



PANDEMIC D20

Disasters have plagued human civilization for all of recorded history. These disasters often become the bookmarks of the rise and fall of empires. A major disaster and the aftereffects in a d20 game can create an entire campaign theme. These are some ideas for using disasters as the framework of a d20 system campaign.

Pandora's Box

The Greek gods cursed mankind by providing a box full of all the ills of the world. So long as no one opened the box, no one would become sick and die. Pandora's curiosity overcame her better judgment and she opened the box releasing disease into the world. In a d20

campaign this story can be a myth, a true story, or an allegorical tale. Pandora's Box can be a magical artifact, a metaphor for forbidden knowledge, or the coffin of the person who spread an ancient epidemic throughout the ancient Greek empire (similar to a "Typhoid Mary"). A few plotlines based on the existence of a "Pandora's Box" are described below.

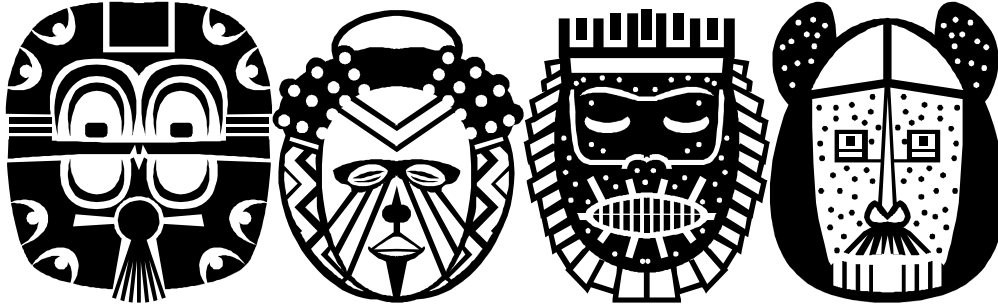
Box of Plagues: This devastating artifact contains a powerful pathogen capable of wiping out the human population of Earth. With the power of this illness, a person could hold the globe for ransom or destroy it. If scattered pieces of this artifact are united, all the countries of Earth will be desperate to obtain or destroy it. This box may be guarded by a deadly dungeon, an immortal guardian, an obscure religious order, or hidden within the genetic code of various mythological beasts.

Viral Artifacts: Pandora was the first and greatest geneticist of all times. Her genius was far beyond the understanding of even modern science and her viral creations remain potent and unparalleled to this day. In this d20 campaign, cybernetics implants are not created from circuitry and ceramics, but are items built through tailored viral strains. The viral formulas of Pandora are the basis of these body augments and even more powerful designs are rumored to exist. Archeologists and geneticists join forces to recreate the cutting edge technology of the ancient past.

Pandora's Coffin: The corpse of the first person to die of disease may hold the answers to curing all types of illness or creating a deadly biological weapon. In a fantasy campaign, the corpse may not rest in peace but may continue to exist as an undead creature. Pandora may be an ancient lich, a powerful vampire, or a mummy queen.

Mankind's Last Hope: An incurable disease is sweeping through the population. The only hint of a possible cure is linked to the ancient myth of "Pandora's Box".

The Four Horseman of the Apocalypse



The Four Horseman of the Apocalypse are the personification of the most deadly threats to human civilization. **Famine, Drought, War, and Plague** ride together because where one exists the others are likely to follow. A region plagued by drought will be unable to grow crops (famine), dehydrated people and animals (disease), and may create mass migrations (war). War creates famine, drought, and disease by destroying crops, dams, and leaving unburied people in its wake. Famine and disease epidemics create chaos by destroying the labor force that grows food and the armies that defend against invasion and theft.

The Four Horseman of the Apocalypse can remain creatures of myth or they can be demons, deities, or devils that actively strive to bring about the fall of man. Alternatively, the Four Horseman of the Apocalypse can refer to a set of four magical artifacts that give the bearer power over the destructive forces of famine, drought, war, and disease. Another variation is that the Four Horsemen are the totems for the four largest "barbarian" tribes that threaten the civilized world. The exact nature of the Four Horseman is up to the DM. A few examples are given below.

Four Horsemen as Deities (* New Domain: See Appendix I)

- **Famine (NE, Weapon:** Scythe, **Domains:** Evil, Earth, Animals, *Hunger)
- **Drought (LE, Weapon:** Staff, **Domains:** Evil, Water, Plants, *Thirst)
- **War (CE, Weapon:** Dire Flail, **Domains:** Evil, Air, Strength, War)
- **Plague (CE, Weapon:** Kukri, **Domains:** Evil, Fire, Death, *Pestilence)

Four Horseman Talismans

- These talismans are shaped like small stone statues carved in the likeness of the creature they represent. Each constantly affects a 100 mile radius and is often buried within enemy territory as an act of sabotage. Locating, transporting, and destroying all four of these talismans could be the an entire campaign arc.
- **Major Artifacts: 20th caster level.**
- **Famine:** Destroy a 100 mile radius of fertile soil and any food crops growing in the area. If the talisman is left in an area for an extended duration (100+ days) it creates a barren and lifeless wasteland that will require a miracle to restore.

- **Drought:** Prevents the fall of any natural rainfall within a 100 mile radius and dries up any natural springs or underground wells. If the talisman is left in an area for an extended duration (100+ days) it creates sandy desert that will require a miracle to restore.
- **War:** All creatures within a 100 mile radius of this talisman are aggravated by the magic of the artifact. Any NPC encounter within this radius is one step more hostile. When fighting, if any participant is wounded, it must make a Will saving throw (DC: 16) or it flies into a berserk rage on its next turn, clawing and biting if unarmed, until either it or its opponent is dead. It gains +2 to all damage rolls, -2 to Armor Class, and can not use any spells or skills based on mental attribute modifiers. The creature cannot end its rage voluntarily. If the talisman is left in an area for an extended duration (100+ days) it creates a war torn battlefield that filled with the remains of the unburied fallen.
- **Plague:** All creatures within a 100 mile radius can not heal without magic and suffer a -2 Fortitude Penalty on all disease based saving throws. If the talisman is left in an area for an extended duration (100+ days) it creates a pox ridden landscape that will continue to infect travelers even if the talisman is removed. It will require a miracle to restore the flora and fauna to good health.

Four Horseman Barbarian Tribes

- **Wendigo (Su):** The Famine Barbarians are cannibals and can gain a measure of power from their victims. If the barbarian feeds on a humanoid of equal HD or greater she gains either +1 bonus hit points per class level of the famine barbarian or can restore an equal number hit points lost by wounds. Bonus hit points last for one hour per class level or until depleted. Wounds healed through cannibalism are permanently healed. This ability can only be used once per day and can only be used on victims killed within minutes of eating the grisly meal. This is a full round action and provokes an attack of opportunity. Bonus hit points will not stack with bonus hit points gained from any other source. The “Wendigo” ability replaces the Damage Resistance normally possessed by the barbarian class and is not available until 7th level.
- **Siphon (Su):** The Drought Barbarians can drain a creature of water and salt supernaturally with a simple touch attack. As a full round action, the barbarian makes a touch attack that will drain the target of 1d4 CON points if the victim fails a Fortitude Save (DC 10 plus one half barbarian class level plus CHA modifier) and leaves the target “dazed” for one round. The drained CON points will replace points of CON lost by the barbarian and provide him with enough water for 24 hours. This attack does not affect Undead, Constructs, or Elementals other than water type. This ability can be used once per day at 7th level and an additional time per day every 3 class levels gained. This ability replaces the DR class ability.
- **Battle Wise (Ex):** The War Barbarian is always eager for a fight and has developed an innate ability to find weakness in an opponent. Sense Motive is now a class skill for War Barbarians and replaces the Survival skill. They can use this skill to gain a +1 hit and damage “insight” bonus against one target during a combat encounter as a free action. The barbarian must make a Sense Motive

check versus 10 plus the target's HD total. Only one target can be picked during a combat encounter, and if the check fails it can not be used again during that encounter. In addition, the War Barbarian gets a Sense Motive bonus of +1 every 3 class levels. This ability replaces the standard "Sense Traps" bonus.

- **Plague Bearer (Ex):** The Plague Barbarian carries "Filth Fever" but is immune to the disease himself. The barbarian can spread the disease to others through natural weapon attacks, through his infected weapons, or through gear looted from his corpse. The plague bearer ability replaces the standard barbarian's "fast movement" ability.

Catastrophe Creatures



Raging Fires

Many mythological creatures are believed to cause forest fires. Imps, salamanders, phoenixes, and fire elementals are likely fantastical sources of forest fires. Only creatures immune to fire can survive the inferno of a severe fire. Adventures caught in a forest fire will face a quickly changing environment. As the fire advances through the forest, pathways and barriers will spontaneously open and close through the fire. Not only will heat endanger the characters, but smoke and ash will obscure vision and pollute the air. The DM must determine the path and speed of the forest fire. A fire will race ahead of the characters through the tree tops and then descend to forest floor. Anyone within the forest will quickly be engulfed in walls of flame. Escaping a fire may be a race through a burning labyrinth for the characters. Creatures seeking to escape the forest may attack the characters in a fear fuelled rage.

City fires usually burn hotter than forest fires due to the abundance of fuel and garbage. Mobs will race to save their prized possessions and loved ones as looters seek to steal the same. In most historical cities there were no fire departments and the best that anyone could do was to establish fire breaks by demolishing homes in the path of the fire. Swarms of rats, bats, and other vermin may be driven from the sewers and abandoned buildings and begin to attack the fleeing mobs. A city gutted by fire can be a source of riches but also filled with the ghosts of those burned alive and fire created pit falls.

Deadly Seas

Some cultures once believed the world was balanced on the back of a giant toad. When the toad moved or shivered the oceans trembled. Sea Dragons, krakens, sirens, and water elementals are also attributed with creating whirlpools, rogue waves, riptides, and ocean storms. These ocean catastrophes can create havoc in shipping and fishing as well as threaten coastal areas. The player characters may be forced to overcome these watery obstacles while sailing or the players may be engulfed by them with little or no warning.

A tsunami is giant ocean wave created by an earthquake or undersea landslide. Tsunamis are a grave threat to coastal and island communities. The wave will smash all structures in its path and flood areas deep inland. The tsunami wave will likely kill anyone too

close to the shoreline. After the initial wave recedes, adventurers will likely face massive floods, mountains of debris, and hoards of people left homeless and hungry due to the destruction of farms and fishing boats. The rot of dead aquatic life may also lure scavengers and foul local drinking water.

Red tides are created by microscopic creatures that feed on pollutants dumped in the ocean from sewers and mud slides. A red tide will devastate fish populations and make beaches hazardous to health. People exposed to a red tide may suffer from a disease similar to “Red Ache” (Fort Save: 10+CR of the Red Tide, incubation: 1d3 days, damage: 1d8 DEX).

A frozen sea will prevent shipping and transport. Icebergs sink ships and disrupt shipping lanes. Icebergs may act as transport to monsters and menaces from the arctic. Ancient undead creatures may be frozen within the ice and released into local waters and beaches as the ice melts. It will be up to the Player Characters to find the iceberg source of this new menace and remove it.

A mass migration or population explosion of a local predator may threaten coastal communities. Nearly any predatory animal could be used, but common mundane animals include crocodiles, jelly fish, sharks, and piranha. Starfish, crabs, eels, seals, and sea birds will devastate fishing. Fantastical varieties of these creatures may turn on humans as a new food source when other food sources are depleted.



Dust Bowls

Dust Bowls are farmland destroyed by weather, over farming, or locusts. The lack of food and work may cause the migration of animals and people to new climates. These migrants are not likely to be welcomed since they may overstress an already fragile environment and expand the size of the Dust Bowl devastation.

Additionally, these migrants are unlike to have much in the way of financial resources and will be desperate for food and work. Crime, unemployment, and food prices are likely to skyrocket in any area subject to this sudden influx of people. The hero's of the campaign may be forced to deal with this escalating crime wave, food riots, labor exploitation, and refugee camps.

Fantasy creatures that may create Dust Bowls include swarms of Demon Locusts, Toxic Elementals, Weather Demons, or Corrupted Dryads.

If local farmers have attacked the local druid circle then the Dust Bowl was created in revenge through magic ritual. The characters may be tasked with finding or creating a “Cornucopia”, “Maypole”, “Wicker Man”, “Blessed Plow” or similar agricultural magical item to restore the Dust Bowl to fertile soil.

Alternatively, the characters may be tasked with finding “Purple Worm” eggs, a litter of “Dire Moles”, or a seed bag of Assassin Vines to restore nature's balance in the region.

The farmers triggered a series of natural disasters by eliminating a key species within the region. By restoring the species and educating the farmers, the land can be revitalized.

Earthquakes

Earthquakes are caused by the tectonic plates rubbing together, but many superstitions surround the source of these ground shakers. In a fantasy campaign, earthquakes may be caused by subterranean creatures that live beneath the region.

- The Greeks believe that the imprisoned titan Atlas was condemned to hold up the foundations of the world; when Atlas shrugs the Earth trembles. The heroes may have to descend into the Underworld to seek what plagues the titan and cure him. The sheer size of Atlas means that his body forms a living dungeon for the player characters to explore and scale. Instead of a bacteria or virus, Atlas is infected by monstrous creatures that the characters must purge from the titan's body.
- Earthquakes trouble a city on a dual planar nexus. This mortal city is balanced between the plane of positive energy and the plane of negative energy. In this troubled metropolis, all paths of faith contest for the devotion of the city's population to secure control of the nexus. If a deity could gain control of the city, the god could focus the limitless power generated by this nexus. Divine Avatars and other outsiders conspire to control the city. The battle between these Outsiders and the deities they represent is reflected in the natural disasters afflicting the city. The dead buried in the catacombs beneath the metropolis can not rest due to the constant earthquakes and are a constant plague to the residents on the surface.
- Tunnels created by a species of subterranean creatures collapse and cause earthquakes. The rifts created by these earthquakes often release subterranean monsters on the unsuspecting surface world when the sun sets. Traveling through the many tunnels beneath the region is extremely dangerous but can provide amazing treasures.



Lethal Weather

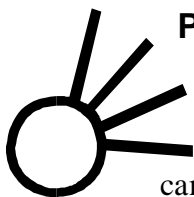
Blizzards, Tornadoes, Hail, Hurricanes, and Typhoons are all forms of dangerous weather. Numerous myths link weather to the behavior of animals both real and fantastical. Storm

Crows, Caterpillars, and Groundhogs are all examples animals believed able to predict the weather or create weather. The best way to handle naturally occurring weather such as lightning bolts, crushing hail stones, blizzards, or funnel clouds is to treat them as “spell” traps. There are numerous spells that correspond to any type of weather the DM may wish to recreate. The DM decides the CR of the weather to determine the damage they inflict and what the saving throw is to resist them. Weather can not be “disabled” but the right clothes or gear can prevent or reduce damage. Weather that is actively attacking and pursuing the heroes is best represented by an elemental creature of the appropriate type.

Erupting Volcanoes

The smoke and fire released by an erupting volcano has often been viewed as the activity of a dragon. In a fantasy based campaign, a volcano can be the nest of a dragon, the birth of a dragon, or the lair of a dragon. In D&D these dragons can be either good or evil. No force can stop a lava flow but the characters may attempt to retrieve valuable objects before they are engulfed or rescue people stranded by the eruption.

- The smoke and ash can conceal the presence of many dragons from intruders. The toxic fumes of the volcano may need special gear to overcome in order to approach the dragon’s lair. Fire is not the only danger, but also corrosive pools, toxic vapors, dripping acid, and falling debris.
- Many dragons are immune to fire and so they make their lairs between pools of flowing lava. Lava tubes extending beneath the ground may create a maze beneath the mountain and allow the dragon to attack distant land without warning. Spelunking dragon slayers may be able to approach the dragons lair undetected through these volcanic passages. Volcanic eruptions can create a variety of difficult terrain including razor sharp gravel (caltrops), concealed pits, steam vents, walls, canyons, boiling lakes, and superheated ground.
- The heat of the volcano may be necessary to hatch the eggs of a dragon and will attract a multitude of dragons which are competing for mates and nesting ground. These competing dragons will decimate the area with their voracious appetites. Dragon slayers may attempt to attack wounded dragons or steal undefended eggs.
- The dragon is mystically linked to the volcano and its death results in a massive eruption. Adventures may discover this fact too late and face the vengeance of the surrounding human communities. Alternatively, the heroes may be hired to protect a sleeping dragon or nesting mother and their by prevent an untimely eruption.



Prophetic Comet

In the ancient world, a comet predicted the death of a king, the fall of an empire, or the birth of a champion. Comets are also believed by some to have provided the initial microorganisms that created life. In a fantasy campaign, the belief of comets as an omen can cause riots, rebellions, mass

sacrifices, or change ideologies. A comet that crashes into the Earth may release new diseases, aberrant creatures, or release imprisoned outsiders. Below are a few campaign ideas based on the arrival of an unexpected comet.

- **Sacred Champion:** The recent comet foretells the birth of a champion according to the ancient racial prophecy of the current underclass. The race of the champion can be any race (human, elf, orc, dwarf, etc.). The race to find the child born on this night has both good and evil searching the country side. An “evil” king may see this child as a threat to his reign. A “lawful” king may seek to adopt this child into his family to secure the divine right of his dynasty. If the comet fell many years ago, they may be several people that claim the title of “Sacred Champion”. These rivals may openly fight on the field of battle or send assassins against each other. The heroes may be charged with protecting a candidate or exposing a fraud.
- **Omen of Ruin:** A religious leader may seize on a recent comet as an omen of impending disaster. By preaching of coming doom, he may attempt to use fear to cause riots, defraud others, or start witch hunts. The reign of a king may be threatened if a relative seeks the comet as a sign to rebel. The fall of the comet may mar a religious ceremony and cast the piety of that church into doubt. The heroes may be part of loyal or rebel forces.
- **It Came from Outer Space:** A meteorite that crashes to Earth may be seen as a sacred object and precious to a variety of rival religions. The space metal may have special properties (i.e. adamantite) that makes it extremely valuable and creates a massive treasure hunt. The comet may have encapsulated a extremely dangerous creature that now is savaging the countryside. The heroes are likely hired to retrieve the meteorite or capture any alien monster for study.

Epidemic Disease

Disease periodically sweeps through all populations. It strikes swiftly and with little warning. Often there is little one can do to protect yourself from infection. A campaign based on plague can take place in the early stages of the spread of the disease, at the height of the epidemic, or in the aftermath of the plague.

- **Phase One:** In the early stages of the plague people will attempt to control the spread of the disease. People will clog the highways and byways attempting to flee the disease. Others will attempt to quarantine their homes or communities from the disease. People will hoard food, fuel, and any other resource they need in order to wait out the disease. The poor are the first to suffer the effects of the disease since they lack the wealth and health to combat infection.
- **Phase Two:** As quarantines fail and people deplete their available resources, mass panic will ensue. Healthy people will arm themselves to protect their own property or to steal what they need from others. In feudal communities, the death of the serf class forces the lords to farm their own lands or invade the lands of others to sustain themselves. Medical, Political, and Religious authorities will be overwhelmed with the needs of the sick. The ineffectiveness of local authorities



is likely to spur rebellion and lawlessness in the population. Only isolated pockets of people will be willing and able to work together to survive. For the rest it is survival at any cost.

- **Phase Three:** In the aftermath of the epidemic, the authority of both religion and civil leaders will be weakened. During the disaster many individuals had to rely on their own abilities or the support of foreign powers. Many will question their old faiths and their former leaders. Labor will be in high demand and land will be cheap and plentiful. Living with death as a daily occurrence may make the leave the population jaded and emotionally scarred. As communities struggle to rebuild themselves few will return to their old ways of thought and belief. This change is can be both a blessing and a curse.

Fantasy Epidemics

Fantasy Epidemics are the stuff of nightmares. Below are a few different types that can and have been used in a game campaigns.

- **Zombie Flu:** A disease that turns people into brain eating zombies is an old cliché. Instead think about other types of undead. Vampires, Ghouls, Wights, and Umbral Creatures are all possible carriers of undead transformation diseases. Lycanthropy is another type of disease that could be the source an epidemic. An Ooze creature could be the remains of people killed by the disease. What if the disease has no effect on people, but instead animals are changed into undead?

Carrion Crow Swarm

	Tiny Undead Animal (Swarm)
Hit Dice:	8d12 (52 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 30 ft. (average)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-13
Attack:	Claws +4 melee (1d6 plus Eye Peck)
Full Attack:	Claws +4 melee (1d6 plus Eye Peck)
Space/Reach:	10ft by 10ft /0 ft.
Special Attacks:	Fear (Su), Eye Peck (Ex)
Special Qualities:	Darkvision 60ft, Undead Traits, Half Damage from Slashing and Piercing
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con NA, Int 2, Wis 14, Cha 6
Skills:	Listen +3, Spot +5
Feats:	Weapon Finesse (claw)
Environment:	Outdoors
Organization:	Solitary Swarm
Challenge Rating:	6
Advancement:	—
Level Adjustment:	—

These glossy black birds are little more than feathers and skeleton and resemble a black cloud at a distance. They combine both claws into a single attack. The statistics presented here can describe most non-predatory birds of similar size. Carrion Crow Swarms are created by an avian flu that transforms the slain birds into undead creatures.

COMBAT

A carrion crow swarm seeks to engulf and devour any living prey it encounters. A carrion crow swarm deals 1d6 damage to any creature within the swarm at the end of its movement.

Distraction (Ex): Any living creature that begins its turn with a corpse rat swarm in its space must succeed at a DC 15 Fortitude save or be nauseated for 1 round. The save DC is CON based.

Eye Peck (Ex): The crow swarm directs its attacks at the face of the target. Any creature damaged by a swarm must make a DC 15 Reflex save to avoid blindness. Any creature blinded by the swarm can not see for 1d6 rounds due to the wounds about their eyes.

Fear (Su): The crow swarm inspires fear in creatures the swarm damages. The victim must be succeed at a Will save (DC: 12) or be frightened for 1d4 rounds.

SPECIAL QUALITIES: *Half Damage from Slashing and Piercing Weapons (Ex), Undead Traits (Ex).*

- **Aberrant Infection:** The victim is infected by a disease spread by aberrant creatures which may have a variety of effects. This disease may mutate the infected creature into a monster of a random or predetermine type. Alternatively the disease may be a form of reproduction for an aberrant creature. The infected human may act as a host to a parasite that grows into an adult within the victim's body or the victim may slowly transform into an aberrant creature as his own CON is lost. The disease may be part of an aberrant digestive cycle. The disease may only effects plants and is intended to transform the environment into one hostile to humans (ordinary plants become monstrous plant creatures) but nutritious to a vegetarian aberrant. The disease may turn the humans into a suitable food source for the creature by making them obese, filling them with disfiguring but nutritious cysts, or weaken bone making them easier to chew.

Warp-whist:

A "whist" fungal parasite infests a living corporeal creature and causes it to mutate. The host mutates randomly and can not be restored to its original form without powerful magic (i.e. wish, limited wish, or miracle). This disease is not necessarily fatal, but the stigma of having disfiguring mutations will make the victim an outcast to society. Gangs of mutant bandits roam the country side and slums creating ill will throughout the country. **Whist Parasite:** Vector: Airborne Spore, Fort DC to resist: 18, Incubation: 1d6 days, Effect: Within one month the victim infected with the disease has 1d3 mutations. Each mutation permanently removes 5 hit points. Elimination: Disease can be purged before mutation occurs. No one knows of any medical cure for the mutations.

Random Mutation (roll 1d% to determine)

01 Acid Excretion: inflict 1 point of acid damage with touch per round. This mutation is always active.

02 Albino: -1 save penalty in direct sunlight

03 Elongated arms at will: +5ft reach for one melee attack as a full round action

04 Atrophied limbs: One of the creature's organs atrophies (roll 1d6): "1" Head: -2 INT, "2" Arm: -2 STR, "3" Leg: -10ft speed, "4" Heart: -2 WIS, "5" Liver: -2 CON, "6" Fingers: -2 DEX.

05 Beaked: Gains bite attack. Damage equal to size

06 Bestial Face: +2 Intimidate and -2 Diplomacy skill check.

07 Weapon Graft: One of the creature's hands is replaced with a melee weapon. This creature can not be disarmed, but can not use two handed weapons.

08 Big Ears: +2 on listen checks but -2 to save from sonic based effects.

09 Birds Feet: Gains a claw attack. Damage equal to size

10 Pitch Black: Creature is invisible in total darkness to normal vision.

11 Forked Tongue: +2 Bluff but -2 Disguise skill checks

- 12 Fire Breath: Once per day the mutant can breath a 1d6 damage line of fire that effects all creatures in a 15ft path (Reflex DC: 10 +1/2 HD +CON Modifier to negate damage).
- 13 Bulging Eyes: +2 Spot but -2 Balance skill check.
- 14 Burning Eyes: Light a 30 radius arc in front of the character like a lantern.
- 15 Cloud of Flies: Flies constantly surround the character and crawl on its body. Anyone that wishes to touch the creature must make a Will Save (DC: 10 +1/2 HD +CHA Modifier)
- 16 Cloven Feet: Gains a slam attack. Damage equal to size.
- 17 Cowardice: -2 on all saving throws versus "fear" effects
- 18 Crest: The creature sprouts feathers or spines from the top of its head.
- 19 Crystalline Body: Damage Resistance: +1/sonic.
- 20 Emits Noxious Breath: The creatures breath can make adjacent creatures "nauseated" for 1 round (Fortitude DC 10 +1/2 HD +CON Modifier to resist).
- 21 Emits Involuntary Flatulence: The creature's body does not cooperate with attempts at stealth. The creature must make a Fort Save (DC: 15) or make a very loud noise while Moving Silently.
- 22 Enormous Leonine Mane: The creature sports a mass of hair across its head, shoulders, and back.
- 23 Enormously Obese: The creature is unusually heavy. This creature is always "slow" (-10ft) but can use the armor and weapons of a larger sized creature.
- 24 Evil Eye: The creature can make a "gaze" attack that will daze the target (Fortitude DC: 10 +1/2 HD +CHA Modifier to resist), but all ranged attack rolls made by the creature suffer a -1 AB penalty.
- 25 Extra Joints: The creature gains a +2 on Escape Artist checks but no longer moves with a normal stride (+2 to Spot this mutant in a crowd).
- 26 Extremely Thin: The creature is rail thin and can be mistaken for an undead creature. Reduce the maximum carrying capacity of the creature by 25%.
- 27 Eyestalks: The creature can look in two directions at once and can no longer be surprised by creatures sneaking up from behind. The creature can no longer use eyewear.
- 28 Feathered Hide: The mutant is covered with feathers
- 29 Featureless Face: The mutant has no visible eyes, nose, or mouth. The creature is effectively blind, but gains blindsight (10ft) due to sonar.
- 30 Furry: The mutant's body is covered in a shaggy coat of dense fur
- 31 Great Fangs: The mutant gains a bite attack. Damage determined by size
- 32 Great Horns: The mutant gains a horn attack. Damage determined by size.
- 33 Growth: The mutant gains one size category. +2 STR and -2 DEX
- 34 Headless: The creature's cranial organs are incorporated into the creature's torso and cannot be beheaded. The creature no longer can wear headgear.
- 35 Hopper: The creature has one enormous leg and foot rather than a pair of legs. The mutant can no longer scale ladders.
- 36 Horrible Stench: The creature has horrible body odor that makes it easier to track by smell (+2 circumstance bonus).
- 37 Huge Head: The head of the creature is oversized in comparison to the rest of its body. The creature gains one additional skill point per level, but suffers a -1 AC penalty.
- 38 Hunchback: The creature's spine bends into a right angle
- 39 Hypnotic Gaze: While maintaining eye contact instead of any other action, the mutant can hold a single person paralyzed. Will DC to Resist Gaze Effect: 10 +1/2 HD +CON Modifier.
- 40 Identity Crisis: The creature believes itself to be part of a different race or sex than what it actually is.
- 41 Irritability: The creature possesses the "Rage" special quality. (See badger MM1).
- 42 Iron Hard Skin: +2 natural armor, but takes a -2 penalty on all DEX based skills.
- 43 Irrational Fear: The mutant can not approach within 5ft of some harmless object or mundane creature (DM chooses).
- 44 Irrational Hatred: The mutant will always rush to attack a specific race in a combat encounter ignoring all other threats and obstacles.
- 45 Levitation: The mutant floats 1 foot above the ground but can no longer run.
- 46 Limb Loss: The mutant losses a nonessential limb (such as a finger, toe, nose, etc.).
- 47 Limb Transference: One of the mutant's organs migrates to another part of its body.
Roll for Limb (1d6): Ear: 1, Eye: 2, Mouth: 3, Arm: 4, Leg: 5, Other: 6
New Location (1d6): Chest: 1, Back: 2, Elbow: 3, Palm: 4, Hip: 5, Knee: 6
- 48 Long Legs: The mutant gains a +5ft in movement speed, but increases 50% in height.
- 49 Long Neck: The mutant has an extremely long neck like a giraffe.

- 50 Long Nose: The nose of the mutant is long and dangles from its face.
- 51 Long Spines: The mutant is covered with long sharp spines that make it dangerous to grapple. Any grappler must make a Reflex Save (DC: 10 +1/2 HD +CON Modifier of mutant) or suffers 1d6 of piercing damage per round. The mutant can not wear medium or heavy armor.
- 52 Mace Tail: The mutant gains a Tail Slap attack. Damage based on size of mutant.
- 53 Massive Intellect: The mutant gains a +10 bonus to a single INT based skill, but the creature loses one class skill point for each class level gained.
- 54 Metal Body: The skin of the mutant is covered with iron deposits. The mutant gains a +1 natural armor bonus.
- 55 Mindless: The mutant has become nearly mindless and now functions based on instinct and old memories. The mutant is no longer vulnerable to mental attacks, but no longer gains any additional skill points as it increases in class level or HD.
- 56 Moronic: The mutant is congenitally dense. When ever the mutant attempts to use a machine with moving parts, the creature must make a 1d20 roll. If the mutant rolls 10 or less, he can not operate the machine during that round.
- 57 Extra Arm: The mutant grows an extra arm. This arm can be used to hold a weapon or any other object, but creates a -1 AB penalty for all the melee weapon attacks of the creature.
- 58 Multiplication: One of the creature's organs is doubled in number. This creates no advantage or disadvantage for the creature.
- 59 One Eye: The creature has no eye rather than two. The single eye inflicts a -1 AB penalty for all range attacks by the mutant.
- 60 Overgrown Limb: One of the mutants limbs is double normal size. This limb provides a +1 damage bonus when used in melee attacks, but inflicts a -2 initiative penalty on the creature.
- 61 Pin Head: The mutant's head is too small for the creatures body. The mutant loses access to any INT based skills.
- 62 Pointed Head: The mutant's head is pointed like a cone. This shape limits the creature to headbands.
- 63 Powerful Arms: The arms of the mutant are extremely muscular. The mutant gains a +2 Climb bonus, but suffers a -2 Swim penalty.
- 64 Powerful Legs: The legs of the mutant are extremely muscular. The mutant gains a +2 Jump bonus, but suffers a -2 Tumble penalty.
- 65 Prehensile Tail: The mutant has a tail that it can use like an extra hand. Unfortunately, the tail prevents the wearing of robes or cloaks.
- 66 Quadrupedal: If the mutant was bipedal, the mutant becomes quadrupedal and loses the use of its arms when running.
- 67 Rapid Healing: The mutant heals twice as fast as ordinary, but is more vulnerable to disease (-2 to save).
- 68 Razor Sharp Claws: The creature has a claw attack with its hands and is never unarmed.
- 69 Rearranged Face: The facial features of the mutant are all jumbled on its face.
- 70 Regeneration: If the mutant loses a non-vital limb it will eventually regrow the severed organ within a month.
- 71 Rotting Flesh: The skin of the mutant is visibly rotten and swollen. The mutant suffers a -1 penalty to Initiative, STR, and CON.
- 72 Scaly Skin: The skin of the mutant resembles a reptile. The mutant gains a +1 natural armor
- 73 Scorpion Tail: The tail of the mutant injects "scorpion venom" once per day with a successful melee attack roll. The damage inflicted by the venom is based on size (See Vermin Venom MM1).
- 74 Short Legs: The short legs of the creature hinder it when moving through difficult terrain. Any speed penalty due to terrain is double due to this mutation.
- 75 Shrunk: The mutant is one size category smaller. It suffers a -2 STR and a +2 DEX.
- 76 Silly Voice: The odd voice of the mutant makes it difficult to take it seriously. The mutant suffers a -2 penalty to Intimidate, Bluff, and Diplomacy skill checks.
- 77 Silly Walk: The ridiculous gait of the mutant confuses and distracts opponents. The mutant gains a +2 on any Bluff check made for a combat feint, but suffers a -2 penalty involving a Perform check.
- 78 Skull Face: The skin on the mutants face clings tight to the facial bone creating a skull like appearance.
- 79 Snake Tail: The mutant has a snake tail sprouting from some part of the creature's body.
- 80 Spit Acid: The mutant can spit a glob of acid once per day. The acid spittle is a ranged touch attack that inflicts 1d8 points of acid damage and has a range increment of 30ft.

- 81 Subject to Fits: The mutant will periodically collapse in convulsions brought on by stress. If the mutant makes a "1" roll on any skill check, the mutant will fall prone and be paralyzed for 1d4 rounds.
- 82 Suckers: The mutant possesses fleshy suckers across its body. The mutant gains a +2 to resist being disarmed, but must make a Reflex Save (DC: 15) to release any held object.
- 83 Tufted Tail: The mutant has a tail with a tuft of hair at the end somewhere on its body.
- 84 Tentacle Fingers: Instead of fingers the mutant has boneless tentacles sprouting from its hands.
- 85 Tentacle Hair/Beard: Instead of hair, the mutant has a mass of undulating tentacles on its head.
- 86 Third Eye: In the center of its forehead, the mutant has a third eye socket.
- 87 Time Reversal: Instead of growing older, the mutant grows younger and younger. Instead of its physical abilities degrading, the INT/WIS/CHA drops as the creature approaches old age.
- 88 Transparent Skin: The skin of the mutant reveals all the organs beneath.
- 89 Underground Burrower: The mutant can move through loose soil at a burrowing speed of 20ft per round.
- 90 Very Agile: The mutant is abnormally agile and gains a +1 attribute bonus to DEX at the expense of -1 to STR.
- 91 Very Fast: The mutant is abnormally fast and gains a +5ft bonus to movement speed, but must sleep twice as long as normal.
- 92 Very Strong: The mutant is abnormally strong and gains a +1 attribute bonus to STR at the expense of a -1 penalty to CON.
- 93 Very Tough: The mutant is abnormally robust and gains a +1 attribute bonus to CON at the expense of a -1 penalty to DEX.
- 94 Very Warty Skin: The skin of the creature is a mass of large, ugly warts.
- 95 Vividly Colored Skin: The skin of the creature is an unusual bright color such as neon green or fuchsia.
- 96 Walking Head: The creature has no visible torso and has its arms and legs directly attached to its head.
- 97 Weather Vane: The mutant can detect the approach of storms, but suffers a -2 penalty to save versus lightning attacks.
- 98 Webbed Toes and Fingers: The webbed digits of the mutant provide a 20ft per round Swim Speed, but inflict a -2 penalty to Climb checks.
- 99 Wings: The creature has a pair of vestigial wings attached to its back. The wings can be either feathered or bat-like and provide the creature with Fly Speed 20ft (clumsy). The mutant can not wear armor and fly.
- 100 Zoological Exhibit: The physical features of the mutant resemble 1d6 different animals patched together rather than its previous appearance.

- **Clockwork Virus:** The clockwork virus injects nano-machines into the bloodstream that slowly turn the victim into a construct as it loses CON. This disease was created by clockwork spiders in order to create allies quickly.
Clockwork Virus (Vector: Injected, Incubation: 1d3 days, Fortitude DC: 16, Damage: -2 CON per day, when the creature reaches 0 CON it becomes a construct)

Clockwork Virus Construct

Creature Type	Change to Construct
Size	Unchanged
Hit Dice:	Change to d10 (No Constitution Modifier, but a HP bonus based on size does apply to constructs)
Initiative:	Unchanged
Speed:	Unchanged
Armor Class:	Unchanged
Base	Unchanged
Attack/Grapple:	
Attack:	Unchanged
Full Attack:	Unchanged

Space/Reach:	Unchanged
Special Attacks:	Deathwatch (Ex)
Special Qualities:	Darkvision 60ft, Construct Traits, Energy Resistance: 10, Immune to Mental Attacks, "Sand" Vulnerability, Hive Mind
Saves:	Unchanged
Abilities:	No CON score, No INT score
Skills:	No skill points
Feats:	No class feats
Environment:	Any
Organization:	Any
Challenge Rating:	+1
Advancement:	—
Level Adjustment:	—

Sand Vulnerability (Ex): Any spell or attack based on the abrasive nature of sand inflicts double damage on the construct. If the construct is buried in sand, the fine grit will "slow" the construct for 2d6 rounds unless a *grease* spell is cast on it.

Hive Mind (Su): All Clockwork Virus Constructs within 100ft share the same mind. They can observe whatever is seen by any construct within the hive mind.

Deathwatch (Su): A clockwork virus construct depleted to 0 or less hit points will shatter with explosive force. Any creature adjacent to the construct must make a Reflex Save (DC: 10 + half the HD of the construct + half the CHA modifier of the construct) or suffer 4d6 force damage.

- **Infectious Madness:** The disease does not affect the body but instead attacks the mind. Victims may become sleepy, irrationally violent, or blissfully happy as the bacterium multiplies in their blood stream. Perhaps the disease is a biological weapon that is released to soften a population for invasion by Beholders, Demons, or some other malign race.

Religious Turmoil

Plagues and disasters always create religious turmoil. Some worshipers believe their patron deity should have protected them from harm. Others blame the sinners among their community for bringing divine wrath down upon them. Others attribute their survival from a disaster to a divine agency and become extremely devout and wish to convert others to their faith. Several new religious orders will emerge during a pandemic. Several are described below.

- **Flagellates:** This order of monks makes a display of their devotion by torturing themselves as penance for other people's sins. The sheer spectacle of their penance rituals creates converts and many towns will hire the group in order to purify their town of sin. It is the hope of the town that this public display will appease wrathful deities and spare their community from the oncoming disaster. The Flagellates may be a radical faction within the church or have purely mercenary motives. Church authorities tend to view flagellates with distaste and as threats to their religious status.

- **Purifiers:** The Purifier order is a martial movement that wishes to drive sinners, heretics, and undesirables from their communities. They believe that if they purify their towns the pandemic will bypass them. The exact targets of the order vary according to their faith but likely targets are minorities, sorcerers, criminals, and foreigners.
- **Hardliners:** This political group emerges within religious and political structures during any disaster. They seek to seize authority to ensure the survival of their community. They genuinely believe that without their leadership their community is doomed. Hardliners tend to believe in harsh punishment even for minor infractions, isolation, and brute force solutions.
- **Benefactors:** This order believes in generosity to the poor and universal treatment of the sick during a pandemic. They quickly gain a following among those displaced by a disaster and can gain political influence through the devotion of the mob to their cause. Many in this movement only wish to help, but others use the position to gain political influence, collect donations, or fuel a religious movement.

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