Humans versus Zombie Fall 2015 Campaign

**Main Story Line and Missions**

**First (Opening) Mission - Thursday 10/15**

Humans are gathered at starting location and are briefed on the rules of HvZ. They are told that a Colgate student needs help investigating her missing roommate. The student guides the group of humans to where she found her friend eating someone’s face. Upon arrival at the location, the humans must approach the body and encounter the OZ for the first time. The group scatters with the student, who lets them know that they must pick a human leader and gives them some basic information, including the start of the next mission.

**Second Mission - Friday 10/16**

Mission Type: Fetch Quest

Each items will provide a clue about the location of the next item

1. Location: O’Connor Campus Center

Item: Post Mortem Communication 304 Advertisement Poster

1. Location: Registrar Office, McGregory Hall

Item: Drop Add Form of Clyde Roberts for Post Mortem Communication 304

1. Location: Hascal Hall

Item: Syllabus for Post Mortem Communication 304

1. Location: Library

Item: Book on Post Mortem Communication

Also acquire Journal Entry One (Start of Side Quest)

1. Possible Locations: Ho Science Center or Olin Hall

Item: Professor

Set location for tomorrow’s meeting

**Third Mission - Saturday 10/17**

Mission Type: Protection Mission

Humans meet the Professor at the predetermined location. He will have Sherlock to measure Post Mortem Communication and requires protection while working. The humans must escort the Professor to the graveyard and defend him while he collects data. The humans need to keep the Professor alive for a certain amount of time (2 or 3 times the zombie spawn timer). After the measurements are completed, the humans must escort the Professor back to safety. The zombies will be attempting to kill him and turn humans throughout the mission.

**Fourth (Final) Mission - Sunday 10/18**

Mission Type: Hunt Clyde Roberts

The humans must attempt to prevent Clyde Roberts from becoming a Lich, while the Zombies attempt to defend their creator. The humans have a single permi-kill gun. Clyde has the ability to reanimate fallen zombie corpses through touch.

1. Academic Quad- hold position for 7 minutes
2. Observatory -hold position for 7 minutes
3. Bottom of Bridge on Willow Path - hold for 7 minutes

**Side Quest**

The side quest can be completed by the humans over the course of the event. Each journal entry has a clue about the location of the subsequent entry.

1. Location: Case Library Book

Journal Entry One

July 24th

This summer's research has proven far less interesting than I initially anticipated. While the Professor's research has been wildly successful, his requirement that I always appear in a bespoke tweed suit has somewhat restricted my social opportunities. The addition of the rabid student body holding bacchanalia in the townhouses we are required to live in has further worsened my mood. Although I had feared the summer would be entirely wasted, I recently found a fascinating textbook in the Library. And what luck, the professor is teaching a class next semester! Ah, blasted, look at the time, I must head off to my film screening.

Clyde

1. Location: Golden Auditorium

Journal Entry Two

September 1st

Doctor Bishop is truly a fascinating man! Although I had to drop another class to take his, I'm certain I'm far better off now. The things we're learning will enable my true potential! There won't be any flipping burgers for me, no sir! With his work to supplement my major in Art History and my minor in Writing and Rhetoric, I'm certain I'm headed straight to the top. The only stumbling block is the insipid children who make up the rest of the class. I mean really, I know some people need their thaumaturgy requirement, but could they at least do the reading? At least they are not as bad as the people I have to study around. They are always falling asleep on those couches while I am trying to write my journal and finish my homework.

Clyde

1. Location: Chapel Basement

Journal Entry Three

September 13th

Today I raised my first zombie! Doctor Bishop warned us all that trying to peer beyond the veil unsupervised was "dangerous" and that we "risked the attention of beings infinitely our greater" but I've showed him! I didn't even encounter any ceaseless horrors. Well, at least not any big ones. Any problems were quickly disposed of by chucking them into the big fire place; you’d be surprised how easily the grating comes off. My mother would be so proud to know I'm doing independent research! In honor of my successes I have decided to take a new name, one befitting a man of my stature.

Wolfgang

1. Location: Coop Fireplace

Journal Entry Four

4 September 19th

My work has continued unabated, although Doctor Bishop seems strangely reluctant to answer my queries. Perhaps he knows the steps I have taken? Bah, doesn't he see how far beyond these fools I am? While they putter about with their drugs and booze I have unraveled the mysteries of death itself!! Yet still I am held back by them. Every class he must stop to answer their petty concerns and "moral questions" diverting precious time from my needs. This will not do! I may have to do additional research to continue in my studies. While I have scoured the library from bottom to top, perhaps there is another location with a hidden treasure trove of knowledge.

Wolfgang

1. Location: Cooley Library

Journal Entry Five

September 24th

I have made a truly amazing discovery on our very campus! After reading some of the texts that were misfiled in Cooley, I learned that there are powerful magical forces flowing through the hill itself. It seems these lines of power emanate from specific places on campus that hold particular arcane significance. With their power at my disposal I can attempt magic that has hitherto only been the stuff of legends! But should I really go that far..? Never mind, it doesn't matter. Whether or not I intend to seek ultimate power, I require access to these lines for my research. The first one seems to be connected to an area of great religious significance...

Wolfgang

1. Location: Chapel House

Journal Entry Six

September 26th

Although my initial guess that Chapel House was the source of Power was ultimately flawed, I have since discovered its origin in Memorial Chapel itself! With this, and the lines I believe to be connected to the stars, my power shall be unquestioned! And it could not have come at a better time. When I approached Bishop with questions about certain... rituals, he was horrified and professed no knowledge. I know what he is in truth though. He seeks to conceal knowledge from me. Yes, his simpering pandering to the lesser minds has been a ruse all along to retard my studies!!! My mind is clear and calm now. No longer shall indecision wrack me. I go now to the heights to find the power I need. May God... no. I need no one to preserve me and soon I shall need no one ever again.

Wolfgang the Wise

1. Location: Observatory

Journal Entry Seven

October 3rd

Long did I watch the fickle stars, but great is my reward! My research is nearly complete and I know what I require to achieve my potential. A phylactery! But first, before I construct the means of my ascendancy, I must find the last line. There, where generations of fools have gathered in celebration of love and beauty, past the base of this hill, I shall complete my noble quest and shrug off the surly bonds of mortality. Then these fools shall know who I am. They'll see! THEY'LL ALL SEE!!!!!

Lord Wolfgang the Wise

1. Location: Willow Path

Journal Entry Eight

October 14th

It is done. I have what is needed for my rise. All that remains is to generate the necessary power. It requires that the barrier between this world and the next be thinned. And so it comes to this. My classmates, those fools who sought to keep me down, who never gave me the respect and privilege I deserved shall be the vehicle of my rise! I journey now to release the plague of undeath upon all the world. It begins here. Today Colgate, tomorrow the world!!! MWAHAHAHAHAHA!!!!

Dark Lord Wolfgang the Great and Powerful

**NPCs**

Non-player characters created for the campaign were given a few key characteristics, but left broad in order to allow the individuals playing them a chance to bring their own flair to the character.

Colgate Student (Isabella)

* Worried about missing roommate
* Acts very jumpy while investigating

Professor / Doctor Bishop (Josh)

* Teaches Post Mortem Communication
* Very full of himself, thinks he’s the center of the universe

Clyde Roberts / Wolfgang (Jack)

* Socially ostracized and isolated from his peers
* Wants to get back at humans for perceived slights
* Slow dissent into madness

**Game Mechanics and Balancing**

Assumed: 20 humans begin play

Team with most points wins

*Scoring methods are not revealed until after game, if even.*

**Points for Humans**

Second Mission Complete: 10 points

Professor Alive: 10 points

Clyde Dead: 20 points

Journal Entries: 1 point each + 2 for full completion (10 total)

Humans alive at the end: 3 points each (60 total)

(Humans alive who do not attend the final mission are worth 1 point)

**Perfect score: 110**

**Points for Zombies**

Humans turned: 2 points each (40 total)

(Humans turned who do not attend the final mission are worth 1 point)

Professor Dead: 10 points

Clyde Alive: 20 points

Academic Quad held: 5 points

Observatory held: 5 points

Willow Path held: 10 points

**Perfect score: 90**

**Game Balance Checks**

* After Thursday mission, humans should maintain advantage in 15/5 to 17/3 split
* After the Friday mission, advantage should be slightly human favor or tied
* After Saturday mission, zombies should maintain advantage in 15/5 to 17/3 split

**Zombie Respawn Timer,** to be announced/changed at the beginning/end of missions

* Timer begins at 3 minutes, for every 3 humans turned (does not include OZs), timer increases by 1 minute

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| OZs only | 3 min |
| 3 turned | 4 min |
| 6 turned | 5 min |
| 9 turned | 6 min |
| 12 turned | 7 min |
| 15 turned | 8 min |
| 18 turned | 9 min |