

BIG EARS

DESCRIPTION: This is a tricky little investigation designed for 2+ characters. The specific setting can be anywhere in the continental US, 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 deaths.
- **Hired:** The characters may have been brought in by McCloughlin Testing Laboratories, the police, or the family of one of the victims.
- **Curiosity:** The characters may read details about the sightings and decide to investigate.

PLAYER DETAILS:

1. The Beginning:

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

McCloughlin Testing Laboratories has had three employees killed under mysterious circumstances in the past month. A large man-eating predator may be involved, but there are signs of deliberate selection with these victims. Investigate, and take whatever action you deem appropriate.

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. McCloughlin Testing Laboratories: *available in county records and government files*

This is a standard facility for testing various commercial and medical products for problems and side-effects. They perform testing procedures on mice, rats, dogs, cats, and chimpanzees. They have been the focus of a number of animal rights protest groups, being the site of several violent demonstrations and three attempted break-ins.

B. Police Reports:

There is minimal information in the reports, as police believe they are largely cut-and-dry cases and want to avoid panic. They believe a group of animal rights extremists are responsible for the attacks, and have trained a mountain lion or puma to attack on command. They are seeking advice from wildlife officials on how to proceed.

The police have begun to follow employees home randomly for protection, and have suggested employees carpool and travel in groups as a precaution. The laboratories have hired additional security personnel at the urging of police.

1. **Death of Dr. Philip Masterson:** Philip Masterson was walking home from the laboratories after dark. He lived in a nearby subdivision. Cutting through the woods, he was attacked by a large animal. His neck was bitten, severing the jugular vein. He had massive chest and abdominal wounds caused by clawing. The area around where the body was found was covered with bloody tracks believed to be those of a large cat of indeterminate species. This attack occurred 10 days ago. Dr. Masterson was in charge of testing a new detergent. His body was thoroughly examined and photographed, and was buried 7 days ago.
2. **Death of Herbert Milan:** Herbert Milan was a lab technician driving home from work on the highway just outside the industrial park when he ran his car off the road, crashed into a tree, and died. From a dent in the front right quarter panel, police believed that the car was rammed sideways off the road. No evidence of paint from another car was found in the dent, but a small clump of animal fur was found stuck in the trim on that side. The fur was sent to a lab in the state capitol for analysis. This attack occurred 5 days ago. Mr. Milan was assisting various doctors in testing cosmetics. He was buried 2 days ago. The car remains in a police impound lot.

- 3. Death of Dr. Michael Roundtree:** Michael Roundtree was attacked by a large animal as he was getting into his car. A security officer witnessed the animal leap from cover near the building and gut Dr. Roundtree with massive claws. The security officer fired his revolver and the beast fled. By the time the officer got to Dr. Roundtree he was already dead from massive bleeding, and trauma. The wounds incurred were very similar to those suffered by Dr. Masterson. This attack occurred yesterday. The body is still under examination by the local coroner.

GM DETAILS:

Forty years ago a Scottish necromancer summoned up the demonic cat 'Big Ears' and commanded him to kill his enemies. After repeated successes in the use of this beast to further his own ends, the necromancer decided to travel to America and build a small criminal empire. The necromancer didn't figure on the tenacity of the local underworld, however, and after attempting to assert his influence by having Big Ears slay some of the local crime lords, the necromancer ended up falling prey to a Mafia hitman. Big Ears was free, but stranded in the new world.

In the years since that time, Big Ears has wandered. He responds quickly to the torture and murder of cats, and has been responsible for hundreds of unexplained deaths. The animal testing going on at the laboratories has attracted his attentions, and he has been slaying any employee who leaves the facility with the smell of cat blood on them.

Extra Information:

If the characters manage to get information on the activities of the victims from the testing laboratories they will discover that Dr. Master was working with cats, and dogs on the day of his attack. Mr. Milan was assisting on various projects with mice, rats, and cats. And, Dr. Roundtree was working with cats, rats, and chimps. There has been no history of physical violence against employees at the facility, or for the company in general.

If the characters watch the facility another employee will be attacked soon. Security in the parking area has been improved, so the attack will occur when the employee stops at a fast food restaurant on their way home. It is the GM's discretion exactly who will be attacked and how soon.

Big Ears has been living in the woods across from the facility. He is very difficult to track, and will avoid the characters unless they threaten or hurt cats, or have cat blood on them. The GM could have them accidentally step in cat blood, or have it spilled on them, at the facility to keep things moving if they don't figure it out on their own.

TIMELINE:

Day -10: Dr. Masterson is attacked and killed walking home from the laboratories.

Day -7: Dr. Masterson is buried at a nearby cemetery.

Day -5: Mr. Milan is attacked and run off the road into a tree.

Day -2: Mr. Milan is buried at a nearby cemetery.

Day -1: Dr. Roundtree is attacked and killed in the parking lot.

Today: Dr. Roundtree is still being examined by the local coroner.

LOCATIONS:

McCloughlin Testing Laboratories: The laboratories are housed in a single building which also contains administrative and security offices. The building is surrounded by a wide open lawn, a ten foot high stone wall topped with barbed wire and motion sensors, and hourly patrols by armed security guards. The entire laboratory facility is located in a typical industrial park, with a couple empty warehouses, a small printer manufacturing facility, and a medical supply distributor.

The area around the industrial park is typical suburban land. There are two subdivisions, a handful of fast food restaurants, and a gas station with convenience store attached. Everything is broken up by small areas of natural forest ranging from a few meters wide, to several miles deep. There are walking trails through the forest, but with the recent deaths police have posted signs at the entrances urging people to stay out of the woods.

NPCs:

MC CLOUGHLIN TESTING ADMINISTRATOR

Name: Sandra Knowles

Physique: 1D+1

Swimming 3D+2

Reflex: 2D+1

Running 4D

Canny: 2D

Research 4D, Writing 4D

Education: 2D

Technical: 2D+1

Biology 4D+2, Chemistry 4D, Computers 3D, First Aid 5D, Medicine 4D, Motor Vehicle Operations 3D

Will: 2D

Intimidation 3D+2

Special Abilities/Disadvantages: None

Story Hooks:

Confrontational – The stress of being a professional woman in charge of predominantly male researchers in a controversial field has made Sandra extremely short-tempered and confrontational.

Life Points: 23

Survival Points: 5

Move: 10

Equipment: Fort Exploration 4x4, Cell Phone, Business Clothes, Flashlight, Chemical Mace

Sandra Knowles is the product of a single mother household. She has always been pushed to persevere and succeed. Though her interest is in the sciences her attitude has driven her into a high-stress, largely administrative, position. The stress makes her very touchy, and she is quick to react to any perceived barbs or threats, however slight or imagined. With the recent deaths Sandra is concerned that extreme animal rights activists may have targeted the lab for their terrorist activities.

SECURITY GUARD

Type: Security Agency Representative

Physique: 2D

Reflex: 2D

Firearms 3D+2, Running 3D

Canny: 2D

Surveillance 3D+1

Education: 2D

Technical: 2D

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

Will: 2D

Intimidation 3D

Special Abilities/Disadvantages: None

Story Hooks: None

Life Points: 27

Survival Points: 0

Move: 10

Equipment: Metal Flashlight (VE, PHY+1D), , Portable 2-Way Radio, Lighter, Security Uniform

These are security agents from Liberty Detective Services. By day there are three on duty at the facility, checking ID at the door and patrolling the grounds. By night there are currently five, in regular communication, patrolling the grounds and escorting employees to their cars.

SHADOWS:

BIG EARS

Type: Demon Cat

Physique: 6D

Climbing/Jumping 10D

Reflex: 5D+2

Dodge 6D+1, Unarmed Combat 6D+1

Canny: 4D+2

Find 6D, Hide/Sneak 8D+2, Survival 6D, Tracking 6D

Will: 5D+2

Intimidation 7D+2, Magic Resistance 6D+2, Mental Defense 7D

Special Abilities/Disadvantages:

Acute Smell – +2D to Canny rolls based on smell.

Claws/Teeth – PHY+1D+2

Feline Affinity – Big Ears can communicate with any other felines, and generally receive any desired cooperation from them.

Nightvision – Big Ears can see into the infrared and ultraviolet spectrums, allowing him to see well in smoke and darkness.

Story Hooks:

Protector/Avenger of Felines – Big Ears is the self-proclaimed protector of his kind. He will generally be persuaded to go along with anything to prevent the death and torture of his kind. If no ultimatum is presented, however, he will use his own savage means toward that end.

Life Points: 48

Move: 20

Size: 1.6 meters tall at shoulder, 5 meters long including tail

Scale: Car

The green-eyed demon cat of Scotland could be summoned with the black ceremony known as Taghairn. The ceremony consists of roasting and torturing cats until the demon appears. Big Ears would grant the summoner's requests to end the tortures of his kindred. He appears as either a normal cat with any type of coat, or a massive cat-man figure with wicked claws and hideous fangs - but he always has reflective green eyes and slightly larger ears than a normal feline - and can switch between these forms at will. Big Ears was named for his slightly larger ears, because many such creatures were given harmless sounding names to make them seem smaller and less dangerous. He is basically intelligent, with the capacity for guttural human speech.

SOLUTIONS:

Despite the fact that Big Ears is just trying to end the pain and death of his kindred cats, his methods are far from acceptable. Characters will need to either capture or destroy him to prevent him from killing again. Characters will probably need to lure him into a trap to accomplish either of these ends.

If Big Ears is badly wounded, or satisfied that the torture of the cats has ceased he will move on. However, it is unlikely that the test facility will agree to stop testing on cats without a good reason. In this case the GM may want to bring up a similar adventure in a few months to give the characters a second chance at stopping him.