

TREE-HUGGER

DESCRIPTION: This is a tricky little investigation designed for 2+ characters. The specific setting can be anywhere in the continental US or Canada, so the GM is encouraged to create detailed maps and other props to assist players in visualizing the adventure.

ADVENTURE HOOKS:

- **BPI:** If the characters are agents of the BPI or Sedgewick Society investigators, they may be called in due to the strange nature of the sightings, and destruction of private property.
- **Hired:** The characters may have been brought in by local police, F&J Construction, or Master Auto Parts.
- **Curiosity:** The characters may read details about the sightings and decide to investigate.

PLAYER DETAILS:

1. The Beginning:

Players may be given word from the BPI or Sedgewick Society in whatever fashion the GM desires.

There have been two reported sightings of a creature resembling "Bigfoot" at a remote construction site for a new industrial facility. The construction site has been the subject of some harassment from several environmental agencies who protest the removal of old growth forest for this project, however none of these groups have claimed responsibility for the damage attributed to the large hairy humanoid that has been reported by construction workers.

2. Research:

Any good team will research to find out whatever they can about a situation before diving in. Included here are some pieces of information the characters may come across, and how they should be allowed to find them.

A. The Area: *available in county records and BPI or Sedgewick Society files* Much of the forest in the area is old growth, and was formerly public land. Environmentalists had been pressing the state government to turn the area into a park, but instead several hundred acres were sold to an auto parts manufacturer. The area is in the process of being cleared for the construction of a manufacturing facility.

B. Newspaper Clippings

June 30, Gazette

Two construction workers from F&J Construction engaged in clearing trees from the proposed site of the new Master Auto Parts plant reported seeing a large, fur-covered man fleeing the area as they arrived for work.

Upon investigation several large pieces of construction equipment were damaged, including engines torn apart and entire wheels removed. Police speculate that it may have been the work of fanatical environmentalists, but can not explain how the damage was accomplished without the use of any obvious mechanical assistance.

When asked about how the description of the suspect resembled local legends of a Sasquatch or Bigfoot-like creature, police responded by saying that the creature does not exist, and the disguise was used to help generate media attention to the environmentalist cause.

July 1, Gazette

Local wildlife expert Bill Kneeson reported seeing Bigfoot tracks in the woods on a recent excursion. Mr. Kneeson did not have a camera with him at the time, and on returning with materials to make a cast of the reported footprint was unable to find the exact location again. Sightings of the local version of Sasquatch have persisted in these woods for over a hundred years, but to date no reliable physical evidence has been produced.

July 3, Gazette

The security guard posted to watch the construction site of the new Master Auto Parts plant reported a large ape-like creature strolled into the cleared area where construction vehicles were parked last night and began to overturn a backhoe parked there. The guard confronted the creature with his flashlight and yelled at it loudly. The creature reportedly turned on him violently, and forced him to flee into the nearby trees. When the guard returned to the site with police hours later, two vehicles had been overturned and the engine compartments on three others broken into. Engine parts littered the clearing.

Jim Beakman, the construction foreman said that it would take a couple weeks before the damage could be completely repaired and work return to normal. Police are still claiming that the creature is a hoax, and is investigating the possible involvement of several environmental extremist groups. The police have promised regular patrols of the area to compliment the increased security being arranged by F&J Construction officials. Construction is not scheduled to resume until after the July 4 weekend.

C. Police Reports

If the characters get access to the police reports they will give the same information as what is presented in the news reports, as well as several photos of the crime scenes including several large tracks found at each scene that resemble those found by Bigfoot researchers. Police have no suspects, and no current leads. All of the witnesses involved have been investigated, and are not believed to be participating in the deception.

GM DETAILS:

The Sasquatch is actually the creation of a coven of "Kitchen Witches." It is a simple clay golem, given an ape-like body style, wearing a costume of brown fur and latex gloves, feet, and face. The witches oppose the commercial use of the forest, which they had previously used as the site of many of their skyclad (nude) midnight ceremonies. They created the Sasquatch both to put a wrench in the construction company's work, and create more publicity and sympathy for the plight of the forest.

They intend to perform another raid on the site over July 4 weekend, similar to the past two. They will drive the golem to the area in a mini-van, riding in the back covered by a tarp. Then they will give it basic instructions and monitor its progress at the site. The security guard will be frightened off the same way as last time. They will cast Conceal (to disguise the golem's true nature) before the golem attacks, and will use Cloud or Conceal as needed to escape. The witches intend to escalate the destruction of equipment each time until the construction is stopped, but they will not allow anyone to be physically harmed.

TIMELINE:

Morning of June 29: First appearance of the creature as workers arrive in the morning. First damage to equipment as well.

Afternoon of June 30: Bill Kneeson finds tracks in the woods from the previous days activities. Margaret Neiss hides the tracks with a Conceal spell so that he is unable to find them again when he returns.

Night of July 2-3: Creature confronted by security guard. More damage to equipment.

Night of July 4-5: The coven plans another appearance by the creature, the appearance will only be a brief sighting followed by a flight into the woods if characters convince police to show up in force. If resistance is nominal, then more sabotage of equipment is planned.

July 7 on: Attacks will continue after a brief hiatus if the creature is unopposed and construction continues.

LOCATIONS:

The Construction Site: F&J Construction has finished only about four acres of the hundred or so slated for clearing. The site is dirty and uneven, all trace of the sabotage has been cleared away. Any footprints of the creature have been long since trampled. All of the construction equipment is parked close together and the site is protected now at all times by two armed security guards.

The Woods: The woods surrounding the site are filled with large, densely packed trees. There are a few trails running through the woods that have been used occasionally by locals for a hundred years or more. If the characters search the woods they have a Difficult chance of finding possible Sasquatch tracks, in the company of tracks left by several women wearing sneakers and flats. The tracks lead to a nearby road where they end near tire tracks. The tracks, if properly analyzed, belong to mini-van.

NPCs:

CONSTRUCTION FOREMAN

Name: Jim Beakman

Physique: 3D

Lifting 4D, Stamina 4D+2

Reflex: 2D

Unarmed Combat 3D+2

Canny: 1D+1

Streetwise 2D+1

Education: 1D+1

Bureaucracy 3D+2, Locale 4D

Technical: 2D+1

Demolition 4D+1, First Aid 4D, Motor Vehicle Operations 4D+2, Trade Skills 4D+2

Will: 2D

Intimidation 4D

Special Abilities/Disadvantages: None

Story Hooks: None

Life Points: 32

Survival Points: 3

Move: 10

Equipment: Hatchet (E, PHY+1D+2), Sportsman 883 Motorcycle, Hard hat (+2), Cell Phone, Construction Coveralls, Coffee Thermos, Cigarettes, Windproof Lighter, First Aid Kit, Tool Belt

Jim Beakman has been a foreman for F&J Construction for over 20 years. He has had to deal with protests and security issues before, but has very little opinion on what is going on now. He is concerned for the safety of his men and equipment, and wants whatever is causing the damage to be stopped. He is unwilling to take any personal action, or allow any of his men to act illegally, because of the possible repercussions.

Jim would not believe reports of the creature if he had not seen the evidence of the past few days, but is still unwilling to say what the creature actually is. Should any of his men, or security people, become injured he will stop the project until police can assure their safety.

LOCAL WILDLIFE EXPERT

Name: Bill Kneeson

Physique: 2D

Stamina 2D+2, Swimming 3D

Reflex: 2D

Firearms 2D+1, Riding: Horse 4D, Running 3D

Canny: 2D

Animal Training 3D, Hide/Sneak 2D+1, Surveillance 3D+1, Survival: Forest 4D, Tracking 3D

Education: 2D

Locale 4D

Technical: 2D+1

Biology 4D+2, Motor Vehicle Operations 3D+2, Navigation 3D

Will: 1D+2

Special Abilities/Disadvantages: None

Story Hooks: None

Life Points: 27

Survival Points: 1

Move: 10

Equipment: Outdoor Knife (VE, PHY+1D), .22 Long Hunting Rifle (100/200/400, 3D+1), Fort Exploration 4x4, Cell Phone, Casual Clothes, Compass, Flashlight, Binoculars, Insect Repellent

Bill Kneeson has spent most of his life either outdoors following around the local wildlife, or in a biology textbook. He is an expert on composition of local wildlife, and general animal behavior. He is fascinated by reported Bigfoot sightings, but believes that the existence of such a creature is unlikely near an urban area and feels if such a creature existed it would flee the approach of man – not attack the construction site.

SECURITY GUARD

Name: Jim Sorensen

Physique: 2D

Stamina 2D+1

Reflex: 2D

Running 3D+1

Canny: 2D

Hide/Sneak 2D+2, Surveillance 3D+2

Education: 2D

Locale 3D

Technical: 2D

Motor Vehicle Operations 2D+2, Security Technology 3D

Will: 2D

Intimidation 3D+1

Special Abilities/Disadvantages: None

Story Hooks: None

Life Points: 28

Survival Points: 1

Move: 10

Equipment: Metal Flashlight (VE, PHY+1D), Stunner, Fort Mesteño, Portable 2-Way Radio, Cigarettes, Lighter, Security Uniform, Box Lunch and Coffee Thermos

Jim Sorensen is a retired Marine officer who supplements his income working night-shift for a private security company. Like most security guards he is unarmed, and unwilling to risk bodily harm in the course of his duties. He is the eyes and ears of his employers, and that's about it. If trouble occurs he will radio a security patrol car who will either investigate or notify police.

After his confrontation with the creature Jim was somewhat reluctant to return to work. If he spots the creature again he will notify authorities, but he will not interfere with it unless threatened.

SHADOWS:

“BIGFOOT”

Type: Golem

Physique: 6D

Lifting 10D

Reflex: 3D+1

Dodge 4D

Canny: 1D+2

Hide/Sneak 3D+2

Will: 2D+2

Magic Resistance 4D+2

Special Abilities/Disadvantages:

Construct – The golem does not require physical sustenance or sleep, and is immune to disease and aging.

Story Hooks:

Programmed – The golem is an enchanted tool, lacking independent will it can only follow a course of action dictated by its creators.

Life Points: 44

Move: 10

Size: 2.6 meters tall

Scale: Car

This golem is the creation of a group of Kitchen Witches based on an ancient formula of Jewish Cabalists. It was dressed up in latex and fake fur to resemble Bigfoot and sent to sabotage the construction site of a manufacturing plant that the Witches are attempting to stop.

KITCHEN WITCH

Type: Amateur Spellcaster

Physique: 1D+1

Reflex: 2D

Running 3D

Canny: 2D+1

Hide/Sneak 3D+2,

Education: 2D+1

Magic 3D, Mythos/Pantheon Lore 3D, Supernatural 3D

Technical: 1D+1

Motor Vehicle Operations 2D+2

Will: 2D+2

Magic Resistance 3D+2, Meditation 3D+2

Magic: 1D

Chat 2D, Cloud 1D+2, Conceal 2D, Permeate 2D, Repair 2D+1, Revive 1D+2

Special Abilities/Disadvantages: None

Story Hooks:

Alternative Spellcaster – The witches have a unique style of adaptively substituting everyday items for hard-to-find components, hence the term “kitchen witches.”

Life Points: 24

Survival Points: 0-3

Type of Magic: Amalgam of Esoteric European Occult and New Age Styles

Magical Focus: Components, Gestures

Magic Points: 22

Move: 10

Equipment: Casual Clothes, Pepper Spray, Handbag of Spell Components

The coven consists of twelve Kitchen Witches, there used to be thirteen but one recently moved to Cleveland, Ohio when her husband took a job there. Six of the witches are housewives, one is a nanny, one is a veterinary technician, one is a florist, two are full-time students, and the last is a nurse's aid. They keep their religious practices a secret, and are regarded as nothing more than a close-knit group of friends to the outside world.

The leader of the coven is Margaret Neiss, a divorced housewife with two kids. She owns the mini-van used to transport the golem, and between uses stores it in her basement. Her basement is the main meeting place of the coven, and includes a small library of esoteric works including Wilson's Guide to Makeshift Magic. The coven normally meets every Friday (Frigg's day), except for special ceremonies. They are meeting nightly during this period to plan their efforts.

KITCHEN WITCH COVEN LEADER

Name: Margaret Neiss

Physique: 2D+1

Reflex: 2D+2

Running 3D

Canny: 3D+1

Diversion 4D, Evidence Disposal 4D, Hide/Sneak 4D+2, Research 4D+2

Education: 3D

Locale 4D, Magic 5D, Mythos/Pantheon Lore 4D, Supernatural 4D+1

Technical: 2D

Motor Vehicle Operations 3D, Trade Skills 3D

Will: 3D+2

Acting 4D+1, Magic Resistance 5D, Meditation 4D+2

Magic: 2D

Banish 2D, Chat 3D, Cloud 3D+2, Command 3D, Conceal 5D, Encrypt/Decrypt 3D, Permeate 3D+1,

Purify 2D, Repair 3D+2, Revive 4D, Summon 2D, Translate 2D

Special Abilities/Disadvantages: None

Story Hooks:

Alternative Spellcaster – The witches have a unique style of adaptively substituting everyday items for hard-to-find components, hence the term “kitchen witches.”

Life Points: 30

Karma Points: 1

Survival Points: 7

Type of Magic: Amalgam of Esoteric European Occult and New Age Styles

Magical Focus: Components, Gestures

Magic Points: 30

Move: 10

Equipment: Casual Clothes, Muslin Shopping Bag of Spell Components, Quicksilver Village-Person Minivan, Cell Phone, Flashlight

Margaret Neiss was always caught between the New Age world of her friends and the traditional upbringing of her parents. It was not until some experimentation in college with occult practices and modern cooking techniques that she found she could reconcile the two into a cohesive whole.

Despite her desire for a stable family environment Margaret's attitude of superiority has made it difficult for her to maintain a relationship with anyone but her kids and fellow witches. She has been divorced twice, and has two kids from the second marriage. It was Margaret who formed the coven, and she taught her unique spellcasting techniques to the entire group. Her basement serves as the main meeting place for the coven, though the spot in the woods where they have performed special ceremonies skyclad is a cherished place for them.

SOLUTIONS:

The attacks must stop, because if the truth is found out it will be even more disturbing to the public mind than if the creature really were a Sasquatch. The characters can do this a number of ways, depending on exactly how the adventure unravels. They could destroy the golem, or capture it. They could convince the witches that they are wrong (unlikely), or recruit them into the BPI or Sedgewick Society. They could arrange for the BPI to purchase the land from Master Auto Parts, but the government is unlikely to want to spend that much to give a bunch of housewives a place to party. The characters could even find a way to help the witches with their cause that doesn't involve magic, but petitions or chaining themselves to the bulldozers isn't likely to appeal to them.

If the characters don't come up with a permanent solution to the issue, they may be required to come back if the trouble starts again. Even if the golem is destroyed it can be re-created in a couple months. The possibilities depend heavily on the characters attitude to the witches and their plight.