

Fungus©1997
By Michael C. LaBossiere
Ontologist@aol.com
Call of Cthulhu

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Introduction

This adventure pits the intrepid investigators against a non-mythos menace in the 1990s. Construction workers building a resort on a remote tropical island encounter a horrible fungus which spells doom for them and possibly the investigators as well.

This adventure can be modified by the Keeper to fit into different times and places, such as the 1920s.

Keeper's Background

The earth produces many strange life forms. For example, there is a real fungus that infects certain ants. This fungus is truly odd in that the fungus will apparently cause the ant to climb a plant. Once the ant reaches a suitable leaf, the ant will die from the infection and the fungus will grow out of the ant's head and spread its spores.

Unfortunately, this fungus is not unique in its unusual parasitism. Untold eons ago, a mutant fungus appeared. This fungus infected higher life forms, such as mammals and birds, and somehow evolved in such a way that it could literally take control over a living thing's nervous system. An infected organism would be forced to seek a damp and shadowy place in which the fungus would continue to grow, protected by its host. The host would gradually be consumed and the fungus would wait for another host to contact the body of fungus.

This terrible fungus might have become a serious threat to living things around the world, but fortunately the fungus spores died quickly when they dried out or when exposed to direct sunlight or large amounts of salt, such as that in sea water. Thus, the fungus remained on the island where it evolved, plaguing only the unfortunate native animals and the occasional visitor.

Humans from other Pacific islands eventually found the island and a number of people settled on the island. One of the people came across a fungal body in the

stream on the island. The fungal infection quickly spread among the people. Some of the islanders, who had been on an extensive expedition, returned in time to see their fellows reduced to hideous, dying mounds of fungus infected flesh. These islanders fled and warned others. Since that time, the island has had an evil reputation among the island people and it has been accordingly shunned.

Years and years after the last people fled the island Spetalzein Inc., a large and fairly secretive multinational, acquired the rights to build a resort on the island. Spetalzein owns a successful and popular cruise line and the company intended to sell package cruises to their resort. Unfortunately for the company, things did not work out as planned.

Initially all went well. Using surplus military equipment workers landed bulldozers and other heavy equipment and cleared out an area on the eastern part of the island. A dock was soon constructed and materials were brought in. Then, an assistant vice president from Spetalzein brought his young girlfriend to the island to impress her. The two of them went swimming in the small pond in the volcano's cone. The young woman stepped on a crust of fungus and broke through the crust. The woman and the man were both infected by the fungus, which also spread into the stream and went down into the construction site, infecting several of the workers.

The infection soon spread to all the workers, who soon became so infected that all thoughts of escape left their minds. Only the foreman, who was among the last to be infected, managed to send off a somewhat incoherent message warning others of the danger.

Getting the Players Involved

The investigators will be hired by Spetalzein to find out what has happened on the island. The hiring process will begin with a phone call from a man called Mr. Knowles. Knowles will inform the investigators that he has a special employment opportunity for them and that if they are interested, they should meet him for lunch at the Indignant Gecko, a popular bar/restaurant.

If the investigators agree, Mr. Knowles (who is a carefully nondescript man who dresses in a plain blue suit) will say the following:

“Your special skills and ability to handle troublesome situations have been brought to the attention of my employers. They wish to hire you to investigate a particular situation and take steps as necessary to correct said situation.”

If the investigators agree, they will finish their lunch and he will call for a large limo. He will brief the investigators while driving them to the airport.

The main points of his briefing are as follows: His employers have acquired construction rights on a small Pacific island. The land clearing and the construction went well, although some human remains were found in the construction site. These remains were carefully preserved and transported to a university for study. The site was examined by archaeologists and found to have no real archeological merit and construction continued.

After several weeks, an assistant vice president went to the island on a fact finding tour. Shortly after his arrival, an odd radio transmission was received:

“Stay...stay away...something on our skins...in our throats...on our

eyes...euphoria...drugged...eating flesh...Disease!...Disease! For the love of God, stay away!...urk...urk...arrrrr..."

After that transmission, which was received six hours ago, nothing more was heard. Knowles will provide the investigators with a map of the island, tell them that transportation will be provided as well as any needed equipment. He will then give them an opportunity to ask questions on the way to the airport. Knowles will tell them all he knows, but will not reveal his employer's identity. Naturally, he knows nothing about what is really happening on the island.

If Knowles is asked why some government agency is not being brought in, Knowles will explain that his employer intends to develop the island as a resort site and that the investigation is something that would best be handled quietly and privately. If the investigators ask about pay, Knowles will offer them a reasonable and generous sum of money (roughly three months pay for each investigator). If the investigators ask if anyone else will be going with them, Knowles will tell them that two company representatives, an infectious disease specialist and the crew of the seaplane that is to transport them will be part of the team. If the investigators ask about the travel arrangements, they will be told they will be flown to an island in the Pacific by jet and then flown to the island by seaplane.

Investigation

Since the investigators will be taken right to the airport after they are hired, they will have little time for investigation. However, they will meet Dr. Ann Lee and Dr. Kevin Sejek when they land in the Pacific.

Spetalzein turned the bones over to Dr. Lee, an anthropologist at the university of Hawaii. Lee at first thought that the bones were unremarkable and turned them over to a graduate student. The graduate student examined the bones carefully and found odd markings on the bone. He gave a sample to a friend who is a graduate student in biology and this student determined that the bones had been eaten away in places by something. He also found traces of an unknown fungus. This student showed these samples to his advisor, Dr. Kevin Sejek. Dr. Sejek realized that the fungus was an entirely new species and became very excited. He also realized that the fungus could be extremely dangerous. He contacted Dr. Lee and informed her of his findings. She contacted Spetalzein. By this time the trouble had occurred on the island. Spetalzein decided to bring Dr. Lee and Dr. Sejek in as part of the team going to the island.

The investigators will have six hours to talk to Dr. Lee and Dr. Sejek before they reach the island. They have the following useful information to impart: Dr. Lee knows that there are several small islands that are considered to be cursed or haunted. One such tale tells of a terrible monster that "eats of the skin" which destroyed an entire village. According to this myth, the villagers disturbed the monster in a "small pool of decay" and it consumed them. The legend of which she speaks is based on what happened on the very same island all those years ago.

Dr. Sejek will be able to tell the investigators that the bones he examined appeared to have been "eaten" by an unknown fungus. The chemical traces he was able to examine indicated that the fungus is new to science and the damage to the bone suggested to him that the person was still alive when the fungus began

“eating” his bones.

Along with the two professors, there will be the two company representatives (William Malloy and Heidi Lin), the doctor (Karl Sturbach), and the crew of the sea plane (Bob DeSantis and Sam Beck). The representatives will have little to say, but will be able to tell the investigators all they want to know about the layout of the island and the plans. If the investigators ask, the representatives say that they are coming along to make sure that everything runs smoothly and in accord with company policy.

The doctor will be more willing to talk. He will say that he was hired, just as the investigators were, and that he was given the same briefing as them. Some of what he says is, however, not true. Sturbach works for Spetalzein and has handled some rather sensitive problem for them in the past.

The crew of the seaplane work for a transportation company which is owned by Spetalzein (although they do not know this). The crew will say that they have been “hired to fly you in and out and that’s that.”

Maps

The maps detail the areas where the adventure takes place.

The Island

The island is located deep in the Pacific and is one of the many small islands that dot that great body of water. Like many of the islands of that region, it arose from the sea due to volcanic activity.

The island is relatively small, but does sustain a fairly extensive array of life, including some animals that humans brought with them (such as pigs). The island is beautiful, but is not otherwise remarkable (with the exception of the deadly fungus, of course).

The island is ringed by a coral reef, which requires that smaller boats be used to reach the shore. A small passenger ship is anchored off the island. The ship was used to transport the workers to the island and, unlike the cargo ships, it remained in case of a storm or other problem. There are no people on the ship, but there are no signs of any struggle or any disaster. The ship appears to have simply been left at anchor while the crew went ashore (staying aboard a ship at anchor is very boring).

There is a newly constructed dock on the southeast part of the island. There are loading cranes and crates on the dock and many small craft are moored to it. All the small craft are in good condition.

1. **Construction Site:** The construction site consists of a large area of cleared land, several foundations, and two modular housing units. The construction site is detailed in its own map.

2. **Volcano Cone:** The volcano cone holds a small pond which is where the fungus originated. The cone is detailed below.

Construction Site

The construction site appears to be deserted of human life. There are four

foundations in the main area, two modular housing units, and a small artificial pond. There are several construction vehicles in the area, some of which appear to have run out of gas.

1. Housing: The housing units were used by the workers and they contain bunks, a kitchen, showers, a generator, and so forth. In the office there is a radio which is still on. The microphone is smeared with dried up (and harmless fungus) and the walls are marked with fungus stains in the shape of hand prints.

The modular housing contains the workers few personal effects and two 12 gauge shotguns (with forty shells). The guns were brought in case the island had a population of wild pigs.

The housing will reveal that there were twenty people housed there.

2. Pool: The pool is clearly artificial as its banks are made out of concrete. There are boards, metal pipes, tarps and other building material piled up over one end of the pond. Some of the infected workers piled up the materials to protect them from the sun. There are a dozen workers lying in the water under the debris. Since sunlight is painful to them (the fungus hurts them if they go into the sun) they will stay hidden until night and go looking for other people to infect when the sun goes down).

Volcano Cone

The volcano cone has a pond of water at its bottom. Gasses leak up through the pond, causing it to bubble slightly. The water is reasonably fresh from the regular rains, but is slightly murky. The bottom is covered with what appear to be crusty black rocks. These “rocks” are actually fungus nodules and breaking them open will expose the living (and infectious) fungus within.

Near the pond are clothes that belonged to Alicia Hunt and assistant vice president Russ Hemeck (the clothes can be identified because Hunt’s purse and Hemeck’s wallet are still there). Hunt and Hemeck are in the pool, laying under and outcropping of volcanic rock. They will attack anyone who comes into the pool.

Action

The following sections detail the suggested action that is to take place during the adventure.

Arrival

The journey to the island will be uneventful. If the investigators ask, the pilot will be willing to do a fly over of the island. During the fly over, the investigators will be able to see the foundations, the equipment and such. However, they will not see any signs of people. If the investigators try the radio, they will receive no reply.

After a couple passes, the pilot will set the seaplane down near the dock. The plane has a shallow enough draft to allow it to get fairly close to the dock. The plane has two large rubber rafts on board which can be inflated and used to take the team to the dock.

Body on the Beach

When the team arrives at the dock, they will see a grim sight: washed up on the beach is the face down body of a man. The body was Ted Fender, one of the aides to the assistant vice-president. The body is wearing a suit and has a wallet (with a driver's license) in the pants' pocket. The body has marks all over it that look similar to acid scarring. The marks were caused by the fungus, which produced an acidic chemical to "punish" the host. Fender was infected by the fungus, but was allergic to the euphoria producing compound the fungus generated. In horrible pain, Fender threw himself into the sea. The fungus on his skin was dissolved by the water. If the doctor and the biologist examine the body carefully, which they will want to do, they will be able to determine that Fender died from drowning and that he had been infected with a fungus identical to that found on the bones that were dug up on the island. If given some time for testing, the biologist will be able to determine that the fungus was apparently dissolved by exposure to salt water, which will give the investigators a weapon against the fungus.

The Construction Site

The construction site is described above. During the day, the twelve infected humans will remain hidden under the debris. If the investigators disturb them, the infected humans will attack them. If the investigators do not check the debris, the infected humans will remain there until nightfall. When the sun sets, they will come forth and attack any available humans. They will also stagger about, looking for food. They will also sometimes do things that they did when they were "normal." For example, some of them might drag around tools, while others might climb in and out of the vehicles.

The Keeper should do his best to make the construction site seem disturbingly empty, as if the people just vanished during the middle of work. The activities and attacks of the infected humans should be calculated to strike horror into the hearts of the investigators.

The Keeper might wish to put off the encounter between the investigators and the infected humans for a short while, so as to allow the tension to build. Since there is no reason to suspect that anyone would actually be under the debris in the pool (the Keeper should be careful to not draw attention to the pool) this should be easy enough to do.

The Cone

While it is not likely that the investigators will go to the cone, they might decide to do so. The cone is a dangerous place to be since there are two infected humans there and the pool in the cone is full of fungal nodules. If the investigators go to the cone, they will be attacked. If they enter the pond, they stand a good chance of becoming infected.

The Jungle

A dozen of the infected humans fled into the jungle, where they lurk in damp and dark areas. These infected humans will be moving about in the darker parts of the jungle, looking for food or simply wandering. They will, of course, attack any

animal or person they see. If the investigators journey into the jungle, the Keeper should arrange a few attacks on them. Infected humans will be attracted by noise, so if the investigators are loud, the infected humans will be drawn to them. Noises of combat will also attract infected humans.

Conclusion

The adventure ends when the investigators solve the problem, flee, or die. If the investigators die, another team will be brought in to deal with the problem. If the investigators flee, they will (at best) receive a very reduced payment. At the Keeper's discretion, they might be given the opportunity to return with another team. If the investigators flee, the Keeper might chose to penalize them with a 1D3 Sanity Loss.

Solving the problem involves dealing with the infected humans and the fungus. Killing all the infected humans and disposing of the bodies properly will count as a success. In this case, the investigators should receive a 1D3 Sanity Point reward. The company will pay the investigators the agreed upon fee. The investigators will also impress the company with their success, which can lead to other employment opportunities in the future.

The company has invested a great deal of money into the island and they will not want to have spent this money in vain. Unfortunately, the fungus (like any fungus) will prove very difficult to eradicate. Unless the Keeper wishes to portray the company as stupidly villainous, the company will write off the island investment as a loss and then get a tax break by turning the island over to the university for its research into the fungus.

If the investigators attempt to blackmail the company, the company will counter sue them. Unless the investigators are able to fake evidence to prove that the company was guilty of negligence or that the company intended to infect people, the investigators will end up in jail. The company is a legitimate business with a large and powerful legal department, so it will not resort to violence against the investigators.

NPCs

Dr. Ann Lee, Anthropologist.

STR: 11 CON: 7 SIZ: 11 INT: 14 POW: 15 DEX:8 APP:8 EDU: 17 SAN: 75 HP: 9 DB: 0
Important Skills: Archeology 15%, Anthropology 65%, Fast Talk 34%, First Aid 41%, History 45%, Library Use: 65%, Natural History 35%, Navigate 25%, Occult 45%, Pharmacy 10%, Spot Hidden 35%

Weapons: None

Description: Dr. Lee is a professor at the University of Hawaii. She is of average size, has brown hair and wears thick glasses. She favors jeans and work shirts when in the field. She is a recognized expert in anthropology with a specialization in Pacific island cultures. Dr. Lee has spent an extensive amount of time in the field and has some experience in dangerous situations. Dr. Lee is very concerned with her own life and her career and she will be primarily concerned with surviving and escaping from the horror of the island.

Dr. Kevin Sejek, Biologist.

STR: 5 CON 11: SIZ: 8 INT: 12 POW: 12 DEX: 9 APP: 14 EDU: 18 SAN: 70 HP: 10 DB: -1D4

Important Skills: Biology 75%, Chemistry 35%, Electrical Repair 25%, History 35%, Mechanical Repair 35%, Operate Heavy Machinery 36%, Pharmacy 15%, Rifle 39%, Handgun 35%, Machine Gun 34%

Weapons: None

Description: Dr. Sejek is fairly old and is currently a professor of biology at the University of Hawaii. He has gray hair and wears wire rim glasses. He wears slacks and sweaters, even in warm weather. He is a small and frail man, but still remembers what he learned during the Korean war as a tank crew member. Dr. Sejek is a bit too old to get involved in dangerous activities, but he will be both fascinated and horrified by the fungus. He will want to study it, but will not risk his life or the lives of others to do so.

William Malloy , Corporate representative (troubleshooter).

STR: 18 CON: 17 SIZ: 14 INT: 15 POW: 10 DEX: 13 APP: 7 EDU: 12 SAN: 50 HP: 16 DB: +1D4

Important Skills: Art (painting) 25%, Climb 47%, Conceal 35%, Dodge 43%, Fast Talk 20%, First Aid 50%, Hide 25%, Jump 30%, Listen 45%, Martial Arts 35%, Persuade 25%, Sneak 45%, Spot Hidden 47%, Handgun 60%, Rifle 45%, Shotgun 55%, Punch 70%, Kick 50%, Grapple 45%, Submachinegun 43%

Weapons: 9mm Automatic Damage 1D10 Range 20 yards Attacks 3 Shots 15 HP 8 Mal 99

Description: Malloy is an obviously fit man with short black hair and blue eyes. He dresses in a three piece suit, with his pistol concealed under the jacket. He works for Spetalzein as a "trouble shooter" for the company. Malloy's assignment is to protect the interests of Spetalzein using any means necessary. Malloy will pretend to be a corporate flunky who is simply there to observe. Since the fungus threatens Spetalzein's plans for the island, he will cooperate fully in any sensible plans aimed

at destroying the fungus.

Heidi Lin , Corporate representative (lawyer).

STR: 12 CON: 15 SIZ: 10 INT: 13 POW: 16 DEX: 8 APP: 10 EDU: 16 SAN: 80 HP: 13
DB: 0

Important Skills: Accounting 17%, Fast Talk 63%, Law 71%, Library Use 45%, Latin 10%, Persuade 55%, Psychology 29%

Weapons: None

Description: Lin is an average woman who has long black hair and brown eyes. She wears a woman's business suit and carries a brief case. She works for Spetalzein and her assignment is to protect Spetalzein's interests through legal means. She hopes to be able to handle any legal situation relating to the island (such as law suits) so that they end in Spetalzein's advantage. Lin will be worried about the fungus, but primarily because of the possibility of law suits against Spetalzein. She will do her best to get the investigative team to declare that the disaster was in no way the fault of Spetalzein (which is actually true). Lin is a sharp and ruthless lawyer who is loyal to Spetalzein and will act accordingly.

Karl Sturmbach , Doctor.

STR: 10 CON: 10 SIZ: 11 INT: 16 POW: 10 DEX: 10 APP: 8 EDU: 19 SAN: 50 HP: 11
DB: 0

Important Skills: Anthropology 12%, Biology 59%, Chemistry 35%, Fast Talk 19%, First Aid 82%, Law 15%, Library Use 55%, Medicine 89%, Latin 15%, German 95%, English 60%, Pharmacy 55%, Psychology 24%, Handgun 35%

Weapons: .38 Special Damage 1D10 Range 15 yards Attacks 2 Shots 6 HP 10 Mal 00

Description: Sturmbach is a German doctor. He has thinning blond hair and a small moustache. He is fairly old, but is in reasonably good shape. Sturmbach is an expert on infectious diseases and has been sent by Spetalzein to the island because of what the foreman said over the radio. Sturmbach is a loyal employee to the company, but he is also a dedicated doctor. His main concerns will be protecting the interests of Spetalzein and protecting humanity from the fungus. He carries a small .38 revolver in his medical kit.

Bob DeSantis , Pilot.

STR: 11 CON: 9 SIZ: 15 INT: 11 POW: 14 DEX: 16 APP: 10 EDU: 14 SAN: 70 HP: 12
DB: +1d4

Important Skills: Astronomy 4%, Electrical Repair 45%, Fast Talk 35%, First Aid 40%, Listen 34%, Mechanical Repair 45%, Navigate 55%, Pilot 65%, Spot Hidden 35%, Handgun 47%

Weapons: .45 Automatic Damage 1D10+2 Range 15 yards Attacks 1 Shots 7 HP 8
Mal 00

Description: Desantis is a middle-aged, ex-military pilot. He has brown hair and brown eyes. He is a skilled pilot and has been hired to fly the team to and from the island. He does have a sense of adventure, but has learned to curb it. His primary concern will be staying alive. If he is terrified enough, he might decide to flee the island.

Sam Beck , Co-Pilot.

STR: 11 CON:14 SIZ: 17 INT: 10 POW: 8 DEX: 14 APP: 11 EDU: 14 SAN: 45 HP: 16

DB: +1d4

**Important Skills:Electrical Repair 65%, Listen 38%, Mechanical Repair 55%,
Navigate 45%, Pilot 55%, Knife 50%**

Weapons: Survival Knife Damage 1D4+2+db HP 15

**Description: Beck is a middle-aged man who is going bald. He always wears a
baseball cap to conceal this. Beck served in the military with DeSantis and now
works with him as a co-pilot. Beck is more likely to panic than DeSantis. While Beck
might abandon the team, he would never leave DeSantis.**

Creatures

The Fungus

As noted above, the fungus evolved on this island as sort of a freak of nature. Like the fungus that infects certain ants, this fungus infects living things and literally takes control of them.

After contact occurs, the fungus spreads rapidly across the skin and into the mucous membranes of the host. The fungus produces a potent chemical which severely impedes (the host loses 1 point of INT and EDU every ten minutes) the host's mental faculties, creating a euphoric state and near paralysis. A significant amount of the fungus or its spores will act as a potency 16 poison (causes paralysis but not death). The chemical is so potent that within a few hours of infection the host will be effectively lobotomized. At that point, the fungus will have severely infected the host and the paralysis effect will wear off, allowing the nearly mindless host to move about. The fungus will continue to spread and "eat" the host. During this time, the victim can be saved by removing the fungus (this will inflict 1 point of damage for every 10 minutes the victim has been infected) with chemicals or physical means. The victim will regain 1 point of INT and EDU per day until fully recovered. Within twelve hours of infection, nodules will emerge from the host's body on stalks. At this point, medical science cannot save the host. These nodules contain fungal spores. The nodules break off easily, spreading spores over whatever contacts them. As mentioned above, these spores act as a potency 16 poison. If the victim is not affected or has companions, the spores can be removed by salt water or wiped away. Within thirty six hours of infection a human size host will be incapable of movement and within forty eight hours the host will be reduced to a mass of fungus.

The fungus is an extremely unpleasant life form. It is simple, but is capable of synthesizing rather complex chemicals that can cause other life forms to behave in ways beneficial to the fungus. For example, the fungus is damaged by sunlight, so it will create chemicals that cause the host pain when it is exposed to sunlight. The fungus needs damp, dark areas, so it will cause the host to experience waves of euphoria when it goes to such places. The fungus also "desires" to reproduce and survive, so the host will be caused to feel rage at other living things so it will infect them.

The fungus is, of course, not intelligent. But its ability to react to its environment and chemically manipulate its hosts is remarkable.

As mentioned above, the fungus is harmed by quantities of salt. Salt thrown on the fungus or exposure to large amounts of salt water will dissolve the fungus. Naturally, sweat is unpleasant to the fungus, which is why it leads its hosts to fresh water as soon as possible. Sunlight and dryness also damages the fungus, which is why it will cause its hosts to seek damp and dark areas.

Fungus Infected Humans

Characteristics	Rolls	#1	#2	#3	#4	#5	#6
STR	3D6	13	7	7	9	13	12
CON	3D6	13	9	16	11	7	11
SIZ	2D6+6	16	12	10	13	16	9
POW	3D6	9	12	8	12	12	17
DEX	3D6	9	10	9	10	7	13
HP		15	11	13	12	12	10
Damage Bonus		+1d4	0	0	0	0	0

Characteristics	Rolls	#7	#8	#9	#10	#11	#12
STR	3D6	12	11	13	11	15	13
CON	3D6	11	15	12	11	14	9
SIZ	2D6+6	14	14	16	8	12	13
POW	3D6	10	11	4	8	11	12
DEX	3D6	15	12	16	9	9	15
HP		13	15	14	10	13	11
Damage Bonus		+1d4	+1d4	+1d4	0	+1d4	+1D4

Move: 8

Weapons: Fist 50% Damage 1D3+db, plus fungal infection (see below). Grapple 25%, special + fungal infection.

Armor: None

Sanity Loss: 0/1D4 Sanity points to see an infected human.

Description:

These are the people who were infected by the fungus. #1 is the assistant VP, #2 is his girlfriend, and the others are workers and the two people who came with the assistant VP.

The infection process affects humans as follows: Twelve hours after infection, strangely colored and “warty looking” nodules will emerge from the bodies of the infected humans, making them a hideous sight to behold. These nodules contain spores which will spread onto anything an infected human contacts violently. The spores act as a potency 16 paralytic poison. If the spores are not quickly removed, the victim will become infected and suffer a horrible fate, as specified above.

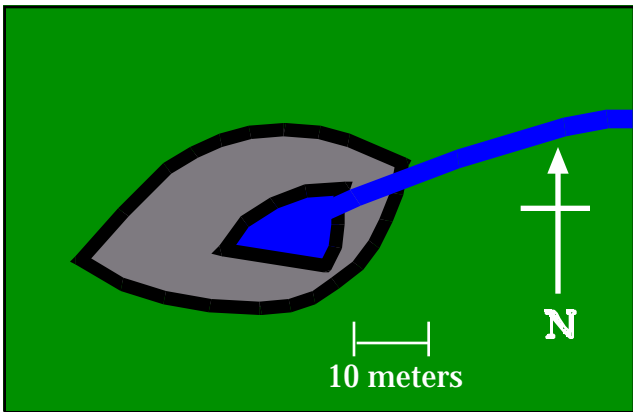
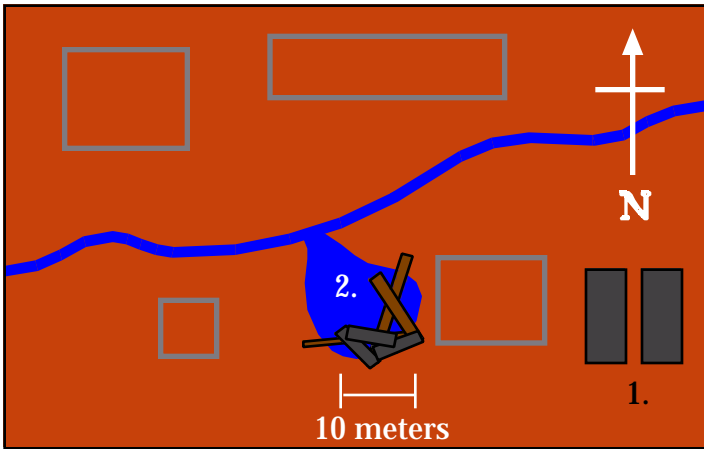
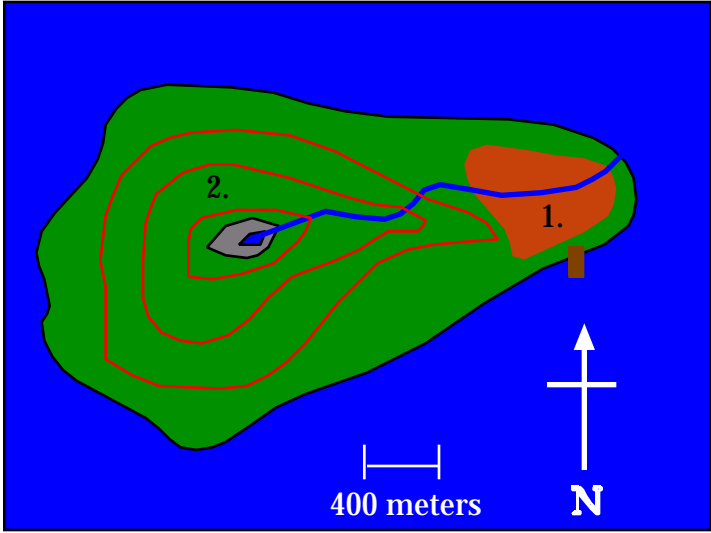
Thirty six hours after infection, the host will no longer be able to move and twelve hours later the host will have been fully consumed. The infected humans will have been infected over twelve hours by the time the investigators arrive on the island.

Humans that have been infected by the fungus will pose a serious danger to others. Since the fungus' chemicals basically lobotomize the host, the infected humans will not use complex weapons (like guns) or even use any strategy. They will simply be driven by the rage-inducing chemicals to attack other living things. Because of the rage and euphoria induced by the fungal chemicals, the infected humans will attack until they are destroyed. Since the fungus is not really hurt by most weapons and the fungus is in control, the infected humans cannot be driven off unless a weapon that will harm the fungus is used, such as fire, acid, or salt.

In combat, the infected humans will try to punch and grapple with their opponents. They will often tear and bite as well. When a character is struck by or strikes an infected human, a successful Luck roll (modified by any particulars, such as the clothing worn by the character and the degree of contact) will avoid exposure to the spores.

The infected humans are as vulnerable to attacks as any normal human. However, hand to hand attacks will expose the attacker to the spores and other weapons will tend to spread the spores (for example, a shotgun blast will scatter spores all over the place). Even when they have been killed, the bodies will remain infectious.

As mentioned above, the fungus is vulnerable to salt and sunlight. Exposure to direct sunlight will inflict one point to the host every ten minutes (from the chemical secreted by the fungus). Exposure to salt or salt water will also harm the fungus which will in turn harm the host. A gallon of very salty water would inflict 1D4, while being thrown into the sea would inflict 3D6.



Maps: Island, Construction Site, and Cone