

SHADOW SCAR

The Baron & The Ghoul



Dolan Pondsmith

Content Warning

This DLC involves the Voodoo Lwa, Baron Samedi. Baron Samedi is known for being crude and provocative. There are no slurs or sexually explicit content in this DLC but there will be frequent swearing and crude humor.

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The Baron and The Ghoul

The Mosaic holds mysteries far beyond anything the Shadow Scar Agency has yet found and one of those mysteries is coming to the local Mosaic to cause a little mayhem.

In this DLC, we'll be talking about two interesting figures in the Mosaic, perfect for Halloween adventures: The incomparable Baron Samedi and the mischeivous Ghoul, Griselda Gloomwood. These two characters are locked in a high stakes chase through the Mosaic, with the Baron trying to hunt down Griselda as she wreaks havoc across the Mosaic. But before we get too deep into it, let's break this DLC down a bit.

What's in the DLC

In the pages of this DLC, you'll find information on how to utilize the Baron and the Ghoul, statistics for both characters, and a short missions dedicated to the two characters.

Using the Baron & the Ghoul

Baron Samedi and Griselda Gloomwood are two fascinating figures in the greater Mosaic. They are both wanderers who drift from world to world in the Mosaic but each one takes a very different approach to interacting with the Mosaic. The Baron is a, largely benevolent, party animal who likes to carouse and flirt across the Mosaic while Griselda is an agent of chaos who takes pleasure in feeding on the wandering spirits of the Mosaic. Both characters can be used in numerous different ways, all presented in this first section.

Baron Samedi

Baron Samedi is a member of the lwa, the spirits of the Voodoo religion. He is the Master of the Dead and he presides over wandering spirits. He's a foul mouthed, flirtatious man who loves nothing more than a good party. Luckily for him, he's also very charismatic, making it easier for him to get out of trouble and into women's beds.

The Baron is a unique case in Shadow Scar, a god-like spirit who doesn't come from the Japanese pantheon. His statistics reflect this. He is extremely powerful and he knows how to use that power. Rather than being a direct antagonist, the Baron is best used as a tenuous ally in the players various missions. If the players do a favor for the Baron, he'll repay them later.

Griselda Gloomwood

Griselda Gloomwood is a ghoul from a little world called Candlewood. Ghouls are spirits of the dead who prey on other wandering spirits for sustenance. Griselda was human once but after being murdered by her best friend she came back as a ghoul. Now she's floating through the Mosaic hunting helpless spirits and playing mean-spirited pranks on the living.

As a ghoul, Griselda is a powerful ghost with the ability to escape bindings, consume spirits, and possess the living. She works very well as a slippery antagonist who's goals are more tame than the yokai but still dangerous.

All Hallows' Eve

Of course, if we're going to give you two interesting characters we have to give you something to do with them! All Hallows' Eve is a short mission that takes place on Halloween. The players are contacted by Baron Samedi, who's been hunting Griselda for a few weeks now, always just one step behind.

The Baron is sure that Griselda will turn up at a Halloween party being held in Refuge but he can't attend. He can't stay in the Material World for very long and it would take him too long to hunt her down. He offers the players a favor in return for helping him catch Griselda before she can consume more spirits.

The players will have to infiltrate a college Halloween party to find Griselda. But how are they going to capture her when she's been evading the Master of the Dead for so long? That will be up to them to figure out! Maybe she can be reasoned with?

Who are the Lwa?

Lwa (Pronounced Lowah) are the god-like spirits of the Voodoo religion. The lwa are the agents of their creator, a mysterious, all powerful god named Bondye. Bondye is a remote and unknowable being who doesn't interact directly with his world. Instead, he created the lwa to oversee the world.

There are more than 1,000 lwa and they're grouped into 17 pantheons called nanchon. The lwa have an intense relationship with their worshippers who love, respect, and fear them. Mortals use the prefixes Papa (father), Manman (mother) or Metrès (mistress) when referring to the lwa and in return for their gifts, the lwa provide blessings and protections.

Voodoo oungan (priests) and manbo (priestesses) hold ceremonies with ritual songs, dances, drumming, and prayers that invite the lwa to join the living and receive sacrifices. The lwa will "ride," or possess, members of the ceremony (usually the oungan or manbo) and communicate with the living through them. They may answer questions or fulfill requests while in the Material World.

It is also common for practitioners to marry an lwa in a ceremony called "maryaj mistik" or a mystic marriage. This is done to enter a special relationship with the lwa and ensure greater chances of favors or protection.

The lwa are not technically gods, but they fulfill a similar role. Among their ranks are lwa such as Legba the lwa of the crossroads, Agwe the lwa of the sea, Èzili Freda the lwa of love, and Baron Samedi the lwa of the dead.

Manman Brigitte

Manman Brigitte is Baron Samedi's wife, another lwa of death who collects the souls of the dead along with the Baron. She is equally brash and irreverent but also beautiful and charismatic just like her husband. The Baron is known to chase mortal women frequently but it doesn't seem to affect their relationship. Manman Brigitte isn't threatened by the Baron's mortal affairs. Samedi only truly loves her.

Using Baron Samedi

Baron Samedi is an excellent character for setting up plotlines and giving your players a nudge here and there. There are many things on the Baron's plate and he can always use help with something. He can do a lot for the players but he never does anything for free. The players might be able to bribe him with rum and cigars but they'll more likely have to help him out.

Using Baron Samedi as an antagonist is a dangerous play. Being, functionally, a god of death the Baron is exponentially more deadly than anything else in Shadow Scar. A single touch from this spirit can kill a player instantly. It's best to use him as a somewhat aloof ally.

A Date with the Baron

Baron Samedi is going on a date. He's picked up a pretty young thing from world of your choice but he's concerned something will interrupt his date. He hires the players to make sure they aren't interrupted before he can score.

Catch Your Death

The Baron is sick. Who knows how. For some reason, his power over life and death just isn't helping. He can kick this cold but he needs some ingredients for his patented potion. He hires the players to go to a new world to get his ingredients.

Memories of the Past

The Baron is starting to remember parts of his past. He remembers a woman named Jolene from a world of your choice. He isn't sure why she's important but he hires the players to find her and find out why he knows her. It turns out she was just a particularly pleasant affair who made the best beignets he'd ever tasted.

Party with the Dead

The Baron is throwing a party and the players are invited. They'll have to find an appropriate party gift and get dressed up for the occasion. The party's going all night and who knows who'll be there. It could be anyone, even a yokai.

Renegade Spirit

There's a spirit on the loose and the Baron needs some help to capture them. One of the spirits the Baron was collecting turned into some form of yuurei escaped, now as yuurei experts, the players are hired players to capture it.

Stolen Kleren

The Baron misplaced his signature kleren somewhere. He hires the players to get it back before somebody drinks it.

Using Griselda Gloomwood

Griselda Gloomwood is a good antagonist for your players. She has her own motivations but they are relatively simple making her easy to fit into most plotlines. She can be friendly but more often she's a mean-spirited prankster who harbors a deep resentment for the world.

Griselda consumes other spirits to live. Sometimes, however, she'll play games with the spirits, pretending to help them long enough to give them hope and use them for some goal, before turning around and consuming them. With the living, she's an absolute terror. She likes to possess the living and make them carry out ridiculous crimes and terrible pranks.

Bioexorcist

Griselda has struck up a deal with two wandering spirits. She's offered to help them get rid of the humans who are moving into the home where they died. But Griselda has other plans. After she scares off the human she's planning to consume the young dead couple so she can savor their hope and fear.

Dead at the Altar

Griselda is looking for a lover but she doesn't want a living man or woman. She's looking for someone she can kill and enjoy for a while before she consumes them.

The Devil on my Shoulder

Griselda has latched onto a particular human and she's decided to become the "angel on their shoulder." Being Griselda, she's really more of a devil, pushing them to commit crimes and perpetrate horrible pranks.

Corpse Bride

Griselda came across the spirit of a woman who was murdered by her husband for her inheritance. Uncharacteristically, Griselda is willing to help the woman get revenge on her husband and she doesn't even plan to consume her afterward.

Halloween Haunt

Griselda has taken up residence in a haunted house. She's having a ball, spooking people but it's starting to go too far. She's killed 3 people by now and she's been feeding on their spirits.

Dead Like Me

Griselda swears she's turned over a new leaf. Now, rather than consuming spirits, she's helping them move on peacefully. The players will have to follow her discretely and see if she's telling the truth. Unsurprisingly she isn't.



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Quirks

Blood like Booze & Breath of Smoke

Baron Samedi is so inured to alcohol that he is immune to the Intoxicated Condition. He can still get drunk but with none of the negative side effects. His blood is so thick with liquor that it burns away any toxin that enters his body, making him immune to all poisons. Additionally, Baron Samedi has smoked so many cigar that he is immune to the Harmful Fumes Environmental Hazard.

Death Itself

Baron Samedi cannot be assassinated and he cannot be killed by any creature other than a kami or other diety. If Baron Samedi would be reduced to 0 or fewer Vitality by a creature other than a kami or a diety he disorporates and appears in the Inbetween at 1 Vitality.

Flight

Baron Samedi can float through the air to move in three dimensions or hover in midair. While flying, Baron Samedi increases his Speed to 60ft.

Lwa

Baron Samedi can shift between the Spirit World and the Material World without taking an Action. While in the Spirit World, Baron Samedi is treated as though he was a wandering spirit, except he retains his Vitality and doesn't lower his Ki Points.

Spiritual Avatar

Baron Samedi's entire body is made up of an immense amount of Ki, meaning his Ki Reserve is unthinkableably high but also tied to his Vitality. Baron Samedi uses his Vitality as though it were his Ki Reserve. Additionally, when Baron Samedi takes the Recovery Action, he regains 5 Vitality Points instead of 1 Ki Point.

Sucker for Vice

Whenever Baron Samedi comes across alcohol, cigars, or good food he must roll a Resistance Check. If he fails to get at least 8 Successes, he must partake. If he knows it is a trap he is able to overcome this compulsion. Additionally, when resisting the Charm or Convince Social Actions of a woman with the Stunning Advantage Baron Samedi takes an additional -2 Penalty which stacks with the normal Penalty.

Name

Baron Samedi

Type

Magical

Threat Ranking

♦♦♦♦♦

Information

Baron Samedi is a member of the lwa, the spirits of the Voodoo religion. He is known as the Master of the Dead and the head of the Gede Family, the uplifted spirits of the dead. He is in charge of guiding spirits to the afterlife and guarding cemeteries. Baron Samedi is loud, crude, and irreverent. He swears like a sailor, does provocative dances, and makes filthy jokes but is still somehow undeniably charismatic and even suave when he wants to be. The Baron's three favorite things are rum, cigars, and beautiful women but he also has a love of black coffee and grilled peanuts.

Special Senses

Night Vision, Spirit Sight, An Eye For Beauty and Booty

Armor

0

Vitality

100

Ki Reserve

See Spiritual Avatar

Speed

30ft

Mind

♦♦♦♦♦

Body

♦♦♦♦♦

Spirit

♦♦♦♦♦

Awareness

♦♦♦

Athletics

♦♦♦

Artistry

♦♦♦

Disguise

♦♦♦

Endurance

♦♦♦

Insight

♦♦♦

Engineering

♦♦♦

Maneuvering

♦♦♦

Focus

♦♦♦

Knowledge

♦♦♦

Melee

♦♦♦

Manipulation

♦♦♦

Marksmanship

♦♦♦

Stealth

♦♦♦

Performance

♦♦♦

Medicine

♦♦♦

Strength

♦♦♦

Resistance

♦♦♦

Weaponry

Name	Damage	Range	Traits
Skull Cane	10	Melee	Parrying, Reach, Unrelenting

Mikkyo

Create Object (5 Ki Points)

Baron Samedi can create an object within 100ft of himself. This object can be anything, with the exception of one-of-a-kind objects. Items of Cost greater than 3 cost 10 Vitality.

Kill Inhibition (5 Ki Points)

Baron Samedi can make a Focus Check to suppress the inhibitions of a character within 50ft. If this character fails an Opposed Resistance Check, they become wild, provocative, and prone to vice for 1 hour or until they can make a Master (5) Resistance Check. During this time, they must make a Master (5) Resistance Check any time they want to avoid taking part in a vice such as drinking, smoking, flirting with people they find attractive, or gambling.

Master of Death (10 Ki Points)

Baron Samedi can make a Focus Check to touch any character other than a kami or a diety and exert the will of death. The character must make an Opposed Resistance check or have the connection between their body and spirit severed, killing them instantly. If Baron Samedi targets a wandering spirit, and they fail this Check, they suffer true death immediately.

Master of Life (10 Ki Points)

Baron Samedi can touch any character, including a kami or a diety, and exert the will of life. The character is immediately cured of any disease they were suffering from no matter how persistent or deadly. If the character was being effected by a poison or a curse, that poison or curse is neutralized. If the character was suffering from a Condition it is ended. If the character was suffering from a physical or mental disability such as blindness or bipolar disorder they no longer have this disability.

Master of Revival (10 Ki Points)

Baron Samedi can touch any character other than a kami or a diety and exert the will of resurrection. The character is immediately resurrected at 1 Vitality. If the target's body was destroyed it is remade by the Baron's magic. If Baron Samedi targets a living character, they are returned to full Vitality immediately and any injuries they sustained are healed.

Mold Reality (5 Ki Points)

Baron Samedi can create or remove 1 Environmental Hazard or Magical Hazard in a 100ft radius area within 500ft of himself. These hazards last permanently or until destroyed. If he removes a hazard it is permanently removed.

Rift Claw (3 Ki Points)

Baron Samedi can tear a rip in reality, which closes after 1 minute. A character can rift dive through this rift.

Shape Shifting (5 Ki Points)

Baron Samedi can take the form of any creature he has seen before. While in this shape, Baron Samedi uses the target's Body Statistic instead of his own and has access to any of the target's Quirks, Techniques, and Mikkyo he wants as well as his own.

Playing Baron Samedi

Baron Samedi is a unique individual, a spirit from a pantheon that isn't the Amatsukami. He is a member of the Iwa pantheon of the Voodoo religion and he presides over the dead. There is one problem. He has only hazy memories of his life as the head of the Gede Family. He knows that he was part of a pantheon and he vaguely remembers his life with them and his wife, Manman Brigitte, but he doesn't have many clear memories.

With few memories to work from, the Baron has gone back to his old ways, wandering the Mosaic, getting into trouble, drinking, carousing, and flirting. The one thing that sticks with him is the notion that something is hunting him. This unexplained fear keeps the Baron from spending more than 1 hour in the Material World at a time.

In interactions with mortals, Baron Samedi is brash, lusty, and irreverent. He can be very suave and he uses this charisma to try and get into bed with any woman he thinks is attractive. He isn't mean spirited and he rarely use his powers to harm people without good reason. He cares about mortals more than he lets on, especially the young and defenseless. He will happily fight to protect wandering spirits and to prevent the descension of the dead. He has even been known to offer to heal the sick and resurrect the dead in exchange for payment. He'll often accept rum and cigars but sometimes he calls for more substantial payment in the form of favors.

The Baron's Kleren

Baron Samedi brews a special liquor called Kleren. Kleren is a distilled spirit made from sugarcane in a fashion similar to rum. However, the Baron's kleren is usually not as refined. The Baron steeps his kleren in 21 types of hot peppers which make it so spicy that no one other than a Iwa, kami, or other diety can drink it.

A mortal character who drinks the Baron's kleren immediately bursts into flames, suffering a Burning Condition which cannot be ended.

Mortals can drink the Baron's kleren by watering it down to nearly nothing. If a mortal puts a single drop of kleren in a gallon of water, they can drink the resulting drink. It tastes a lot like rum with a burning kick akin to a caroline reaper pepper. Drinking even 2 ounce of this mixture causes a character to immediately suffer the Intoxicated Condition.

The baron always carries a bottle of his special kleren with him and drinks it frequently. He often offers it to mortals but warns them that they probably can't handle it. If he like the person who tries to prove him wrong he'll put them out when they inevitably burst in flames.



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Quirks

Functioning Alcoholic

Whenever Griselda Gloomwood comes across alcohol she must make a Master (5) Resistance Check or partake in that drink. If she knows the drink is poisoned or otherwise a trap she is able to overcome this compulsion.

Ghoul

By taking an Action, Griselda Gloomwood can shift between the Spirit World and the Material World. While in the Spirit World, Griselda is treated as though she were a wandering spirit, except she retains her Vitality and does not lower her Ki Points.

Ghostly Inception

While in the Spirit World, Griselda can talk with people in the Material World as though she was also in the Material World. When Griselda Gloomwood applies the Convinced Mental State to a character, that character is convince that the idea planted in their head was theirs to begin with or that they already wanted to help her with whatever she asked.

Ghoul's Sense

When Griselda Gloomwood comes within 30ft of a wandering spirit, she immediately perceives the spirit regardless of whether she is in the Spirit World or whether she could normally perceive the spirit.

Lecherous

When resisting the Charm or Convince Social Actions of a character with the Stunning Advantage Griselda takes an additional -1 Penalty which stacks with the normal Penalty.

Mischievous

Any time Griselda Gloomwood sees a chance to cause mischief, she must make a Master (5) Resistance Check. If she fails, she must try to cause a bit of chaos. If someone stops her, she can break free from her compulsion.

Simple Flight

Griselda Gloomwood can float through the air to move in three dimensions or hover in midair.

Name **Griselda Gloomwood**

Type

Magical

Threat Ranking



Information

Griselda Gloomwood is a ghoul from a world called Candlewood. She was once a human, but she was killed by her best friend, Tomlin, after she refused to marry him. As per the rules of Candlewood, Griselda became a ghoul, a spectral creature that consumes wandering spirits to gain power. Griselda became a spirit of chaos and a predator of the Spirit World until she met Baron Samedi. The two had a brief fling before the Baron realized that she was preying on the dead. Now she's on the run from the Master of the Dead.

Special Senses

Ghoul's Sense, Night Vision, Spirit Sight

Armor

0

Vitality

26

Ki Reserve

10

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Comically Large Revolver (12 Bullets)	5	100ft	Ammunition (6), Concealable, Loud, Unrelenting, Two-Handed

Mikkyo

Consume Spirit (3 Ki Points)

Griselda Gloomwood can make a Focus Check to consume a wandering spirit she touches. If the target fails an Opposed Resistance Check, they are absorbed into Griselda and she regains 5 Vitality. Additionally, she increases her maximum Vitality by 5 for 24 hours.

Enthralling Gaze (1 Ki Points)

Griselda Gloomwood can make a Focus Check to enthrall a character within 30ft who can see her. If this character fails an Opposed Resistance Check, they are unable to focus on anything other than Griselda and take a -2 Penalty to any actions that would cause them to have to take their attention off of her. Additionally, they take a -2 Penalty to Resistance Checks against Griselda. This effect lasts as long as Griselda spends an Action each Turn to keep it going or until the character make an Opposed Resistance Check against Griselda's Focus Check.

Rift Claw (3 Ki Points)

Griselda Gloomwood can tear a rip in reality, which closes after 1 minute. A character can rift dive through this rift.

Sense Fear (1 Ki Points)

Griselda Gloomwood can make a Focus Check to sense the greatest fear of a character within 30ft. If that character fails an Opposed Resistance Check, Griselda learns their greatest fear and gains a permanent +2 Bonus to Threatened Social Actions against them.

Simple Possession (3 Ki Points)

Griselda Gloomwood can make a Focus Check to possess a character she touches who fails an Opposed Resistance Check. While possessing the character, Griselda uses their body to take her Actions. She uses the target's Vitality and Body Statistic instead of her own and has access to all of the target's Quirks, Techniques, and Mikkyo. Griselda still has access to her own Mikkyo and still has her Quirks except the Ghoul quirk. Every Round, the target can take an Action to attempt an Opposed Focus or Resistance Check against the Griselda's Focus Check to break free. If the possessed character dies, Griselda is forced out of the body.

Summon Object (5 Ki Points)

Griselda Gloomwood can summon an object to her hand that she has previously held. This object can be anywhere in the world she currently inhabits but it cannot be from another world.

Switcheroo (3 Ki Points)

Griselda Gloomwood can make a Focus Check to swap places with a character within 30ft. If the character fails an Opposed Resistance Check, they immediately swap places with Griselda. If Griselda was restrained in any way, the character who swaps places with her is now restrained in the same way.

Whispers of Psychosis (5 Ki Points)

Griselda Gloomwood can make a Focus Check to sew a seed of psychosis in the mind of a character within 30ft. If this character fails an Opposed Resistance Check, they suffer from hallucinations controlled by Griselda for 1 hour or until they can make a Master (5) Resistance Check. During this time, Griselda can make the target of this mikkyo see, hear, or feel anything she wants but she cannot damage them with the delusion.

Playing Griselda Gloomwood

Griselda Gloomwood is a spirit of chaos. As a human, she was a shy wallflower who hated to be in the spot light. After being killed by her best friend, Tomlin Drinkwater, she became a larger than life ghoul with a bone to pick with the world. She does what she wants and loves to pick on the living and hunt the dead.

Griselda maintains many of her personality traits from life. She loves movies, cats, and magic which is rare in her homeland of Candlewood. She can't stand pretentious or stuck up people and she loaths abusers and cheaters. However, since becoming a ghoul, she has picked up a few new character traits. She has a dark sense of humor and she takes great pleasure playing mean-spirited pranks on the living and the dead. She likes to possess people and make them act out and commit crimes. The more ridiculous the better. She has also lost most of her inhibitions, making her prone to drinking to excess and flirting outrageously.

As a ghoul, she preys on the dead, hunting down wandering spirits and feeding on them mercilessly. This is a matter of undeath or true death for her. She needs to feed on spirits in the same way that humans need to eat food. If she goes too long without consuming a spirit she will fade away permanently. That being said, she takes great pleasure in feeding, enjoying having power over the wandering spirits that she catches.

Consumed Spirits

Consuming wandering spirits is how ghouls feed. A wandering spirit that has been consumed by Griselda exists inside her spectral form for 24 hours, acting as a spiritual battery. After 24 hours, the spirit is entirely exhausted and it is erased from existence. Once this has happened there is no way to recover the spirit.

If Griselda is reduced to 3 Vitality or below before the end of this 24 hour period, all the spirits she has consumed are freed from her body. Alternatively, Griselda can choose to free the spirits herself.

Ghouls in Spirit Lanterns

A ghoul can be trapped in a spirit lantern by two means. If the ghoul willingly goes into a spirit lantern they can be trapped within it by closing the lantern. Alternatively, when a ghoul has been lowered to 3 Vitality or below they can be trapped in a spirit lantern if the a character spends an Action to open the lantern and make an Opposed Focus Check against the ghoul's Focus Check. Once in a spirit lantern, a ghoul cannot use their Mikkyo.

All Hallows' Eve

Mission Background

Griselda Gloomwood has been evading Baron Samedi for the past weeks, always staying one step ahead and taking advantage of the Baron's reluctance to stay in the Material World for long periods of time. Now, she's made her way to Refuge where she plans to crash a massive Halloween bash being held by high school senior Nate Murray. She's planning to play a bunch of pranks on the attendees all culminating in a spectacular "accident" that kills as many attendees as possible so she can feed.

Meanwhile, Nathan Murray is preparing for the biggest party of his life. He's invited 60 people from the Pan-American University where he studies and he's relying on this event to finally make him popular. After weeks of prep he's gotten everything ready and he's nervous but excited. This has to go off without a hitch.

Mission Synopsis

The players begin this mission in the Shadow Scar headquarters in Nakatsukuni where they're enjoying some well-earned downtime. Here, they are contacted by Baron Samedi who tells them he has a problem only they can solve and he's willing to pay for their services.

After taking the deal, the players will deploy to the Pan-American Habitat in Refuge where they'll be infiltrating a Halloween party taking place in a college dorm.

Opposition

- **Griselda Gloomwood** is a ghoul from the world of Candlewood. She is a chaotic entity that has begun masquerading as a student from the Pan-American College using make up to conceal her ghoulish appearance. She is using her powers to influence the student body towards chaos and is excited for Nate's big party. Griselda has a weapon but she is not much of a fighter. When confronted with danger, Griselda will use her ability to shift between the Material World and the Spirit World to duck in and out of combat, harrasing her opponents. She will try to flee if she is reduced to below 4 Vitality.
- **Nathan Murray** is the class clown of his local college. He's not a bad student but he spends a lot of time joking around in hopes of making friends. Besides his ability to make people laugh he's kind of a loser. His family is lower middle class so he can't afford the latest trends, he's never had a girlfriend, and everyone compares him to his older brother who was much more popular than him when he attended the Pan-American College. Nate is really relying on this party to boost his social credit. Nate isn't a combatant and there's no way he would

actually try to fight any of the Agents but he will do almost anything to keep the party going and that means breaking up fights and trying to throw out rowdy guests.

- **Cormac Santos** is the local soccer star of the Pan-American College. He's popular, rich, and well-connected thanks to his politician parents. Cormac isn't inherently evil but he is caught up in the social hierarchy of the school. He's heavily invested in being the "cool guy" and he'll put others down if it means keeping that title. Unlike Nathan, Cormac will absolutely get into a fight with the Agents if they make him look bad or seriously challenge him.
- **Maria Aldana** is a geeky girl that Nathan knows from the Pan-American College's theater department. She is an outgoing theater kid who doesn't understand Nathan's desire to be popular. She's happy right where she is on the social ladder. There's one problem. A week ago, Griselda started contacting Maria through the Spirit World. Using her Ghostly Inception Quirk and her Whispers of Psychosis Mikkyo Griselda has orchestrated a massive fracture in Maria's psyche. She has made Maria a sort of sleeper agent who Griselda can activate when she pleases by inspiring hallucinations and whispering commands. Maria, for her part, is suffering. She doesn't know what's going on and she's seen psychiatrist but none of the medication is working. She frequently suffers from terrifying hallucinations and hears a voice in her head telling her to do terrible things. If the players interfere with Griselda's plans she use Maria to try and get them in trouble.

Introduction (Read Aloud)

Your last mission was horrendous. Long hours on the hunt, stake outs, and a tough fight against a group of yokai. But you made it through. You've been back at base for a few days and the chance to rest has been glorious. A few members of the Agency have been preparing for Halloween and the day has finally come. Unfortunately, the Agency doesn't allow agents to wear costumes on the job but the Administration Agents are allowed to pass out candy and several agents from Steel Court and 5th Street have been showing agents from other worlds how to carve pumpkins.

As you're resting in your bunk room, you feel a strange feeling of eyes on you. Before you know it, a shape begins to form in the corner of the room. Shadows from all around the room slide over into the corner, forming a humanoid shape. As the form of a tall man in a suit and top hat takes shape a nasal voice tinged with a Creole accent echos throughout the room "Pardon my intrusion,

ladies and gentlemen. I've been watching ya'll for a little while and I thought it was about damn time for me to make my introduction."

The man raps the ground with a cane topped with a golden skull and takes a sweeping bow. "I imagine ya'll must be wondering who the fuck I am. Well, you've got the honor to be standing in the presence of the one, the only Baron Samedi. Master of the fuckin' Dead, Father of the Gede, and world class lover. Hung like a horse and twice as strong. I've got a little problem that's been a real pain in my ass and I think ya'll could do this dead man a favor. Not for free, of course. I'd be more than happy to make deal. I can make your wildest dreams come true. You want money, you got it. Got your eye on some pretty little thing, I'll be your wing man. Got an ailment weighin' ya down? I can make that shit disappear with a wave of my hand. This could be a real win win for both of us. So how about it? Are you in or should I fuck off and find some other sons of bitches to help me out?"

Mission Briefing

The Baron is looking for a group of Shadow Scar Agents to help him capture Griselda Gloomwood. He's heard that Shadow Scar Agents are uniquely suited to hunting specters and he thinks that a spirit lantern would be the perfect thing to trap Griselda. He is open about his plans and holds nothing back. He conjures a recliner and gets comfortable, lighting a cigar and pulling out a bottle of kleren. He offers the players a cigar and lights them with a snap of his fingers. If the players ask about the bottle he warns them that it's too strong for them.

The Baron begins by explaining that Griselda is a ghoul who's been wandering the Mosaic, or as he calls it the Tapestry, consuming helpless spirits. The Baron had a fling with Griselda but as the Master of the Dead he couldn't ignore her predatory habits after he discovered them. He tried to catch her but Samedi can't stay in the Material World for very long and Griselda knows that. She's been using that to her advantage to stay away from him.

Mission Goal

The player's goal is to find Griselda, capture her in a spirit lantern, and return her to Baron Samedi.

Additional Mission Goal

If the players get the opportunity, they should help Nathan's party go off without a hitch. The Baron feels bad for the kid and he loves a good party.

Mission Opposition

As well as Griselda, the players might have to tangle with students from the college. This isn't for certain but college kids can get rowdy when enough alcohol is involved.

Mission Obstacles

The primary obstacle of this mission will be finding Griselda. She could be lurking in the Spirit World or possessing anyone at the party. Getting her out in the open could be difficult. The other little problem will be getting into the party in the first place. It's invitation only and anyone above the age of 25 is gonna get scrutinized by everyone at the party.

Additional Context

Baron Samedi can provide the following information to clarify the mission:

- Griselda is a ghoul, meaning that she is a spirit that feeds on other spirits. She can consume a wandering spirit and use it like a battery until she drains it of all of its energy and digests it.
- Griselda is slippery. She's managed to escape the Baron a number of times. She is able to transfer between the Material World and the Spirit World at will.
- Griselda and Baron Samedi had a short lived fling which ended when he learned that she was a ghoul. The Baron will make a point to mention that the sex was great and Griselda's got an ass that won't quit.

Requisition

With the "briefing" complete, the team can prepare for their mission. Though they will be confused, the Armory Agents will allow the players to requisition gear. Each team member has a pool of Requisition Points (RP) equal to their Requisition Rank to rent items. These items are taken from the Shadow Scar Armory and must be returned to the Armory after the mission concludes. In addition, the team can get one Spirit Lantern and clothing appropriate for operating in Refuge.

If the players ask about costumes the Armory Agents will tell them that they'll see what they can do but each costume will cost 1 Requisition point. Refer to the Costume Table to see what costume each player gets.

Finally, Baron Samedi provides two useful tools to help the players capture Griselda. He gives them a wand made of bone and a shackle etched with his personal veve (a holy symbol).

Costumes

1	A Black Cat
2	A Witch
3	A Scarecrow
4	A Werewolf
5	Frankenstein's Monster
6	A Bed Sheet Ghost

Baron Samedi's Rod

This etched femur is imbued with a fraction of Baron Samedi's magic. By taking an Action, a character holding the rod can make a Melee Check against an adjacent possessed character. If the possessing character fails an Opposed Resistance Check, they are forced to end their possession. This rod can be used 5 times.

The Bone & Blood Shackle

This iron shackle made specially for Griselda has the veve symbol of Baron Samedi etched onto it. By taking an Action, a character can make a Melee Check to lock the shackle on a Griselda if she is currently suffering the Grappled Condition. If Griselda fails an Opposed Athletics or Melee Check she is bound by the shackle. While bound by the bone & blood shackle Griselda cannot use her Mikkyo or shift into the Spirit World. The shackle can be removed by a Difficult (4) Engineering or Strength Check.

Halloween on Campus (Read Aloud)

As you come out of the Agency run post office in the US Quarter of the Pan-American Habitat you're immediately taken in by the decorations. It's evening and the night cycle has already begun. The streets are lit by street lights and numerous plastic pumpkins on balconies and in lobbies. All of the shops are decorated with paper bats and skeletons and there are cheesy Halloween themed holograms playing on displays across the street.

Most families who trick or treat do so within their living complex so the streets are pretty empty as you make your way to the college but you catch peeks through windows of Halloween parties with guests dancing and playing charades.

At the college you see students milling about on the grounds, most of them dressed in costume and some of them already very drunk. The school has gone all out with its decorations and there's even an inflatable 30ft tall skeleton on the quad. It's quiet a sight but this isn't why you're hear. You've got your own party to attend.

The Pan-American College

The Pan-American College is the singular public college for the Pan-American Habitat. It welcomes students from all over the habitat giving it a diverse student body with ethnic backgrounds ranging from all over North and South America as well as the Carriibbean and Hawaii. The school is well

funded and well maintained and it has some extra cash left over to really put on great celebrations for major holidays. Halloween is popular in the Pan-American Habitat and the student body are all celebrating in their own ways. They're a little old for trick or treating but there are multiple Halloween parties happening on campus.

Fitting In

Anyone older than 25 is going to stick out somewhat at the college. It's not that there aren't older students they're just rarer. If the players aren't wearing Halloween costumes they might also attract some attention and teasing. It's Halloween after all. This is their one good chance to cut loose.

Nate's Party

Nate's Halloween party is being held on his dorm floor in one of the three living complexes on campus. Each building is a 10 story appartement complex with 10 rooms and a common space on every floor. It's not uncommon for students on the same floor to make closer bonds and celebrate together as a floor. Nate's room is on floor 9 and the floor is already packed with people. The common space has been decorated and there are punch bowls and snacks for the taking. When the players arrive most of the party goers are dancing in the center of the common area.

- **Nate**, who is dressed as a mime, is making the rounds, trying to gauge how the party is going and keep people happy and laughing. If he sees the players he'll ask who they are and how they got an invite as he's never seen them before. Convincing Nate of anything requires a Challenging (3) Manipulation Check but the difficulty might go higher if the idea is too farfetched. If the players don't convince Nate he'll ask them to leave.
- **Cormac**, who is dressed a wolfman, is drinking with a few other members of the soccer team. He's having a good time so far. He won't pay much mind to the players unless one of them has a Body of 3 or the Stunning Advantage. If they meet either of these criteria Cormac will make it his mission to try to impress them.
- **Maria**, who is dressed as a witch, is sitting in one corner of the party looking haunted. She has a brief reprieve from her hallucinations but she is still on edge. She won't leave her spot in unless forced to and she will react with surprise and panic to anyone who tries to talk to her.
- **Griselda**, who is dressed as a zombie, is indulging in the drinks and flirting with the attendees. She hasn't set her plan into motion yet. She's just enjoying the party.
- **Amelia Rodriguez**, who is dressed as a zombie nurse is playing Warp Speed Pong while waiting for her boyfriend to arrive. With her makeup she looks distinctly like the description the players were given of Griselda.
- **Charlotte Jackson**, who is dressed as a zombie cheerleader is playing War of Legends 3 in one corner of the party. Her only interest is winning matches against other players. With her makeup she also looks distinctly like the description the players were given of Griselda.

The Punchbowl

The punchbowl at Nate's party is popular among attendees. That's because it's not punch. It's actually a concoction called Warp Speed. Warp Speed is the love child of two old Earth "cocktails": lean and 4 X 100. It's made with fizzy citrus soda, perscription cough syrup (preferably artificial orange flavor), crushed up antidepressants and stimulants, edible glitter, and an industrial grade engine coolant. It's highly alcoholic, hallucinagenic, and if you drink too much it can cause seizures.

Warp Speed

A character who ingests Warp Speed experience intense euphoria, an increase in energy, and random hallucinations that are often swirling colors and floating shapes. Warp Speed is quite dangerous, however. Anytime a character drinks Warp Speed they roll a die. On a 1 they have a bad trip in which their hallucinations become threatening, often taking the form of shadow figures or bugs crawling on their skin.

In addition, each time a character finishes a drink of Warp Speed after their third they must make an Endurance Check or suffer the Paralyzed Condition and take 1 point of Damage at the end of every turn as their body siezes violently. This poisoning can be ended if someone makes a Difficult (4) Medicine Check with a first aid kit. The Difficulty of the Endurance Check begins at Average (2) and rises by 1 level with every 3 successive drinks.

Games

In addition to the punch bowl and a collection of chips and candies Nate has prepared a few games for attendees to play. Many attendees are playing these games and making bets on who can do the best. The games present are:

- **Bobbing For Apples:** In one corner of the room a few people are bobbing for apples in a big industrial drum filled with water. To play, each character gets a turn during which they must make a Melee Check to find and catch an apple. The apples are slippery the and difficulty of this Check is Difficult (4).
- **Warp Speed Pong:** By the punch bowl Nate has set up beer pong table with warp speed instead of beer. To play, each character gets a turn during which they must make a Challenging (3) Marksmanship Check to bounce a pingpong ball into a cup. If a person fails this check they have to drink from the pucnh bowl. This continues for 3 rounds and the character who sunk the most balls wins.
- **War of Legends 3:** For the less social inclined Nate has set up his Nova Station to play War of Legends 3 on a projected screen on the wall. This fast-paced fantasy first person shooter requires concentration and quick reflexes. Four players can play at a time and each turn, each player makes a Focus Check. The character with the lowest Focus Check is eliminated. When only one character remains, they are the winner.

Griselda's Pranks

Griselda wants to enjoy the party before the big finale. After the players arrive she'll start playing some pranks using her Whispers of Psychosis to make people see things. Throughout the investigation feel free to play the following pranks.

- **There's One More:** Griselda tells one of the attendees that she's hidden 5 marbles throughout the party and if they can find them she'll do them an "extra special favor." In truth she's only hidden 4 marbles and she uses her Whispers of Psychosis to make them more and more frantic to find the final marble. This may lead to the attendee disrupting scenes with the players or coming to believe that the players have the final marble and confronting them about it. If this confrontation happens, Griselda will temporarily escape to the Spirit World to avoid being found out.
- **He's Everywhere:** Griselda finds one attendee at the party and uses her Whispers of Psychosis to make them believe every person they see looks like Elvis Presley. The attendees are Elvis, the pictures are Elvis, the characters in War of Legends 3 are Elvis!
- **Too Hot to Handle:** Griselda picks one attendee and uses her Whispers of Psychosis to make them feel like the room is heating up quickly. This person gradually feels the need to strip off their clothes until they're wearing nothing at all. Then, in desperation, they pour the punch bowl over their head.
- **Man Versus Bee:** Griselda gets into the mind of one attendee and uses her Whispers of Psychosis to make them hallucinate a bee. This bee buzzes around them violently until they swat at it. It then proceeds to fly around the party, landing on things just long enough to make the attendee slap people, knock over furniture, spills things, etc.

Maria's Activation

After playing a few pranks Griselda will get serious. Using her Simple Possession she will possess Maria and use her body to go back into the maintenance room of the 9th floor. There she'll tamper with the hydrogen power cells and atmospheric controls of the floor. With a little bit of work, she creates a massive hydrogen leak in the 9th floor which, in turn, triggers a lockdown of the floor. The sound of the floor's exits and entryways locking down and the lights turning to a warning red ends the party and people begin to panic, raising the Alert Level to Alert. Emergency services have been contacted but they won't arrive for a while.

After a 1 minute (10 Rounds), the 9th floor is filled with hydrogen and everyone on that floor suffers the Suffocation Environmental Hazard. From here, Griselda's plan is simple, go back to the communal room, light a match, and watch the fireworks. When the match is struck, the hydrogen in the space explodes in a violent fireball, dealing 20 points of Damage to everyone on floor 9. Maria is obliterated by the blast but Griselda is unharmed as she used Maria's body as a shield. She quickly shifts into the Spirit World to begin consuming the souls of the recently departed.

If the Player Confront Griselda

If the players confront Griselda, she'll play coy about who she is and tease the players in any way she can. She's sure that she can't be caught, especially at a party.

If the players try to capture Griselda, she'll try to get them in trouble with the attendees by screaming that they're trying to assault her. This will bring 3 of the soccer players (See Street Punks on page 13) to her rescue. These confused do gooders will back down if anyone draws a weapon but this will raise the Alert Level to Alert.

While the players are busy with the soccer players, Griselda will use her Simple Possession to possess one of the party goers mentioned on page 10 (Amelia, Charlotte, Cormac, Maria, or Nate). She'll try to blend back in with the party and loose the players. Once she feels like she's lost them, Griselda goes to tamper with the hydrogen fuels cell as per Maria's Activation on Page 11.

If the players manage to physically capture her, outside of a host, Griselda will try to use Switcheroo to escape the grapple or bindings and then shift into the Spirit World.

Catching Griselda

If the players manage to capture Griselda by any means other than the bone and blood shackle she'll just try to escape with her Switcheroo Mikkyo. If they manage to get the bone and blood shackle on her she'll realize very quickly that the jig is up and she'll change her tune. Griselda will offer the players anything in return for her freedom, especially if she knows they plan to take her back to Baron Samedi. Anyone who makes an Insight Check against her Manipulation Check can tell that she's lying through her teeth and she'll more than likely flee the moment she's freed.

If the players capture Griselda in a spirit lantern she makes the same promises, banging on the walls of the lantern and generally making a ruckus until the players listen to her.

The Baron's Trap

Unbeknownst to Griselda, Baron Samedi has been lurking in the Spirit World since the time the players got to the party. If Griselda enters the Spirit World, she must immediately make an Athletics Check against the Baron's Melee Check. If she succeeds, she is able to shift back into the Material World before she's captured. If she fails, she is grappled by the Baron and cannot shift out of the Spirit World or use any of her mikkyo until she breaks the grapple. If she still has an Action to use on her Turn, she can take this Action to attempt to escape.

At the start of the next Round, Baron Samedi makes a single Focus Check against Griselda's Resistance Check to bind her within a colorful glass bottle. If she fails this Opposed Check she is contained within the bottle in the same manner as a spirit lantern.

Resolution (Read Aloud)

Wreathed in a cloud of cigar smoke, the Baron holds out a hand to shake. "Why thank you very much. Your help was fuckin' invaluable. With that little pain in my ass dealt with I can get back to the important things in life."

He gives you a glinting grin and swipes his cane through the air, tearing a dead black rift in reality. "There's a Halloween bash in a little world I found recently. Think ya'll call Grey Borough. Real nice place. The bastards raise the dead but at least they do with some god damned decorum. There'll booze and beauties and most of 'em will even be alive. How 'bout it? You've earned yourself a god damn party, after all. We can get down to business afterwards."

Conclusion

With Griselda dead or returned to Baron Samedi, the players have succeeded in their mission. They've hunted down a ruthless ghou and made a powerful ally. If they choose to go with Baron Samedi to Grey Borough they find themselves in a strange mirror image of England in the late-2010s where necromancers ply their trade, helping spirits pass on peacefully and raising the dead to combat vicious ghouls and ravenous vampires. The Halloween season is a big deal in Grey Borough and they celebrate like none of the players have ever seen. The entire city is lit up by jack o lanterns, shimmering spirits are frolicking in the streets, and reanimated corpses are running carnival games.

After they've all enjoyed the party, the Baron will make good on his promise. With the exception of wishes that obviously go against his best interests Baron Samedi will use his powers to fulfill a single wish for the players.

Name

Street Punk

Type

Mundane

Threat Ranking



Information

Street punks are some of the least dangerous human opponents a Shadow Scar Agent will encounter. They're not armored, they rarely have any overwhelming skill, and their armament consists of whatever they can find around including clubs, chains, and other makeshift weapons. The most dangerous aspect of a street punk is that they usually attack in groups and they are able to be a real threat if they can gang up on a person and overwhelm them with sheer numbers.

Special Senses

None

Armor

0

Vitality

8

Ki Reserve

0

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name

Damage

Range

Traits

Club

2

Melee

Concealable, Heavy Strike



Dolan Pondsmith

Quirks

Gang Up

When a street punk's ally is adjacent to their target, they gain a +1 Bonus to Melee Checks.