



# PROJECT 9 HAS ESCAPED!

*A SAVAGE WORLDS ONE SHEET BY TIM AND MELISSA HANNON*

## Background

EverGreen Industries, a forestry research company, has spent the past 4 years genetically designing the world's most perfect natural Christmas tree. Combining the best aspects of all major species, it was intended to be tall and full-bodied with solid, nearly unbreakable branches. It was also intended that the tree be able to defend itself against parasitic insects, copying some traits from the Venus Flytrap. Most importantly, it was also to be fire-resistant.

The project was a resounding success and EverGreen Industries plans on being able to mass-produce the trees for the next Christmas season. However, this year, at their secret research facility, something has gone horribly wrong. Project 9 (as the Christmas Tree Improvement Program was called) suddenly and inexplicably gained sentience, smashed its way out of the research greenhouse, and headed for a nearby sleepy suburb.

As the pernicious pine moved closer to the softly glowing holiday lights, it discovered that it could impart some limited animation to some of its fellow plants. By raising an uprooted army, it plans on paying back the fleshies for their years of torment and slavery.

## Oh no! *Tannenbaum!*

It's an ordinary Christmas Eve in Corvallis, OR. The characters are gathered together for a quiet night at a mutual friend's house, with lots of music, laughter, and Christmas cheer. That is, until one of the family's Christmas wreaths takes on a life of its own, and moves to attack the weakest character present. As the characters attempt to fight off the seemingly possessed decoration, the family Christmas tree animates and attacks from behind!

Once the fiendish foliage has been dispatched, the Christmas carols playing on the radio are suddenly cut-off, to be replaced with a frantic news bulletin. Across the town, reports of attacks from family Christmas trees have been pouring in. The mayor has mobilized all civic forces to help with the wave of coniferous carnage. Publicly-minded characters are free to go wherever their skills can be best used.

## Chaos In The Streets

If the characters move out into the beleaguered streets, cries of panic and fear ring through the air. Each half-hour that the characters travel, draw an Action card. On a face card, they

encounter either 1d4 Animated Trees or 2d6 Animated Wreaths (50% chance of either). The plants are canny enough to attempt to attack with surprise, and wait until their prey is almost under their branches before striking.

## The Source

Clever players may try and determine where the attacks seem to be coming from. Listening to television or radio reports, and making a successful Area Knowledge roll (or Common Knowledge roll at -2) reveals that the attacks seem to be originating from a local college research facility. Characters with an academic background are aware that the local college has an extensive botany department, specializing in forestry.

## Root of the Problem

If the characters travel to the local college, the first thing they notice is a tremendous, cone-shaped hole blown through the wall of the College of Forestry. The characters have little to fear, as the monster responsible is busy bringing terror to the town..

Cowering in the wreckage of the forestry greenhouse is Dr. Nolan Dolberry, the head of Christmas Tree Improvement Program (CTIP). He is in a deep state of



shock, repeatedly digging in the remaining dirt and attempting to replant the disturbed evergreen shoots.

A successful Persuasion roll shakes Dr. Dolberry out of his state, and he can reveal details of the project and what had happened on this site earlier. An accidental radiation bath caused Project 9 to grow rapidly beyond all control, until it finally animated and escaped. It appears that Project 9 can also animate any similarly constructed plant form. Eliminate Project 9, and the threat will end.

If a raise is scored on the Persuasion roll, Dr. Dolberry reveals the weakness of Project 9. While it is highly resistant to fire, extreme heat will dry it out and possibly weaken it.

## Trunkful of Trouble

As the characters finish talking with Dr. Dolberry, have them make a Notice roll. A success reveals a deep, pounding sound coming from far away ... and coming closer. Project 9 is returning to his old stomping ground, accompanied by 2d4 Animated Trees and 2d6 Animated Wreaths. With warning, the characters have 2 rounds to prepare any defenses. Otherwise, the animated wreaths attempt to sneak up on the characters. Once they have attacked, the remaining trees and Project 9 join the fray..

### Project 9 (WC)

**Attributes:** Agility d6, Smarts d6(A), Spirit d4, Strength d12, Vigor d10

**Skills:** Fighting d10, Guts d6, Notice d6, Throwing d8

**Charisma 0, Pace 6, Parry 7, Toughness 15**

**Edges:** Construct (No additional damage from called shots, piercing attacks; not affected by disease or poison, Recover from Being Shaken: +2), Hardy (Lesser wounds do not kill, further Shaken results do not cause a wound), Size: +8, Huge (Add 4 to opponents' attack rolls), Immunity: Fire (Immune to effect), Weakness: Dehydration.

#### Powers

Zombie (Power Points: 3 per plant, Range: Smarts, Duration: 1 hour/1d6 hours (raise)/1 day (2 raises), Effect: Creates animated plants, Trappings: Psychic waves, Only works on evergreen and holly-based plants.)

#### Attacks

Bash: Str+3

Needle Whip: 3d6 (Range: Flame, RoF: 1, AP: 1)

### Animated Trees

**Attributes:** Agility d6, Smarts d4(A), Spirit d4, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d4

**Charisma 0, Pace 6, Parry 6, Toughness 9**

**Edges:** Construct (No additional damage from called shots, piercing attacks; not affected by disease or poison, Recover from Being Shaken: +2), Hardy (Lesser wounds do not kill, further Shaken results do not cause a wound), Size: +3, Weakness: Fire (double-damage from fire sources)

#### Attacks

Bash: Str+3

### Animated Wreaths

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Stealth d8

**Charisma 0, Pace 6, Parry 6, Toughness 3**

**Edges:** Construct (No additional damage from called shots, piercing attacks; not affected by disease or poison, Recover from Being Shaken: +2), Size: -2, Small (Subtract 2 from opponents' attack rolls).

#### Attacks

Constrict: Str+3