

## **WEED EATER**

### **DESCRIPTION:**

This is a quick little hack-and-slash encounter for one or more players.

### **ADVENTURE HOOKS:**

This adventure is set up specifically for characters who work for the BPI, or a similar government or private organization. If the characters are not associated with the BPI, the adventure could be modified accordingly.

### **PLAYER DETAILS:**

Players are given word from the BPI in whatever standard fashion the GM desires.

*//EMERGENCY//*

*Initial reports have been received of a situation at a regional flower exhibition in your area. It appears one of the plants on display, an unclassified creeper from the Amazon rain forest, animated and attacked patrons. There is at least one dead, and one or more wounded. Coordinates of the location follow...*

*//EMERGENCY//*

Once the players arrive on the scene they may be able to determine that the creeper on display was brought from the Amazon by botanist Francis Santiago. A map of the exhibit hall, including the location of the mantrap's display can be provided by the show's administration personnel. Santiago was grabbed by the plant, another patron barely escaped, and is likely either unconscious or dead.

Police and emergency teams are on the scene – but are at a loss on how to proceed aside from controlling the crowd outside and containing the creeper in the exhibit hall. The incident has been placed under the jurisdiction of the BPI.

### **GM DETAILS:**

Botanist Francis Santiago was attempting to generate renewed public interest in the Amazon by displaying a newly discovered flowering plant from the region at flower and plant exhibitions across the US before donating the plant to a botanical garden. Unknown to him, the plant he chose to exhibit was a large carnivorous variety that had not yet reached adulthood. It reached that stage during a local flower show and attacked Santiago and a nearby patron. The patron got away with minor scratches, but Santiago was killed as patrons evacuated the show.

When the agents arrive everyone will be standing outside the exhibition hall. An ambulance and police car are on the scene, but are so far unwilling to enter. The hall is filled with all manner of flowers, and plants making it difficult to locate the plant, especially since it has moved around by pulling its potted roots around with its animate creepers.

The players must destroy the plant before it produces spores, or chaos will truly result.

### **TIMELINE:**

The plant managed to capture and kill one patron before the hall could be evacuated. The players will have about 12-13 hours from the time they are initially contacted until the plant has mature spores to eject. The plant must be destroyed before this time, or a follow-up adventure with d20 seedlings loose on the city will occur 2-6 months later.

### **LOCATIONS:**

The GM can create an impromptu map of the exhibition hall by drawing a large rectangle, maybe 100 feet by 300 feet. This area is broken up by tables, leaving only a few feet of walking room down each row. There are 6 exits, one on each end, and two on the longer sides. There are windows but they are completely fogged over, so civilians won't be able to see inside. The GM should indicate where the creeper is supposed to be if characters ask patrons for that information, and where the thing presently is. Keep in mind that it is well camouflaged, and can move as fast as the characters.

**NPCs:** n/a

**SHADOWS:**

**AMAZONIAN MANTRAP**

**Type:** Carnivorous Plant

**Physique:** 2D

Lifting 4D+1, Running 4D+2

**Reflex:** 3D+1

Dodge 4D

**Canny:** 2D+2

Find: Underwater 4D, Hide/Sneak 3D, Tracking 3D+1

**Will:** 2D

Intimidation 4D

**Special Abilities/Disadvantages:**

*Camouflage* – The mantraps can blend into most foliage, making them Difficult to find.

*Hibernation* – The mantraps can hibernate during extreme weather, or when food is scarce. They do not require actual “sleep,” this is simply a natural adaptation to conserve resources.

*Motion Sensing* – Mantraps can not actually see but sense the vibrations of prey in their environment, making them extremely sensitive to movement. Going still renders potential prey virtually invisible.

*Rainforest Adaptation* - Mantraps developed in a warm, humid environment, They can live in air, or underwater. They are extremely resistant to disease, and require only regular access to rich soil, carbon dioxide, and sunlight to prosper.

*Vines* - 10 meter reach, can entangle at +10 difficulty (requires opposed PHY roll to break free.) Each mantrap has 6-8 such vines, and can re-grow them within a few weeks if they are destroyed.

**Story Hooks:**

*Carnivorous* – Mantraps are carnivorous and will consume any prey it can up to and including man-sized.

**Life Points:** 28

**Survival Points:** 0-3 normally

**Move:** 10

**Size:** 2-2.5 meters tall, 8-10 meter long vines .

The mantrap is a massive flowering pod surrounded by 8-12 creeping tendrils. Once the plant reaches maturity it can use the creepers to strangle prey and drag up to human-sized prey to its pod, which opens much like a mouth and ingests it whole. Prey will suffocate inside the pod if it has not already been suffocated by the creepers. It takes the plant only 10-12 hours to digest man-sized prey, after which it will begin to develop spores. After another 2-3 hours the spores will be ejected and can quickly grow in most fertile soil. It will take 2-6+ months for the spores to grow into adult plants.

**SOLUTIONS:**

The only real solution is to destroy the plant completely, and make the public believe a rational explanation for what transpired. If the plants eject spores, hundreds of tiny seeds will find their way into other plant beds, both inside and outside the building. It will be difficult to contain their spread if this happens.