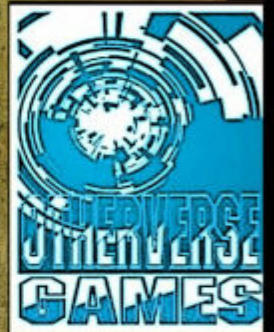


Vector of Infection



A Psi-Watch Sourcebook

Chris A. Field



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A Psi-Watch Campaign Sourcebook

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Stock Illustrations Courtesy: Anthony Cournoyer, Black Hand Stock, Sade

Cover Illustration by Sade

Requires the use of the
D20 Modern Core Rulebook,
published by Wizards of the Coast

*"If thou openest not the gate so
that I cannot enter, I will smash the door,
I will shatter the bolt.... I will raise up
the dead, eating the living, so the dead
outnumber the living."*

*-The Descent of Ishtar to the
Underworld, Sumerian, circa 2000 BCE.*



At 0257 Greenwich Mean Time, the Psi-Watch orbital station blasted a Blooded Ghost schooner out of space. Unknown to Psi-Watch, the vessel “*Menagerie of Lilith’s Teeth*” was a bio-weapons development vessel, carrying a load of new plagues intended for use against the Blooded Ghosts’ Culture enemies here on Earth.

The *Menagerie of Lilith’s Teeth* survived reentry mostly intact. The aft hold held together through the burn and impacted a few miles outside St. Paul, MN. A Psi-Watch xeno-recovery and emergency response team was teleported down to the crash site at 0304 GMT. Contact with the xeno-hazard team was lost at 0322 GMT.

All contact with St. Paul was lost at 0418 GMT.

According to Bradbury Station’s watchfloor, the last infrared signatures denoting living human beings vanished from Minnesota at 1117 GMT.

Vector of Infection presents a horrifying new reality for Psi-Watch’s heroes and villains. An alien bio-weapon kills and transforms superhumans into mutated, merciless killing machines, while ordinary humans die in their thousands, returning to a semblance of life as brain-damaged and voracious cannibal berserkers. Whatever was in the *Menagerie’s* hold may herald the end of sentient life on Earth and it may transform a super-espionage campaign into a nightmarish fight for survival.

Alternatively, the meta-plagues unleashed by the *Menagerie’s* destruction might be a one shot encounter with terrifying new threat. Refugees from a dimension ravaged by Scourge and other bio-toxins might seek sanctuary (or a way to fight back) in the mainline Psi-Watch reality. Virus-scarred heroes might reach mainline reality just seconds ahead perusing, infected metahumans, tossing heroes from mainline reality headlong into a conflict they’re not prepared for.

Timecrossers could make desperate jaunts back to the past in hopes of preventing the holocaust by destroying the *Menagerie* before it reaches the Sol System, or by ensuring that Psi-Watch captures the bio-war vessel intact rather than allowing the disastrous crash. A failed time jaunt or dimensional slip might deposit heroes from your campaign into a parallel world where Scourge has already killed the world.

The Scourge Virus

Nobody really understands the Scourge virus. The few bio-weapons specialists who’ve analyzed it have thrown up their hands in confusion- or just plain thrown up. The virus spreads with exponential efficiency, far too fast to be analyzed, countered or studied sedately. Forty eight hours after the *Menagerie’s* crash, most of North America was infected, with South America and Europe sweating nervously, worried they hadn’t euthanized American air travelers to their shores quickly enough. Even Psi-Watch’s desperation play- the sustained thermonuclear bombardment of 85% of the state of Minnesota- barely even slowed the virus’ inexorable spread.

Even North America’s few surviving Blooded Ghost themselves aren’t quite sure what Scourge really is. Was it something their homeworld’s bio-priestesses devolved themselves, or was it some horror naturally evolved somewhere out in the Black? Or did the Scourge somehow evolve spontaneously aboard the crashed starship, an unrepeatable and unforeseen mixture of dozens of different bio-war agents?

All that is known about Scourge is that the alien disease mutates its victims horribly. Ordinary humanoids succumb to the worst effects after infection, their bodies and minds failing until they return from seeming death as zombie-like savages. Metahumans retain just enough of their intellect to be truly dangerous, though their personalities are warped. Urges to brutalize, rape, dominate, kill and feed become dominant. Worst of all, the infected retain their superhuman talents... and gain new ones.



Scourge-II Virus (airborne mutation)

Type: Inhalation **Save:** FORT DC 12

Onset: 4d6 hours **Frequency:** 1/day

The Scourge virus is easily communicable, more so than any other disease in human history. Milder, airborne strains of the virus drift across North America, and if the winds are right, will eventually rain down on the other continents.... probably killing every higher mammal on the planet. With the kind of dark irony the post-Crash world quickly became known for, superhumans are all but immune to the airborne form of Scourge. At least the ordinary humans died quickly; metahumans and psions are denied even that.

Any humanoid or monstrous humanoid may succumb to Scourge-II. Characters with the Psionic Subtype as well as any character with innate supernatural or spell like abilities receives a +4 bonus on FORT Saves made to resist Scourge-II.

Characters suffering ability score damage from Scourge-II are considered *sickened* until they either perish or are cured. Sickened characters suffer a -2 penalty on all attack rolls, skill checks and saving throws. A character who is reduced to either 0 CON or INT by Scourge-II returns to life as a zombie with the Scourged Pulp Template applied. A character who dies of other causes while infected with Scourge-II also rises as a Scourged Pulp zombie.

Disease Effect: 1d4 CON, 1d4 INT

Cure: 3 consecutive saves

Scourge Virus

Type: Injury **Save:** FORT DC 18

Onset: 2d6 hours **Frequency:** 1/three hours

The metahuman strains of Scourge are spread primarily by the bite of the infected, though a few hardy strains seem to have colonized standing bodies of water. Superhumans infected with scourge are debilitated with agonizing bowel cramps, fever

and delirium for several hours as their bodies mutate into new infected forms. As the transformation progresses, an infected superhuman begins vomiting black ichor- the remains of organs they will not need in their transformed state.

Any humanoid, monstrous humanoid, giant or dragon may succumb to Scourge. Victims suffering ability score damage from Scourge are considered *Nauseated* until they either die or receive a cure. *Nauseated* characters are unable to attack or do anything else requiring concentration. They can only take a single move action per turn. A character reduced to either 0 CON or INT returns to life as a zombie with any one of the Scourged Superhuman templates applied. Any character who dies of other causes while infected with Scourge also rises with a Scourged Superhuman template applied.

Disease Effect: 1d6 CON, 1 INT

If more than three points of CON damage is taken, the victim must make an additional DC 18 FORT save or the damage becomes permanent ability score drain instead.

Cure: 5 consecutive saves

A character who survives either version of the Scourge virus becomes more resistant to the disease in the future. Characters who have fought off Scourge receive a +4 bonus on FORT Saves made to resist future infection.

Undead Immunities

Unless otherwise noted all undead have the following immunities:

Poison, sleep, paralysis, stunning, disease, necromantic effects, mind-affecting effects, critical hits, nonlethal damage, ability damage or drain, energy drain and level loss, the effects of massive damage, suffocation, drowning, radiation, the sickened and nauseated conditions, and any effect requiring a FORT save unless it also works on objects or is harmless.

Undead do not heal damage naturally, and are healed with negative energy. Undead reduced to 0 HP or less are immediately destroyed.

Scourged characters who possessed CON-based class abilities and powers in life (such as Tough Hero abilities or CON-Keyed Powered Hero talents) retain those abilities, where they are not superseded by undead racial traits. Formerly CON-based abilities now use WIS as their key ability when used by Scourged undead.

Preventing the Rise

Corpses of Scourge victims rise as Scourged Zombies within several hours, at most. Beleaguered human survivors quickly realize that every man they lose is one the zombie horde gains. The only to prevent a corpse from rising as undead is to either completely destroy the head, or wreak such massive havoc on the corpse that it can't reanimate. Reducing a slain body to -11 HP or worse prevents reanimation of the body. Effects that completely destroy the body, such as incineration or disintegration also prevent the slain from returning as Scourged.

The Scourged Pulp Template

Scourged Pulp zombies are what's left of ordinary humans when the Scourge virus is through with them. Their minds and souls are gone- everything that's left is instinct and hostility, governed by a failing neurology about as complex as a rabid dog's. Scourged Pulp zombies are falling apart, even as they rise as undead, their bodies are breaking down, organs exploding within their guts, fecal matter corroding their useless guts, tendons and flesh rotting on their bones.

Pulped zombies initially resemble the disease ridden humans they died as, but quickly decay into something blackened and inhuman. Pulped zombies have animal intelligence at best- they are effective pack hunters, and will follow the lead of the most cunning, fastest members of their packs. In turn,



Scourged Pulp Alphas defer to Superhuman Scourged, and will usually flee the sight of one. As living humans become increasingly rare, superhuman Scourged zombies began slaking their hunger by devouring their subhuman kin.

Scourged Pulp Zombies retain none of the allegiances they held in life. At most, they are motivated by hunger and territoriality, and operate on a basic animal level. They cannot speak or reason, though they can mimic human words they've heard within the last few minutes, a talent the Scourged Pulp Zombies often use to flush out prey.

Acquiring the Template: Any humanoid or monstrous humanoid slain by the Scourge-II virus gains the Scourged Pulp template after death. Scourged Pulp zombies rise within 1d20 rounds of their mortal demise. And let me tell you, they are fucking hungry.



Type: A Scourged Pulp zombie's type changes to undead. It gains all common undead immunities... with one exception detailed below.

Hit Dice: A Scourged Pulp zombie's existing Hit Dice change to D12. Assume the Scourged Pulp zombie's first HD gave it maximum HP.

Ability Score Modifiers: +2 STR, +2 DEX, No CON Score, -4 WIS. Reduce INT and CHA scores to 2 each.

Base Land Speed: Scourged Pulp Zombies are faster than ordinary humans. Increase the creature's base land speed by +10 ft.

Skills and Feats: Scourged Pulp Zombies lose all skills and feats known by the base creature. They gain the following new feats as racial bonus feats: Run, Power Attack, Improved Bull Rush.

Infectious (EX): Scourged Pulp saliva and sweat contains the more powerful Scourge virus. Anyone injured by a Pulped zombie's natural weapons risks contracting Scourge.

Predatory Senses (EX): Scourged Pulp zombies gain lowlight vision and the Scent special ability, and use their keen sense of smell to sniff out cowering bands of human survivors. Scourged Pulp zombies share a rudimentary, pheromone based hive mind. All Scourged Pulp zombies within a mile radius are aware if one or more of their own kind is destroyed. If a Scourged Pulp zombie is slain, other zombies will begin loping towards its death-site. The zombies are cunning enough to realize that anything capable of killing one of their own is a potential meal.

Scourged Dogmasters (described below) are considered members of a Pulped zombie pack, and their death attracts hordes of Scourged Pulp zombies.

Natural Weapons (EX): A Scourged Pulp zombie's fingers elongate into blackened talons and their teeth gradually lengthen into shark-like fangs.

Scourged Pulp zombies can bite as a secondary natural attack form inflicting 1d4+1/2 STR modifier slashing damage or make two claw rakes as a primary natural attack form. Each claw rake inflicts 1d6+STR modifier points of slashing damage.

Dead Flesh (EX): Scourged zombies suffer only half damage from piercing or bludgeoning weapons. Gross physical trauma doesn't have the same effect on the undead that would on a living humanoid.

Pulped Viscera (EX): Unlike other zombies, Pulped zombies have no resistance to critical hits. In fact, their crumbling internal structures and soupy, rotting viscera makes them more vulnerable to critical hits than a healthy humanoid. The critical multiplier of any attack that scores a successful critical hit on a Scourged Pulp zombie is increased by one. The messy puddles of destruction left over when one of these shambling wretches are destroyed is the source for the species' nickname.

Challenge Rating: +1
Level Adjustment: +0

The Superhuman Scourged Templates

The Scourge virus either has a variety of potential effects on its host, or it is really a family of closely related plagues. A superhuman who dies of Scourge rises with any one of the following templates added. The process is usually controlled by the game master, but players in an all-scourged campaign may be able to choose. Maybe.

Except as noted, Scourged zombies retain all the abilities they had in life, including psi-abilities and class features. If Scourged zombie's lowered mental ability scores reduce him or her below the minimum necessary to use a particular power, the character loses access to that ability, but retains any other superhuman talents.



Scoured Behemoth

Prior to death, a victim of this viral strain suffers agonizing muscle spasms as hundreds of pounds of muscle mass are added. The victim's strength is pushed into the high superhuman range, but at an even greater cost than is typical for Scoured superhumans. The character's skull thickens and is reinforced by long-chain polymer tumors to the point where it can withstand .50 cal shells, but in doing so causes cataclysmic brain damage. The victim's brain tissue literally drips from their eye sockets as foul smelling grey tears in the minutes after their mortal death.

Scoured Behemoths are only slightly more intelligent than Scoured Pulp zombies. The rotting hulks never take a dominant role in a pack comprised of other Scoured superhumans, though they can easily take over the Alpha position in a pulped pack. Scoured Behemoths are instead dumb

muscle for mixed-strain packs. Scoured Behemoths exist only to feed, though the worst of the rotting giants also retain enough just enough bad sentience to especially enjoy rape and torture.

Acquiring the Template: Any humanoid, monstrous humanoid, giant or dragon with a STR score of 15+ who has died of the Scourge virus can become a Scoured Behemoth. It takes 1d4 hours for a superhuman corpse to finish mutating into a Scoured Behemoth, and the inert corpses are carefully protected by more intelligent Scoured zombies during their 'gestation' period.

Type and Size: A Scoured Behemoth's type changes to undead. The giant zombies grow one size category during their transformation. They suffer a -1 size penalty to armor class and attack rolls and a -4 size penalty on Hide checks, but receive a +4 size bonus on Grapple checks.



Hit Dice: A Scourged Behemoth zombie's existing Hit Dice change to D12. Assume the Scourged zombie's first HD gave it maximum HP.

Ability Score Modifiers: +10 STR, +2 DEX, No CON Score, -6 INT, -4 WIS, -6 CHA.

A Behemoth zombie's mental ability scores cannot be reduced below 3.

Feats: The Scourged Behemoth gains Power Attack and Groundshake as a bonus feats. Groundshake is a new feat, described fully in the Psi-Watch the campaign setting.

Enhanced Senses: Scourged Behemoths gain *lowlight vision*.

Dead Flesh (EX): Scourged zombies suffer only half damage from piercing or bludgeoning weapons. Gross physical trauma doesn't have the same effect on the undead that would on a living humanoid.

Infectious (EX): Scourged saliva and sweat contains the more powerful Scourge virus. Anyone injured by a Behemoth zombie's slam risks contracting Scourge. Scourged Behemoths gain a slam attack which inflicts 2d8 + STR modifier points of damage.

Natural Armor (EX): Scourged Behemoths gain a +6 natural armor bonus to Defense.

Strengthened By Feeding (EX): Scourged Behemoths are endlessly hungry, and when their remorseless hunger is satisfied, even briefly, they become even more physically impressive. As a full round action, the Scourged Behemoth can devour a Medium sized or smaller corpse. The Scourged Behemoth recovers 1 HP per Hit Die or class level of its victim.

If the victim had 5+ HD or levels, the Scourged Behemoth feels a rush of power. The Scourged Behemoth acts as under the effects of *haste*, for one minute per HD of the victim. While *hasted*, the Behemoth's base land speed is increased

by +30 ft, it gains a +2 Dodge bonus to Defense. When making a full attack action, the Scourged Behemoth may make one additional attack at its full base attack bonus.

Challenge Rating: +5

Level Adjustment: +3

Scourged Dogmaster

Scourged Dogmasters are the physically frailest of their kind, and occupy a relatively low rung in Scourged packs. They also retain the most of what they once were- their rotting brains can't feel guilt, but of all the Scourged, they are perhaps the only zombies that lament the loss of science and civilization and advanced weaponry. They are despised in Scourged packs, and any higher caste Scourged can abuse them on a whim. The only reason that Dogmasters haven't become food is their usefulness: the emaciated undead can command vast hordes of Pulped zombies, seeing through their eyes and killing with their talons.

Dogmasters resemble rotting corpses, and as they decay, their bodies lose moisture. They become desiccated and as hard as leather. For the first few weeks after their transformation, they leak fatty tissue, literally sweating out adipose tissue. Eventually, they become almost skeletal abominations wrapped in wrinkled brownish-grey flesh. Dogmasters are always found at the center of Scourged Pulp hordes literally barking, howling and whining orders.

Acquiring the Template: Humanoids, monstrous humanoids, giants and dragons with an INT score of at least 13 may become Scourged Dogmasters after dying of Scourge or Scourged-II viruses. Corpses killed rise as Dogmasters within 1 round of their death. The rotting mutations common to all Scourged are incomplete when a Scourged Dogmaster is born, and continues as the intelligent zombie continues to putrefy.

Type: A Scourged Dogmaster zombie's type changes to undead. It gains all common undead immunities.

Hit Dice: A Scourged Dogmaster zombie's existing Hit Dice change to D12. Assume the Scourged zombie's first HD gave it maximum HP.

Ability Score Modifiers: -2 STR, +2 DEX, No Con Score, -2 INT, -4 CHA. Scourged Dogmasters suffer comparatively little mental degradation during their transformation into undead.

Enhanced Senses: Scourged Dogmasters gain Darkvision with a 60 ft range and the Scent special quality.

Dead Flesh (EX): Scourged zombies suffer only half damage from piercing or bludgeoning weapons. Gross physical trauma doesn't have the same effect on the undead that would on a living humanoid.

Infectious (EX): Scourged saliva and sweat contains the more powerful Scourge virus. Scourged Dogmasters gain a bite attack which inflicts $1d4 + \frac{1}{2}$ STR modifier points of slashing damage as a secondary natural attack form. Anyone bitten by a Dogmaster risks contracting Scourge.

Foul Protection (EX): Scourged Dogmasters are among the physically weakest of the Scourged superhumans. They only survive because their undead flesh is especially toxic to other Scourged. Any creature with a Scourged template that eats the flesh of a Dogmaster becomes *nauseated* for 6 hours, overriding the undead's normal

immunity to the condition.

Dog Horde (EX): Scourged Dogmasters may take control of any Scourged Pulp zombie within 60 ft that can clearly see and hear the Dogmaster. Scourged Dogmasters may give their controlled zombies fairly intricate commands as a move-equivalent action. Controlled zombies carry out their orders to the best of their ability, returning to uncontrolled behavior when their tasks is either completed or becomes obviously impossible, unless the Dogmaster gives them a new set of orders.



Dog Whip (EX): Scourged Pulp zombies under a Dogmaster's direct control become more effective. When within 60 ft of their Dogmaster and able to clearly see and hear it, these zombies may act on the Dogmaster's order in the Initiative count, if it is higher. Directly controlled Scourged Pulp zombies add the Dogmaster's CHA modifier (if positive) as a competence bonus on melee attack rolls when within 60 ft of their controlling Dogmaster.

Challenge Rating: +2

Level Adjustment: +1

Scourged Feeder

Scourged Feeders are the most common breed of Superhuman Scourged zombie, more powerful, intelligent and aggressive versions of the pitiful Pulped zombie hordes. Scourged Feeders are known for their speed and ferocity. They are fiercely territorial, slaughtering other Feeders that enter their territory, but accept the brainless worship of Scourged Pulp zombies sharing their hunting range. Typically, a single Feeder controls a small pack of Pulp, with the more aggressive Feeders deferring to Behemoths and Lancers, or taking orders from any Dogmaster who can out-brawl one.

Scourged Feeders resemble rotting corpses, but as they decay, their skins harden into something approaching chitin. Their bodies are covered with hundreds of gory but slowly healing wounds. Though Scourged Feeders are undead, they retain the ability to regenerate damage in imitation of a true life form. Scourged Feeders who survive serious wounds wear their scars angrily, and will remember who caused them pain and seek vengeance.

Acquiring the Template: Any humanoid, monstrous humanoid, giant or dragon killed by the Scourge virus rises in 1d6 minutes as a Scourged Feeder. Scourged Feeders are the most common form of Scourged metahumans.

Type: A Scourged Feeder zombie's type changes to undead. It gains all common undead immunities.

Hit Dice: A Scourged Feeder zombie's existing Hit Dice change to D12. Assume the Scourged zombie's first HD gave it maximum HP.



Ability Score Modifiers: +2 STR, +2 DEX, No Con Score, -4 INT, -4 CHA. A Feeder's mental ability scores cannot be lowered beyond 3.

Base Land Speed: Scourged Feeder Zombies are faster than ordinary humans. Increase the creature's base land speed by +10 ft.

Enhanced Senses: Scourged Feeders gain lowlight vision.

Dead Flesh (EX): Scourged zombies suffer only half damage from piercing or bludgeoning weapons. Gross physical trauma doesn't have the same effect on the undead that would on a living humanoid.

Infectious (EX): Scourged saliva and sweat contains the more powerful Scourge virus. Scourged Feeders gain a bite attack which inflicts 1d6 + ½ STR modifier points of slashing damage as a secondary natural attack form. Anyone bitten by a Feeder risks contracting Scourge.

Natural Armor (EX): A Scourged Feeder's thickened, rapidly healing hide gives it a +2 natural armor bonus.

Slow Regeneration (EX): Scourged Feeders recover from hit point damage at the same rate as a living human. Scourged can speed their regeneration by feeding: a Scourged Feeder who has eaten at least 10 HD worth of living creatures within the last 24 hours (either one powerful creature or many weaker ones) recovers from HP damage at twice the normal rate.

Almost Indestructible (EX): Scourged Feeders are difficult to permanently eradicate. Merely reducing one to 0 HP or below does not destroy it. Instead, the Scourged Feeder enters a death-like coma, where it recovers one HP every hour until it is restored to a positive HP total. Scourged Feeders are destroyed at -10 HP or less.

Challenge Rating: +2
Level Adjustment: +1

Scourged Lancer

Scourged Lancers are the unquestioned Alphas of the zombie hordes. More intelligent, more aggressive and faster than lesser undead, they retain the most of what they once were. Scourged Lancers understand tactics, see through the tricks human survivors use to defend themselves, and command vast armies of Pulped Zombies using their cowardly Dogmaster underlings. The ambition and innovation of humanity is lost, though. Scourged Lancers are dedicated to murder and devastation, and walk laughing through the ruins of humanity's city. They exist only to feed, and use their exalted place in the pack order to ensure they get the lion's share of food. Scourged Lancers have a slightly greater capability for long term planning than others of their kind: they envision vast breeding farms cultivating submissive human cattle where most zombies can't see potential other than a quick meal in humanity.

As a Scourged Lancer decays, his or her skin rots unevenly, sloughing off to reveal new, almost scaly tissue beneath. Symmetrical pustules on the face, shoulders, chest and abdomen pulse with rancid yellow pus. When these boils rupture, they release powerful electro-chemical energy lances, giving the monsters their name. Lancers display their rotting and transformed bodies proudly, and force other, lesser Scourged into acts of sexual obeisance to assert their dominance.

Acquiring the Template: Any humanoid, monstrous humanoid, giant or dragon with INT and HA scores of 13+ who perishes due to the Scourge virus may become a Scourged Lancer. Scourged Lancers arise from the carcasses of the mortals they once were within 1d6 hours of their death. Other, lesser zombies cluster reverently around a gestating Lancer, waiting for the birth of their master.

Type: A Scourged Lancers zombie's type changes to undead. It gains all common undead immunities with one exception. Scourged Lancers retain much of their personality and intellect after death, and remain vulnerable to mind-influencing effects.





Hit Dice: A Scourged Lancer zombie's existing Hit Dice change to D12. Assume the Scourged zombie's first HD gave it maximum HP.

Ability Score Modifiers: +6 DEX, +2 to all other ability scores, No CON score. Lancers come through the transformation from human to lifeless monster remarkably well.

Enhanced Senses: Scourged Lancers gain Darkvision with a 60 ft range.

Feats: Scourged Lancers gain Point Blank Shot as a bonus feat.

Dead Flesh (EX):

Scourged zombies suffer only half damage from piercing or bludgeoning weapons. Gross physical trauma doesn't have the same effect on the undead that would on a living humanoid.

Infectious (EX): Scourged saliva and sweat contains the more powerful Scourge virus. Scourged Lancers gain a bite attack which inflicts $1d6 + \frac{1}{2}$ STR modifier points of slashing damage as a secondary natural attack form. Anyone bitten by a Lancer or damaged by its Pus Lance risks contracting Scourge.

Pus Lance (EX): Each of the pustules marking the Lancer's body contains enough electro-chemical energy to fire a single laser-like weapon. Pus Lances have a 30 ft range increment and inflicts 2d8 points of fire damage on a successful hit. Creatures struck by the Pus Lance's discharge risk contracting the Scourge Virus.

The Lancer may fire up to 4 Pus Lances as a single attack action, either all at the same target or at up to 4 different targets, none of which can be

more than 10 ft apart. Each time a Scourged Lancer fires a Pus Lance, that creature suffers 1 HP worth of damage, as its skin shreds and boils near the discharge site.

A Lancer has maximum of 3d20 pustules when an encounter begins. Once discharged, one pustule reforms per hour until the Lancer's full complement of pus lances is back on line.

Slow Regeneration (EX): Scourged Lancers recover from hit point damage at the same rate as a living human. Scourged can speed their regeneration by feeding: a Scourged Lancer who has eaten at least 10 HD worth of living creatures within the last 24 hours (either one powerful creature or many weaker ones) recovers from HP damage at twice the normal rate.

Challenge Rating: +5
Level Adjustment: +5



Infected Reality

The collapse of society happens with shocking speed. Less than 48 hours after the into epidemic, North American civilization is gone. What follows is a brief timeline showing how Psi-Watch reality collapses after the Scourge Plague is unleashed, unless your heroes somehow stop the carnage or find a cure.

Day 0- Day 1: The *Menagerie of Lilith's Teeth* crashes outside St. Paul, MN. Within hours, the city and eventually the state are over run. Detroit's huge mutant population is forced to mobilize, fighting to stay alive and somehow escape the death zone. Within hours, most of Detroit's mutant population is overwhelmed and infected, becoming new and extraordinarily powerful new Behemtoths and Lancers for the Horde.

Detroit's small and deeply hidden Blooded Ghost community, of which Detroit PSI-SWAT officer Esmeralda Karnes is a member, realizes that the newly named Scourge Virus is itself a Blooded Ghost bio-weapon and that their species is immune to infection. Realizing her state is lost, Karnes and a handful of other Blooded Ghost survivors, along with a few uninfected mutants, are teleported aboard Bradbury Station to plan a counter offensive.

America is placed under quarantine by the rest of the world. American airtravellers- infected or not- are executed and their bodies burned upon touch down. Some countries begin shooting down American jets rather than letting them land.

Day 2: Hoping to slow the diseases's spread, Psi-Watch authorizes the sustained atomic bombing of the state of Minnesota. The worst of the Scourged had already left the nest though, taking over neighboring Michigan.

The CEO of the weapons design firm Metamorphosis North, the cold and selfish Elizabeth Vose makes contact with the more intelligent Scourged. She offers them her company's weapons, its protection and access to MN's secret dimen-



sional travel capabilities in exchange for conversion into a Lancer and command of her own pack. The zombies agree, and after Vose rises as an abomination, they spread the Scourge virus to at least three unprepared, Victorian-era alternate Earths.

Day 3: Washington DC is lost and the President and most of the Cabinet are believed killed in action. Lead by Vose's army of mutant Scourges, some of whom were former Psi-Watch and Puzzle Ops operatives, a horde of zombies swarms the Clarke Island facility in Virginia. Puzzle Ops is destroyed, though many of its operatives are able to escape through the oceanic deployment tubes before the base is overrun.

Psi-Watch takes in the survivors, and becomes the last remnant of American government.

The first Scourge outbreaks in Asia, the Middle East and Europe are reported. Except for a handful of isolated outbreaks, Australia and some of Africa remains clean. Psi-Watch begins teleporting uninfected survivors to hastily arranged African and Australian resettlement camps.

Day 4 - Day 7: The Republic of Cebary reports the first cases of Scourge among its huge mutant slave population. Terrified, the ruling council authorizes the complete annihilation of the mutant species on the island, hoping that will quell the outbreak. Nearly 11 million mutants are wiped out over the next 72 hours.

Day 8: The first assault on the Psi-Watch orbital platform begins. The zombie horde is fought off, at great cost to the defenders. Desperate for aid, Psi-Watch allies itself with the Republic of Cebary, hoping to use its "Watchtower" war-mecha to combat the Scourged threat.

Day 10: All contact with Japan is lost.

Day 12: The Culture's "Maidens of Vigilant Genocide" chapterhouse is annihilated by Vose's pack. Vose personally destroys the bodies of the slain Culture warriors so they will not rise as undead.

With her old score with her birth-species settled, Vose approaches Genevieve Tereskova, Brilliance of the terrorist Huxley Emergence with the same offer she herself made with the Scourged. Reluctantly, Tereskova becomes a Scourged Lancer and most of the Huxley Emergence becomes either Dogmasters or Lancers in turn. Vose's combined pack is the most powerful Scourged faction.

Day 13: A Psi-Watch lead strike into infected America ends in disaster. The decision is made to carpet bomb North America with nuclear weapons. Correctly guessing what is to come, Vose abandons America, moving her zombie troops into South America. The horde besieges the previously untouched Land of White Jaguars, which had become a sanctuary for uninfected feral mutants and humans alike.

Day 14: North America is rendered incapable of sustaining life by the impact of over 2,500 high yield warheads.

Day 15: The Land of White Jaguars falls. Using the land's Yahn crystal deposits and Metamorphosis North technology, Vose sends some of her most powerful minions to alternate realities, including the reality-version of Otherverse America the Land's deposed queen, Bubastis Black, hailed from. Vose exiles her most powerful supporters to other realities rather than risk them becoming a challenge to her authority. Driven with hunger and lust to spread the Scourge virus, her infected generals gladly agree.

Day 17: The Republic of Cebary falls. The last members of the ruling council detonate a previously unknown doomsday weapon beneath the capital city. The southern tip of Africa breaks off and falls into the ocean. A huge new volcanic range emerges where the slave-nation once stood. Tsunamis and earthquakes rock the Indian Ocean and Pacific Rim, killing millions of zombies and uninfected alike.

Day 22: The Psi-Watch orbital platform finally falls to the assault of Vose's superhuman predators.

Bradbury Station is able to make a controlled crash in the Australian outback, leaving some systems intact and a few Psi-Watch agents alive after impact.

Day 26: All life is believed to be expunged from China and India.

Day 29: The Scourged Behemoths clinging to the underside of Bradbury Station's hull as it fell complete their mission: infecting the Australian refugee camps. The last human survivors retreat into the Outback, where the last remaining superheroes are busy converting the remains of Bradbury Station into a fortress.

Day 31: Psi-Watch's last remaining officers realize the battle is already lost in the present. As they prepare for the last assault, Psi-Watch scientist use recovered Watch-tower and Culture technology to open a short-lived time window. Small squads of Time Crossers jump into the past, in hopes of preventing the zombie holocaust.

Day 33: Psi-Watch falls.

Day 35: With no human remaining to send the signal countermanding the detonation, the last systems aboard Bradbury Station do as they were programmed to do. The station's teleportation system *slides* ½ ton of anti-matter directly into Earth's core.

Earth dies.

A handful of the most powerful Scourged remaining in this reality survive.



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