



A d20 Modern Sourcebook

modern maladies

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN



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“Modern Maladies” provides an in-depth look into the hazards of disease and illness in a D20 Modern campaign. Some of the physical ailments presented in this product derive from pure fiction, but many also exist in real-life – including biological weapons, chronic conditions, and worldwide epidemics. For the authentic diseases, defining their effects in game terms can never fully characterize their impact on actual sufferers of such conditions. Even so, most GMs should find “Modern Maladies” useful for introducing new challenges and realistic hazards for their Modern heroes to encounter.

The cycle of infection

Diseases, illnesses, and biological weapons strike in a variety of ways, usually unforeseen and with only a series of escalating symptoms to announce their arrival. Disease may occur as a result of handling or ingesting contaminated food and water, inhaling airborne spores, suffering a wound infection, or even the inadvertent or purposeful mixing of bodily fluids between different people. All such maladies require an incubation time before causing their initial harm. Additional damage may then accrue as the body attempts to fight off the infection or endure the condition. Various treatments may speed recovery, but sometimes an illness ravages its victims so thoroughly and quickly that they ultimately die.

Exposure and contracting a disease or condition

When exposed to an infectious carrier or situation, a character must make an immediate Fortitude saving throw. The intensity of a potential malady defines the Difficulty Class (DC) needed to shrug off its effects, but the extenuating circumstances under which the exposure occurs, could also apply a penalty to the roll. See the accompanying sidebar for examples of such situations. If the Fortitude save succeeds, a victim suffers no ill effects from exposure – as the character’s immune system fights off the infection before it can take hold. If, however, the Fortitude save fails, a victim will have contracted the disease and soon he will start to suffer its symptoms and escalating attacks upon the body.

Under the microscope: Resisting exposure

Multiple exposures in a single encounter	-1 per exposure
Larger than normal dose of a single pathogen	-2 to -5
Inclement weather	-1 to -3
Foul environment or surroundings	-1 to -3
Previously weakened condition	-1
Lowered immune defense system	-2

Incubation period

Most serious maladies have an incubation period – the amount of time required for an infection to spread far enough, or a condition to worsen enough, to start causing harm. During this time, it often proves difficult to realize the victim has contracted an illness, because they usually show few outward signs of the

condition. As symptoms start to appear, however, this always harkens the more deadly or debilitating effects that swiftly follow. Some of the deadliest diseases have very short incubation periods, demonstrating just how fast they can course through their victims. Other conditions take much longer before they have any appreciable effect, lingering in the body and waiting for just the right circumstances for activation.

Initial damage

Once a malady surpasses its incubation period – or experiences the proper trigger for activation – a victim will suffer initial damage. Typically, this comes in the form of temporary Ability Damage, but can also include other conditions depending upon the exact effects of each malady. This initial damage can grow progressively worse if the victim delays medical treatment or the body’s immune system fails to fight off the continuing infection.

Secondary damage

Following the initial damage caused by an infection, progressive dangers soon await. Each day after the incubation period, the victim faces another Fortitude saving throw with the same DC as the original check. With every failure, the victim continues to suffer secondary damage, often with even more debilitating effects than before. This cycle repeats until the victim either succumbs to the disease or a prescribed series of successful Fortitude saving throws and medical treatments finally allow the body to fight off the infection.

Symptomatic effects and special damage caused by maladies

Aside from the typical Ability Damage, modern maladies may also cause a variety of symptoms and special damage. These effects are described in more detail below. All symptomatic effects that occur during the initial damage phase of a disease all happen simultaneously. However, any special damage listed under the secondary damage phase only takes affect one condition at a time.

Ability Damage: Most diseases will temporarily reduce an ability score by 1 or more points, and often continue to do so as an infection grows worse. A character that suffers Ability Damage will immediately die if his Constitution falls to 0. If a character’s Strength or Dexterity drops to 0, he or she may no longer move or take physical actions, and may well die of starvation or thirst without proper care. A character that loses enough points to reduce their Intelligence, Wisdom, or Charisma to 0 will fall unconscious. Also, characters that suffer the simultaneous or eventual reduction of both a physical and mental ability score to 0 (*other than Constitution*) will slip into a coma (*see below*).

Ability Loss: Some diseases also permanently reduce an ability score by 1 or more points, often as the lasting effect of large amounts of Ability Damage. A character must make a separate Fortitude saving throw (*at the disease’s normal DC*) to avoid the Ability Loss. If the lost points result in the lowering of an

ability score below the minimum requirement for certain feats or special abilities, this may cause the character to lose access to them as well.

Blindness: Some illnesses can lead to permanent blindness. Victims of such symptomatic effects cannot see, have an effective Dexterity of 3, suffer a -4 penalty on the use of all Strength-based and Dexterity-based skills as well as Search checks. All activities that rely on vision (*such as reading and Spot checks*) automatically fail. The blinded character also has a 50% chance to miss in combat.

Cardiac Arrest: This condition results from problems with the heart, which can sometimes fail as a disease ravages the body. Victims who suffer a heart attack immediately have their hit points reduced to 0 and become disabled, but remain conscious. For the next 1d6 rounds, they must succeed at a Fortitude saving throw (*DC 15*) to avoid dropping to -1 hit points and falling unconscious. If a character succeeds on every saving throw during the heart attack's episode, he or she will stabilize and survive, but remain at 0 hit points until recovering enough to rise above 0 again. As usual, engaging in any strenuous activity while disabled can result in additional damage that will threaten the character's life (*see the information regarding Disabled conditions on pg. 141 of the D20 Modern Core Rulebook*).

A single failed saving throw during the heart-attack episode will cause the victim's status to immediately change to Dying. Characters on death's door then proceed to lose one additional hit point every round until they either successfully stabilize, or reach -10 hit points and pass away. Recovering from cardiac arrest, however, is more involved than other challenges. To return to a Disabled condition, a heart-attack victim must first receive CPR in the form of a successful Treat Injury skill check (*DC 20*). The character administering the CPR, may attempt to restart the victim's heart every round, but once the victim reaches -10 hit points, they can no longer be saved. After the heart begins beating again, the victim regains consciousness and improves to Disabled status.

Chills: This condition results from problems with self-regulating body temperature or an impaired circulatory system. Victims become even more susceptible to the hazards and environmental conditions of cold, suffering a -4 penalty on Fortitude saves to resist such effects. In addition, chills can often lead to trembling which imposes a -1 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Coma: Any disease that places victims into a coma leaves them completely defenseless and unaware of the world around them. Without medical care, this condition will slowly worsen, imposing a Fortitude saving throw (*DC 20*) to avoid continuing Ability Damage of 1d4 points of Constitution per day. Once that ability score falls to 0 the character dies, but prior to that, any medical attention can save the patient by allowing the slow recovery of the Constitution damage. Unfortunately, the victim may not regain any other physical or mental ability losses until he or she recovers from the disease itself.

Congestion: Lots of diseases often impact the respiratory system. Characters suffering from congestion cannot smell their surroundings and suffer a -2 penalty to any skill checks involving their sense of smell. In addition, due to the inability to breathe freely, any strenuous activity imposes a Fortitude saving throw (*DC 12*) to avoid becoming fatigued (*see below*).

Convulsions: A disease or malady with this condition forces occasional Fortitude saving throws (*DC 12*) to avoid temporary episodes of convulsions. These bouts typically last for 1d4 rounds, but vary according to the actual malady involved. Characters suffering convulsions lose their Dexterity bonus, cannot take any move or attack actions, and suffer a -2 penalty to Defense.

Coughing: A common condition caused by all sorts of illnesses, a nagging cough imposes a -2 penalty on all Move Silently and Hide skill checks. In certain circumstances, it can also impose a -1 penalty on Charisma-based skill checks at the GM's discretion.

Deafness: Truly devastating illnesses can sometimes lead to permanent hearing loss. Deafened characters cannot hear, take a -4 penalty on initiative checks and automatically fail Listen checks.

Dehydration: A character suffering from dehydration as a result of disease faces many of the same challenges as the hazards for thirst. Dehydrated characters require two times as many fluids as normal. Going without them for more than a number of hours equal to the victim's Constitution score will result in an hourly Constitution check (*DC 10, +1 for each previous check*) or the victim suffers 1d6 points of damage. This damage cannot be recovered until the hero receives enough fluids to re-hydrate the body.

Diarrhea: This condition often occurs in tandem with Nausea, Dehydration, or Organ Failure of the stomach or intestinal tract. Sufferers of diarrhea will experience frequent urges to visit the bathroom and must succeed at both a Fortitude and Will saving throw (*DC 13*) to resist this urge. While under the effects of diarrhea, creatures cannot attack or do anything requiring focused concentration. The only action such a character can take is a single move action per turn. Attempting any other physical activity will cause the victim to lose control of his bowels for 1d4 rounds. Prolonged diarrhea can also result in Dehydration and Fatigue.

Disorientation: A character disoriented by a disease or illness takes a -2 penalty on initiative, attack rolls, Reflex and Will saving throws, and any Balance, Climb, Concentration, Drive, Jump, Listen, Move Silently, Navigate, Pilot, Search, Spot, or Tumble skill checks.

Exhaustion: This condition usually follows the initial onset of Fatigue due to declining health, but some diseases have a much stronger effect upon their victims and cause immediate Exhaustion. An exhausted character can only move at half speed and takes a -6 penalty to Strength and Dexterity until the condition is alleviated. After 1 hour of complete rest, an exhausted character improves to a fatigued state (*see below*).

Even so, a fatigued character can become exhausted again by engaging in any strenuous activity that would normally cause fatigue.

Fatigue: Diseases that induce fatigue prevent characters from running and charging. In addition, they take an extra –2 penalty to Strength and Dexterity. Engaging in any activity that would normally cause fatigue, will worsen the already fatigued condition to exhaustion (*see above*). After 8 hours of complete rest, characters may overcome fatigue, though any further setbacks in fighting off the disease could easily return them to this state.

Fever: As the body attempts to fight off an infection, it often leads to elevated body temperatures. Any disease that includes this effect automatically causes fatigue. In addition, victims become even more susceptible to the hazards and environmental conditions of heat, suffering a –4 penalty on Fortitude saves to resist such effects. Prolonged and elevated fevers without treatment can also inflict 1d4 hit points of damage once every hour if a victim fails an additional Fortitude save (*DC 13*).

Headaches: Whether from sinus infections, pain, or tension, many illnesses can also induce headaches. Aside from the mild distraction of minor headaches, characters suffering from such problems can take a –1 cumulative penalty to initiative and all Concentration checks.

Immune Deficiency: Many diseases lower the victim's immune response system because they deplete the body's reserves of white blood cells and antibodies. Others directly attack the lymphatic or circulatory systems, thereby preventing the immune system from effectively responding to an infection. Characters suffering from a temporary or permanent immune deficiency incur a penalty to all future Fortitude saving throws against disease, which varies according to the specific malady causing such a condition.

Impaired Mobility: Some diseases target a victim's nerves, muscles, or sense of balance and take away the ability to walk as effectively. Partially-lame victims cannot run or charge, suffer a –4 penalty on Climb and Jump checks, and have their movement rate cut in half. Victims who lose the complete use of their legs become wheelchair-bound. This can impose additional limits to their movement due to obstacles and tough terrain. Drive skill checks may apply to wheelchair movement to overcome such difficulties.

Impaired Vision: Some illnesses cause partial blindness or general vision impairment. Such victims suffer a –4 penalty on Spot skill checks and a –2 penalty to Defense against flank attacks.

Impaired Voice: Illnesses that cause a sore throat can lead to laryngitis or strained vocal chords. At the GM's discretion, this condition can incur a –2 penalty to voice-dependent Charisma-based skill checks such as Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate, and Perform (*Act, Sing*). The penalty should only apply when a character's presentation matters most.

Itching: Some diseases can cause skin irritations. At the GM's discretion, a character experiencing chronic itching must succeed at periodic Concentration skill checks (*DC 12*) or incur a –2 penalty to all skill checks requiring focus and careful manipulation. This includes Balance, Concentration, Craft, Demolitions, Disable Device, Escape Artist, Forgery, Perform, Sleight of Hand, and Treat Injury.

Loss of Appetite: Diseases that affect the victim's appetite can swiftly lead to starvation. See Starvation and Thirst on pg. 213 of the D20 Modern Core Rulebook.

Malaise: This condition represents a weaker form of Nausea, manifesting more as a general feeling of sickness. Such a victim suffers a –1 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Memory Loss: Diseases that affect the brain can sometimes strip away memories and knowledge. Victims of this condition must succeed on a Concentration check (*DC 12*) to remember even the most basic of Knowledge skills. In addition, continuing problems with memory retention can apply a –4 penalty to all Intelligence- and Charisma-based skill checks that require victims to recall or store specific information, names, dates, motivations, etc.

Nausea: Many diseases not only cause weakness, but nausea as well. This may originate with stomach distress or as an inability to deal with some other internal pain. While under the effects of nausea, creatures cannot attack or do anything requiring focused concentration. The only action such a character can take is a single move action per turn. Attempting any other physical activity will cause the victim to retch uncontrollably for 2d4 rounds. Prolonged nausea and vomiting can also result in dehydration and fatigue (*see above*).

Nerve Damage: One of the more insidious effects of some diseases includes partial paralysis, numbness, or loss of feeling in certain body parts. A character suffering from temporary nerve damage takes a –2 penalty to Defense and all Dexterity-related skill checks. Escalating nerve damage can also lead to full Paralysis (*see below*).

Organ/System Failure: Depending upon each malady involved, this condition either targets random organs or a specific system within the body. Periodic attacks upon each organ or system force a Fortitude saving throw (*DC varies, see below*). Failure results in additional conditions, damage, or death.

d10	Organ/System	DC	Effects of Failure
1	Heart	20	Cardiac Arrest
2	Lung	18	Congestion, Respiratory Failure (DC 20, once/hour)
3	Liver	16	Toxin Intolerance
4	Kidney	14	Toxin Intolerance, Septic Shock
5	Stomach	12	Diarrhea, Loss of Appetite
6	Skin	12	Chills, Itching (once/hour)
7	Intestines/Colon	14	Diarrhea, Loss of Appetite
8	Lymph Nodes	16	Immune Deficiency (-4 on Fort. saves)
9	Bone Marrow	18	Reduced Circulation, Immune Deficiency (-2 on Fort. saves)
10	Brain/Spinal Cord	20	Seizures (DC 15, once/day), Paralysis, Memory Loss, Coma

Paralysis: This condition usually follows the escalation of Nerve Damage (*see above*), but some diseases can cause immediate paralysis. Paralyzed victims cannot move and have an effective (*though not actual*) Strength and Dexterity of 0.

Partial Hearing Loss: Some illnesses can sometimes lead to temporary or partial hearing loss. Such characters have difficulty hearing, take a -2 penalty on initiative checks and a -6 penalty on Listen checks.

Reduced Circulation: Some diseases or conditions reduce blood flow or otherwise prevent the blood from adequately oxygenating the body. Characters suffering from reduced circulation will immediately feel fatigued and experience chills.

Respiratory Failure: This condition usually follows the escalation of Congestion or Organ Failure of the lungs. Characters with a failing respiratory system will face periodic Fortitude checks (*DC varies depending upon specific malady*) to avoid choking. Each round that a character spends choking, the victim must roll a Constitution check (*DC 10 + 1 for each previous check*). Choking characters may not take any other actions while they cough and attempt to breathe. Two consecutive rounds of choking will cause 1d6 points of damage. Choking for a number of rounds greater than a character's Constitution score results in suffocation (*see Suffocation and Drowning on pg. 213 of the D20 Modern Core Rulebook*).

Seizures: A disease or malady with this condition forces occasional Fortitude saving throws (*DC 15*) to avoid temporary episodes of seizures. These bouts typically last for 2d4 rounds, but vary according to the actual malady involved. Characters suffering a seizure lose their Dexterity bonus, drop what they are holding, cannot take any move or attack actions, and suffer a -2 penalty to Defense.

Septic Shock: This condition most often occurs as various organs in the body shut down due to low blood flow and an overwhelming infectious disease. A character experiencing septic shock will quickly find himself on death's door and must roll an additional Fortitude saving throw (*DC 18*) every hour. Failure causes 1d6 hit points of damage which cannot be healed until the infection ends.

Sneezing: A common condition caused by all sorts of illnesses, frequent sneezing imposes a -2 penalty on all Move Silently and Hide skill checks. In certain circumstances, it can also impose a -1 penalty on Charisma-based skill checks at the GM's discretion.

Toxin Intolerance: This condition limits the safe and effective removal of toxins from the victim's body. Characters suffering from toxin intolerance incur a -2 penalty to all Fortitude saving throws against poisons and drugs.

Weight Loss: The disease causes rapid weight loss in the victim, reducing his overall body weight by 20%. This condition also reduces muscle mass, causing a -2 penalty to all Strength-based skills and attacks.

Treatment and Recovery

Increasing a Victim's Fortitude: A character with the Treat Injury skill can sometimes help infected victims recover from disease. Every time the patient makes a saving throw against the effects of an illness, the attending character can make a Treat Injury check (*DC 15*) to help fend off secondary damage and symptoms. This activity takes 10 minutes. If the attending character's skill check succeeds, the victim receives a bonus on his or her next saving throw equal to the other character's ranks in Treat Injury to avoid secondary damage. This bonus also extends to any additional saving throws required by the symptoms of a disease.

Reducing Ability Damage: Even if a victim succumbs to secondary damage, a separate Treat Injury check (*DC 20 + 1 for every day the illness continues to affect the victim*) can still help to offset some of the Ability Damage sustained. This activity takes 1 hour. If successful, the attending character reduces the amount of Ability Damage suffered by the victim by 1 (*to a minimum of 1*) for a single affected ability score. For diseases that cause damage to multiple ability scores at the same time, the treatment can only apply to one ability score per check. However, a treatment could be offered to a different ability when the victim faces another Fortitude saving throw to avoid secondary damage. For information on how Ability Damage is recovered, consult pg. 142 of the D20 Modern Core Rulebook.

Alleviating Symptomatic Effects: Some symptoms of disease can automatically inflict a penalty to certain skills, saves, attacks, Defense, etc. A separate use of Treat Injury can partially or completely alleviate such symptoms as well. This activity takes 1 minute. A successful Treat Injury check (*DC 15 + 1 for every day the illness continues to affect the victim*) will reduce such penalties by one, plus an additional reduction by one for every 5 points by which the check exceeds the DC.

Some illnesses do not allow this type of therapy, however. At the GM's discretion particularly powerful strains may prove too resistant – and their symptoms too strong for treatments to offer such a benefit.

Speeding Recovery Time: Treat Injury checks can also speed recovery times for a disease, allowing a victim to make Fortitude checks more often than the typical schedule would allow. If a victim succeeds in withstanding secondary damage on the initial Fortitude save, but hasn't accumulated enough successes to fully recover yet, an attending character can make a Treat Injury check (*DC 15*) to allow another Fortitude save in half the normal time. For instance, if a disease allows for recovery checks once per day, and a victim succeeds in avoiding secondary damage for that day, a successful use of Treat Injury (*DC 15*) can reduce the time for the next recovery check to just 12 hours. This additional Fortitude save is made by the victim at no risk of suffering further secondary damage during that time period – because he or she has already succeeded on the initial check. This use of Treat Injury simply allows for the opportunity to gather successful Fortitude saves more rapidly before the next threat of secondary damage arrives.

under the microscope: complicated recoveries

Some diseases and their damage take much longer to treat than others. While a victim continues to fight off the disease, a sustained regimen of radiation treatments, experimental drugs, and other medical procedures may prove necessary to eventually grant a bonus on the victim's next Fortitude saving throw. Marginally complex treatments may require 2 or 3 successes with Treat Injury before allowing their effects. Slightly complex treatments would require 4 to 6 successes, Moderate complexity would require 7 to 9 successes, and Extreme complexity would require 10 or more successes before granting their benefits.

descriptions of disease, illness, and biological weaponry

Diseases have various symptoms and spread through a number of vectors. The characteristics of several typical diseases follow below. GMs may opt to use only the data presented in the table, or the expanded detail in each summary for additional effects beyond initial and secondary damage.

Type: The disease's typical method(s) of delivery – by contact, ingested, inhaled, inherited, or via injury. Also includes the Difficulty Class for the Fortitude saving throws needed to prevent infection (*if the character has been infected*), to prevent each instance of secondary damage, and to ultimately recover from the disease.

Incubation Period: The amount of time before initial damage takes effect (*if the victim fails his or her Fortitude save*).

Initial Damage: The damage the victim takes after the incubation period, including any special symptoms.

Secondary Damage: The amount of damage the hero takes after enduring initial damage if he or she also fails additional saving throws. This damage is taken according to the same schedule as recovery checks, below. Secondary damage also includes any special symptoms related to a specific disease.

Recovery: The number of consecutive, successful Fortitude saves necessary to end the disease cycle and begin the recovery of Ability Damage. Also includes the necessary period of time required between each recovery check, which sets the frequency with which secondary damage threatens the victim.

under the microscope: multiple infections

A character always faces the possibility of contracting not one disease, but many at the same time. In fact, lots of modern maladies can even escalate from one condition to another. Common colds and influenza can become pneumonia. Rabies could easily affect a victim of bestial affliction. And, even hemotoxic vampires can fall victim to HIV and AIDS. The modern maladies presented herein provide a few exclusive exceptions, however.

If any disease transforms a victim into an undead creature, it cannot suffer additional infections. This is one of the special immunities conferred by the undead type. However, this does not mean that an undead creature cannot serve as a carrier for other diseases. Ghouls continue to spread necrotizing fasciitis, but they could also carry bubonic plague or SARS at the same time. Necroambulant zombies might have become tainted with sporic necrosis, and though the disease cannot take over a mindless creature, anyone in close contact with such zombies could inhale the spores and fall victim themselves.

anthrax

Anthrax represents one of the most feared diseases given its likelihood for use as a biological weapon. It usually spreads by contact with animals or animal products, such as fertilizers. No human to human transmission occurs. Instead, each individual contracts the disease from the same source of contaminated spores. Anthrax affecting the skin begins as small raised bumps that quickly turn into open sores of dying flesh, often darkening the affected area to a bruised, black color. Unfortunately, the bacteria attacking the skin may represent only a small outward representation of the real damage to come.

The most deadly form of anthrax is the inhaled variety that sometimes sees use as a weapon of mass destruction. In addition, the bacteria that infects a victim's skin after handling contaminated materials, usually includes these inhaled spores. Doctors can mistake this form of the disease for the common flu during its initial stages. Early symptoms include fever, chills, congestion, shortness of breath, and even vomiting. But the real damage occurs inside the body, where the anthrax eats away at vulnerable tissues in the same manner as the outer skin lesions

Table: Diseases and Biological Weapons

Disease	Type	IncubationPeriod	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Bestial Affliction	Injury DC 15	30 days	1d2 Int	1 Con and 1d2 Int*
Botulism	Ingested/Injury DC 15	1d3 days	1 Str	1 Str and 1 Con
Bubonic Plague	Injury/Inhaled DC 15	1d6 days	1 Str and 1 Con	1 Str and 1d2 Con*
Cancer	Unknown DC varies	4d4 weeks	1d2 Con	1d3 Con*
Cholera	Ingested DC 13	1d4+1 days	1d2 Con	1d2 Str
CIST Disease	Injury DC 14+	1d4 days	1d2 Wis and 1 Cha	1d2 Wis and 1d2 Cha
Common Cold	Inhaled/Injury DC 11	1d6+1 days	1 Str and 1 Con	Special
Diphtheria	Inhaled/Injury DC 12	1d4+1 days	1d2 Con	1d2 Str
Ebola Virus	Injury/Contact DC 14	1 day	1 Str and 1 Con	1d2 Str and 1d2 Con*
E.coli	Ingested DC 13	1 day	1 Str and 1 Dex	1d2 Str and 1d2 Dex
Ectoplasmic Myalgia	Contact DC 15	1d6 hours	1d2 Str and 1 Dex	1d2 Str and 1d2 Dex
Encephalitis	Injury DC 14	1d6 days	1d2 Dex	1d3 Dex*
Fiendish Fever	Ingested DC 15	2d4 days	1 Con and 1d2 Wis	1 Con and 1d3 Wis*
Hantavirus	Inhaled/Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Hemotoxic Necrosis	Injury/Inhaled DC 18	1 day	1 Con	1d3 Con*
Hepatitis A	Ingested DC 14	1d4+2 weeks	1 Con	1d2 Str
HIV/AIDS	Injury/Ingested DC 18	1d6+4 weeks	1 Str	Special
Influenza	Inhaled DC 14	1d6+1 days	1 Str	1d2 Str
Malaria	Injury DC 13	1d6 days	1 Str	1d3 Str
Medulla Psionosis	Injury DC 15	1d4 weeks	1 Int, 1 Wis, 1 Cha	1 Con
Mummy Rot	Injury DC 20	1 day	1d6 Con	1d6 Con*
Necroambulism	Injury/Contact DC 14	1d8 days	1d2 Dex	1 Dex and 1d2 Con
Necrotizing Fasciitis	Injury/Contact DC 14	1d3 days	1d3 Con	1d3 Con*
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str and 1d3 Con
Poison Ivy	Contact DC 11	1 day	1d2 Dex	Special
Polio	Ingested/Injury DC 14	4d4 days	1d2 Dex	1d4 Dex*
Rabies	Injury DC 13	2d4+2 weeks	1 Con and 1 Int	1d2 Con and 1d2 Int
Salmonellosis	Ingested DC 13	1 day	1 Str and 1 Dex	1 Str and 1d3 Dex
SARS	Inhaled/Injury DC 14	1d10 days	1 Con	1d3 Con
Scarlet Fever	Inhaled/Ingested DC 13	1d4 days	1 Str and 1 Cha	1 Str and 1 Dex
Small Pox	Inhaled/Contact DC 15	2d4 days	1 Str and 1 Con	1d2 Str and 1d2 Con
Sporic Necrosis	Inhaled DC 16	1d6 days	1 Con and 1 Wis	1d2 Con and 1d2 Wis*
Tetanus	Injury DC 12	1d6 days	1d2 Dex	1d3 Dex
Tuberculosis	Inhaled DC 14	2d4+2 weeks	1d2 Str	1 Str, 1 Con
Typhoid Fever	Ingested DC 13	1d3 weeks	1 Str	1d2 Str
West Nile Virus	Injury DC 12	1d4 days	1 Dex and 1 Con	1d2 Dex and 1d2 Con*
Xenofusis Syndrome	Injury DC 16	1d4 weeks	1d2 Int and 1 Cha	1 Con, 1d2 Int, 1d2 Cha*
Yellow Fever	Injury DC 12	1d4 days	1 Str	1d2 Dex
Zombic Regeneration	Injury DC 20	1d6 hours	1 Con	1d2 Dex and 1d2 Con

*If damage is sustained, make a second saving throw to avoid 1 point being permanently lost (*instead of damaged*)

in the other form of the disease. Inhaled anthrax almost always proves fatal without swift medical attention.

Type: Inhaled or Injury (*DC 16*)

Incubation Period: 1d2 days

Initial Damage: Ability Damage (*1 Con*), Fever, Chills, Congestion

Secondary Damage: Ability Damage (*1d4 Con*), Ability Loss (*1 Con*), Respiratory Failure (*DC 14, once/day*), and Organ Failure (*Lungs, once every two days*)

Recovery: 3 (*once/day*)

Bestial Affliction

Often confused with lycanthropy, a bestial affliction conveys an animal-like appearance and behavior upon its victims, but none of a lycanthrope's other powers and abilities. Infected characters suffer a swift deterioration of the mind while the disease elevates the most basic of human emotions: anger, aggression, hunger, and fear. At the same time, a gradual physical transformation increases hair growth across the entire body, while also elongating the jaws, teeth, hands, and feet. If untreated, this process eventually destroys a victim's mind, reducing it to an

animal's level of intelligence. Any infected creature that endures the disease long enough for its Intelligence score to drop to 0 (*before its Constitution does the same*), will transform into a Nightbeast (*see template, below*).

Type: Injury (*DC 15*)

Incubation Period: 30 days

Initial Damage: Ability Damage (*1d2 Int*), Itching (*once/day*)

Secondary Damage: Ability Damage (*1d2 Int, 1 Con*), Ability Loss (*1 Int*)

Recovery: 3 (*once every two days*)

nightbeast (template)

A Nightbeast results from the mind-ravaging and form-altering effect of Bestial Affliction. Once the disease runs its course, a victim of Bestial Affliction takes on a hybrid animal appearance motivated only by the need to feed and survive. Because of their aversion to direct sunlight, most Nightbeasts live in darkness, crawling into underground sewers, subway tunnels, and basements during the day. From there, they emerge at night or during dark, overcast skies to hunt for prey. Nightbeasts have no ability to breed among themselves. The same disease that gave them their horrid existence eventually burns out their enhanced bodies as well. The only means by which Nightbeasts spread is through further infections from their contagious bite.

template traits

“Nightbeast” is an acquired template that can be added to any human (*referred to hereafter as the “character”*). All Nightbeasts change their type to Animal. It uses all the character's statistics and special abilities except as noted here.

Challenge Rating: Same as the character +2.

Hit Dice: Same as the character plus 2d8.

Speed: Increases to 50 feet.

Defense: Gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses.

Base Attack: Same as the character +1.

Attacks: A Nightbeast retains all the attacks of the character. It also gains a bite attack and two claw attacks, dealing 1d6 and 1d4 points of damage, respectively.

Special Qualities: A Nightbeast gains all of the character's extraordinary abilities, but none of its supernatural or spell-like abilities (*including psionics*). A Nightbeast gains none of the character's other special qualities or talents, but gains the additional special qualities listed below.

Bestial Affliction (Ex): Any human hit by a Nightbeast's bite attack must succeed on a Fortitude save (*DC 15*) or contract a Bestial Affliction.

Scent (Ex): This ability allows a Nightbeast to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Damage Reduction 5/- (Ex): A Nightbeast ignores the first 5 points of damage dealt by any attack.

Darkvision (Ex): Nightbeasts have darkvision with a range of 90 feet.

Resistance to Massive Damage (Ex): A Nightbeast gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Saves: Same as the character, with a +3 bonus on Fortitude and Reflex saves.

Action Points: Same as the character.

Ability Scores: Nightbeasts gain the following ability score increases: Str +2, Dex +2, Con +2.

Allegiances: Previous allegiances are lost, replaced by an allegiance to animal survival.

Skills: Same as the character, with a +1 species bonus on Hide checks, a +2 species bonus on Move Silently checks, a +3 species bonus on Spot checks, a +5 species bonus on Listen checks, and a +4 species bonus on Survival checks when tracking by scent.

Feats: Same as the character. A Nightbeast gains the bonus feats Power Attack, Great Fortitude, and Weapon Finesse (*bite*).

Talents: Same as the character.

adventure hook: moonlight prey

Local authorities have recently opened an investigation into the disappearance of late-night joggers who run the cross-country trails of a local park. Homicide detectives sent to look into the matter never returned, though children on a school field trip found a bloodied piece of an officer's uniform the next day. One of the heroes' contacts brings the matter to their attention and asks for them to get involved.

After interviewing the school children, the heroes retrace their hiking trail to a water drain's causeway for a small creek. They discover some very unusual tracks – too large for a dog, but definitely from an animal – that lead into an old brick tunnel. Just inside the entrance, they discover the mangled remains of one of the detectives.

Of course, the drain tunnel leading deeper into the hillside serves as a Nightbeast's lair. Young Ritchie Losman contracted Bestial Affliction by jogging along one of the park's nature trails and accidentally skinning his knees on the same rocks where the skeleton of a previous Nightbeast had slowly decayed. He kept running for several more days, even as the unknown disease threatened his health. Ritchie eventually succumbed entirely to its effects on a moonlit night in the middle of the forest.

As a Nightbeast, Ritchie now feasts on any other joggers who run the same trails, emerging at night to shadow them until they stop to rest and he can attack. Unfortunately, the rumors of a serial killer have frightened most runners away from the park.

As a result, Ritchie has had to widen his hunting grounds, bringing him closer to the park's edge – and closer to detection. The heroes now face the challenge of subduing him or becoming his next victims.

BOTULISM

A paralytic disease caused by bacterial neurotoxins, botulism most commonly spreads by ingesting improperly preserved foods that pick up germs from the soil. Botulism can also result from wounds, particularly needle-use among drug abusers. The classic signs of botulism include blurred vision, slurred speech, weakened muscles, and other nerve-related deficiencies. Most cases also experience troubled breathing, which can eventually lead to death.

Type: Ingested or Injury (*DC 15*)

Incubation Period: 1d3 days

Initial Damage: Ability Damage (*1 Str*), Impaired Vision, Impaired Voice, Fatigue

Secondary Damage: Ability Damage (*1 Str, 1 Con*), Nerve Damage, Paralysis, Respiratory Failure (*DC 12, once/week*)

Recovery: 3 (*once/day*)

BUBONIC PLAGUE

Bubonic plague has inspired fear since the Dark Ages. The disease usually spreads through insect bites from fleas attracted to rats and other rodents, who eventually infect humans with the plague bacteria. These bites cause rose-colored rings on the skin, as well as swelling and soreness in the victim's lymph nodes called buboes. As the skin and tissues start to necrotize, the buboes darken, giving the Plague its other nickname – the Black Death. Left untreated, the infection can spread into the bloodstream and the lungs, transforming into the more deadly pneumonic plague.

Pneumonic plague can either develop from complications of bubonic plague or by directly inhaling the same bacteria. This makes the disease an ideal biological weapon since it easily spreads when its victims continue to exhale, cough, or sneeze more of the bacteria into the surrounding air. Symptoms of pneumonic plague usually include fever, fatigue, rapidly developing pneumonia, coughing, and respiratory failure.

Type: Injury or Inhaled (*DC 15*)

Incubation Period: 1d6 days

Initial Damage: Ability Damage (*1 Con, 1 Str*), Fever, Fatigue, Coughing

Secondary Damage: Ability Damage (*1d2 Con, 1 Str*), Ability Loss (*1 Con*), Respiratory Failure (*DC 14, once/week*), Septic Shock

Recovery: 3 (*once/day*)

ADVENTURE HOOK: RETURN OF THE DARK AGES

A tourist bus breaks down on its route through the mountains near a small European town. As the driver tries to repair it, his

passengers decide to walk the remaining three kilometers into the nearby villa. The heroes travel among them, hoping to secure a single night's stay at a rustic lodge and salvage something from their own vacation. When they arrive, however, the town seems strangely silent and deserted.

As the heroes investigate, they find only a single inn still operating. The proprietor and his family mostly refuse to comment or elaborate on the absence of everyone else in town. They cite the local language barrier as too great for them to properly explain. Instead, they welcome the tourists, eager for their business. With suspicions rising, however, it's only a matter of time before the heroes discover the truth.

The family that runs the inn are actually lycanthropes – more specifically, wererats. But lycanthropy isn't the only affliction infecting the town. Swarms of rats also roam the woods and the abandoned buildings, carriers of bubonic plague. Because of their affinity for communicating with the diseased rodents, the family has survived – and in fact, they prefer the solitude the rats created by decimating the rest of the population. With everyone else gone, no one will discover the wererats' true nature.

It's only a matter of time before the family turns over their new guests to the rat horde outside. They know that something sinister and intelligent rules over the feral beasts. And as long as they appease it, they'll stay safe. Anyone trying to leave town faces not only the threat of these plague carriers, but also the wererats themselves, who fear any outsiders escaping to tell others about them.

CANCER

Over the years, research has enabled medical specialists to gain a better understanding of the many forms cancer can take, as well as their possible treatments. Acquiring cancer may occur in a variety of ways – with radiation, prolonged exposure to carcinogenic compounds in food or smoking products, and inherited genetic disorders serving as only a few examples. Ultimately, it's up to each GM to determine exactly how a character or NPC may fall victim to cancer. As a result, the incubation time is much harder to define. It could take years, months, or only a few weeks for the disease to truly manifest. In game terms, however, it is assumed that the incubation period given below, represents the moment when a significant growth of cancerous tumors form and the amount of time before they spread and threaten the rest of the body.

In addition, some variations of cancer prove easier to combat than others. Sometimes recovery may simply mean remission rather than a full eradication of cancerous tissues in the body. In that sense, bouts with cancer can often return as part of a lingering malady over many years, until the victim eventually fails to fight off the disease and succumbs to its damage. Listed below are several different forms of cancer with varying requirements for saving throws and recovery. A GM may also randomly roll for the type of cancer contracted or select the form that seems most appropriate.

d12	Type of Cancer	DC	Recovery
1	Small Cell Carcinoma (<i>lung</i>)	20	4 (<i>once/week</i>)
2	Ovarian/Prostate (<i>reproductive</i>)	18	3 (<i>once/week</i>)
3	Leukemia (<i>blood</i>)	16	3 (<i>once/month</i>)
4	Heptoma (<i>liver</i>)	14	2 (<i>once/month</i>)
5	Breast cancer (<i>breast</i>)	12	2 (<i>once/month</i>)
6	Melanoma (<i>skin</i>)	12	2 (<i>once/month</i>)
7	Colon cancer (<i>intestines</i>)	12	2 (<i>once/month</i>)
8	Sarcoma (<i>muscle</i>)	14	2 (<i>once/month</i>)
9	Lymphoma/Hodgkin's (<i>lymphatic</i>)	14	3 (<i>once/week</i>)
10	Chondrosarcoma (<i>bone/cartilage</i>)	16	3 (<i>once/month</i>)
11	Pancreatic cancer (<i>pancreas</i>)	18	3 (<i>once/week</i>)
12	Glioma (<i>brain</i>)	20	4 (<i>once/day</i>)

Type: Unknown/Inherited (*DC varies, see above*)

Incubation Period: 4d4 weeks

Initial Damage: Ability Damage (*1d2 Con*)

Secondary Damage: Ability Damage (*1d3 Con*), Ability Loss (*1 Con*), Organ Failure (*varies, once/week*)

Recovery: Varies (*see above*)

under the microscope: cancer

Some diseases make good candidates for use as built-in character flaws, particularly if there's little chance to ever fully do away with their effects. Since 'recovery' from cancer is really more of an issue of remission, it stands to reason that its effects could return periodically. This would force the character to endure another round of debilitating chemotherapy (*represented by the inherent Constitution damage inflicted by the disease*). By willingly allowing such a recurring malady to affect a character's life (*and potentially end it prematurely*), a player should also be rewarded with an additional feat for the character. Unlike some flaws, players may select cancer during character creation or later in his or her adventuring career.

cholera

Caused by a bacterial infection of the intestines, cholera leads to chronic diarrhea, dehydration, and vomiting in its victims. The most common vector for cholera is contaminated drinking water from raw sewage, but it can also spread through unsanitary food – especially undercooked shellfish taken from brackish rivers or coastal waters.

Type: Ingested (*DC 13*)

Incubation Period: 1d4+1 days

Initial Damage: Ability Damage (*1d2 Con*), Diarrhea, Nausea

Secondary Damage: Ability Damage (*1d2 Str*), Dehydration

Recovery: 2 (*once/day*)

CIST disease

Cyber-Invasive Systemic Transformation (*CIST*) disease originated in military lab experiments via breakthroughs in program-

mable nanotechnology. At first, CIST's tiny robotic nanites received routine instructions to repair internal organs for grievously injured soldiers. But at least one of the strains fell victim to viral computer-coding and turned rogue. Charged with self-preservation and propagation, the nanites now take over their host by rewriting and rewiring the brain, causing temporary memory loss as a victim struggles to fight off the disease. If unchecked, this process eventually subsumes the host's identity, replacing it with that of a technological CIST replacement (*see template, below*).

CIST replacements attempt to ensure their survival by drawing upon the host's stored memories and masquerading as the original. The nanites also drive the CIST replacement to further guarantee their existence by secretly spreading the disease among any of the host's associates, friends, and family members. Rumors persist that CIST replacements somehow communicate with one another, quite possibly through an internal cybernetic attachment constructed by the nanites specifically for this purpose.

Type: Injury (*DC 14+, see below*)

Incubation Period: 1d4 days

Initial Damage: Ability Damage (*1d2 Wis, 1 Cha*)

Secondary Damage: Ability Damage (*1d2 Wis, 1d2 Cha*), Organ Failure (*Brain, once/week*), Memory Loss

Recovery: 3 (*once every two days*)

CIST replacement (template)

A CIST replacement represents a physically altered humanoid with an artificial-intelligence replacing the host's psyche. Unlike a typical replacement, a CIST replacement gains access to most of the brain's specific life experiences and can therefore more easily mimic the demeanor and behavior of its host. A CIST replacement displays slight variations in appearance to the host, mostly due to the addition of various cybernetic attachments constructed by its internal nanites. CIST replacements breed by infecting others with more of their manufactured nanites.

Template Traits

“CIST Replacement” is an inherited template that can be added to any humanoid (*referred to hereafter as the host*). A CIST replacement uses all of the host’s statistics except as noted here.

Challenge Rating: Same as the host +2.

Hit Dice: Change to d10.

Special Qualities: A CIST replacement gains all of the host’s extraordinary abilities and memories but none of its supernatural or spell-like abilities (*including psionics*). A CIST replacement gains none of the host’s other special qualities, but can manufacture a few of its own by constructing internalized cybernetic attachments. In addition to its inherited extraordinary abilities, a CIST replacement also has the following special qualities:

Boost Host (Ex): In times of danger, a CIST replacement’s nanites can more rapidly pump endorphins and other chemicals into the host’s body, increasing its strength and durability. Through these temporary enhancements, the host gains a +2 bonus to both Strength and Constitution. The adjustments require 1d4 rounds to activate and remain in effect for 10 rounds. Thereafter, the host body is fatigued until it can adequately rest again.

Construct Cybernetic Attachment (Ex): A CIST replacement can redirect its nanites to manufacture cybernetic attachments to enhance the host body. It can only do this by spending a newly-acquired feat as the CIST replacement advances in character level. In addition, a CIST replacement can never have more cybernetic attachments than 1 + the host’s Constitution modifier (*minimum of 0*). One of the first cybernetic attachments crafted by most CIST replacements is a communication device with which to establish contact with a CIST collective for mutual support.

Fast Healing 2 (Ex): A CIST replacement heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower the host body falls unconscious while the nanites attempt to reboot. This process takes 1d6 rounds, during which time the nanites can longer heal damage and the host continues to lose 1 hit point every round. If the host falls to –10 hit points or lower before the nanites reboot, it dies but the nanites remain infectious to anyone that handles the dead body. If the nanites reboot before the host reaches –10 hit points, they resume their fast healing, accumulating 2 points each round until they regain consciousness.

Nanite Infection (Ex): A CIST replacement continues to naturally produce microscopic nanites within its host body, converting various minerals and organic resources into the proper building blocks for this purpose. Once per day as a free action, it can inject these additional nanites into a foe it has managed to grapple and pin. The nanites then spread the CIST disease into the new host, attacking its DNA while transforming the victim’s psychology and physiology.

A creature injected with nanites must immediately make a Fortitude save (*DC 13 + 1/2 the CIST replacement’s Hit Dice*).

On a successful save, the creature’s body fights off the infection, destroying the nanites in the process. On a failed save, the creature immediately takes 1d2 points of Wisdom damage and 1 point of Charisma damage. Each day thereafter, the creature must succeed on a new Fortitude save at the same DC or take 1d2 points of Wisdom damage and 1d2 points of Charisma damage. It takes three successful saving throws in a row for the creature to fight off the powerful nanite infection, but any damage already taken must heal normally thereafter. If an infected creature has an Intelligence score of at least 6 and either its Wisdom or Charisma score is reduced to 0 by the disease, it is transformed into a CIST replacement. Such a creature immediately gains the CIST replacement template and all Ability Damage previously dealt by the disease is healed. Thereafter, the new CIST replacement advances in character level and carries on its life within the new host, but can no longer be cured of the nanite infection.

A creature using the Treat Injury skill to treat CIST disease takes a –10 penalty on Treat Injury checks unless it also has at least 5 ranks in Knowledge (*technology*) or Knowledge (*physical sciences*), and 5 ranks in Disable Device.

Weaknesses (Ex): A CIST replacement suffers the same susceptibility to electrical attacks and massive damage effects as any other user of cybernetic attachments.

Allegiances: A CIST replacement’s primary allegiance is to the collective to which it belongs. This allegiance cannot be broken unless the collective does something to break it (*such as casting the CIST replacement out of the membership*).

Saves: As the host.

Action Points: CIST replacements do not acquire or amass action points.

Abilities: As the host.

Skills: Same as the host. CIST replacements receive a +4 bonus on Computer Use, Knowledge (*technology*) and Knowledge (*physical sciences*), Repair, and Treat Injury.

Feats: A CIST replacement gains the host’s feats as well as the bonus feats Craft Cybernetics, Cybernetic Surgery, Improved Damage Threshold (*which stacks with any similar feats the host may have previously had*), and Iron Will.

Talents: Same as the host.

Automatic Languages: A CIST replacement can read, write, and speak any language known by the host.

Advancement: By character class.

Adventure Hook: Cyber Rush

Federal authorities have grown suspicious while monitoring a series of chatrooms across the Internet. Most of them trace back to the computer-lab servers of a well-known university in upstate New York. Transcripts of the chatlogs from these cyber locations describe a detailed plan to abduct the daughter of a well known United States senator – who also happens to attend

the same university. The computer IDs from the chatroom prove useless, however, as an interrogation of the students who own them determines that someone stole the passwords to cover their trail. As a last resort, the feds bring in the heroes for additional investigation to determine if the plot poses a realistic threat.

Disguising themselves as college students, the heroes go undercover to monitor the campus. While there, they learn of a rapidly growing fraternity called Alpha Kappa Theta supported by the dean of the computer science department. Its membership imposes strict rules for joining the brotherhood, but promises exclusive access to some of the most cutting-edge technical equipment in the world.

By tailing one of the previously interrogated students, the heroes discover an abrupt change in his personality when he pledges for AKT. In actuality, the initiation performed by Alpha Kappa Theta is nothing more than a CIST infection. The entire fraternity and its faculty supporters have fallen victim to the invasive nanites. The CIST replacements now work to secure their survival by propagating further into the student body. They also aim to infect the senator's daughter as a means for gaining a foothold in the government.

Once the heroes move to oppose AKT, they discover an even deeper conspiracy. The cutting-edge technology offered as part of fraternity membership has drawn interest from several prominent businesses and even military contractors. These virtual reality breakthroughs also carry the viral CIST nanites and could enable the replacements to considerably widen their influence.

common cold

The common cold originates with a wide variety of bacteria that constantly change and mutate into enough different forms that it prevents the development of a reliable cure. Therefore, most treatments help alleviate the symptoms of a cold, while bolstering the body's natural defenses to eventually recover. Colds commonly cause fatigue and a penalty on Fortitude saves to fight off any other infections. In this manner, some colds develop into full-blown pneumonia or more dangerous diseases.

Type: Inhaled or Injury (*DC 11*)

Incubation Period: 1d6+1 days

Initial Damage: Ability Damage (*1 Str, 1 Con*), Coughing, and Sneezing

Secondary Damage: Immune Deficiency (*-2 penalty on Fortitude saves*), Congestion

Recovery: 1 (*once every two days*)

diphtheria

Diphtheria develops as an acute bacterial infection of the respiratory tract. It usually begins with a sore throat and low-grade fever, but can quickly escalate to chronic coughing and respiratory failure due to a thickening of the mucous membranes of the nasal passages and throat. Diphtheria spreads from person to

person in close living conditions, but most modern civilizations have immunized against the disease.

Type: Inhaled or Injury (*DC 12*)

Incubation Period: 1d4+1 days

Initial Damage: Ability Damage (*1d2 Con*), Coughing, Fever

Secondary Damage: Ability Damage (*1d2 Str*), Respiratory Failure (*DC 13, once/day*), Impaired Voice

Recovery: 2 (*once every two days*)

Ebola virus

As part of a family of hemorrhagic fevers, the Ebola virus first originated in Africa, taking its name from a river in the Congo basin. It quickly spread to humans through contact with infected monkeys from Zaire, Sudan, and the Ivory Coast. It also spread from person to person via direct contact with blood or other bodily secretions from infected victims.

The onset of the Ebola virus not only leads to heightened body temperatures, but also headaches, joint and muscle aches, sore throat, and weakness. Additional symptoms such as diarrhea, vomiting, and stomach pain quickly follow. Some victims may also exhibit a skin rash, red eyes, and especially internal and external bleeding. This demonstrates the slow, steady decline of the body as the Ebola virus literally eats away the victim's flesh. The bloody hemorrhaging of the skin only increases the spread of the disease.

Type: Injury or Contact (*DC 14*)

Incubation Period: 1 day

Initial Damage: Ability Damage (*1 Str, 1 Con*), Fever, Headaches, and Exhaustion

Secondary Damage: Ability Damage (*1d2 Str, 1d2 Con*), Ability Loss (*1 Con*), and Nausea

Recovery: 3 (*once/day*)

E.coli

Few intestinal disorders can match the food poisoning effects of E.coli. The infection caused by the E.coli bacteria usually originates in undercooked beef products, but victims can also acquire it by drinking or swimming in sewage-contaminated water. It invariably leads to abdominal cramps and bloody diarrhea. Severe cases can result in kidney failure.

Type: Ingested (*DC 13*)

Incubation Period: 1 day

Initial Damage: Ability Damage (*1 Str, 1 Dex*), Nausea, Diarrhea

Secondary Damage: Ability Damage (*1d2 Str, 1d2 Dex*), Organ Failure (*Kidneys, once every three days*)

Recovery: 2 (*once/day*)

ectoplasmic myalgia

Also referred to as "Ghost Pain," ectoplasmic myalgia results from contact with residues left behind by manifested ghosts and spirits. It can cause painful muscle aches and even involuntary

spasms in advanced cases. Rumors persist of victims who recover from ectoplasmic myalgia, eventually returning as ghosts when they naturally pass away years later.

Type: Contact (DC 15)

Incubation Period: 1d6 hours

Initial Damage: Ability Damage (1d2 Str, 1 Dex)

Secondary Damage: Ability Damage (1d2 Str, 1d2 Dex), Convulsions (once/week)

Recovery: 3 (once/day)

Encephalitis

Usually spread by mosquitoes, encephalitis occurs as an acute inflammation of the brain, spinal cord, and peripheral nerves caused by a viral invasion. Early symptoms include fever, but the disease quickly progresses to headaches, seizures, coma, and even death. Patients that receive treatment and eventually recover, often experience permanent neurological impairment.

Type: Injury (DC 14)

Incubation Period: 1d6 days

Initial Damage: Ability Damage (1d2 Dex), Fever, Headaches

Secondary Damage: Ability Damage (1d3 Dex), Ability Loss (1 Dex), Seizures (once/day), Nerve Damage, and Coma

Recovery: 2 (once every two days)

Fiendish Fever

Before the advent of modern medicine, some healers believed illnesses represented an invasion of the physical body by nefarious spirits and demons. The discovery of bacteria and viruses as a cause for disease helped to disprove such far-fetched theories, but Fiendish Fever has now emerged to validate at least some of the original myths. A disease of the mind as much as the body, Fiendish Fever attacks a victim's Wisdom ability score at the same time it causes radical physical changes. Irritation of the skin, scalp, forehead, hands, and feet serve as early warning signs for the transformation brought on by the fever. Those who have their Wisdom score reduced to 0 before their Constitution gives out will finally lose their minds to the otherworldly invasion, becoming Feverish Fiends (see *template below*).

Contracting Feverish Fever can occur in two distinct ways. The easiest form of transmission comes from the poisonous sting of a fiend's barbed tail. Anyone surviving an encounter with a Feverish Fiend that received such a wound must make a Fortitude save (DC 15) to shrug off the infectious disease. But, another method of acquiring the malady also includes the ingestion of a specially-prepared elixir. Unholy by its very nature, the secrets for crafting a draught of Fiendish Fever lie within only the most reviled ancient texts. However, some leaders of occult organizations obviously possess such knowledge, using it to strengthen their followers with fiendish might, or to spread terror by inflicting the disease upon innocents to please their dark masters.

Type: Injury/Ingested (DC 15)

Incubation Period: 2d4 days

Initial Damage: Ability Damage (1 Con, 1d2 Wis), Fever

Secondary Damage: Ability Damage (1 Con, 1d3 Wis), Ability Loss (1 Wis), Convulsions (once/day)

Recovery: 3 (once every three days)

Feverish Fiend (Template)

Victims whose minds fall prey to Fiendish Fever before their bodies give out, become Feverish Fiends. Not exactly a true demon or devil, these hell-spawned creatures do not gain the full abilities of their kindred, but their newfound powers do prove significant when compared to ordinary citizens. As creatures of Shadow, Feverish Fiends don't always manifest their true appearance, choosing instead to disguise themselves and secretly walk among the rest of the world sowing confusion, chaos, and fear.

Template Traits

"Feverish Fiend" is an inherited template that can be added to all sentient creatures (referred to hereafter as the "base creature"), including celestial beings that fall from grace. The creature's type always changes to outsider. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Outsider: A feverish fiend has the traits common to outsiders.

Defense: The base creature gains a natural armor bonus to Defense, depending on its original size. Tiny or smaller creatures improve by +1, Small +4, Medium-size +6, Large +10, Huge +12, Gargantuan +14, and Colossal +16.

Attacks: A feverish fiend retains all the attacks of the base creature. It also gains a bite attack, two claw attacks, and a tail attack if the base creature didn't already have them. If the base creature did not have such attacks before, use the base damage values in the table below. Otherwise, use the values below or the base creature's base damage, whichever is greater.

Size	Bite Damage	Claw Damage	Tail Damage
Fine	1	—	1
Diminutive	1d2	1	1d2
Tiny	1d3	1d2	1d3
Small	1d4	1d3	1d4
Medium-size	1d6	1d4	1d6
Large	1d8	1d6	1d8
Huge	2d6	1d8	2d6
Gargantuan	2d8	2d6	2d8
Colossal	4d6	2d8	4d6

Special Qualities: A feverish fiend retains all the special qualities of the base creature and gains the additional special qualities described below:

Damage Reduction 10/silver (Ex): A feverish fiend ignores the first 10 points of damage dealt by any non-silver or non-magical

weapon, but takes full damage from silvered weapons or weapons with a +1 or better magic bonus.

Darkvision (Ex): A feverish fiend has darkvision with a range of 120 feet.

Immunities (Ex): A feverish fiend is immune to fire damage and poison.

Resistance to Acid and Electricity (Ex): A feverish fiend ignores the first 10 points of damage from any attack that deals acid or electrical damage.

Telepathy: Feverish fiends with an Intelligence of 6 or higher can communicate telepathically with any creature within 100 feet that has a language.

Allegiances: A feverish fiend always has an allegiance to evil and chaos.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A feverish fiend gains the following ability score increases: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Automatic Language: A feverish fiend can speak Abyssal (*the language of demons*) and a number of additional languages equal to its Intelligence bonus. Any languages known by the base creature are retained by the feverish fiend.

Skills: A feverish fiend gains skill points as an outsider of its nonclass Hit Dice. Treat skills from the base creature's list as class skills. If the creature has a class, it gains skills for class levels normally.

Feats: A feverish fiend gains feats as an outsider of its nonclass Hit Dice or as the base creature, whichever gives the greater number of feats. Feverish fiends also gain the Multiattack feat for free.

Talents: Same as the base creature's character class, if any.

Advancement: By character class, if any.

Adventure Hook: Devil in a Blue Dress

As creatures of Shadow, all demons desire to enter our world to wreak chaos. Fiendish fever represents only a half measure of the power they wish to inflict upon humanity. Even so, the disease provides a potential key in opening the gates of hell to bring more of their kind among us.

It is written in one of the unholy texts that a woman who willingly drinks an elixir of fiendish fever, and then seduces a pious man during the disease's incubation period, may give birth to a true demon. The outsider will then supposedly reward its 'mother' with great power and influence for bringing it out of hell. Meanwhile, the fiendish fever will pass fully into the demon, leaving her unaffected. This prophecy has inspired at least one cult and a female worshipper to test its legitimacy.

A newly-infected female cultist has just one week to mate with a pious man or the disease will run its course and transform her

into a feverish fiend instead. In her opinion, the target could be anyone with an allegiance to good. As a result, she could focus on a hero, one of his contacts, or an important GM character that the hero must save. If her seduction attempts fail, the cultist could become a feverish fiend and seek revenge upon those who spurned her. The cult itself could also take steps to silence those who have learned of her true nature and their goals. Or, they could move to ensure her success by kidnapping the target for a ceremonial mating ritual.

Hantavirus

First recognized in 1993, hantavirus is transmitted to humans by infected rodents – who shed the virus through their urine, droppings, and saliva. Anyone coming into contact with such animals or their nests runs the risk of contracting the disease. A hantavirus infection routinely starts with a sunburn-like flush on the head, neck, chest, and back. It may also include facial swelling. Eventually, the sunburn erupts into small blood-filled blisters that develop into severe hemorrhages and lesions. The virus ravages the body thereafter, quickly leading to permanent physical damage and death.

Type: Inhaled or Injury (DC 14)

Incubation Period: 1 day

Initial Damage: Ability Damage (1d2 Str)

Secondary Damage: Ability Damage (1d2 Str, 1d2 Con), Ability Loss (1 Str, 1 Con)

Recovery: 2 (once/day)

Hemotoxic Necrosis

Sometimes referred to as a vampiric-curse, hemotoxic necrosis afflicts its victims with an unusual disorder that effectively turns a victim's blood into a slow-acting poison. The functions of the liver and kidneys then work to remove these poisoned cells like any other toxin, leaving the victim without enough remaining blood to survive. This process explains the pale features and ravenous hunger that grips a victim of the HN virus, forcing them to ingest new blood to replace what was lost.

The first recorded case of hemotoxic necrosis supposedly occurred during an archaeological expedition to a site where legendary vampires once lived. Researchers tend to doubt this theory, however, as they can readily find scientific reasons for the virus. For instance, hemotoxic necrosis appears to also exist in a previously unknown species of vampire bat. Regardless, everyone agrees that transmission of the virus can move from one species to another via an infectious bite. The disease then actively destroys the red blood cells and plasma leukocytes in the bloodstream. Only a complete blood transfusion can remove the virus, requiring a slow, steady recovery period to return the victim to normal. Those who fail to receive such treatment can eventually become Hemotoxic vampires (*see template below*).

Type: Injury or Inhaled (DC 18)

Incubation Period: 1 day

Initial Damage: Ability Damage (1 Con), Reduced Circulation

Secondary Damage: Ability Damage (*1d3 Con*), Ability Loss (*1 Con*)

Recovery: 3 (*once/week*)

Hemotoxic Vampire (Template)

A Hemotoxic vampire results from a victim who perishes from the HN virus when his or her Constitution score reaches 0. For the next 1d4 days, the virus then carefully preserves and prepares the body for its new level of existence and raises the vampire's Constitution by 1 for every day spent in this state. Afterward, the creature regains consciousness with a deep hunger for fresh blood. By using its drain attack on other unfortunate victims, the vampire may then siphon away 1d4 points of Constitution per round to refresh itself and raise its own Constitution back to normal. If he or she fails to slake this continuing thirst every 24 hours, however, the vampire will suffer its own Constitution damage as the Hemotoxic virus once again consumes the new blood.

Any Hemotoxic vampire that reaches a Constitution score of 0 will fall back into torpor. Such creatures can continue to survive in this state of hibernation indefinitely. But, to awaken again, the virus must permanently cannibalize a point of Strength to enable the vampire to become active for another 24-hour period. Any victim bitten by a Hemotoxic vampire must succeed on a Fortitude saving throw (*DC 18*) or also contract the disease.

Template Traits

"Hemotoxic Vampire" is an acquired template that can be added to any corporeal living creature that has both an Intelligence score and a Charisma score greater than 6 (*referred to hereafter as the "base creature"*). The creature's type does not change to undead. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Hit Dice: Changes to d12.

Speed: The base creature's speed increases by +10 feet.

Defense: The base creature's natural armor bonus improves its Defense by +4.

Attacks: A Hemotoxic vampire retains all the attacks of the base creature and gains a slam attack if it didn't already have one. The vampire's slam attack deals damage according to its size: Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. The virus also alters a Hemotoxic vampire's bone structure, leading to physical improvements in Strength, Dexterity, and Constitution, while also enabling the growth of fangs for use in its Blood Drain attack below.

Special Qualities: A Hemotoxic vampire retains all the special qualities of the base creature and gains the additional special qualities described below.

Blood Drain (Ex): A Hemotoxic vampire can suck blood from a living victim with its fangs by making a successful grapple

check. If it pins the foe, it drains blood, dealing 1d4 points of temporary Constitution damage each round the pin is maintained.

Darkvision (Ex): Hemotoxic vampires have darkvision with a range of 60 feet.

Electricity Resistance 10 (Ex): A Hemotoxic vampire ignores the first 10 points of electrical damage from any electricity-based attack.

Fast Healing 5 (Ex): A Hemotoxic vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower the vampire falls unconscious for 1d6 rounds. If the vampire falls to -10 hit points or lower, it enters a state of torpor.

Turn Resistance (Ex): A Hemotoxic vampire cannot be turned due to its biological nature.

Viral Infection (Ex): Any creature bitten by a Hemotoxic vampire must succeed at a Fortitude saving throw (*DC 18*) or contract the HN virus.

Weaknesses (Ex): A Hemotoxic vampire has only a few weaknesses, described below.

Blood Hunger: A Hemotoxic vampire must drain blood (*causing 1d4 points of temporary Constitution damage*) from a living creature every 24 hours. If the vampire goes for 24 hours without consuming blood, it will take 1d4 points of Constitution damage instead. If the vampire's Constitution score falls to 0, it will enter hibernation for 1d4 days. It may only awaken from this state by permanently cannibalizing 1 point of Strength. If the vampire has no Strength left, it will perish as the HN virus consumes the host, turning it to dust. Such dust remains infectious however for many years, imposing the same Fortitude saving throw (*DC 18*) on any who inhale it.

Direct Sunlight: For some reason, sunlight stimulates the HN virus to more rapidly consume the blood resources acquired by a Hemotoxic vampire. As a result, direct sunlight deals 1d3 points of Constitution Ability Damage per round to such a creature. If the vampire loses all its Constitution points, it immediately perishes as the virus cannibalizes all of the remaining resources in the victim's body.

Garlic: A Hemotoxic vampire cannot enter or pass through any 5-foot square containing garlic due to the severe nausea that it causes. This is also believed to be another reaction caused by the HN virus, forcing the vampire to take a -2 penalty on melee attack rolls against any target wearing garlic.

Wooden Stake: A Hemotoxic vampire will stay in a state of torpor if pierced through the heart with a wooden stake, essentially paralyzing the creature. The HN virus still maintains the body during this time, but cannot restart the vampire's heart while the stake remains in place.

Allegiances: Survival becomes the Hemotoxic vampire's sole purpose. Any allegiances that would interfere with that goal are sublimated or abandoned (*GM's choice*). Some Hemotoxic vampires band together for mutual support and defense, but no

master-to-spawn relationship exists among them. Hemotoxic vampires may even feed upon one another with their Blood Drain attacks.

Ability Scores: Hemotoxic vampires gain the following ability score increases: Str +4, Dex +4, Con +4. Unlike true undead creatures, Hemotoxic vampires retain their Constitution score.

Saves: Same as the base creature, modified by new ability scores.

Skills: Same as the base creature. Hemotoxic vampires also receive a +4 species bonus on Balance, Climb, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot, and Tumble checks as a result of the viral-induced enhancements to the body.

Feats: Hemotoxic vampires gain the bonus feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Talents: Same as the character.

Advancement: By character class.

ADVENTURE HOOK: BLOOD DONORS

A recent elevation in the number of positive tests for HIV and the rapid deterioration of its victims has the medical community worried. Something appears to be spreading the HIV virus at a faster rate than normal. Many of the most recently tested patients trace their possible contacts back to a blood donation center in a local clinic. The authorities fear that one of its healthcare workers might have purposefully victimized blood donors by reusing needles infected with the virus.

Investigations during the day have turned up nothing, however, and the authorities ask the heroes to look into the matter instead.

The true perpetrator of the crime turns out to be a doctor who became a Hemotoxic vampire. Unfortunately, he also contracted the AIDS virus by accidentally feeding upon an infected victim at the clinic. Now unable to control the blood hunger, the vampire has continued to spread the disease by routinely feeding on donors who walk into the clinic late at night. The patients who then arrive at the hospitals complaining of rapid fatigue actually suffer from hemotoxic necrosis instead, but test positive for HIV which has misled doctors into thinking they face an advanced form of AIDS.

Once the heroes challenge the Hemotoxic vampire, their worries only begin. Many of the patients that fell victim to the supposedly rapid infection of AIDS, have actually died of hemotoxic necrosis instead. In just a few days they will rise again from the morgue as Hemotoxic vampires and further spread both diseases with their own feedings.

HEPATITIS A

Many different forms of viral hepatitis exist. Hepatitis A represents a recoverable form of the disease that afflicts the liver. It

most frequently spreads by ingesting unsanitary food or water. The effects of the disease include fatigue, loss of appetite, and abdominal pain. Once a victim recovers from Hepatitis A, they gain immunity to future infections.

Type: Ingested (*DC 14*)

Incubation Period: 1d4+2 weeks

Initial Damage: Ability Damage (*1 Con*), Fatigue, Loss of Appetite

Secondary Damage: Ability Damage (*1d2 Str*), Nausea, Diarrhea

Recovery: 2 (*once/week*)

HIV/AIDS

The widespread Human Immunodeficiency Virus (*HIV*) leads to the disease known as Acquired Immunodeficiency Syndrome (*AIDS*). As HIV spreads, the body's immune system comes under attack until every defense gets stripped away. This combination with the AIDS disease causes a general lowering of a victim's ability to fight off even the simplest infections. There is no known method of recovering from HIV/AIDS. Instead, victims face a series of lifestyle changes designed to minimize exposures to outside pathogens, always hoping for a cure.

A sudden flu-like illness usually manifests as the first thing to happen after the incubation period of HIV. This soon settles down, however, with the next stage beginning as the immune system starts to break down. Glands may become swollen and stay that way for a long time as the body's white blood cells come under attack by the virus. As the disease spreads, simple warts or boils may appear on the body. Fatigue, chronic diarrhea, and rapid weight-loss can also occur.

The last stages of AIDS cause the body to fall victim to a variety of other diseases that prove incredibly difficult to fight off. Only aggressive overdose treatments with drugs designed to kill specific infections will help. Otherwise, with nothing to stand in its way, the new infection usually claims the victim's life shortly thereafter. In game terms, victims of HIV/AIDS should face a much greater incidence of exposure to diseases and a more difficult task to fight off such infections.

Type: Injury or Ingested (*DC 18*)

Incubation Period: 1d6+4 weeks

Initial Damage: Ability Damage (*1 Str*), Fatigue

Secondary Damage: Immune Deficiency (*-8 penalty on Fortitude saves involving disease*), Exhaustion, Diarrhea, and Weight Loss

Recovery: 3 (*once/week, but Immune Deficiency always remains*)

UNDER THE MICROSCOPE: HIV/AIDS

Some diseases make good candidates for use as built-in character flaws, particularly if there's little chance to ever fully do away with their effects. Since 'recovery' from HIV/AIDS is really more of an issue of overcoming the next threat posed by another pathogen, it stands to reason that its effects could return periodically. This would force a character to endure a much

higher incidence of disease and potentially lose his or her life prematurely. Therefore, by willingly allowing such a recurring malady, a player could also be rewarded with an additional feat for the character. Unlike some flaws, players may select HIV/AIDS during character creation or later in his or her adventuring career.

influenza

More commonly referred to as the flu, influenza is caused by a virus that leads to high fevers, fatigue, coughing, sneezing, sore throat, and body aches. Complications can even result in pneumonia. Many people often confuse the flu with common colds, since they share many of the same symptoms.

Type: Inhaled (DC 14)

Incubation Period: 1d6+1 days

Initial Damage: Ability Damage (1 Str), Sneezing, Coughing

Secondary Damage: Ability Damage (1d2 Str), Fever, Congestion, Impaired Voice

Recovery: 2 (once every two days)

malaria

Malaria results from a microscopic parasite that causes incredibly high fevers, often proving fatal. Victims most often encounter malaria in tropical regions through mosquitoes that carry the disease. Their bites inject the parasites into a victim's bloodstream where they eventually enter the body's red blood cells. As the parasites mature, they rupture the red blood cells and release toxins that cause the typical fever, chills, and flu-like symptoms associated with malaria. This means that the disease can also spread through blood transfusions, organ transplants, or shared needles among drug-abusers.

Type: Injury (DC 13)

Incubation Period: 1d6 days

Initial Damage: Ability Damage (1 Str), Fever, Chills

Secondary Damage: Ability Damage (1d3 Str), Organ Failure (Liver, once/week)

Recovery: 2 (once every three days)

medulla psionosis

Brain disorders such as medulla psionosis defy scientific explanation. The condition's occurrence often seems tied to mental stress, either as a result of psionic attacks involving telepathy, various complications arising from head injuries or nerve disease, and even spontaneous genetic ailments that directly affect the brain. Once medulla psionosis develops, however, the disease consistently causes headaches due to the formation of tumors within the brain and spinal column. These tumors slowly erode the body's physical health while simultaneously granting the Wild Talent feat (see pg. 362 of the *D20 Modern Core Rulebook*) and the use of a single minor psionic power.

Recovering from medulla psionosis is an involved process that requires weeks. During this time, the victim's new ability to use a minor psionic power gradually manifests even as the body slowly deteriorates. Those who recover from the disease typically lose access to these powers, though some GM's may permanently reward characters with the Wild Talent feat as a method for granting access to the advanced classes for Telepaths and Battle Minds.

Type: Injury (DC 15)

Incubation Period: 1d4 weeks

Initial Damage: Ability Damage (1 Int, 1 Wis, 1 Cha)

Secondary Damage: Ability Damage (1 Con), Headaches

Recovery: 3 (once/week)

adventure hook: asylum for none

A local disturbance at an asylum for the mentally insane leads officials to call in the heroes for assistance. It turns out the inmates have overrun the facility's guards, taking them and the rest of the staff hostage. Police units have ringed the location but prove reluctant to storm the building. Apparently, a high profile politician was also captured by the inmates during the dedication of a new wing in the hospital section. The heroes are tasked with infiltrating the facility and freeing the politician before the situation deteriorates any further.

Waiting inside, the insane inmates pose a considerable challenge. But, perhaps even more frightening, are the minds behind all the chaos. Several recently admitted patients have developed sudden cases of medulla psionosis. Each one has manifested a varying array of wild psionic talents. In addition, at least two of the ringleaders have gained levels as a Telepath and Battle Mind. And, of course they hold the politician, terrorizing him with their mental horrors.

mummy rot

Mummy rot is a dread disease inflicted by a mummy's touch, causing the victim's flesh to literally wither away. Only three known methods exist to cure the affliction. The first involves a special drug created with the Craft (*pharmaceutical*) skill (DC 30). Even the swift application of such medicine only halts the rotting effects, leaving behind any permanent damage caused by the disease. The victim must still succeed on three consecutive Fortitude saving throws to recover, but the medical treatment reduces the save DC by 1 for every point by which the pharmacist exceeds the Craft (*pharmaceutical*) check.

The second treatment method relies upon magic and the remove disease spell to completely cure mummy rot. However, the last approach involves amputation of the affected limbs or body parts. This requires a surgical procedure that deals an additional 1d4+1 points of temporary Constitution damage. A successful Treat Injury skill check (DC 25) will reduce the damage to 1 point. If the damage reduces a victim's Constitution to 0, he or she dies on the operating table.

Type: Injury (DC 20)

Incubation Period: 1 day

Initial Damage: Ability Damage (1d6 Con)

Secondary Damage: Ability Damage (1d6 Con), Ability Loss (1 Con)

Recovery: 3 (once/day)

necroambulism

Necroambulism refers to the more appropriately named Walking-Dead Disease, since anyone slain by the affliction eventually rises again as a zombie (see *template below*). Early symptoms of necroambulism include a loss of coordination, fatigue, and the slow degradation of physical health. The viral strain that causes necroambulism spreads through direct contact with infected creatures or other objects such as clothing. No known cure exists.

Type: Injury or Contact (DC 14)

Incubation Period: 1d8 days

Initial Damage: Ability Damage (1d2 Dex), Fatigue

Secondary Damage: Ability Damage (1d2 Con, 1 Dex)

Recovery: 2 (once/day)

necroambulant zombie (template)

Necroambulant zombies do not speak. They have no master, just a constant need to feed and destroy things in a fit of rage.

template traits

“Necroambulant Zombie” is a template that can be added to any corporeal creature other than an undead (*referred to hereafter as the base creature*). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: A necroambulant zombie’s challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The creature’s type changes to undead.

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a necroambulant zombie drops to clumsy.

Defense: A necroambulant zombie’s natural armor bonus to Defense increases to a value based on the zombie’s size (*but use the base creature’s natural armor bonus, if it’s higher*): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The necroambulant zombie retains all the natural attacks and manufactured weapons of the base creature, but loses any weapon proficiency feats. A zombie also gains a slam attack, described below.

Damage: Any natural or manufactured weapons wielded by necroambulant zombies deal damage normally. A slam attack deals damage depending on the necroambulant zombie’s size (*but use the base creature’s slam damage if it’s greater*): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large

1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A necroambulant zombie loses all of the base creature’s supernatural and spell-like qualities except for immunity or resistance to specific energy types. A necroambulant zombie may retain any or all of the base creature’s extraordinary abilities, at the GM’s discretion. In addition to gaining the undead type, a necroambulant zombie has the following special quality:

Move or Attack Action Only (Ex): A necroambulant zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Allegiances: A necroambulant zombie loses any previous allegiances.

Saves: A necroambulant zombie’s saving throw modifiers are based on Hit Dice and given in Table 8–2: Creature Saves and Base Attack Bonuses on pg. 217 of the D20 Modern Core Rulebook.

Action Points: A necroambulant zombie does not acquire or amass action points. It loses any action points previously held by the base creature.

Ability Scores: A necroambulant zombie’s ability scores change as follows: Str +2, Dex –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The necroambulant zombie loses all skills.

Feats: The necroambulant zombie loses all of the base creature’s feats and gains the Toughness feat.

necrotizing fasciitis

Necrotizing fasciitis results from a major streptococcus infection that invades and destroys muscle, fat, and skin tissue. Because of this process, the news media often describes the disease as flesh-eating bacteria. In game terms, it can also lead to the ‘natural’ formation of undead creatures known as ghouls.

The classic warning signals of necrotizing fasciitis include unusually severe pain at the site of a wound or cut. Flu-like symptoms surface a few hours afterward, such as high fever, shock, light-headedness, and respiratory problems. The necrotizing process soon follows as bacteria literally eat away the flesh of the victim. This often leads to gangrene, which may require the amputation of affected limbs in order to save the patient’s life.

Type: Injury or Contact (DC 14)

Incubation Period: 1d3 days

Initial Damage: Ability Damage (1d3 Con)

Secondary Damage: Ability Damage (1d3 Con), Ability Loss (1 Con)

Recovery: 2 (once/day)

Ghoul (Template) Template Traits

“Ghoul” is an acquired template that can be added to any living corporeal creature that has flesh (*referred to hereafter as the “base creature”*). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Hit Dice: Change to d12.

Defense: The base creature’s natural armor bonus improves by +2.

Attacks: A ghoul retains all the attacks of the base creature. It also gains a bite attack and two claw attacks if the base creature didn’t already have them. If the base creature did not have bite or claw attacks, use the base damage values in the table below. Otherwise, use the values below or the base creature’s base damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium-size	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	2d4
Colossal	4d6	2d6

Special Qualities: A ghoul retains all the special qualities of the base creature and gains the additional special qualities described below.

Create Spawn (Su): If a ghoul’s prey contracts advanced necrotizing faciitis (*see below*) from the wounds it has sustained and dies from the disease, it rises 1d3 days later as a ghoul. A remove disease spell cast on the corpse can prevent it from rising.

Disease (Su): A ghoul’s bite infects the victim with a supernatural version of streptococcal gangrene (*injury; Fort DC 14; incubation period 1d3 days; initial damage 1d3 Con; secondary damage 1d3 Con. If Con damage is sustained, a second saving throw at the same DC is required; failure indicates that 1 point of the Con damage becomes Con drain instead*). This disease, known as advanced necrotizing faciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim’s flesh. The disease can be arrested completely through amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A cure disease spell or a successful Treat Injury check (*surgery, DC 25*) halts the disease. The GM should roll the check secretly; if it fails, the disease returns again in 1d3 days.

Scent (Ex): This ability allows a ghoul to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Undead: Ghouls have the traits and immunities common to undead.

Allegiances: Previous allegiances are lost and replaced by allegiances to chaos and evil. Changed allegiances might cause the loss of particular class abilities.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A ghoul gains the following ability score increases: Str +2, Dex +2. As an undead creature, a ghoul has no Constitution score.

Language(s): A ghoul can read, write, and speak whatever languages it could in life.

Skills: Same as the base creature, modified for new ability scores. A human ghoul retains the extra skill points afforded to all humans.

Feats: A ghoul gains Multiattack as a bonus feat, assuming the base creature meets the prerequisites and doesn’t already have the feat. A human ghoul keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

Pneumonia

Pneumonia often occurs as part of an escalation of the common cold or flu, which can easily weaken the body enough to also fall victim to the bacteria that cause the disease. Symptoms usually demonstrate a chronic cough, rapid breathing, respiratory problems, and confused restlessness. Pneumonia can also spread from person to person through the air.

Type: Inhaled (*DC 12*)

Incubation Period: 1d4 days

Initial Damage: Ability Damage (*1 Str*), Coughing, Chills, and Disorientation

Secondary Damage: Ability Damage (*1d3 Str, 1d3 Con*), Respiratory Failure (*DC 14, once/week*)

Recovery: 2 (*once/day*)

Poison Ivy

The family of poison ivy, oak, and sumac all cause an itchy rash to break out upon their victims. This effect results from urushiol oil, a sticky resin-like substance that quickly irritates the skin. The word urushi actually derives from the Japanese name for lacquer because their culture often used urushiol oil to preserve the gold that decorated ancient temples. A common myth holds that scratching the raised bumps of poison ivy will spread the infection, but this actually results from distributing more of the urushiol oil to other parts of the body. After the oil is washed away, the remaining irritation usually disappears in a few days.

Type: Contact (*DC 11*)
Incubation Period: 1 day
Initial Damage: Ability Damage (*1d2 Dex*)
Secondary Damage: Itching (*once/hour*)
Recovery: 1 (*once every two days*)

POLIO

Polio represents a viral infection of the spine and central nervous system, often resulting in temporary weakness or permanent paralysis of the arms and legs. The disease most often occurs in areas with poor sanitation and hygiene. It caused a major epidemic in civilized nations during the 1900's, but a vaccine has nearly immunized the entire world since then. Unfortunately, the widespread use of modern antibiotics poses a new risk as some viruses have shown the ability to mutate in response. Many scientists fear polio may initiate a comeback as a result.

Type: Ingested or Injury (*DC 14*)
Incubation Period: 4d4 days
Initial Damage: Ability Damage (*1d2 Dex*)
Secondary Damage: Ability Damage (*1d4 Dex*), Ability Loss (*1 Dex*), Paralysis, Nerve Damage, and Impaired Mobility
Recovery: 2 (*once/week*)

Rabies

Rabies causes a fatal infection of the brain and spinal cord, spreading throughout the central nervous system and into other areas of the body with a high concentration of nerve tissue (*including the saliva glands*). Most common rabies infections occur from the bite of an infected animal, but the virus can only spread through saliva after the incubation period has ended. Fever, headaches, muscle stiffness, restlessness, and increased saliva production usually signal a rabies infection. Within days, the symptoms escalate to abnormal behavior, anxiety, delirium, hallucinations, and convulsions. If the victim survives this excited stage, paralysis soon sets in and death usually follows from cardiac arrest or respiratory failure.

Type: Injury (*DC 13*)
Incubation Period: 2d4+2 weeks
Initial Damage: Ability Damage (*1 Int, 1 Con*), Fever, and Headaches
Secondary Damage: Ability Damage (*1d2 Int, 1d2 Con*), Convulsions (*once/day*), Paralysis, and Organ Failure (*Heart, Lungs, once/week*)
Recovery: 2 (*once every two days*)

Salmonellosis

Salmonella food poisoning is a leading cause of intestinal problems, resulting in fever, severe diarrhea, and abdominal cramps. It usually runs its course in just a few days, but severe infections that spread from the intestines to the bloodstream can eventually result in death without antibiotic treatment.

Type: Ingested (*DC 13*)
Incubation Period: 1 day
Initial Damage: Ability Damage (*1 Str, 1 Dex*), Fever, Diarrhea
Secondary Damage: Ability Damage (*1 Str, 1d3 Dex*)
Recovery: 1 (*once/day*)

SARS

Severe Acute Respiratory Syndrome (*SARS*) first appeared in China in 2002, spreading through close person-to-person contact from sneezing and coughing. In general, SARS begins with a high fever, but other symptoms may include headache, an overall feeling of discomfort, and body aches. Some people also have mild respiratory symptoms at the outset and SARS patients may develop a dry cough after a few days. Most patients eventually develop pneumonia.

Type: Inhaled or Injury (*DC 14*)
Incubation Period: 1d10 days
Initial Damage: Ability Damage (*1 Con*), Fever, Headache
Secondary Damage: Ability Damage (*1d3 Con*), Coughing, and Sneezing
Recovery: 2 (*once/day*)

Scarlet Fever

Scarlet fever results from the same streptococcus bacteria that cause strep throat. It produces a rash of tiny red bumps on the chest and abdomen, an extremely sore throat, and high fevers. It spreads through contact with other people, particularly the germs carried in the saliva or nasal fluids. The bedding or clothing of a scarlet fever victim can also prove contagious.

Type: Inhaled or Ingested (*DC 13*)
Incubation Period: 1d4 days
Initial Damage: Ability Damage (*1 Str, 1 Cha*), Fever, Chills
Secondary Damage: Ability Damage (*1 Str, 1 Dex*), Loss of Appetite, Malaise
Recovery: 2 (*once/day*)

Small Pox

Aggressive vaccination has allowed for the virtual elimination of the small pox virus as a natural threat. It has no known cure, proves incredibly deadly, and spreads easily through face-to-face contact or by handling contaminated objects such as clothing or bedding. Because of this fact, small pox makes for an ideal biological weapon, with most experts agreeing that a worldwide return of small pox would most likely come from a military source, bio-terrorism, or an accidental outbreak from a science lab designed to safeguard the virus for future vaccine production.

The small pox name originates with the Latin word for 'spotted' which refers to the raised bumps that appear on the face and body of anyone infected with the disease. The first symptoms of small pox include a very high fever, weakness, painful aches, and sometimes vomiting. At this time, people usually prove far

too sick to carry on with their normal activities. As long as a victim displays the classic rash of small pox, they remain contagious. If their immune system fights off the disease, however, the pox forms scabs that eventually fall away, signaling the end of the infection.

Type: Inhaled or Contact (*DC 15*)

Incubation Period: 2d4 days

Initial Damage: Ability Damage (*1 Str, 1 Con*), Fever, Headaches, and Malaise

Secondary Damage: Ability Damage (*1d2 Str, 1d2 Con*), Nausea, and Exhaustion

Recovery: 3 (*once/day*)

SPORIC NECROSIS

Sporic necrosis develops from inhaling bacterial spores originating within a unique family of fungi that grows in diseased areas. The sentient spores attack a victim's coordination and higher mental functions, clouding judgment, sapping one's willpower, and even causing permanent Ability Damage. If an infected victim's Wisdom score reaches 0 before his Dexterity does the same, he will transform into a Blighter (*see template below*).

Type: Inhaled (*DC 16*)

Incubation Period: 1d6 days

Initial Damage: Ability Damage (*1 Con, 1 Wis*), Weight Loss

Secondary Damage: Ability Damage (*1d2 Dex, 1d2 Wis*), Ability Loss (*1 Wis*), Memory Loss

Recovery: 3 (*once/day*)

BLIGHTER (Template)

Blighters only 'live' for a limited amount of time, as the community of parasitic spores invading the host burn through one point of Constitution per week. A blighter usually senses this impending death and will take steps to position itself close to other victims so they can become infected by the spore cloud that erupts when its body finally gives out. This allows the parasite to move from one carrier to another and maintain its own survival.

Blighters do not speak, but have a limited form of intelligence and can communicate by emitting spores. To do so, they must stand within 30 feet of one another. Spore sharing also represents an important ingredient in blighter society. Each separate sentience that resides within a spore culture will clone itself, mixing and merging freely with other hosts, including those that are already infected. As a result, it is theorized that no more than a handful of truly unique sentient beings exist in a culture of blighters, with each host carrying multiple copies of them all.

Blighters take great care not to infect every creature they encounter, preferring to ensure they don't burn through a potential population of hosts before using up their current carrier. With each host also having the ability to carry copies of their entire sentient spore community, the loss of a single host is meaningless – but the loss of a source of hosts is something they will go to great lengths to protect against.

Template Traits

"Blighter" is a template that can be added to any corporeal creature (*referred to hereafter as the host*). It uses all the host's statistics and special abilities except as noted here.

Challenge Rating: A blighter's challenge rating depends on its size: Tiny or smaller 1/8, Small 1/4, Medium-size 1/2, Large 3, Huge 6, Gargantuan 10, Colossal 13.

Type: The host's type changes to plant.

Hit Dice: Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d10.

Speed: If the host could fly, its maneuverability rating as a blighter drops to clumsy. All other movement rates are reduced by 10 feet.

Defense: A blighter's natural armor bonus to Defense increases to a value based on the blighter's size (*but use the host's natural armor bonus, if it's higher*): Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +7, Colossal +11.

Attacks: The blighter retains all the natural attacks and manufactured weapons of the host, but loses any weapon proficiency feats. A blighter also gains a slam attack if it did not have one already.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the blighter's size (*but use the host's slam damage if it's greater*): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A blighter loses all of the host's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A blighter may retain any or all of the host's extraordinary abilities, at the GM's discretion. In addition to gaining the plant type, a blighter has the following special qualities:

Darkvision (Ex): A blighter has darkvision with a range of 90 feet.

Immunities (Ex): Blighters are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, the effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless.

Spore Cloud (Ex): When a blighter dies, it erupts in a dangerous cloud of infectious spores, attempting to continue its existence by invading a new host. The cloud is non-intelligent, however, and can only target creatures within 10 feet. Any victim caught within the cloud must succeed on a Fortitude saving throw (*DC 16*) or contract sporic necrosis.

Allegiances: A blighter loses any previous allegiances and adopts a new allegiance to its own parasitic survival and the colony of spores that co-exists in other blighters.

Saves: A blighter's saving throw modifiers are based on Hit Dice according to the information provided on pg. 217 of the D20 Modern Core Rulebook.

Action Points: A blighter does not acquire or amass action points. It loses any action points previously gained by the host.

Ability Scores: A blighter's ability scores change as follows: Str +2, Dex -2, Con +4, Cha -2.

Skills: The blighter loses all skills.

Feats: The blighter loses all of the host's feats and gains the Toughness feat instead.

Adventure Hook: The Host Team

A college athletics team has gone missing during a return trip from a late-night road game. The highway patrol discovered their bus lying on its side in the middle of a corn field. They found only one body inside, but its state of decomposition seemed far too great for a recent death from the crash site. Bloodhounds failed to pick up a trail, and now the authorities have turned to the heroes for assistance.

In actuality, one of the sports reporters traveling with the team contracted sporic necrosis several days ago. He fully transformed into a Blighter and decided to use his position with the team to bring more healthy hosts to the community of parasitic spores that infected him. He fought with the driver to cause the bus to crash near an abandoned farm where more Blighters awaited. And, although he perished in the crash, the spore cloud from his decomposing body infected all of the surviving players and coaches. This allowed the other Blighters to track and abduct them. Now the heroes face the challenge of tracking the creatures back to their lair at the farmstead.

Tetanus

Tetanus represents a severe nerve disease characterized by intermittent spasms of voluntary muscles. It is usually acquired by an injury where a contaminated object pierces the skin.

Afterward, the bacterial toxins soon enter the central nervous system along the peripheral nerves and find their way into the bloodstream.

Early symptoms of tetanus include pain at the site of the original wound or injury, difficulty swallowing, and muscle stiffness – particularly of the jaw. This leads to the common term “lockjaw” associated with the disease. The more gradual effects of tetanus then give rise to a fever, elevated blood pressure, and severe muscle spasms that sometimes lead to death.

Type: Injury (DC 12)

Incubation Period: 1d6 days

Initial Damage: Ability Damage (1d2 Dex), Nerve Damage

Secondary Damage: Ability Damage (1d3 Dex), Convulsions (once every 8 hours), and Fever

Recovery: 2 (once every two days)

Tuberculosis

Tuberculosis disappeared for a long time due to immunizations, but has recently made a comeback because of drug-abusers, the prevalence of HIV, homeless shelters, and ever-increasing prison populations. The disease manifests as a serious deep-rooted infection of the lungs and spreads through the air. Symptoms of tuberculosis always include a chronic cough, possible fever and night sweats, general fatigue, and rapid weight loss as a result of reduced appetite.

Type: Inhaled (DC 14)

Incubation Period: 2d4+2 weeks

Initial Damage: Ability Damage (1d2 Str), Coughing, Fever, and Fatigue

Secondary Damage: Ability Damage (1 Str, 1 Con), Loss of Appetite, and Weight Loss

Recovery: 2 (once every three days)

Typhoid Fever

Typhoid outbreaks always result from poor sanitary conditions, usually involving contaminated water or food. The disease causes high fevers, headaches, and abdominal discomfort. Sometimes these symptoms progress to diarrhea, coughing, and disorientation. The bacteria that cause typhoid fever only exist in humans. No other carriers exist, and some people who recover from typhoid can still carry the bacteria in their intestinal tract indefinitely. The disease most commonly appears in less civilized, underdeveloped parts of the world.

Type: Ingested (DC 13)

Incubation Period: 1d3 weeks

Initial Damage: Ability Damage (1 Str), Fever, Headaches, Nausea

Secondary Damage: Ability Damage (1d2 Str), Disorientation

Recovery: 2 (once every two days)

West Nile Virus

The West Nile virus takes its name from the first reported outbreak in the African country of Uganda. More recently the disease has spread throughout Russia, the Middle East, and crossed into the Americas, carried by birds and mosquitoes. The insects become infected when they feed on birds that carry the virus. Then, they pass along the virus to humans when they also bite them.

Many people who contract West Nile never show any symptoms, as their immune system easily deals with the virus. Those who do fall victim, however, experience fever, headache, and fatigue. Severe cases of West Nile virus can also affect the central nervous system, leading to nerve damage, seizures, and eventually death.

Type: Injury (DC 12)

Incubation Period: 1d4 days

Initial Damage: Ability Damage (1 Dex, 1 Con), Fever, Headaches, and Fatigue

Secondary Damage: Ability Damage (*1d2 Dex, 1d2 Con*), Ability Loss (*1 Con*), Nerve Damage

Recovery: 2 (*once/day*)

xenofusic syndrome

Mankind has spent decades searching for life among the stars, but xenofusic syndrome represents the potential for what can happen when it unexpectedly finds us instead. Rather than frightening people with conspiracy theories about UFOs and aliens living among us, this special disease goes one step further by implying such creatures live within us. And in fact, its natural fusion causes other creatures to become alien as a tenacious strain of DNA seeks to overtake any bioforms it encounters.

The exact origin of xenofusic syndrome is unknown. Some theories suggest it may have originated with bioorganic material brought back from missions in space, meteorites that struck the Earth, or as part of a contaminant left behind by alien expeditions that secretly visited our world. No one questions the effects of the disease, however. Close examination of quarantined patients infected with the illness portray a slow evolution of the mind and subtle physical alterations – many of which lie beneath the skin's surface.

Blinding headaches and chills serve as signs for the damage wreaked upon any lifeform unfortunate enough to contract the xenofusic syndrome. Many subjects die outright as the radical changes inflicted upon internal organs result in mutations that simply cannot allow survival in Earth's environment. But other victims do manage to endure the transition. Subjects whose Intelligence or Charisma reaches 0 before their Constitution as a result of the disease's Ability Damage will transform into a Xenohybrid (*see template below*).

Type: Injury (*DC 16*)

Incubation Period: 1d4 weeks

Initial Damage: Ability Damage (*1d2 Int, 1 Cha*), Chills, Headaches

Secondary Damage: Ability Damage (*1 Con, 1d2 Int, 1d2 Cha*), Ability Loss (*1 Cha*), Organ Failure (*random, once/week*)

Recovery: 3 (*once/day*)

xenohybrid (template)

A xenohybrid represents another species physically altered by an infection of alien DNA. Upon succumbing to the disease, all previous Ability Damage and symptoms are healed, and in fact many attributes are enhanced as a result of the transformation. Unfortunately, some leftover effects can also cause disabilities and disfigurement, which they go to great lengths to hide from others. Xenohybrids always retain the memories and knowledge of any creature they develop from – which proves a useful tool for incorporating new technologies and secrets to add them to their own.

A xenohybrid also enters into an alien awareness that completely transcends the victim's previous personality and instincts. Such creatures typically pursue their own agenda.

They struggle to keep their existence secret, amass power within the existing social circles of other sentient inhabitants of the new world upon which they find themselves, and, under the right circumstances, seek to contact their brethren among the stars. Xenohybrids also search for one another, immediately recognizing some unique aspect of their shared DNA, no matter how radically the disease may have transformed them in different ways. They also work to expose other sentient life-forms to the same source that enabled their evolution.

template traits

"Xenohybrid" is an inherited template that can be added to any corporeal creature other than an undead (*referred to hereafter as the base creature*). A xenohybrid uses all of the base creature's statistics except as noted here.

Challenge Rating: Same as the base creature +2.

Hit Dice: Same as the base creature.

Special Qualities: A xenohybrid retains all of the base creature's memories and abilities, including supernatural or spell-like abilities and psionics. They also gain the following special qualities:

Mutations (Ex): A xenohybrid is essentially a mutated form of the base creature as a result of alien DNA fusing with its basic genetic code. Therefore, xenohybrids receive 10 mutation points (*MPs*) to spend on mutations (*see Chapter 12 of the D20 Future sourcebook*).

Weaknesses (Ex): A xenohybrid also suffers from genetic mistakes the same as any other mutant, but only has to take a minimum of 6 mutation points (*MPs*) of drawbacks.

Allegiances: A xenohybrid's primary allegiance is to the alien species that gave rise to its existence. In addition, they seek out and support others of their kind to ensure continued survival in their new environment. Xenohybrids will also attempt to spread xenofusic syndrome by infecting key individuals deemed important to their goals.

Saves: As the base creature. Xenohybrids also receive a +2 bonus on Will saving throws.

Action Points: Xenohybrids acquire or amass action points the same as the base creature.

Abilities: As the base creature. Xenohybrids also gain +2 Int and +2 to one other ability score (*determined randomly*).

Skills: Same as the base creature.

Feats: A xenohybrid gains the base creature's feats as well as the Planetary Adaptation feat (*see pg. 13 of the D20 Future sourcebook*) for the original homeworld of the xenofusion that gave rise to its existence. This allows a xenohybrid to freely move from Earth to the other environment in the event that it successfully rejoins its brethren someday.

Automatic Languages: A xenohybrid can read, write, and speak any language known by the base creature as well as the language of the alien species whose DNA it shares.

Advancement: By character class.

Adventure Hook: Alien Conspiracy

One of the contacts frequently used by the heroes sends them a message warning of a conspiracy within their own organization. He is convinced that alien creatures have infiltrated their ranks, and believes they may already suspect he knows. He asks to meet with the heroes, but never shows up at the arranged location. When the heroes investigate his disappearance, they learn of his reassignment to a new position overseas. When they finally contact him again, he denies ever suggesting a conspiracy existed, further raising their suspicions.

In fact, the xenohybrids do exist. They located and infected the man with xenofusic syndrome before he could tell them anything more. Now he works alongside them, furthering their goals and using his knowledge of the heroes to impede and oppose them at every turn. When they finally face him, they discover his altered anatomy and DNA as something entirely inhuman. And, as they widen their investigation into the alien conspiracy, more xenohybrids seek to infect them as well – to silence them before they can spread word of their existence.

Meanwhile, the xenohybrids have initiated a plan to use SETI's resources to beam a satellite transmission directly to their alien homeworld. They hope to establish contact with their true alien brothers so they can send an invasion force to Earth. Only the heroes can stop them before it's too late. And they still don't know who they can trust.

Yellow Fever

Another mosquito-borne disease, yellow fever is confined primarily to the tropical regions of Africa and South America. The viral infection causes a high fever and swift dehydration. Acute cases can also lead to liver and kidney failure, resulting in jaundice (*yellowing of the skin*), which gives the disease its distinctive name.

Type: Injury (DC 12)

Incubation Period: 1d4 days

Initial Damage: Ability Damage (1 Str), Fever, and Dehydration

Secondary Damage: Ability Damage (1d2 Dex) and Organ Failure (Kidneys, Liver, once/week)

Recovery: 2 (once every two days)

Zombic Regeneration

Zombic regeneration grew out of a combination of dark, occult rituals and scientific research labs. It is the most virulent and horrifying disease of its kind, transforming its victims into mindless creatures in a matter of hours rather than days. The disease spreads through contact with the blood or any other bodily fluid of a previously infected victim. It can even spread between carriers who haven't yet manifested the symptoms of the disease or transformed into regenic zombies.

The early symptoms of zombic regeneration display increased aggression, disorientation, and eventually brief episodes of convulsions. These effects grow progressively worse as the victim suffers Ability Damage to Constitution and Dexterity. Anyone suffering from zombic regeneration whose Constitution falls to 0 will become a Regenic Zombie (*see template below*).

Type: Injury (DC 20)

Incubation Period: 1d6 hours

Initial Damage: Ability Damage (1 Con), Disorientation

Secondary Damage: Ability Damage (1d2 Con, 1d2 Dex), Convulsions (once every 30 minutes)

Recovery: 3 (once/hour)

Regenic Zombie (Template)

Regenic zombies represent a true horror. Relentless and nigh unstoppable, these creatures retain a sense of intelligence, organization, and speed greater than normal zombies. This is made possible because they do not exist as true undead. Instead, regenic zombies are simply infected people turned mad by the disease and empowered in terrifying ways. For instance, their regenerative abilities allow even the smallest bit of muscle tissue to innervate severed limbs so they can continue to seek out living creatures and slay them. In addition, the regenic zombie's blood proves highly infectious, spreading the disease in virtually every encounter with such creatures. Regenic zombies also remember loved ones, where they live, and how to use devices and equipment to chase after them. The disease drives them to crave the taste of flesh and to destroy everything they once cherished.

Template Traits

"Regenic Zombie" is a template that can be added to any humanoid creature other than an undead (*referred to hereafter as the character*). It uses all the character's statistics and special abilities except as noted here.

Challenge Rating: Same as the character +2.

Type: The creature's type remains unchanged and it does not gain the special qualities of undead.

Hit Dice: Same as the character.

Defense: Same as the character.

Attacks: The regenic zombie retains all the attacks with any manufactured weapons in the character's possession. A regenic zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the regenic zombie's size (*but use the character's slam damage if it's greater*): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities: A regenic zombie loses all of the character's supernatural and spell-like qualities except for immunity or

resistance to specific energy types. A regenic zombie may retain any or all of the character's extraordinary abilities, at the GM's discretion. In addition, a regenic zombie has the following special quality:

Regeneration (Ex): A regenic zombie regenerates 5 points of damage each round but cannot regenerate acid or fire damage. If a regenic zombie loses a limb or body part, the lost portion continues to actively seek out its owner. The creature can reattach the severed member instantly by holding it to the stump. Any limbs unable to rejoin will continue to fight as a lesser regenic zombie of two sizes smaller and 1/4 Hit Dice compared to the original creature.

Allegiances: A regenic zombie loses any previous allegiances and adopts a new allegiance to chaos. This allegiance cannot be broken.

Saves: Same as the character.

Ability Scores: A regenic zombie's ability scores change as follows: Str +4, Dex -2, Con +4, Wis -2, Cha -2.

Skills: Same as the character.

Feats: The regenic zombie loses all of the character's feats and gains the Toughness feat instead.

Adventure Hook: Flesh Crawl

No one knows exactly how it happened. The only thing that matters is that it did happen. And nothing can make the nightmare go away. Zombies walk the earth. Senseless, remorseless killers that seek to infect everyone with the same disease that drives them insane. A contagious bite, a splash of blood, or even a drink of water contaminated by their slain bodies is enough to make the nightmare go on forever. This is the world in which the heroes awaken. And the only way out is to die before virus infects them – or permanently slay every last regenic zombie they can find.

All the locations that the heroes once viewed as safe havens are now overrun with zombies. A few pockets of resistance still hold out, barricaded into defensible positions for as long as the food and water can hold out. Some of the ragged survivors are convinced that an expedition to a nearby military base can bring help. Volunteering for the mission, the heroes face the challenge head-on. Soon they learn that the facility may hold the key to ending zombic regeneration. But they'll have to work fast to create a vaccine, hold off the zombies that relentlessly pursue them, and return in time to save those they left behind.

Advanced classes

CDC Specialist

Working in the Centers for Disease Control, a CDC Specialist develops a knack for identifying, containing, and treating disease outbreaks. Such professionals spend much of their careers as part-scientist and part-medic. They routinely handle hazardous materials, engage in research, and develop vaccines for countering biological weapons and epidemics. As a member of a team, the CDC Specialist is well-equipped for dealing with bio-threats and investigating unknown substances. With a medical kit and pharmacist kit, the CDC Specialist can also prepare his own bio-agents to attack or counter opponents.

Select this advanced class if you want your character to excel at medical research and the treatment of disease.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become a CDC Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2

Skills: Craft (*pharmaceutical*) 6 ranks, Knowledge (*earth and life sciences*) 6 ranks, Research 3 ranks, Treat Injury 6 ranks

Feats: Medical Expert

Class Information

The following information pertains to the CDC Specialist advanced class.

Hit Die

The CDC Specialist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The CDC Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

A CDC Specialist's class skills are as follows:

Computer Use (*Int*), Concentrate (*Con*), Craft (*chemical, pharmaceutical*), Diplomacy (*Cha*), Drive (*Dex*), Investigate (*Int*), Knowledge (*behavioral sciences, current events, earth and life sciences, popular culture, technology*) (*Int*), Listen (*Wis*), Pilot (*Dex*), Profession (*Wis*), Read/Write Language (*none*), Research (*Int*), Search (*Int*), Speak Language (*none*), Spot (*Wis*), Treat Injury (*Wis*).

Skill Points at Each Level: 6 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Disease Specialist +1	+1	+1
2nd	+1	+3	+0	+2	Expert Treatment	+1	+1
3rd	+1	+3	+1	+2	Bonus Feat	+2	+1
4th	+2	+4	+1	+2	Heightened Immunity	+2	+2
5th	+2	+4	+1	+3	Disease Specialist +2	+3	+2
6th	+3	+5	+2	+3	Bonus Feat	+3	+2
7th	+3	+5	+2	+4	Prepare Vaccine	+4	+3
8th	+4	+6	+2	+4	Disease Specialist +3	+4	+3
9th	+4	+6	+3	+4	Bonus Feat	+5	+3
10th	+5	+7	+3	+5	Craft Bioweapon	+5	+4

Class Features

The following features pertain to the CDC Specialist advanced class.

Disease Specialist: The CDC Specialist receives a competence bonus on all Treat Injury and Craft (*pharmaceutical*) checks to combat disease. At 1st level, the bonus is +1. It increases to +2 at 5th level and to +3 at 8th level.

Expert Treatment: At 2nd level and higher, the CDC Specialist can heal a disease's secondary damage with a medical kit or pharmacy kit and a successful use of the Treat Injury skill more effectively. In addition to the normal recovery rate for Ability Damage (*1 point per 8 hours of sleep, 2 points per 24 hours of complete bed rest*), the CDC Specialist restores 1 point of Ability Damage to a single ability score for every 2 levels he has in this advanced class.

Bonus Feats: At 3rd, 6th, and 9th level, the CDC Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the CDC Specialist must meet all the prerequisites of the feat to select it.

Armor Proficiency (*light*), Armor Proficiency (*medium*), Attentive, Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Personal Firearms Proficiency, Renown, Studious, Surface Vehicle Operation, Surgery.

Heightened Immunity: At 4th level and higher, a CDC Specialist has an uncanny knack for avoiding exposure to infectious disease or resisting its effects. When spending an action point to modify the result of a Fortitude saving thrown against disease, the CDC Specialist may roll an additional 1d6 and take the best result, discarding the lower roll(s).

Prepare Vaccine: At 7th level, the CDC Specialist can extend the use of the Craft (*pharmaceutical*) skill to prepare a vaccine for a specific disease before exposure. This ability requires that at least some of the infected material is available for study and research. The CDC Specialist must then succeed at a Craft (*pharmaceutical*) skill check (*DC 15 + 1 for each point of the disease's maximum Ability Damage*) to prepare a vaccine. The experimental drug may then be administered in advance to those who might possibly encounter it, providing a +6 bonus to Fortitude saves to resist exposure for the next 2d6 hours. For instance, to prepare a vaccine for anthrax, a CDC Specialist

would have to succeed on a Craft (*pharmaceutical*) skill check with DC 20 (*15 base + 1 for initial Con damage + 4 for maximum secondary Con damage*).

Craft Bioweapon: At 10th level, the CDC Specialist can manufacture his own bio-agents to target a specific species. This ability uses the Craft (*pharmaceutical*) skill, but produces a disease-causing agent rather than a medicinal drug to combat such a malady. Use the following table to determine the Difficulty Class needed to construct each type of bio-agent:

Disease Fortitude Save DC	Base Craft DC	Time
14 or lower	10	1 hr.
15-18	15	3 hr.
19-22	20	6 hr.
23 or higher	25	12 hr.

Increase the Base Craft DC by 2 points for every point of maximum Ability Damage caused by the infectious agent. For instance, creating a bio-agent with a Save DC 20 that inflicts initial damage of 1d2 Con and secondary damage of 1d3 Con, will require a total Craft (*pharmaceutical*) check of DC 30 (*20 base + 4 for initial damage + 6 for secondary damage*). A manufactured bio-agent has a shelf-life equivalent to the amount of time required to create it.

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