

# Infected Earth

In the year 2025, a devastating global pandemic swept across the Earth, transforming its inhabitants into ravenous and relentless zombies. The infection spread like wildfire, leaving destruction and chaos in its wake. Governments collapsed, infrastructures crumbled, and the world as we knew it came to an end.

Humanity was pushed to the brink of extinction as the undead horde overran cities, towns, and settlements. Amidst the desolation, pockets of survivors emerged, struggling to stay alive and retain their humanity in the face of an unforgiving new reality.

In this post-apocalyptic wasteland, you find yourself among the last remnants of mankind. Resources are scarce, and danger lurks around every corner. The infected roam the desolate streets, hungry for flesh and blood. Unpredictable weather patterns ravage the landscape, adding to the hardships of survival.

As an Infected Earth survivor, your mission is to stay alive at all costs. You must scavenge for supplies, fortify your shelter, and be ever vigilant against the relentless hordes of zombies. Will you form alliances with other survivors, or will you face this harsh new world alone?

Only the resilient, resourceful, and cunning will stand a chance of carving out a future in the Infected Earth. Remember, the infected may be numerous, but hope still flickers in the darkness. The question is, will you be the light that leads humanity out of this apocalyptic abyss?

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## Current Year: 2032

You and your fellow survivors have found refuge and a respite from the weather and horde, but supplies are dwindling. There have been more zombies spotted recently and the time has come to move on or stock up.

# Player Guide

## Character Roles

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Your role on your starship represents your knowledge and training.

Either: Roll a 1d6 to determine your role, or select your role.

### 1. Scavenger

The Scavenger is skilled at finding valuable resources and essential supplies in the desolate landscape of Infected Earth. They can locate hidden caches, salvage useful materials, and navigate through dangerous environments to secure much-needed provisions for the group.

### 3. Marksman

The Marksman is a sharpshooter and skilled with long-range weapons. They are essential for keeping the infected at bay and providing cover during dangerous encounters. Their accuracy and ability to take down threats from a distance make them invaluable in the fight for survival.

### 5. Technician

The Technician has an in-depth understanding of electronic systems and devices. They can repair, modify, and jury-rig electronic equipment, which includes radios, scanners, and other electronic gadgets. Their expertise is instrumental in restoring power, accessing vital information, and establishing communication with other survivors.

### 2. Medic

The Medic is a trained healer and medical expert, vital for the survival of the group. They can tend to injuries, treat illnesses, and create antidotes to counteract the infection's effects. The Medic's knowledge and quick thinking can mean the difference between life and death in the post-apocalyptic world.

### 4. Mechanic

The Mechanic is adept at repairing and maintaining equipment, including vehicles, weapons, and vital survival tools. Their expertise keeps the group's gear operational, increasing their chances of navigating the harsh landscapes and facing the undead onslaught.

### 6. Scout

The Scout excels at reconnaissance and exploration. They venture into dangerous territories to gather information, locate potential safe havens, and assess the threats lurking in the surroundings. Their keen senses and ability to detect danger ahead keep the group ahead of unexpected dangers.

# Storyteller's Addendum

Current Year: 2032

## Setting the Stage

In "Infected Earth," it's seven years after the global pandemic, and humanity clings precariously to existence. As Storyteller, you're the architect of a desolate, dangerous world where every day is a struggle for survival. Your game will focus on resource management, tense encounters, and the profound moral choices survivors must make when the world has ended.

## Mood & Themes

Cultivate a mood of grim endurance, constant tension, and fragile hope. Emphasize themes of survival against overwhelming odds, the true meaning of humanity in the face of savagery (both undead and human), the value of trust, and the desperate search for safety and purpose in a broken world.

## Key Elements for Your Game:

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### The Relentless Horde

The infected are numerous, relentless, and diverse. Beyond basic shamblers, consider different types of infected with unique behaviors (e.g., highly aggressive, stealthy, resilient, attracted to sound/light) to keep players on their toes. Numbers are their strength, making direct confrontation often nigh impossible odds.

### Resource Scarcity is King

Food, clean water, medical supplies, fuel, ammunition, durable gear, and safe shelter are incredibly scarce. Every mission should ideally revolve around acquiring or protecting these vital resources. Make players feel the constant pressure of dwindling supplies.

### Human Threats

Other survivors can be as dangerous, if not more so, than the infected. Introduce desperate individuals, territorial gangs, manipulative cults, or well-organized raiders. These human conflicts often highlight the moral compromises necessary for survival.

### A Decaying World

The environment itself is hostile. Collapsed buildings, impassable roads, dwindling infrastructure, and unpredictable weather patterns add layers of challenge. Finding safe passage and secure locations is a constant puzzle.

### Fragile Hope

While grim, don't let despair fully consume the game. Include moments of small victories, the forging of strong bonds, the discovery of a safe haven, or the possibility of rebuilding, to give players something to fight for.

## Running Encounters

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Encounters in Infected Earth are often about avoidance, stealth, and desperate, tactical combat. A scavenging run might turn into a frantic escape, a search for water could lead to a tense standoff with another group, or fortifying a shelter might draw an unexpected horde. Leverage sound, limited visibility, and the vast numbers of infected to create truly terrifying and challenging scenarios. Remember, every bullet counts, every scrap of food is a blessing, and every human interaction could be a lifeline—or a death sentence.

# Plot Hooks

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1. **The Supply Run:** The group's supplies are running dangerously low. They need to venture into an abandoned supermarket in the heart of the infected zone to scavenge for food, medicine, and other essentials. However, they must remain cautious, as the store might not be as empty as it seems, and other survivors might have the same idea.
2. **Signal from the Tower:** The group intercepts a distress signal from a radio tower located in a partially infected city. They need to make their way to the tower to investigate and potentially establish communication with other survivors. As they navigate the city streets, they'll encounter infected creatures and must decide whether to risk their lives for a chance to connect with others.
3. **The Courier's Last Delivery:** A courier who was carrying valuable information regarding a potential safe haven has gone missing. The group is tasked with tracking down the courier and retrieving the package. Their journey takes them through hazardous terrain, where they must not only deal with infected threats but also unravel the mystery behind the courier's disappearance.
4. **Survivor's SOS:** The group receives a distress call from a survivor who claims to have found a secure location. When they arrive at the coordinates, they find a fortified settlement under siege by a particularly massive and dangerous infected creature. The survivors are desperate for assistance, and the group must decide whether to lend a hand or escape while they still can.
5. **The Scientist's Request:** A scientist who believes they have a potential cure for the infection needs help. The group must locate the scientist's lab and retrieve the necessary research data, all while fending off infected and rival scavenger groups who are also after the cure. The clock is ticking, as the scientist's notes are incomplete, and time is running out.
6. **The Enigmatic Broadcast:** The group stumbles upon a mysterious radio broadcast that promises safety and salvation in a hidden underground complex. They must decipher the clues in the broadcast and follow its instructions to reach the location. However, when they arrive, they find themselves facing a series of deadly challenges to prove their worthiness to enter.
7. **The Lost Explorer:** The group stumbles upon a journal belonging to a renowned explorer who claimed to have discovered an isolated valley untouched by the infection. The group embarks on a journey to find this valley, battling through treacherous terrain and hordes of infected. When they arrive, they must uncover the truth behind the explorer's findings.
8. **Echoes of the Past:** A cryptic message leads the group to an abandoned research facility. Inside, they find recordings and documents detailing experiments gone awry. As they delve deeper, they uncover a shocking revelation about the origins of the infection and must decide whether to keep the information hidden or share it with the survivors.
9. **The Underground Resistance:** The group comes across a group of survivors who have taken refuge in an intricate network of underground tunnels. These survivors are mounting a resistance against a powerful infected horde. The group must help fortify the tunnels and devise a strategy to repel the impending onslaught.
10. **The Abandoned Hospital:** A distress call leads the group to an abandoned hospital where survivors are reportedly hiding. They discover that the hospital is infested with infected, and the survivors are trapped on the upper floors. The group must navigate the dark and treacherous corridors to rescue the survivors and escape before it's too late.

# Cities and Settings

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## 1. Havenbrook:

- **Size:** Small to Medium
- **Features:** Havenbrook was once a quiet farming community nestled between rolling hills. Now, survivors have turned it into a fortified refuge. Wooden barricades line the streets, and the local barn has been converted into a communal living space. The town's water tower serves as a lookout post, offering a vantage point to monitor the surrounding areas.

## 2. Fort Miller:

- **Size:** Medium
- **Features:** Fort Miller is a former military compound that survivors have managed to secure. It's surrounded by a sturdy wall and watchtowers, making it a defensible location. The central armory contains a stockpile of weapons and ammunition, and the mess hall serves as a communal gathering place. The compound also has a makeshift medical clinic.

## 3. Riverside:

- **Size:** Small
- **Features:** Riverside was built alongside a river, giving it a source of freshwater. The town's small, sturdy houses and narrow streets make it easier to defend. A partially destroyed bridge leads to a nearby island, which has become an additional safe zone. Fishing is a vital source of food, and a watchtower on the island provides a view of approaching threats.

## 4. Hollowsville:

- **Size:** Small
- **Features:** Hollowsville is located in a network of caves and underground tunnels. The townspeople have reinforced the entrances, creating a labyrinthine defense against the infected. The central cavern functions as a communal living area, with various chambers designated for sleeping, storage, and crafting. Bioluminescent fungi provide a dim light source.

## 5. Desert Haven:

- **Size:** Small
- **Features:** This town is situated in a desert oasis, surrounded by harsh and barren terrain. The water source is its lifeblood, guarded by walls made from salvaged materials. Buildings are constructed with thick adobe walls to help regulate temperature. Due to the scarcity of resources, scavenging is even more crucial here, and traders often pass through, offering valuable goods.

## 6. Harbor Landing:

- **Size:** Medium
- **Features:** Harbor Landing is located along a small coastal bay. While it's challenging to defend from all sides, survivors have utilized the natural barriers and built a sturdy wall along the land-facing side. The town's dock area has been repurposed for fishing and as a point of contact with other survivor groups. Boats anchored in the bay offer an escape route.

## 7. Pinecrest Retreat:

- **Size:** Small
- **Features:** Pinecrest Retreat is nestled within a dense forest, providing both camouflage and resources. Treehouses serve as lookout posts, and the town's layout follows the natural terrain. Gardens have been cultivated for growing food, and traps are set along paths to deter the infected. The nearby river offers freshwater and a means of transport.