

NO TRESPASSING

DESCRIPTION:

A hiker in the Colorado wilderness disappears. Rescue units search the area by helicopter and find no trace of the man. A ranger patrolling the area later comes across the hiker's body. It has been impaled with a sharp object and hung on a cliff wall 75 feet off the ground with no easy access to it.

ADVENTURE HOOKS:

- **BPI:** The FBI is called in to investigate, and the case is referred to the Bureau for Paranormal Investigations.
- **Hired:** The characters are hired by the victim's family to investigate the death.
- **Vacation:** The characters themselves discover the body and investigate.

PLAYER DETAILS:

The hiker's name was Louis White - a lawyer from out of state on vacation. There is no reason to suspect someone wanted him dead for any specific reason.

The area was settled in 500 AD by several small groups of native Americans, referred to as the Anasazi. They disappeared between 900-1300 AD, and the land was not resettled.

In the mid 1800's a small mining company found gold in the area, and set up camp. They got as far as laying track for the mining cars when the group suddenly pulled out. They claimed that the mine had petered out quickly, and was only salted with gold.

GM DETAILS:

The Anasazi managed to live with the Pteros for hundreds of years, before the primitive Pteros decided to get more aggressive. They attacked the Anasazi villages repeatedly. They were trying for an easy way of getting food and trade goods without working for them, but ended up slowly driving the Anasazi away. The Pteros began to protect their territory by killing any humans who wandered in.

When the Gold Tooth Mining Consortium set up shop near the Pteros, the Pteros avoided the men at first. It had been hundreds of years since a party of more than one or two men had stumbled through. In time they began to attack the camp for food and goods, the way they had done with the Anasazi. The miners attempted to resist, and killed several of the Pteros, but decided it would be best to withdraw in the end. Of the handful of survivors only one tried to talk about the experience afterwards. He lived his last 10 years in a sanitarium in Massachusetts.

The Pteros have continued killing humans who stray too far into their territory. The hiker was flown up to the cliffside by one Ptero and staked by a second with a railroad spike to hold him in place. This was meant to serve as a warning and a territorial marker. The Pteros used the same practice on the Anasazi, and some of their bones may still be found at the base of the cliff.

Caves not far from the cliff provide habitation for the tribe of Pteros. There are roughly 18 Pteros – 9 adult males; 6 adult females; and 3 young – led by an alpha-male or shaman. The caves have nesting material in the form of foliage and skins, but the Pteros do not have knowledge of fire and are unable to store food for more than a few days.

The Pteros are more likely to attack lone humans than a large group, especially a lone human found disturbing the body of the hiker. Large groups will be watched by 3-4 males, roosting in the trees. Their natural coloring makes them Difficult to spot until they attack.

TIMELINE: n/a

LOCATIONS:

Dolores County, Colorado. San Juan National Forest. 15 miles from the nearest town, Cahone. The area is home to a variety of wildlife, though there is a noted absence of large predators in the region of the cliff as they are wary of the Pteros.

The Cliff: The cliff where the hiker's body was found is located 15 miles from the highway. Though with the uneven terrain and constant switchbacks the trail to reach it is approximately 50 miles long with a terrain difficulty of Moderate.

The Caves: The caves are located roughly a quarter-mile north of the cliff. The entrances range from 15-50 feet off the ground, and the rough, crumbling, near vertical surface of the rock makes climbing Difficult. The caves are strewn with skins and leaves for bedding, and there is a strange musk smell, though there is no feces in the caves themselves. All of the caves used by the Pteros are interconnected and lead into a large central chamber partially lit by an opening in the roof. This central chamber is used for their primitive ceremonies, and as a nursery for their young.

NPCs:**FOREST RANGER**

Name: Janice Martense

Physique: 2D

Stamina 3D

Reflex: 2D

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

Canny: 2D

Hide/Sneak 2D+2, Survival: Forest 4D, Tracking 4D

Education: 2D

Locale: San Juan Nat Forest 4D

Technical: 2D+1

Biology 4D, Motor Vehicle Operations 3D+2

Will: 1D+2

Special Abilities/Disadvantages: None

Story Hooks:

Nature Lover – Janice has a keen appreciation for nature and its inhabitants.

Life Points: 27

Survival Points: 3

Move: 10

Equipment: Knife (PHY+1D), Colt M1991-A1 (5D), Horse, Cell Phone

Janice has always loved the outdoors, and the wild inhabitants of nature. These loves led her to chose a career in forestry at an early age. She has had to participate in searches for escaped criminals and lost campers before, but is unprepared to deal with the supernatural.

SHADOWS:

PTEROS

TYPE: Pterosapien, winged humanoid dinosaur

PHYSIQUE: 3D+2

REFLEX: 3D

Flying 5D+1

CANNY: 2D+2

Find 4D+2

WILL: 1D+2

SPECIAL ABILITIES:

Camouflage – Pteros are Difficult to spot in their natural environments due primarily to their coloration.

Claws - PHY+1D damage, Easy difficulty

Wings - Fly at a move of 21

SURVIVAL POINTS: 0-3 normally

MOVE: 10 / 21 Flying

SIZE: 1.5 m tall, 4 m wingspan

The Pterosapiens have lived in the Rocky Mountains for millions of years, slowly evolving into a primitive, man-like race. They have gray-brown to green leathery skin, a pointed angular head and beak, two large membranous wings tipped with two prehensile fingers and an opposable thumb, short legs with long-toed feet ending in with wickedly curved claws. The Pteros attack by swooping down on unsuspecting prey and grabbing or raking them with their feet.

They have a primitive tribal culture dominated by an alpha male and alpha female. There is also a shaman, usually female, who serves as healer and historian. The Pteros do not use weapons, but have the technology to create and use simple tools.

SOLUTIONS:

- **Do Nothing:** If the characters leave the Pteros in peace, and cover up any knowledge of them, then a similar incident may not occur for some time. Future action may be necessary as the local population increases and traffic in the forest is increased.
- **Kill 'Em All:** The Pteros are easily provoked, and once attacked it would be difficult to keep them from reciprocating unless they are destroyed en masse.
- **Negotiate:** It is possible to negotiate a peace treaty with the Pteros, but it would be necessary to keep them a secret from the general public, and isolate them from future incursions. This could be possible, but may require relocation and the involvement of one or more government agencies.