

## DAMNED MOSQUITOES

### DESCRIPTION:

The players are asked to investigate some disturbing events at a government research facility in the Everglades.

### ADVENTURE HOOKS:

This adventure is set up specifically for characters who work for the BPI, or a similar government or private organization. If the characters are not associated with the BPI, the adventure could be modified accordingly.

### PLAYER DETAILS:

#### 1. The Beginning:

Players are given word from the Bureau of Paranormal Investigation in whatever fashion the GM desires.

*All contact was lost with a secret government research facility in the Florida Everglades two weeks ago. Two agents from the Advanced Research Projects Agency, administered by the Defense Dept. for developing military technologies, were dispatched to make contact with the doctor in charge of the project, Dr. Herbert North. When they did not report back with a week a request was passed on to the BPI to investigate. Four days ago Team Falcon was sent in. Twelve hours ago that team managed to send out one communication before contact with them was lost as well. The situation is considered priority critical, and must be analyzed with any threats neutralized appropriately. Steinbrecht's Forensic SWAT Team is not available in time for this mission. Review the details of the case to follow and draw up a list of desired equipment. You will fly to West Palm Beach immediately. A guide will meet you and take you to the edge of the area with instructions for you on reaching the facility.*

#### 2. Case Details:

The following data is also provided to characters accompanied by photographs of all individuals listed:

- A. **ARPA Research Project:** This project would normally be under the jurisdiction of the Bureau, but during the massive influx of zombies imported into the US by crime lords and houngans during the 1915-1934 US military occupation of Haiti. The military saw the potential use of zombies as soldiers and authorized research on the subject. After seeing Hitler's use of bionic-ly altered Nazi zombies during World war 2 the project was closed down until the late 1980's when an unknown military official started funding again. Research was originally conducted in a Washington DC area lab, but moved to the Everglades 6 months ago when the project began to have limited success.

Dr. North works with three lab technicians in the remote facility and is shipped specially preserved cadavers, and other supplies, in return for frequent updates on his progress. Aside from constant complains regarding the heat, humidity, and the insects, Dr. North has been very positive in his reports. He has achieved limited animation of test subjects, and limited suggestibility. The zombies have a very narrow timeframe of effective use though before they lose mobility and decay normally.

**B. Crew of the Research Facility:**

1. **Dr. Herbert North:** Graduate Miskatonic University Medical School, threatened with expulsion near the end of senior year because of "unethical experiments." White male, 5'5", 145 lbs., pale blond hair, blue eyes. Brusque and distracted in manner.
2. **Dr. Michael Forest:** Graduate Miskatonic University Medical School, longtime association with Dr. North. White male, 6'2", 190 lbs., brown hair, green eyes. Friendly and energetic in manner.
3. **Lab Technician Julie Newman:** Studied at Johns Hopkins, worked extensively on various forensics related projects. Black female, 5'5", 135 lbs., reddish-brown hair, blue eyes. Shy and meticulous in manner.
4. **Lab Assistant Paul Jones:** Studied at Harvard Medical School. White male, 5'8", 160 lbs., black hair, brown eyes. Quiet and courteous in manner.

**C. BPI Team Report:** The day following their insertion into the area the team contacted the Agency using Dr. North's video conferencing equipment, the following is a transcript of that transmission:

*Two men are in camera range, John Lutz and Matt Long.  
Long looks pale, haggard, and listless.*

*John Vincenti: Falcon here. We've arrived at the facility. We found a stack of old corpses in the freezer, no surprise there. Jones and Newman were found dead, locked in Jones' room. There was no obvious signs that they tried to get out, but all of the furniture was overturned, broken, or bumped. There was a cot set up in there beside Jones' bed. There was no obvious cause of death, but both corpses showed a magic aura. Forest was locked in his own room, he apparently burned all of their research notes in a garbage can before he blew his brains out with a shotgun. The door was locked from inside, so we think it was suicide, but his corpse showed up with magic too. North was missing, but so was one of their swamp boats. We think he either took it and didn't make it out of the swamp, or someone else took him. There was no sign of the ARPA agents, except their boat.*

*Bureau HQ: Sounds bad.*

*John Vincenti: It gets worse. We encountered a zombie alligator, a zombie otter, two zombie white tailed deer, and several other suspicious animal remains. Whatever is causing this seems to be affecting every animal in close proximity, except the damn insects. In addition, whatever effected these people has got Brooks. He's lying near death where he went to sleep last night. (He glances back at Long) Hammer doesn't look so good either. (Hammer half-heartedly swats a bug on his arm and mumbles) (Vincenti sighs heavily) I don't seem to be effected for some reason.*

*Bureau HQ: What do you need?*

*John Vincenti: I recommend we evacuate and burn this place. Maybe bless the site for good measure.*

**Bureau HQ:** *No can do. Without knowing what's causing it we could generate fallout. I'll see if we can pull you out and put in a second team. (Pause for two minutes) Sorry, Falcon. You're quarantined until we can get another team in there to assess the situation. We're having a crate of canned goods dropped near the facility - don't eat anything you find there. We'll have backup in 48-72 hours.*

**John Vincenti:** *(frustrated) Understood. (Long swats another bug in front of his face) Send some bug spray too, these guys are getting eaten alive. (Vincenti raises a garlic bulb to his mouth and takes a bite as he looks over his shoulder, presumably at Brooks)*

#### **D. BPI Team Falcon:**

1. **John Vincenti:** Team leader, former police officer with expertise in explosives and firearms, tends to eat a lot of Italian food. White male, 5'2", 140 lbs., black hair, hazel eyes.
2. **Van Brooks:** Mage, albino antiquarian who learned magic at the New York Public Library, bibliophile. White male, 5'7", 125 lbs., white hair, pink eyes.
3. **Matt "Hammer" Long:** Former pugilist and "leg breaker" for the Las Vegas syndicates, carries a silver-capped sledgehammer to bash opponents. Black male, 6'0", 250 lbs., bald, blue eyes.

#### **GM DETAILS:**

Dr. North perfected a reanimation serum using body fluids acquired from old Haitian zombies. The serum therefore shows up as magical, even though it was created through scientific means. Mosquitoes have been getting into the zombies that North created, draining serum-laden fluids and nesting in water contaminated with the remains of some test subjects. The insects are not actually affected by the serum used to animate the creatures, but they are infecting mammals that they attack. As the victim receives bites they become pale and sickly, until they reach a certain dosage and die/animate. The number of stings required to change a victim varies by size, species, and health. A healthy human will require about 1 sting for every 15 pounds of body weight before they succumb.

The gators affected have not been stung directly but ingested the serum by eating the remains of other affected animals. There is no cure once a victim has succumbed, but if isolated before reaching a fatal dose of the serum they may recover with rest and vitamins.

When the mosquitoes began to transmit the serum, Newman and Jones were the first to be effected. They were quarantined by North and Forest and North went to leave the area for medical supplies. He didn't want to contact the ARPA because he was afraid they would shut down the experiment. After he left Forest began to show signs of the serum in his system, he saw Newman and Jones turn into zombies and despaired. He decided to commit suicide to avoid the same fate. Meanwhile, North crashed his swamp boat when he was attacked by what he recognized to be a zombie alligator. He managed to get away from the wreck, but was killed before he could reach safety.

When the two ARPA agents arrived to check the site they panicked at the carnage around the lab and became easy prey to zombie wildlife, which is why the Bureau team found no trace of them.

The Bureau team arrived without protection from the mosquitoes. After a cursory investigation they slept in shifts in the main lab. Brooks, being thin and weak from his albinism succumbed quickly to multiple stings and died/animated shortly after the video conference. Hammer was stung repeatedly, but took significantly longer to fall. Vincenti eats raw garlic habitually. Eating garlic changes a person's blood chemistry making them repulsive to mosquitoes. He died from wounds caused by his teammates, who he managed to evade, and several zombie animals when he tried to flee into the swamp to await reinforcements.

**TIMELINE:**

Not applicable - past events are described in the player and GM sections, the speed of the adventure is up to the players and GM. The GM should make players aware of mosquito bites as time progresses, and have the players act accordingly. If the characters are spending too much time standing around they may be attacked by Zombie Gators and animals.

**LOCATIONS:****The Facility:**

The research facility is composed of a single building divided into two main areas, the living section and the research lab. It was constructed on a small island in the Florida Everglades, inaccessible except by swamp boat. The lab area consists of a main lab with a built in freezer, two observation rooms, and a crematorium. The electric generator and natural gas storage are located in this section. The living area consists of sleeping rooms for each of the staff, a shared bathroom/shower, a kitchen/dining area, and a small rec. area. Outside The building is a small area of stable ground, and a dock. Normally the dock holds two swamp boats, flat-bottomed models with air propellers mounted on the stern for propulsion, but there is currently only one of the original boats, in addition to the one used by the ARPA agents, and the one brought by the other Bureau agents. The other boat from the lab can be found with an intense search of the area, crashed into a tree about a mile from the lab.

**Main Lab**

The main lab is a large square room taking up most of the western half of the building. The walls are covered with cabinets and counters. Gas jets are built into the counters for use with Bunsen burners. The counters are completely clear, and there is a moderate amount of broken glassware, chemicals, wire test tube holders, and other small metal tools littering the floor. In the southwest corner of the room is a large stand-alone crematorium with a vent running up through the roof. Along the north wall are the two observation rooms. Both can be locked from the outside only, and have a large two-way mirror that allows people in the lab to view everything inside. In the center of the room are four metal exam tables on wheels. Two have badly decomposed corpses that Dr. North was examining when the trouble started.

A single desk is located in between the two doors into the lab. The desk has been ransacked and contains little of value except pens, blank paper, toe tags, and paper clips. The video-conferencing equipment is located on top of the desk. It is damaged, but could be repaired by someone with Communications Technology or a similar skill with at least a Moderate difficulty. There are no windows looking out of the lab. The door on the southeast wall leads to the rec. area. The door on the northeast wall leads to the north-south corridor that leads from the sleeping areas and kitchen to the rec. area.

The zombies of agents Brooks and Long are waiting beside each door, out of sight. They will attack anyone/thing that enters the room. Long's silver-capped sledge hammer is laying on the floor in the middle of the room. Both Brooks and Long are carrying Browning High Power pistols in shoulder holsters, and they each carry a standard rural package. An M21 Sniper rifle, and a Benelli M-21 shotgun are sitting on the floor next to a sleeping bag in the southeast corner of the room. Neither of the zombies will use weapons when attacking. In addition, Brooks carries the following spell components in a bandoleer: thyme, a blue candle, sulfur, a topaz gem, empirical salts, two stale French fries, a roll of vellum, a vial of mineral oil, and a dime bag of marijuana.

**Observation Rooms**

Both rooms are empty except for a single chair each.

### **Recreation Area**

Located in the southeast corner of the building, this houses several overstuffed chairs, a couch, a TV/VCR, some video tapes, and a small library of fiction - mainly Crichton, Cussler, and Clancy. There is a washer and dryer set up on the north wall. There is a door in the south wall that leads outside, and several south-facing windows.

### **Kitchen/Dining Area**

Located between Sleeping Room 4 and the rec. room, this has a refrigerator and freezer filled with a variety of easy to prepare foods, counters, stove, and a moderately sized table with five chairs. This room also has an east-facing window.

### **Bathroom/Shower**

Located in the northeast corner of the building it has a large vanity and mirror, a toilet, and a shower area separated with a door that can be locked from the inside. The vanity is full of various common men's and women's toiletries. In the corridor outside the bathroom is a door leading to the outside that is usually locked.

### **Sleeping Rooms**

Each room has a king-sized bed, walk-in closet, dresser, mirror, east-facing window, and nightstand. Listed below are other details specific to each room.

#### **Sleeping Room 1: Dr. North**

Dr. North's room is surprisingly messy. There is dirty laundry on the floor and a variety of textbooks on anatomy and chemistry stacked on the dresser and nightstand. There are bottles of speed and sleeping pills hidden in his underwear drawer, and a bottle of whiskey in the closet. There is also a loaded H&K P-7 under the pillow on his unmade bed.

#### **Sleeping Room 2: Dr. Forest**

Dr. Forest's room is neat and orderly. He has a snifter of brandy with two glasses on his nightstand, and a small collection of mystery novels on his dresser. His clothes are all neatly pressed and either hanging in the closet or folded in the dresser. He himself is laying back on the bed with a shotgun between his legs. The top portion of his head has been splattered across the walls behind him.

#### **Sleeping Room 3: Julie Newman**

Julie's room is basically neat. The bed is wrinkled and there is a small pile of dirty clothes in her closet. She has a few romance novels hidden under her underwear in her dresser, and a few sexy negligees. Several pictures of castles are hanging on her walls.

#### **Sleeping Room 4: Paul Jones**

Paul's room is secured from the outside with strips of wood that have been driven between the door and the jam. Inside there is a overturned cot next to the bed. Food and water that had apparently been sitting on the dresser is now scattered on the floor. Clothes are strewn about, and the mirror is laying in pieces on the floor. The corpses of Newman and Jones are lying on the floor, decomposing. They have been laying there at least a week by the look of things.

**NPCs:**

N/A

**SHADOWS:****ZOMBIE**

**Type:** Zombie, Chemically Restored

**Physique:** 5D

Stamina 7D

**Reflex:** 2D+2

Unarmed Combat 3D

**Canny:** 3D

Find 3D+2, Hide/Sneak 4D

**Will:** 2D

Magic Resistance 4D

**Special Abilities/Disadvantages:**

*Undead* – Reanimates are undead creatures. They require little sustenance and sleep, and will not die unless destroyed. Reanimates heal at half the normal rate, but never look more ‘alive’ than they did at the time of their reanimation.

**Story Hooks:**

*Insanity* – Reanimates are generally brain damaged due to the deterioration of brain tissue after death. Many have become viciously cannibalistic.

**Life Points:** 40

**Survival Points:** 0-5 normally

**Move:** 10

**Size:** 1-2.1 meters tall

One of the typical human zombies either created by North's serum, or by the mosquitoes. They are animate human corpses with a pale blue-green tinge. The zombies automatically cease to be animate after a week or more and decompose normally. They cannot be revived again.

**ZOMBIE GATOR**

**Type:** Reptilian Predator

**Physique:** 5D

**Reflex:** 3D

**Canny:** 2D

Hide/Sneak 4D

**Will:** 2D

Magic Resistance 4D

**Special Abilities:**

*Armor* - +1D to resist damage

*Bite* – PHY+1D damage

*Undead* – Reanimates are undead creatures. They require little sustenance and sleep, and will not die unless destroyed. Reanimates heal at half the normal rate, but never look more ‘alive’ than they did at the time of their reanimation.

**Life Points:** 40

**Move:** 10 / 16 swimming

**Size:** 3-6 m long

**Scale:** Character to Car

One of the alligator zombies created by eating other zombie animals, infected by the mosquitoes. They are animate alligator corpses, grayish with a blue-green tinge. The zombies automatically cease to be animate after a week or more and decompose normally. They cannot be revived again. There are 1d4 zombie alligators in the area of the lab.

## **ZOMBIE ANIMALS**

**Type:** Various Swamp-Dwelling Mammals

**Physique:** 3D+2

**Reflex:** 3D

**Canny:** 2D+1

Hide/Sneak 4D

**Will:** 2D

Magic Resistance 4D

### **Special Abilities:**

*Bite/Kick/Claw* – PHY+2 damage

*Undead* – Reanimates are undead creatures. They require little sustenance and sleep, and will not die unless destroyed. Reanimates heal at half the normal rate, but never look more 'alive' than they did at the time of their reanimation.

**Life Points:** 35

**Move:** 10 average

**Size:** up to 1.5 meters tall

**Scale:** Character

One of the typical animal zombies created by the bite of mosquitoes infected with North's serum. These stats can be modified if the GM desires for various animals, or used to cover all animals from otters to white tailed deer. For smaller animals and birds, reduce the PHY to 2D+1, and Life Points to 30. They are animate corpses with a pale blue-green tinge. The zombies automatically cease to be animate after a week or more and decompose normally. They cannot be revived again. There are 2d10 zombie animals to be found in the area surrounding the lab.

### **SOLUTIONS:**

The zombies themselves are not the problem since they will become inert in a week or so. The problem is in neutralizing the mosquitoes before populated areas are affected. Once the characters confirm that the mosquitoes are the cause of the zombie plague they can call the BPI, EPA, or CDC to spray the area with insecticide to kill them off. The serum degrades quickly outside a host body, and can either be left, or zombie bodies can be removed and disposed of in the normal manner.