



Due to a lab accident in a remote TYPHON research facility, a small town is infected with a virus that causes sudden and drastic mutations in the town's inhabitants. The team must go in, contain the situation, and recover any notes or destroy leftovers from TYPHON's research.

THE MISSION

The small rural community of Necedah, Wisconsin, was home to a research facility which the SPEAR suspected may have had connections to TYPHON. This facility operated under the cover of a cosmetics testing laboratory called Personal Care Products until two days ago, when a sudden containment breach in one of the labs caused the facility to be evacuated. Within twelve hours of the evacuation, the town's residents began flooding the local hospital, exhibiting bizarre symptoms including unidentifiable boils, growths, and lesions.

Fortunately, Aldus Oxford, an agent of the SPEAR's Intelligence division was working toward infiltrating Personal Care Products and was present at the start of the outbreak. Suspecting that these symptoms were tied to some form of TYPHON biotech research, Oxford sent a preliminary report to the SPEAR about the situation. Unfortunately, Oxford has not been heard from since requesting assistance.

Given the lack of available information, the agents are tasked with the following:

- Discover the nature of the threat presented by the Necedah Outbreak, sanitize the area if necessary.
- Discover the location and state of Agent Oxford. If possible, rescue him.
- Gather all notes and information on TYPHON's work from Personal Care Products.

LOCATIONS

Necedah, Wisconsin is a small town with a population of approximately 900. When the outbreak first hit, about 60 residents were infected. While the majority of them went to the hospital for treatment, a few stragglers stayed home for various reasons (underestimation of symptoms, no insurance; Necedah is not a wealthy town, with the median income being well below the national poverty line).

When the first infected started to show abnormalities, the local authorities, bribed by TYPHON, quarantined the city in order to buy some time and keep meddlers away, in the hope that they could deal with the situation before the CDC and the federal authorities stepped in. Unfortunately, they were quickly overrun

OUTBREAK

BY TRAVIS LEGGE

A One-Sheet Adventure for *Titan Effect* RPG

or infected themselves and the situation went totally out of control. On top of this, TransHelix shut down all communications to and from the city.

By the time the operatives arrive at Necedah, the city has been torn up. It looks like a riot has taken place: several cars are flipped over, vehicles and buildings are burning throughout the downtown area. A dozen infected are wandering in the city center when the operatives arrive. Depending on whether the operatives try to remain undetected or attack them, other infected in the city might be attracted by the noise.

JAYCE'S GENERAL STORE

About 100 of the town's residents have hunkered down in the general store in the center of town. They have managed to barricade themselves inside and have fought off a couple of waves of the infected. About thirty of the townsfolk are armed, but have nearly run out of ammo, having only 15 rounds between them all. These are everyday folks with no experience in dealing with eugenics threats. The fact that they have survived is remarkable. The party will need to decide the best way to deal with these survivors.

PERSONAL CARE PRODUCTS

The Personal Care Products facility is open and the inside is trashed. Approximately a dozen infected are wandering inside the facility, wreaking havoc and destroying equipment and furniture. The laboratory contains a broken canister and the corpse of a heavily altered infected. A successful Notice roll indicates that this hyper-infected smashed the canister in a fit of rage. The inside of the canister is covered in a sickly green film which is exuding a noxious odor. Use **Contracting Diseases, Airborne** (see *Savage Worlds* core rules), for any operatives who enter the room without breathing protection. Once infected and after 1d6 hours, the operative starts suffering lesions and he starts to show signs of aggressivity and will attack anyone he sees, including his teammates. The only way to contain the virus is to activate the UVC lights in the lab (Knowledge (Computers)).

After the party has been in the laboratory for a few minutes, Agent Oxford drops out of the ceiling and begins attacking everyone in the area. Agent Oxford is heavily mutated and beyond reason. He will fight to the death. Characters who succeed on a Notice check realize that Agent Oxford is fighting to try and keep the party away from the canister.

If the party further investigates the facility, they will find a server room which holds data on the TYPHON's experiment to

weaponize a new strain of the SOMA virus. The data is intact and can be copied with enough time, and access to storage equipment. Alternatively, the party could simply take the server and sift through the data later.

CONCLUSION

Once the infected have been put down or incapacitated and the canister disposed of, the party will need to figure out what they will do about the townsfolk. The outbreak in Necedah represents a very difficult predicament and an intense moral quandary. How will the agents react? How will they face this challenge? If the operatives notify their unit about the situation, the SPEAR will send helicopters to recover the survivors. They will be treated, but their memory will be completely erased.

With TYPHON's data, the SPEAR Research division will be able to produce quickly an antiviral to reverse the effects of SOMA on those who have been slightly infected. Oxford's state is too advanced to hope saving him. If the operatives manage to capture him, he will die shortly from a cancer caused by his mutations.

NPCS

INFECTED

The infected have developed various tumors and reptilian features, due to the exposure to the SOMA virus. Hideous to behold, these poor souls are largely incapable of reason or higher thought as they are driven by pain, fear and agony.

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

Skills: Athletics d4, Fighting d6, Notice d4, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bites/Claws:** Str+d6
- **Wall Walker:** Oxford can adhere and move at his full Pace on any surface.

AGENT OXFORD

Agent Oxford was the SPEAR's Intelligence operative in Necedah. When the evacuation began, he ran into the facility, hoping to locate and contain the problem. His heroism was rewarded with mutation and madness. Unlike the other infected, Oxford had a direct exposure to the virus and the effects have been amplified. He is twisted and broken by his mutation, barely recognizable as once human. His mind has been reduced to an animal state and he treats everyone who isn't infected as a threat.

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

Skills: Athletics d6, Driving d6, Fighting d8, Investigation d6, Knowledge (Computers) d6, Notice d6, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: —

Edges: Combat Reflexes

Gear: None

Special Abilities:

- **Armor +2:** Most of Oxford's skin has been replaced by strong reptilian scales.
- **Bites/Claws:** Str+d6
- **Chameleon:** Oxford can change his skin colour to blend with his surroundings. If he moves at half his Pace or less, he gains +4 to Stealth rolls, or +2 if he moves up to his Pace.
- **Wall Walker:** Oxford can adhere and move at his full Pace on any surface.

Super Powers (ESP):

- **Awareness (3):** Extrasensory perception.
- **Aura Reading (2):** True sight.
- **Danger Sense (2):** Extrasensory perception.
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).



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