



Pathogenic Veticeps VT4



BASIC INFORMATION SHEET – PLEASE READ

Your area is currently experiencing an epidemic outbreak of Veticeps VT4, a highly-contagious fungal parasite which is able to take over living and dead bodies, creating a semblance of life and mobility. Subjects of the disease (henceforth called „reanimated“) are to be considered **HOSTILE** and **HIGHLY DANGEROUS**.

These beings have demonstrated homicidal instincts and strong cannibalistic tendencies, seeking out fresh living meat to sustain themselves. They appear to attack any uninfected human they can sense, though they seem to not automatically attack animals by default.

DO NOT approach the Reanimated, even if you think you recognize the infected individual. Retreat to a safe place and call the appropriate authorities (see below).

EARLY SIGNS OF LIFE-INFECTION

In the early stages of a Veticeps VT4 infection, the subjects' skin becomes pale, damp and cold. Eyes glaze over as the brain is under attack by the parasite, breathing becomes labored and uneven. Within days a living subject will have trouble to retain normal foods. Diarrhea and sudden weight loss are common. After 3 to 5 days a lack of verbal communication and clarity sets in, as the brain is severely damaged. Pain response becomes almost non-existent. Within seven days the infected subject will expire and reanimate within minutes.

METHODS OF CONTAGION

Anyone bitten or injured by one of the Reanimated should be closely examined and watched for ANY signs of infection onset. If any symptoms start to present themselves, secure and isolate the subject immediately and call authorities. Should this be impractical, the victim should be executed in a manner which damaged – or outright destroys – the cranium.

Areas in which the Reanimated gather in larger numbers or for prolonged times may show a dust-like substance swirling around. These spores are highly contagious and should under no circumstances be breathed in. Prolonged skin-contact can cause rashes and lesions. Open wounds exposed to VT4 spores may become irritated but do not lead to infection. After exposure to spores a shower or bath should be performed to avoid any spores sticking to clothing or skin to release at a later date.

Any persons – infected or not – who die from attack by the Reanimated should be considered a real and immediate danger, as the parasite can reanimate a dead body within 30 minutes, sometimes faster.

REANIMATED HABITS

The reanimated tend to attract one another indirectly, gathering in groups to seek out human prey. Groups range from 3 or 4 individuals up to larger hordes with 30 or more of the Reanimated. There is no recognized verbal communication between Reanimated, though they seem to hunt in packs on an instinctual level, displaying a crude cunning at times.

The Reanimated seem to prefer cool and shaded (or dark) areas, though light does not seem to impact their activities, particularly if there is human prey in evidence.





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TYPICAL REANIMATED ATTACKS

The Reanimated seem to be able to track humans within a ten to fifteen yard radius with great precision, so long as they are aware of them. Reanimated have senses similar to a normal living human, though they can seemingly see in the dark.

Once prey has been spotted, the Reanimated approach to try and grab or rend, feeding directly on a victim. The Reanimated prefer to surround targets with sheer numbers so that escape becomes impossible among a group of grasping and rending hostiles.

WHAT TO DO IF YOU SEE A REANIMATED

Maintain your distance and check for other Reanimated, as they rarely travel alone. Be safe in your surroundings and attempt to increase the distance to the Reanimated. Try to leave the area and get to a secure location, alerting the authorities as soon as safely able. **DO NOT APPROACH** any Reanimated, even if you recognize them.

Attempt to identify the type of Reanimated you have encountered (see below) and refer to any further specifics.

If Reanimated contact cannot be avoided, destroying the cranium seems to be the best defense. A gunshot through the brain will render the typical Reanimated inert. Severing the head seems to have a similar effect.

FEEDING HABITS AND EFFECTS

The Reanimated seem to prefer living flesh and blood to sustain themselves, though they can also cannibalize each other, as well as devour animals. The more time has passed since their last meal, the weaker they generally seem to become. Instances of cannibalization have been rare and unconfirmed.

It seems to take weeks until the Reanimated degenerate from lack of sustenance and they seem incapable of expiring from a lack of it, instead becoming slower or weaker and lingering in such a state until they secure some kind of meal.

PREVENTATIVE EQUIPMENT

Due to the nature of the parasitic infection basic hygiene products are of vital importance to prevent exposure via latent spores. Cleaning equipment and medical material is of key importance, as is any kind of breathing protection, as the spores are primarily of concern once inhaled or ingested.

Gas masks and rebreathers with filter systems are guaranteed secure, while medical masks offer lesser protection. Any masks need to be worn tight and fitting to prevent spores from filtering through gaps between the material and skin. Surgical masks are of lesser efficacy but offer temporary protection, as they can filter out the large spore particles. KN95 and N95 masks are both considered viable protection for longer term exposure.

Masks should be worn no more than a few hours total time while exposed to spores.

