCs, followed by the other guests, rush there to find Blighton lying unconscious on the floor. He has a bad head injury and is covered with a grey-black powder of some sort. The case holding the Haitian Cross has been smashed. The Cross has been stolen, and left in its place are three red rooster feathers tied together with a black ribbon!

Characters with appropriate Skills (KS: Voodoo at +1, KS: Arcane And Occult Lore at -2, other relevant KSs at worse modifiers) can make a roll to know what these things are. If the roll succeeds, the character knows that the powder is a focus for black magic — it's used by bokors to cast curses and other evil spells. Any character who touches it will suffer Unluck 1d6 for the rest of this adventure (or, at the GM's option, lose half or more of his Heroic Action Points for the game). The feathers are the symbol of a particularly evil Haitian

red Voodoo cult thought to have been destroyed over a century ago — Papa Miguel's cult. If the characters don't know anything about Voodoo, a helpful Club member can provide them with this information.

Blighton's injury seems serious; he doesn't awaken and won't respond to attempts to wake him up (like shaking him or throwing water in his face). Any character who succeeds with a Paramedics roll (or roll with a relevant Skill like SS: Medicine) realizes he may have a bad concussion. A Club member calls an ambulance to take him to the hospital.

INVESTIGATING THE THEFT

As heroes and the stars of this particular show, the PCs will certainly want to help get the Haitian Cross back (especially if they realize, or even just suspect, that it's an evil Voodoo relic). Some potential avenues of investigation include:

Chalmers Blighton

The obvious line of investigation is Blighton, who awakens in the hospital the next day. His doctors and nurses will let the heroes talk to him, but won't permit any rough stuff, browbeating, or the like.

Blighton claims he got up to use the bathroom. On the way he saw a shadowy figure in the room where the Cross was on display, went in to find out what was going on, and was hit on the head from behind. He didn't get a clear look at the thieves or know anything about them.

After the initial questioning, let any PC with Acting make a roll. If the roll succeeds, he realizes Blighton isn't being entirely truthful — he's hiding something. Characters who succeed with an INT Roll at -4 or more realize the men's room and the Exhibit Room (where the Cross was displayed) aren't that near each other; there's no reason Blighton would have had to go past the display room to reach the toilet.

Once the heroes have reasonable suspicion of Blighton's involvement, let any of them who wishes make an Interrogation or Persuasion roll. If the roll succeeds by 1 or more, Blighton breaks down and confesses. Over the past several years he got involved in some shady financial deals. About four weeks ago one of his servants found a letter on the front porch of his house. It was a blackmail letter signed by a "Brother DuChamp," who somehow had intimate knowledge of Blighton's illegal business transactions and threatened to reveal them to the police unless Blighton followed his orders.

DuChamp instructed Blighton to arrange for NOMA to loan the Cross to the Club. After the loan was announced, DuChamp wrote again, telling Blighton to let a man who would be carrying three red rooster feathers tied together with a black ribbon into the Club and show him where the Cross was. Blighton did so — that's why he checked his watch and then left the table. This man, whom he can only describe as "a large, muscular Negro," hit him on the head from behind and stole the Cross. Blighton knows nothing else about Brother DuChamp. He no longer has DuChamp's letters; he burned them. He knows nothing else about Brother DuChamp.

STRANGE MAGICS: VODOO

For more general information on Voodoo, see pages 116-20 of *The Ultimate Mystic*. For dozens of Voodoo spells, magic items, and monsters, see *Hero Plus Adventure #17, Strange Magics, Vol. I: Voodoo*. The spells referred to on the character sheets in this adventure are taken from HPA #17.

Empire Club Staff

The PCs may want to question the staff at the Empire Club. They all claim (truthfully) to have seen nothing, heard nothing, and know nothing about the theft.

If the heroes lack Streetwise, don't think to use it, or fail their rolls (see below), you can have one of the Club's staff members fill them in about Brother DuChamp.

Streetwise

If the PCs spend a few hours on the street and succeed with a Streetwise roll at -3 (with KS: Voodoo, KS: The Mystic World, or CK: New Orleans as Complementary Skills), they'll hear rumors about a "Brother DuChamp" who leads a red Voodoo cult in New Orleans. It's said he has the entire black community in a grip of terror.

No one knows exactly who DuChamp is, or where to find him, but if the PCs make a second Streetwise roll at -4, they learn where he holds his rituals: an abandoned plantation house near Lake Ponchartrain, away from the city. In fact, a major Voodoo ceremony is due to take place tomorrow evening! (If the PCs learn this fact during daylight hours, you might say the ceremony is that evening, to add a sense of immediacy and danger to the scenario.)

William Morrisson

The PCs might also want to talk to William Morrisson, who found the Cross and donated it to NOMA. They can get in touch with him through NOMA or Professor Peasley; he's not listed in the telephone directory. At Morrisson's house (which is obviously suffering from neglect) they discover he's become a drunken recluse, half-mad with terror.

Morrisson prefers to have nothing to do with the heroes, but with proper roleplaying (or perhaps a Persuasion roll) they can convince him of the seriousness of the situation. He tells them the story of how he found the Cross hidden in a concealed niche in an old, ruined church in the Haitian interior. He took it to Port-au-Prince with zombies, evil spirits, and other foul Voodoo creatures chasing him, trying to get the Cross. In an agony of fear, Morrisson begs the PCs to destroy the Cross when they find it, and warns them against ever going to Haiti.

PART TWO: DRUMS IN THE SWAMP

One way or another the heroes hear about Brother DuChamp and his dark Voodoo cult. It's time to beard the lion in its den and get the Cross back!

THE OLD PLANTATION

The ritual takes place in an abandoned plantation house in the swamps near Lake Ponchartrain. For the house, use the mansion map from *Shades Of Black*, with appropriate changes — the outer shell is still intact, but a few non-load-bearing interior walls have collapsed, there's no glass in any of the windows, and so forth. The stairs up to the second floor are intact, but dangerous. Anyone climbing them has an 11- chance to step on a rotten patch. For each point by which a character makes a DEX Roll, reduce the

result of the "step on a rotten patch" roll by 1 (and for each point he fails by, increase it by 1). A character who obtains 1 level of more of Luck on a Luck roll, or spends 2 Heroic Action Points, can go up or down the stairs one time safely.

THE CULTISTS

Long before the ritual begins (after sundown, culminating at midnight with the sacrifice of a special black goat), cultists will be at the house, preparing for what's to come. Brother DuChamp appears immediately after sundown, coming out of the swamps by paths only he knows.

The typical cultist is an average person, armed with (at most) a knife — use the Cultist character sheet from page 406 of *Pulp Hero* if necessary. A cultist may be possessed by a loa during the ritual, in which case he takes on the attributes of that loa — great strength, resilience, agility, craftiness, sensuality, or what have you. All fight fanatically to protect Brother DuChamp and the Cross.

Brother DuChamp himself is a powerful Voodoo bokor, though not nearly so powerful as Papa Miguel. You can find his character sheet on page 9.

THE RITUAL

The ritual is a horrible spectacle, complete with Voodoo drums, dancing, the sacrifice of chickens and other small animals, and possession of worshippers by evil loas. If possible, play appropriate drum music to add a little atmosphere to the game.

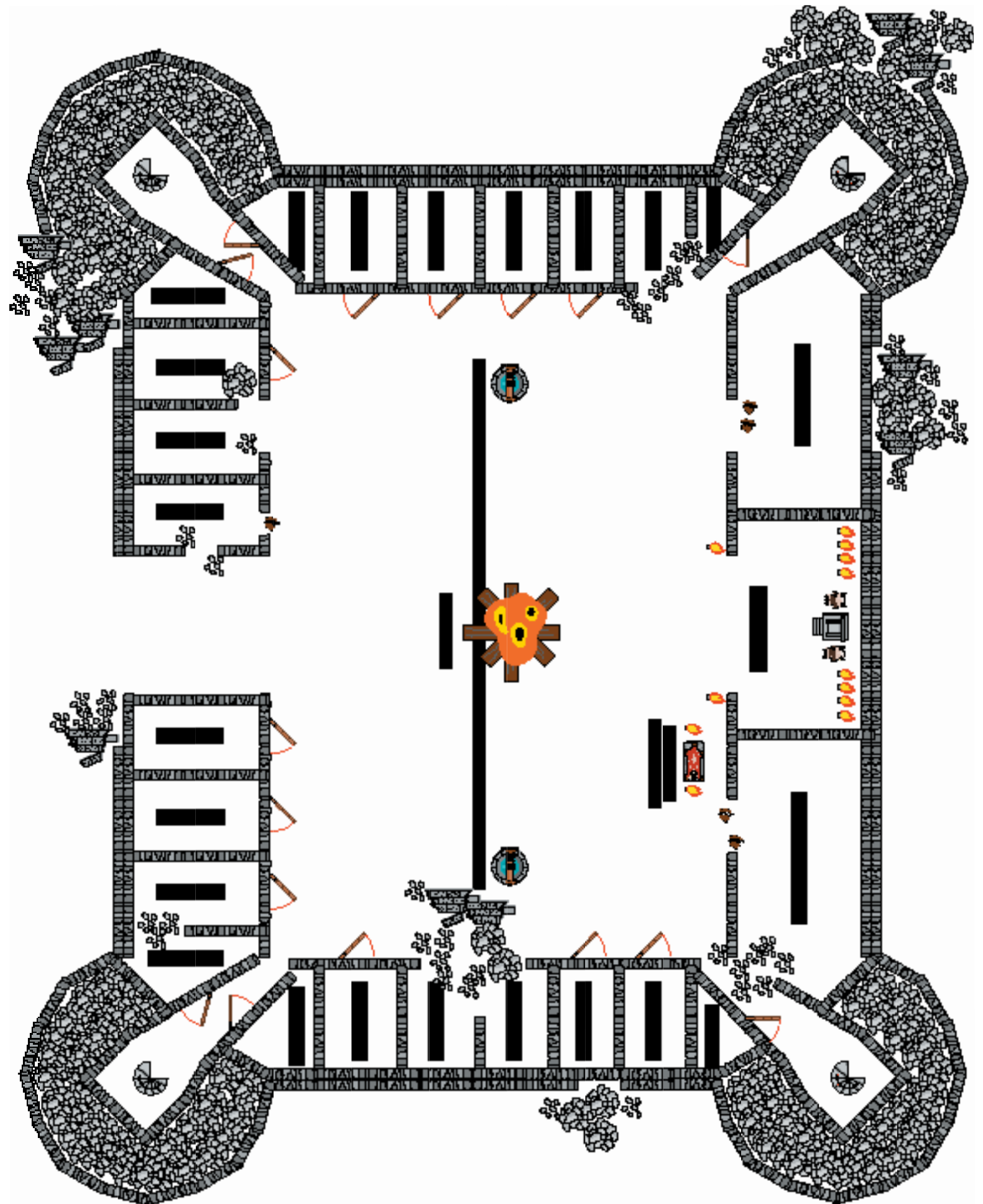
Brother DuChamp presides over everything and holds the golden Cross throughout the ritual. Shortly before midnight and the final sacrifice he speaks to the crowd, describing Papa Miguel as their "lord and master" who has "awakened at long last." (But of course the heroes won't hear that if they've already attacked.)

The cultists (loa-possessed or otherwise) fight the heroes using fists, sticks, rocks, knives, and a few guns. Brother DuChamp casts Voodoo spells and uses Voodoo dusts and other items he has with him.

The Cross At Last!... Uh-Oh....

The odds are the heroes win this battle easily; the cultists aren't much match for them, and Brother DuChamp's not powerful enough to stand up to them on their own. (Though if they give him the chance to turn any slain cultists into zombies, it may be another story.) If he can, Brother DuChamp will flee into the swamps, leading the heroes on a dangerous nighttime chase through the bayous.

But one way or another, the PCs should get their hands on the Cross. The first hero to touch it, or any PC with mystic senses who touches it, feels a definite malevolent presence connected with it... accompanied by an urge to (a) preserve the Cross, and (b) go to Haiti. Initially this urge isn't too strong (Mind Control 8d6), but it gains +1d6 per day until the hero gives in and makes the trip. Getting rid of the Cross won't overcome the effect; the hero will feel compelled to regain the Cross and then take it to Haiti. If necessary to keep the heroes from destroying the Cross outright, you can rule that it's so closely bound to whatever's attracting it on Haiti that it can only be destroyed in that place (or near that person).



PART THREE: THE VOODOO FORTRESS

The PCs travel to Port-au-Prince, capital of Haiti. After they arrive, they hear rumors of a new red Voodoo cult that's arisen in the mountainous interior of the island. Some folk fear that Papa Miguel has returned; in fact, the PC carrying the Cross feels it subtly "tugging" at him in the direction of the mountains. The PCs spend that evening in a hotel in Port-au-Prince; in the morning each one finds a Voodoo charm, a square cross made of two black sticks, in front of his door. This charm, symbolic of Ghede, loa of death, is a none-too-subtle threat; it also tells the PCs they're being watched...

INTO THE INTERIOR

According to the guides they can find (who are few — most Haitians prefer to stay well away from the interior because of all the rumors) tell the PCs have at least a two-day journey ahead of them to get to the mountain area. Let the PCs equip themselves with whatever they need and can afford, within reason. Remember, Haiti of the 1930s isn't exactly a center of civilization, and its marketplaces won't have many (if any) modern amenities.

The first day the heroes travel by car as far as they can, to a small town named Font-du-Lac. If you want to emphasize the eeriness of the situation, during the trip have them encounter either (a) an old man or woman who utters a cryptic and disturbing warning, and/or (b) suffer an unlucky (one might even say supernaturally unlucky...) accident.

The inhabitants of Font-du-Lac are unfriendly and uncooperative at first. They don't like having visitors, and seem to regard the white people as bad luck (or think they'll bring trouble). Eventually, one of the villagers picks a fight with the biggest, toughest-looking PC. If the Haitian wins, the villagers treat the PCs with scorn and ignore their requests for help; if the PC wins, the loser treats him and his friends to drinks at the local tavern and everyone becomes much friendlier. In the latter case, the native point the PCs toward the center of the trouble — an abandoned colonial fort on top of a mountain, about one day's hike away. Otherwise, the PCs have to spend a day exploring the region to figure out where they need to go.

A PRELUDE OF THINGS TO COME

Either during their day of exploration or on the way to the fort, the PCs are attacked by a horde of zombies (at least one zombie per PC — use the *Zombi Cadavre* character sheet from *Hero Plus Adventure* #17, *Strange Magics*, Vol. I: *Voodoo*, or the *Zombie* character sheet from *The HERO System Bestiary*). Since the PCs ignored the warning they were given back in the city, and the "accident" on the road, Papa Miguel is now trying to kill them directly.

FORTRESS OF DEATH!

The PCs reach the ruined fort right after nightfall by following the light of a large bonfire that's been lit in the center of the fortress courtyard.

Layout Of The Fortress

The accompanying map shows the layout of the fortress, including areas that have collapsed for fallen into ruin. The fortress is basically a square structure with a round, rubble-filled bastion at each corner. (Cannons were once kept atop each bastion, with a spiral staircase leading down to a powder magazine below.) The walls are 4" (25 feet) high, and in some places have partially collapsed. Climbing the walls requires an unmodified Climbing roll.

The interior of the fortress consists of a courtyard ringed by rooms; the courtyard has two wells. Along the south are former troop quarters, along the east and west storerooms, along the north the kitchen, mess hall, and chapel.

The second "floor" of the fortress consists of battlements reached via the spiral staircases from the four powder magazines in the bastions. The battlements are as wide as the rooms along the fortress walls, and are topped by ½"-high crenelated walls. (In many places the wall has collapsed, leaving a gap of ½-1".) Wherever rubble is show inside or outside the fort, indicating a (partially or wholly) collapsed wall, the battlements aren't entirely safe to walk on. A character moving through these areas no faster than 2" per Phase is fine; any faster than that and the character must succeed with a DEX Roll or fall through/off the battlement. At the very least, failure makes an area of collapse a little larger; it might even trigger a further collapse that buries that character in rubble, causing 8d6 Normal Damage and pinning the character beneath old stones.

In most cases the doors show on the map are either (a) so decrepit characters can easily smash through them (1 BODY, 1 DEF), or (b) fallen off their hinges, or (c) missing entirely. The GM determines the status of each door as necessary for best dramatic impact during the fight. If it would be fun to have a character smash through a door (or try to use a door to protect himself from a zombie), keep that door intact and upright; if a character needs an impromptu club, he can use part of a door that's fallen down.

As shown on the map, the doors leading into the chapel have been removed so that characters can easily see inside to Papa Miguel's earth-and-bone throne. Eight torches light the chapel.

Fortress Security

The walls of the fort are patrolled by zombis cadavre. To see into the fort unhindered, the PCs must either dispose of these zombis or sneak up to the ruined gate without being spotted by them. (Since there are at least three standing guard at the gate, the latter will prove difficult at best.)

Inside The Fortress

Inside, the PCs that there's a terrible Voodoo ritual underway. Cultists dance around a bonfire, sacrificing animals to the Voodoo spirits. To one side, a beautiful young white woman is tied to a stake, awaiting sacrifice. (This is marked on the map with an "evil altar.") Watching the entire compound from a throne of bone and earth inside the former chapel, and flanked by several large zombis cadavre, is Papa Miguel himself, who looks like a cross between an old man and a zombie. When Morrisson took the

Cross away from the precincts of the church where it had been safely kept, its unholy energies revitalized Miguel, awakening him and giving him the strength to free himself. Then he rebuilt his red Voodoo cult.

The PCs barely have time to view this ghastly scene before Papa Miguel perceives them (because of the Cross's unholy energies) and orders the zombies and cultists to attack. The PCs have three goals: survive; destroy Papa Miguel; rescue of the potential sacrifice. How they do all of this is up to them. Papa Miguel cannot be hurt by conventional attacks, such as fists or bullets, but is vulnerable to mystic attacks, fire, salt, and being struck by the Cross itself (see his character sheet at the end of this adventure).

If the cultists capture the PCs, Papa Miguel regains the Cross, becomes even more powerful than he is already, and adds the PCs to the “menu” of sacrificial victims. If they have no way to escape on their own, you can arrange a last-minute attack by a group of “good” Voodooists to help them out.

Love In The Time Of Voodoo

The young woman's name is Patrice Delacroix. Her father is a rich planter who lives in another part of the island. After the PCs rescue her, she could become a romantic interest for one of them, or her father could become a valuable Caribbean contact.

BROTHER DUCHAMP				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [4]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	3		Total: 8 PD (3 rPD)
6	ED	6		Total: 6 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
9	REC	0		
36	END	0		
40	STUN	3	Total Characteristics Cost: 109	

Movement: Running: 6"/12"

Cost Powers **END**

350	<i>Voodoo Spells</i> : 350 points' worth of spells from HPA #17, Strange Magics, Vol. I: Voodoo, including several Voodoo Black Magic spells	
10	<i>Mighty Fists</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
3	<i>Protective Magics</i> : Damage Resistance (3 PD/3 ED)	0
10	<i>Gad Of Protection From Curses</i> : Power Defense (10 points)	0
10	<i>Gad Of Good Fortune</i> : Luck 2d6	0

Perks

4 Fringe Benefit: local cult leader

Skills

10 +2 HTH

- | | |
|----|---|
| 3 | Conversation 13- |
| 3 | CK: New Orleans 12- |
| 3 | <i>Medsin Fèy</i> : KS: Haitian Herbalism 12- |
| 3 | KS: Voodoo 12- |
| 1 | Language: French (basic conversation; Eng-
lish is Native) |
| 1 | Language: Hatian Creole (basic conversa-
tion) |
| 3 | Oratory 13- |
| 3 | <i>Medsin Fèy</i> : Paramedics 12- |
| 3 | Persuasion 13- |
| 25 | Power: Voodoo 23- |
| 3 | Stealth 13- |
| 3 | Streetwise 13- |
| 3 | Trading 13- |
| 3 | WF: Small Arms, Blades |

Total Powers & Skills Cost: 457

Total Cost: 566

75+ Disadvantages

- 5 Distinctive Features: Voodoo scars and tattoos (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: New Orleans Police Department 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: various monster- and witch-hunters 8- (As Pow, Capture/Kill)
- 20 Psychological Limitation: Utterly Evil; Serves The Foulest Petro Loa (Very Common; Strong)
- 15 Psychological Limitation: Greedy For Money And Power (Common; Strong)
- 10 Reputation: evil Voodoo sorcerer, 11- (in New Orleans; Extreme)
- 411 Experience Points

Total Disadvantage Points: 566

Background/History: Brother DuChamp grew up poor in the worst section of New Orleans. His aunt was a mamaloi, or female houngan, for a group of Voodoo practitioners, and she saw the talent in him and nurtured it. But unfortunately she couldn't nurture his soul, which was twisted and dark with a desire for things and power he did not have. In time he turned to the Petro loa to grant him the power he craved. Eventually he became the leader of the Louisiana descendants of the few fragments of Papa Miguel's cult that had survived over the decades and centuries. Thanks to his evil charisma and powerful Voodoo spells, he's built the local cult up to be stronger than ever... and now that Papa Miguel has awakened, nothing shall stop them!

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Pistol	+0	+0	1d6+1	1d6-1	6	8	
Knife	+0	RBS	1d6-1	1d6-1	—	5	Can Be Thrown

Armor
None

Gear: Asson rattle; Voodoo paraphernalia and spell components

Clothing: See Appearance

BROTHER DUCHAMP PLOT SEEDS

A black servant working for the PCs (or a friend of the PCs) frightfully reports that someone is using “black magic” against herself and her family. The PCs, upon investigating, uncover information about Brother DuChamp’s cult... but now he knows they know about him, and how they learned, so they’ve got to get to him before he sacrifices their informer!

The heroes hear rumors of “strange lights” out in the Louisiana bayous at night, and eerie sounds, and “dark, flapping things in the sky.” Is Brother DuChamp’s cult up to something horrible, or do the swamps hide more than just Petro Voodoo?

The dead begin to walk the streets of the Big Easy! Every night a half-dozen people are clawing their way out of their graves and trying to kill the living. Brother DuChamp clearly has the power to do something like this — but why?

Personality/Motivation: Despite being a man in his mid-20s, Brother DuChamp is in many ways still the little boy he once was, lashing out at a world he hates because it hasn’t given him everything he wants. He believes that he must seize what he wants, and the way to do that is Voodoo. So far he’s found nothing to prove him wrong.

Quote: “The loa we serve are strong! They will grant us good luck and victory over our enemies!”

Powers/Tactics: Brother DuChamp is a powerful bokor (Voodoo sorcerer) who can cast many different types of spells. (You can also give him any Voodoo magic items you think are appropriate.) Thanks to his *angajans*, or “engagements” (pacts) with various loa, he’s immensely strong and tough and highly charismatic; if he lacks the time to prepare Voodoo black magic to use against his foes, he has no hesitation about mixing it up with them hand-to-hand. He usually has at least a few doses of kou poud powders that he can throw at his enemies to cause illness, misfortune, or even death.

Campaign Use: Although Brother DuChamp is presented as a secondary villain in The Voodoo Cross, for some lower-powered campaigns he might do quite well as the master villain — use his character sheet for Papa Miguel, then trim it down to create a new, weaker “Brother DuChamp.” However, don’t forget that most Voodoo spells aren’t really usable in combat because they take time and preparations to cast; despite his 350 Character Points’ worth of spells, DuChamp is far, far less powerful in battle than even a 200-point superhero or High Fantasy wizard.

To make Brother DuChamp tougher, give him plenty of Voodoo magic items and powers, including a Shirt Of Protection Against Bullets and more gads and angajans. If appropriate, distinguish him from Papa Miguel by emphasizing his physical side — increase his STR, CON, and perhaps even SPD. To weaken him, reduce his SPD to 3 and his Character Points in Voodoo spells to 250.

Brother DuChamp might hunt heroes if they become a persistent thorn in his side, but he knows his cult thrives the most when it remains secret. He won’t do anything that will draw too much attention down on him or his followers.

Appearance: Brother DuChamp is a fairly handsome dark-skinned black man in his mid-twenties. His body has several *gads* (protective scars and tattoos), making it easy to identify him in the right circumstances. He dresses simply, in working man’s pants, shirt, and shoes. He’s usually got a large pouch full of Voodoo paraphernalia with him, and during ceremonies and spellcasting carries an *asson* (a rattle made from a gourd filled with serpent vertebrae and decorated with strands of beads).

PAPA MIGUEL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	6		Total: 10 PD (8 rPD)
10	ED	6		Total: 10 ED (8 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
50	STUN	10		Total Characteristics Cost: 142

Movement: Running: 6”/12”

Cost	Powers	END
843	<i>Voodoo Spells:</i> all the spells from HPA #17, <i>Strange Magics, Vol. I: Voodoo</i>	
5	<i>Terrifying Aspect:</i> +10 PRE; Only To Make Fear-/Intimidation-Based Presence Attacks (-1)	0
8	<i>Zombi-Like Form And Protective Magics:</i> Damage Resistance (8 PD/8 ED)	0
47	<i>Zombi-Like Form:</i> Life Support (Total, including Longevity: ages at one-fourth normal rate)	0
5	<i>Eyes Of Darkness:</i> Nightvision	0

Perks

15	Follower: goat-horned dog (built on 75 Base Points)
5	Fringe Benefit: cult leader

Skills

2	AK: Haiti 11-
9	<i>Medsin Fèy:</i> KS: Haitian Herbalism 16-
2	KS: Haitian History 11-
6	KS: Voodoo 16-
1	Language: English (basic conversation; French is Native)
1	Language: Hatian Creole (basic conversation)
1	Language: Langay (basic conversation)
3	Oratory 13-
5	<i>Medsin Fèy:</i> Paramedics 14-
3	Persuasion 13-
37	Power: Voodoo 30-
3	Stealth 13-
3	Trading 13-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 1,007

Total Cost: 1,021

75+ Disadvantages

5	Distinctive Features: Voodoo scars and tattoos (Easily Concealed; Noticed And Recognizable)
10	Hunted: various monster- and witch-hunters 8- (As Pow, Capture/Kill)
25	Psychological Limitation: Utterly Evil; Serves The Foulest Petro Loa (Very Common; Total)
15	Reputation: evil Voodoo sorcerer, 14- (in

Haiti; Extreme)
891 Experience Points

Total Disadvantage Points: 1,021

Background/History: Papa Miguel was born so long ago that even he doesn't remember his childhood, and in fact dismisses it as insignificant. What is important is that he is a *dosou*, a child born into a family after twins are born, and who thus "inherits" all of the twins' magical power. His gift for Voodoo was so profound that ordinary Voodoo could not contain it; before long he'd turned to black magic and sorcery. As his power and following grew, he turned on the family of his master Pierre Malraux and incited a rebellion. After slaughtering the Malrauxes he took the family's gold crucifix for use as a powerful fetish (one to which, in time, his life-force became bound).

Papa Miguel's cult grew, becoming a powerful force for evil in the Haitian interior. It was not until Toussaint L'Ouverture's slave rebellion of 1800-04 that Miguel was finally overthrown and, so it was thought, destroyed — crushed beneath tons of rock. No one dared to try to destroy the evil crucifix, so it was hidden in a church to neutralize its powers.

Because the crucifix remained intact, Papa Miguel could not die. He was trapped beneath the rock, but still he lived, waiting patiently. When explorer William Morrisson removed the cross from the confines of the (now-ruined) church, Papa Miguel became powerful enough to free himself and re-establish his cult (the remnants of which had never fully died away). Now he seeks to regain the cross, and thus greater power, with which to take over Haiti... and then the Caribbean... and then the world....

Personality/Motivation: Papa Miguel is utterly, irredeemably evil. He serves the darkest loa (gods) of Voodoo, regularly offering human sacrifices to them to maintain their favor. Crimes and blasphemous practices that even hardened villains would hesitate at he performs readily.

Quote: "Bosou, grant me strength! Papa Legba, Baron Samedi, support me against my enemies!"

Powers/Tactics: Papa Miguel's *konesans*, or known body of Voodoo lore, is enormous. He can cast spells, communicate with *loa*, and wield powers long forgotten by most houngans or bokors. His *mèt tèt* ("master of the head," the loa with whom he has the strongest relationship, and whom he primarily serves) is Bosou, *loa* of black magic and virility, who gives him great power. His magics maintain his body in a sort of half-zombified state, giving him great strength and resilience without costing him any wit or agility.

Since most of his magic won't help him in battle, if he expects a fight Papa Miguel prepares Kou Poud powders (primarily ones causing rapid weakness, sickness, or death so he can incapacitate his foes with them quickly), oungas which inflict their curse when they touch the victim, and other magical items. He'll also awaken or call to him as many zombis cadavre as he can and arm them with whatever weapons he has available. His familiar, a goat-horned dog, obeys his every order and savagely attacks any enemy he unleashes it on.

After centuries of staying alive, Papa Miguel is no fool. He usually has at least one escape route prepared, and often two or more. He's only been free for a short while, and he has no intention of being imprisoned, much less killed, again.

Campaign Use: Based on his point total, Papa Miguel seems immensely powerful. While it's true he's no pushover, remember that most Voodoo spells aren't intended for combat. They take a long time to cast, and plenty of preparation to boot. He can prepare some in advance (such as Kou Poud powders), but for the most part his hundreds of points' worth of spells don't do him much good in combat. He's weaker than he looks when it comes to fighting. But if the PCs don't get rid of him in their first encounter, Miguel will have the chance to use his potent Voodoo black magic to make their lives a literal living hell.

To make Papa Miguel more powerful, add on Voodoo abilities and magical items until he's as strong as you need him to be. If he regains the cross (or perhaps if it's even brought close to him, depending on how dangerous you want the climactic fight to be), he might become much more powerful than he is now, both physically and in terms of his Voodoo — for example, he might be able to cast an entire Voodoo ritual in just a Full Phase, Extra Phase, or 1 Turn instead of minutes or hours. To weaken him, reduce his Voodoo roll, and strip away at least 300 points' worth of spells. You could also reduce his SPD to 3 and his Damage Resistance to 3-5 points.

Papa Miguel will Hunt any hero or person who has the Voodoo Cross, using all of his powers and wiles to get it back. Once he has it, he'll turn to Hunting anyone who's harmed or hindered him until he's taken revenge on them all. Fortunately for him, his potent Voodoo black magic gives him lots of unpleasant ways to attack his enemies.

Appearance: Papa Miguel looks like an incredibly aged, wizened black man half-gone to death. His skin has an unhealthy greyish color to it that makes him look half-dead, or perhaps half-undead; his voice has just a touch of the unusual nasal tone that marks a *zombi cadavre* to Haitian ears. He wears rough, old clothing that's in bad shape, except when a Voodoo ceremony requires him to don other garb. His pockets are always full of Voodoo charms, fetishes, and supplies, and he always carries a large pouch full of Voodoo paraphernalia with him. During ceremonies and spellcasting he has an *asson* (a rattle made from a gourd filled with serpent vertebrae and decorated with strands of beads).

PAPA MIGUEL PLOT SEEDS

Papa Miguel gets his hands on the Voodoo Cross somehow. With its power once again at his command, he begins to cast his shadow over the entire Caribbean — and he certainly won't stop there. The heroes, having failed to stop him from getting the Cross, must now enter the heart of darkness and beard the lion in his den deep in the Haitian interior.

After the heroes destroy the Cross, Papa Miguel dies... or so it seems. In fact he goes into a sort of hibernation (and if the heroes destroy his body, his spirit takes up residence in the body of one of his followers). His cult must now find another artifact, a star-stone cast down from the heavens themselves by the loa, to revive his flagging powers.

After the heroes defeat Papa Miguel and burn his body, one of his followers gathers up some of the ashes and uses them to make a potent ouanga. With this ouanga to help him, he becomes the new leader of the cult and a terrible threat to Haiti. The heroes have to return to "the magic island" to find and defeat him.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	RBS	1d6	1d6-1	—	8	Can Be Thrown

Armor
None

Gear: *Asson* rattle; Voodoo paraphernalia and spell components

Clothing: See Appearance