

RISE OF THE DEAD



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**A Post-Apocalyptic
Scenario for
Call of Cthulhu**



Rise of the Dead: Part One – The Arrival



Part one of a series of post-apocalyptic scenarios for Call of Cthulhu, set in the very near future, for 4-8 players.

A Complete Scenario Kit

By Andre Kruppa



Rise of the Dead: Part 1 - The Arrival

A B-Movie Style Horror Scenario

This work is dedicated to all of those gamers that have played Call of Cthulhu with spirit and aplomb over the years and to Howard Philip Lovecraft and those that he inspired.

Acknowledgments

Call of Cthulhu is Chaosium Incorporated's registered trademark for its roleplaying game of horror and wonder.

Special thanks to my friends who playtested and contributed to this game in many ways: Jennifer Allen, Scott Bradley, James Bryant, Cathy Caron, Jerry Corey, Tammy Corey, Ralph McCarty, Lindsay Niethercut, Eric Niebauer, Laurel Regan, Benjamin Roehrl, Abby Vaughan, Andy Vaughan, Mike Walls, and Cory Yost.

I greatly appreciate the editorial and proofing assistance kindly provided by Andy Vaughan, Muriel Kruppa, and Jennifer Allen.

I would also like to thank all of the others that played this scenario at a convention or away session, prior to the production of it in this form. Most of whom I have only their first names recorded from the player summaries: Al, Amy, Brad, David, Dick, Donna, Gloria, Hope, Jason, Kathy, Keith, Kelly, Kyle, Lisa, Mario, Mike, Patrick, Phil, Rudy, Terry, Tom, and Zack.

My apologies to any contributors or players I may have forgotten.

- Andre

Table of Contents	
Keepers Introduction	3
Scene 1 - The Crater	3
Scene 2 - Return to the Lodge	4
Scene 3 - Crash	5
Scene 4 - Rescue	5
Scene 5 - Reflection	6
Scene 6 - The Raid	7
Attack Response	8
Wrap Up	8
Keeper's Information	9
Past Outcomes	10
Staging Notes	11
Characters and Handouts	12

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Our web site **www.chaosium.com** always contains the latest release information and current prices.

Chaosium publication 0355. ISBN 1-56882-271-5.

Published in June 2009. Crafted in the United States.

Part 1 of a series of b-movie style post-apocalyptic scenarios for Call of Cthulhu, set in the very near future, for 4-8 players. This game can be played in a single 4-6 hour session.

Keeper's Introduction

This scenario is the first in a series intended to give the players the feel of an end of the world b-movie. The scenario takes place in the very near future after the fall of known civilization. After a series of mass sacrifices and global assassinations of key political leaders, a suddenly appearing red comet has nearly missed the planet and the fall of the cometary fragments has destroyed known civilization. Defying physics, the comet itself is now in orbit about the earth, a new blood-red moon.

The game opens with the player characters having left the comfort of their lodge six days after the fall of the comet to obtain a sample of a fragment that has fallen nearby. The group begins play on the trail moving toward the crater. The party has not made contact with or heard news of the world. Long-range radio and television transmissions have been interfered with since the arrival of the comet and only a few tantalizing skip transmissions have been heard. Radio and television transmission ranges have been reduced dramatically. It is hoped that this effect will pass.

The group has left a shortwave radio on at the house. They hope to hear from late arriving friends, but believe the outlook is bleak. It is the arrival of a friend that provides the group with impetus during the scenario.

The plot calls for the player characters to observe the enemy in the form of a fragment recovery team, return to the lodge to fight a few zombies, have a friend crash a plane nearby and ask the group to perform a task that will change the course of their lives. The mission is to slay the local commander of the Army of Zaoth and if possible steal the recovered comet fragment. Following this, the party is expected to escape to Vermont with the fragment and, hopefully, a key to the codes used by the enemy.

The comet is in fact a being named Zaoth (Zay-oth), a horrible alien entity whose presence causes the dead to rise. His coming was brought about by a worldwide conspiracy of his cult, who had insinuated themselves into positions of power. It is this cult that brought the end of the world, as we know it, by their worship of the horror.

The Keeper is urged to read over the player introductory material in the handout section before reading the rest of the following information. This consists of the Player Introduction and the news briefs.

The game session should begin with the players reading the news clips and then the Player Introduction sheet. After this the Keeper should hand out characters and the players should familiarize themselves with their character background information. Once the group has done this, the players can take turns going around the table describing themselves.

Staging Notes: During the initial reading of the introductory notes you may want to play some hardcore metal as background music.

The Keeper has been provided with a Character Summary to be used for all passive rolls such as Spot Hidden, Listen, Track, Library Use, Psychology, and so forth. These rolls should be made for the players to maximize uncertainty and help heighten the tension.

Scene 1 – The Crater

This is the opening scene of the scenario. The scenario starts at approximately 8:00PM on March 20th. *(The year being the one following that during which the game is being played, if players insist upon a specific timeframe.)* The party begins play working their way down the trail moving toward the location of a recent small comet fragment strike. The scene begins approximately 15 minutes from the crater location. Give the players a chance to role-play a bit before arriving at the crater. As the party approaches the crater, Paul Stevens, an NPC, will remain behind to keep an eye on the trail. It is very important that this is established.

Staging Notes: The lights should be very dim as the group approaches the crater. Red lights shining from below the table can be used to help give the illusion of the red glow from the crater.

As the party comes near the crater they can see that it is approximately 100 yards in diameter with a glowing red meteorite in the center. The glow bathes the party in a creepy red light. As the group begins to approach, the Geologist can detect moderate radiation with a Geiger Counter. The radiation level is such that long-term exposure is dangerous, but it would be fine for several hours and easily contained in a reasonably thick lead lined box. As the group establishes this they receive a radio call from Paul.



“Paul to group ... Over ... Paul to group ... Over ... There is a copter coming ... I am flagging them with my flashlight ... It is coming closer ... It’s all black ... They are shining a light on me [automatic weapons fire is heard] ... Aghhh ... Oh my god, they shot me... they have automatic weapons....get out of there...Damn...Damn....I am Dying ... bleeding bad...they are heading your way ... get moving ... They are heading your way ... [cough] ... ahhhh ... get out ... [cough] ... [static]”

After this the party has a number of options. The copter approaches rapidly and the group has less than 2 minutes to react before the arrival of the meteorite recovery copter. Remaining in the crater will make for a very short scenario. The recovery copter has a pilot and a co-pilot, a door gunner with a 7.62mm machine gun and a two-man recovery team with M-16s. The door gunner and the 2 men will engage targets of opportunity within the crater. If the copter is fired upon and the shooters are not suppressed it will withdraw and return with reinforcements. The forces will consist of a Humvee with a four-man team armed with M-16s and the support of the copter. (See below for troop information.)

The copter will put the team down via rappelling and circle the crater. The two-man team will muscle a container over to the meteorite and quickly lift it and place in the container. (The meteorite weighs about 130 lbs.) The fragment and then the crew are winched up. Following this the copter will fly off to the south.

The team must return to the lodge at this point. Try to discourage other actions.

As the Eye of Zaoth (the comet) does not rise until 11:36 PM, Paul will not rise from the dead quickly. Should they recover the body and bring it back, he will rise at about 11:59 PM, 23 minutes after Zaoth has risen into the sky. (See the Red Eye Rise and Set Table). It will take about 2.5 hours to head back along the trail or about 5 hours to head back cross-country. If the later option is taken, Paul will rise while being carried. If Paul rises from the dead use statistics as given below.

This is a set piece scene to set the stage for the game and therefore it is required that Paul die and the group spot the copter. Ideally the group should also witness the fragment recovery. The characters may hide at the edge of the crater and observe or fall back into the woods. The Keeper is encouraged to heighten the tension with hidden die rolls. The feel of danger is important to set the scene. It is recommended that events be tailored to avoid harm to the player characters unless some sort of inappropriate action is performed. Such actions would include a fruitless attack on the copter, attacking the recovery team, and so forth. Such

actions are simply likely to get the attackers hosed down by automatic weapons fire.

Paul – The Risen Dead

STR: 22 CON: 14 SIZ: 14 INT: N/A POW: 12
DEX: 11 APP: N/A EDU: N/A SAN: 0 HP: 14

Damage Bonus: +1d6

Weapons: Bite 40%, Damage 1d3 + db (*Chance is x2 with a successful Grapple*)

Grapple 50%, Damage Special (*STR vs STR to hold*)

Fist 55%, Damage 1d3 + db

Kick 30%, Damage 1d6 + db

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Skills: Dodge: 26%, Listen 45%, Spot Hidden 55%

Sanity Loss: 1d3/1d6+1 (This is higher than normal, due to the fact that Paul is a close friend.)

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Appearance: The zombie is a tough bullet ridden corpse dressed in simple green fatigues covered in blood.

Scene 2 – Return to the Lodge

Staging Notes: For this scene it can help set the mood by setting a variety of fake severed limbs on the table or perhaps use a blood-splattered tablecloth.

Carol and James have suffered a cruel fate back at the lodge. They have been the unfortunate victims of a zombie attack. The kitchen and great room are littered with limbs, torsos, and heads from 2 or 3 people lying about. (SAN Loss 1/1d4) Carol lies in a pool of blood in the bathroom. (SAN Loss 1/1d4) She is dying from blood loss and had been bitten and pummeled. A bloody machete lies on the floor near the stairway. An insistent pounding can be heard from downstairs. (Carol will rise in 23 minutes as the events that set this scene are assumed to take place very shortly before the party returns.)

James, now a member of the walking dead, is banging on the latched Storage Room door. A trail of blood leads down the stairs to the door. He is standing on the other side not smart enough to move the sturdy bar latch. [Thump... Thump... Thump... Thump...] James will attack, if released,

using kicks and fists when the door is opened. (SAN Loss 1/1d4) The equipment room contains the bulk of the weapons and equipment stores. (*James locked himself in the equipment room after the fight upstairs, hoping that it would save Carol from him if he turned. He was dying when he dragged himself in there.*)

Staging Notes: A sound effect of an insistent banging on a door repeated over and over is very helpful in establishing this scene and can be played until the group opens the door and combat begins.

The players have a few minutes to gather their wits at the end of this scene.

James – The Risen Dead

STR: 25 CON: 14 SIZ: 15 INT: N/A POW: 13
DEX: 7 APP: N/A EDU: N/A SAN: 0 HP: 15

Damage Bonus: +1d6

Weapons: Bite 30%, Damage 1d3 + db (*Chance is x2 with a successful Grapple*)

Grapple 40%, Damage Special (*STR vs STR to hold*)

Fist 45%, Damage 1d3 + db

Kick 30%, Damage 1d6 + db

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Skills: Dodge: 14%, Listen 35%, Spot Hidden 35%

Sanity Loss: 1d3/1d6+1 (This is higher than normal, due to the fact that James is a close friend.)

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Appearance: The zombie is a tough corpse with a bloody bite missing from its neck dressed in a flannel shirt and jeans and covered in blood.

Carol – The Risen Dead

STR: 22 CON: 14 SIZ: 11 INT: N/A POW: 13
DEX: 8 APP: N/A EDU: N/A SAN: 0 HP: 15

Damage Bonus: +1d6

Weapons: Bite 45%, Damage 1d3 + db (*Chance is x2 with a successful Grapple*)

Grapple 40%, Damage Special (*STR vs STR to hold*)

Fist 40%, Damage 1d3 + db

Kick 30%, Damage 1d6 + db

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Skills: Dodge: 16%, Listen 35%, Spot Hidden 45%

Sanity Loss: 1d3/1d6+1 (This is higher than normal, due to the fact that Carol is a close friend.)

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Appearance: The zombie is a tough corpse with a head wound dressed in a white linen shirt and black jeans and covered in blood.

There is plenty of wood available and gasoline to make a bonfire. In addition to the main building there is a Woodshed, Fuel Stores, and also a small Wood Shop on the property.

Scene 3 – Crash

The group hears a radio message coming in over the shortwave radio in the Living Room. It is the expected call from Alex Halsey. (*Alex is mentioned in the player introductions.*)

“Romeo 5 7 Alpha to Beta Mary 2 3, Over... Romeo 5 7 Alpha to Beta Mary 2 3, Over... Romeo 5 7 Alpha to Beta Mary 2 3, Over...I am coming in hot...Repeat...I am coming in hot...have received fire...expect to crash on access road...Repeat...expect to crash on access road...medical attention required...have vital info...Repeat...have vital...[static]

Alex's small Cessna four-seat airplane crashes on the access road about 120 yards from the turn of the road at the base of the hill, a minute or two after the transmission ends in static. This can be seen clearly from the lodge.

Scene 4 – Rescue

Once the group arrives at the crash site, it is to find that the plane has skidded into a stand of trees at the edge of the road. It is riddled with bullet holes. Four ragged zombies are beating on the Cessna trying to get in. (SAN 1/1d3) Alex is locked within and has suffered several gunshot wounds. The man at the controls is dead, his brain splashed all over the windshield. (3 zombies that have clawed their way up from the grave and one stricken poacher are attempting to get into the Cessna.) They must be defeated to gain access to Alex.

The Dead At The Plane Crash

	Old Woman	Old Man	Skinny Man	Poacher
STR	22	21	23	28
CON	14	12	13	17
SIZ	11	12	14	15
INT	N/A	N/A	N/A	N/A
POW	13	12	14	14
DEX	6	7	5	8
APP	N/A	N/A	N/A	N/A
EDU	N/A	N/A	N/A	N/A
SAN	N/A	N/A	N/A	N/A
HP	13	12	14	16
DB	+1d6	+1d6	+1d6	+2d6
Bite	35%	35%	40%	35%
Grapple	40%	40%	40%	55%
Fist	40%	45%	40%	60%
Kick	30%	30%	35%	40%
Rifle Club	--	--	--	35%

Weapons: Bite Damage 1d3 + db (*Chance is x2 with a successful Grapple*)

Grapple Damage Special (*STR vs STR to hold*)

Fist Damage 1d3 + db

Kick Damage 1d6 + db

Rifle Club 1d8+db+1

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Sanity Loss: 1/1d3

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Appearance: The Old Woman, Old Man, and Skinny Man are frail mostly decayed zombies in funeral garb. The poacher is a recently deceased man in fatigues with a 30-30 carbine he is using as a club.

Alex is dying of multiple gunshot wounds. He has a thin blood covered manila envelope with some documents. Once he is rescued he coughs up some blood and makes the following statement before expiring.



“Flew too close...[cough]...they are coming... [cough...cough]...I'm sorry...sorry... [cough]... I think they picked up my first transmission... [cough...cough...cough] ...did not know... [cough...cough] ...radio silence... [cough...cough]... they'll be coming... [cough...cough] ... they'll be coming... [cough...cough]... don't stay...they will get you...[cough...cough...cough]...you have to stop them...[cough... cough...cough...cough]...stop IT!... [cough] ...It...they call it...[cough...cough]...Zaoth (Zoe – Aath)... stop them...stop them... [cough...cough...cough]... one of them will... [cough...cough]... the becoming...[cough]...more power...[cough...cough] ...stop it... [cough...cough...cough...cough] ...destroy the piece of it... [cough...cough] ...stop the becoming... [cough...cough...cough] ...at the farm... [cough...cough] ...Carlise Farm... [cough...cough...] ...take out the leader...[cough...cough]...bring him down...[cough...cough..cough]... intercepted a transmission.. [cough...cough]... have the printout... [cough...cough]... I'm sorry...wanted to... [cough...cough]... wanted to bring you in out it... [cough...cough...cough...cough] ...not time now... [cough...cough] ...should have... [cough...cough] ...wanted... [cough...cough] ...you... [cough...cough] ...was not safe... [cough] ...council would not authorize... [cough...cough] ...recommended...[cough...cough] ...now too late... [cough...cough] ...much more...bigger... [cough...cough] ...friends in Vermont...Troy... [cough...cough...cough] ...contact them... [cough...cough] ...Morgan Farm... [cough...cough] ...tell them... [cough] ...say Phoenix Rising... [cough...cough...cough] ...some will know you... [cough...cough] ...be surprised... [cough...cough...cough] ...destroy the fragment... [cough...cough] ...kill the leader... [cough...cough] ...at HQ.... [cough...cough] ...sorry... [cough...] ...sorry I... [cough...cough...cough...cough] ...[expires]”

If the group tries to interrupt him he can cough and say, “let me finish...I'm dying”. (Alex will rise 23 minutes after expiring if he is not burned and/or dismembered.)

He cannot be saved with First Aid as he is suffering from a mortal wound.

In the bloody document pouch is a poor quality printout of a labeled area map of the Carlise Farm. (A large independent farm owned by folks acquainted with the characters.) The photo is labeled Z-13 HQ. In addition to this is a transcript of some orders transmitted to a unit being attached to Z-13.

Staging Notes: It is a good idea to prepare a prop set of these documents and place them in a

crumpled manila envelope and use red paint to simulate blood.

The characters should be supplied with both versions of the Carlisle Maps and the Orders handout.

The Keeper should inform the players that they have done business with the Carlisle family for many years and are familiar with the layout. The family is a group of normal successful farm folk.

Alex is wearing body armor. He has a Ruger Mini-14 a semi-automatic paramilitary rifle with 5 20 Round Magazines, including the one in the weapon. He has a backpack, which has absorbed several high caliber hits. This has destroyed the laptop and digital camera within. There are several changes of lightweight clothing with bullet holes through them, toiletries, a small LED Flashlight with rechargeable AA batteries, an 8 AA solar charger, 8 spare rechargeable AA batteries, and a small short-wave radio with some kind of scrambler attached that uses 8 AA batteries.

Scene 5 – Reflection

The group has a little bit to think about, but not a lot of time. A group of troopers is heading to the crash area in Humvees: 4 Humvees containing 4-man fire teams as described above. It will take them 30 Minutes to arrive. These teams will approach via the road, secure the crash site, and remove any easily carried physical evidence. If there is not at least one body in the plane they will be very suspicious.

The teams then proceed up the road to investigate Black Mountain Lodge. The Troopers will demand surrender. Should resistance be met, they will call for reinforcements (the chopper) and take cover with a clear line of fire to each exit. After the chopper arrives, they will burn the lodge down with Molotov cocktails shooting any characters that exit the burning building.

If trouble is met on the road a similar approach is taken. The troopers will dismount and take cover. Two of the teams will attempt to flank the party on each side using cover fire to keep their heads down. The copter will be called in to provide support, if stiff resistance is met.

The party has about a 45 minute maximum to get what they want and leave the lodge. When they ask about the Carlisle Farm, give them the floor plans of the Carlisle House and the map showing the farm and outbuildings. Emphasize that the characters are customers of the farm and have been there a number of times, including a few BBQs and gatherings over the years. As it is night, it is quite possible that they may observe headlights coming up the road before leaving the lodge.

Scene 6 –The Raid

The Carlisle farm has become the HQ for a task force of Zaoth cultists seeking to use a fragment of the god to raise their leader to the status of Exalted One through the Ritual of Transformation. (This is part of the purpose of the collected meteorite.) Normally there are two men outside each door and two inside, with four more men downstairs. Upstairs is the leader. (If there has been a call for reinforcements, cut these numbers in half. If the party waits more than six hours after the crash then the 4 humvee teams will return to the base.) The leader has no supernatural powers prior to the transformation. (The ritual is to take place after Zaoth rises the next night on March 21st.)

Carlisle House: Force HQ as given above. Each trooper is dressed in black fatigues with a black Kevlar helmet vaguely reminiscent of a German WWII helmet. Each one also carries a small LED Flashlight, and a package of Flexcuffs. 6 Humvees are parked here or 2 if reinforcements were called. The 3-man chopper crew is also housed here, when not operating the UH-60.

Tractor Shed: The tractor shed is being used to hold 28 prisoners in anticipation of the upcoming ritual. 4 Guards are placed here. (Statistics are as troopers given below. ½ of the guards will be gone if reinforcements are needed at the lodge. 23 prisoners are needed for the sacrifice.) Each guard is also carrying a Taser, a Nightstick, and a package of Flexcuffs.

Temple Site: A high tech small-scale step pyramid structure is being assembled here resembling a rock stage. 4 recruits are performing the assembly work. The recruits are armed with Clubs (25%) and are treated as non-combatants. A trooper is supervising these with the same additional equipment as a Tractor Shed Guard. After 3:00 AM the assembly is completed and the workers and trooper are lodged in the McHenry house.

McHenry House: The quarters of Group K. There are 7 men here relaxing with the same stats as the troopers, 8 and 4 non-combatants if there is no temple assembly going on. Group K's Helicopter is parked at the Landing Field. It is a black UH – 60 as outlined below.

Landing Field: Two troopers watch the Group K Helicopter. 2 Ten-Wheel trucks are also parked here.

Main Barn: The main barn is being used as a Zombie Pen and some 30 of the ravenous things are secured here. If these are released, use the stats for James, Carol, and Paul as needed.

Troopers

STR: 14 CON: 15 SIZ: 12 INT: 11 POW: 13
DEX: 12 APP: 12 EDU: 12 SAN: 65 HP: 14

Damage Bonus: +1d4

Weapons:

Grapple 40%, Damage Special (*STR vs STR to hold*)

Fist 55%, Damage 1d3 + db

Kick 35%, Damage 1d6 + db

Nightstick 45%, Damage 1d8+db (*Guards Only*)

Taser 55%, (Damage = Stun) (*Guards Only*)

Weapon	ATT	Range	Damage	Attacks	Bullets	Mal	HP
M16A2	55%	120yds	2d8	Burst	30	97	11

Ammo Load: 150 Rounds

Armor: 8 Points for Kevlar Vest and Helmet

Significant Skills: Dodge: 34%, Drive Auto 20%, First Aid 40%, Hide 25%, Jump 30%, Listen 45%, Navigate 20%, Sneak 40%, Spot Hidden 50%, Swim 25%, Throw 35%, Track 15%

Appearance: A trooper dressed in black fatigues and Kevlar body armor with a black Kevlar helmet vaguely reminiscent of a German WWII Helmet.

Z-Force Commander - Ryan McBane

STR: 13 CON: 17 SIZ: 14 INT: 16 POW: 18
DEX: 16 APP: 14 EDU: 16 SAN: 0 HP: 16

Damage Bonus: +1d4

Weapons:

Grapple 35%, Damage Special (*STR vs STR to hold*)

Fist 65%, Damage 1d3 + db

Kick 55%, Damage 1d6 + db

Weapon	ATT	Range	Damage	Attacks	Bullets	Mal	HP
M16A2	50%	120yds	2d8	1/Burst	30	97	11

Ammo Load: 90 Rounds

9mm Auto	60%	20yds	1d10	2	10	98	8
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Ammo Load: 30 Rounds

Armor: 8 Points for Kevlar Vest and Helmet

Significant Skills: Accounting 30%, Chemistry 35%, Dodge: 42%, Drive Auto 20%, First Aid 30%, Hide 25%, History 35%, Jump 30%, Listen 55%, Martial Arts 25%, Navigate 30%, Occult 40%, Sneak 40%, English 80%, German 20%, Italian 20%, Latin 45%, Persuade 60%, Pharmacy 25%, Spot Hidden 50%, Swim 25%, Throw 35%, Track 15%

Appearance: A sharp-featured man with brown hair and green eyes dressed in black fatigues and Kevlar body armor with a black Kevlar helmet vaguely reminiscent of a German WWII Helmet. On his uniform jacket collar is a silver skull and crossed swords insignia. His helmet is marked similarly.



UH-60 Helicopter

Crew: 3 (With Gunner) Troop Capacity: 8 (w/Mod)

Max Speed: 152 – 159 Knots

Length: 64 Feet

Height: 16 feet 10 inches

Rotor: 53 feet 8 inch diameter

Range: 300 Miles

Special Equipment: Winch / Meteorite Recovery System

Armament:

Weapon (Door Gun)	Range	Damage	Attacks	Bullets	Mal
M60D 7.62mm MG	200yds	2d6+4	Burst	100	99

Ammo Load: 900 Rounds

Armor: 12 points

Attack Response

Any trooper that is attacked will immediately raise the alarm. They are trained to work in teams of four and will maximize use of cover and lay down suppression fire as needed. They do not fear expending ammo. The troopers will utilize automatic fire. The normal burst from the M-16s is 3 rounds and the M60D is 20 rounds. (See main rulebook for automatic weapons fire.) In the event of an attack alert the troopers will react by quartering the immediate vicinity in fire teams. A team of at least two will make sure that the force commander is secure. If the force seems to be losing control of the area then the commander will be whisked away in a humvee or by chopper if possible.

If an attack takes place after the ritual is performed the zombies will be shambling about the area and the commander will direct them to attack the characters. Groups of the undead will be used to flush out the attackers who will then be hosed down with automatic weapons fire. If possible, prisoners will be taken, but this is not given a high priority. The Troopers at this point will be beneficiaries of the ritual Blessed of Zaoth and the zombies will not attack them. (There are exceptions to this but these are beyond the scope of this scenario.)

Wrap-Up

Failure to slay the leader will result in the Ritual of Transformation being performed. The area will then be combed for survivors. As many as possible will be taken to be offered either conversion to lay members of the cult (laborers and skilled workers kept under lock and key) or to become Food for the God (read zombies or sacrifices), at the whim of the Exalted One.

The helicopter and trucks are fully fueled. In addition, the vehicles have shortwave radios with scrambler gear. The chopper has a safe with a Code Book containing the codes of the day for one week. These vehicles represent the best chance of escape and can be started with ease.

Keeper's Information

Zaoth In Brief

Zaoth is a horrific alien being that has lurked in the cold depths of space for eons slowly building its power and eager to spread terror and drain sanity from the world. It is a creature that feeds upon hate, horror, and chaos. Over the centuries his mental influence reached the earth and warped and twisted the minds of the ambitious and greedy. His cult worked to speed his coming and gained subtle powers to numb the minds of the masses and sway them to their desires. This finally culminated in a series of rituals to bring forth Zaoth that he may rule the world with his cult making slaves of those who survive.

He is served by a cult of followers that had paved the way for his arrival. Many of them expect to become initiated into a series of degrees of exalted status conferring great power upon them. This initiation also transforms them into inhuman parts of a group mind.

The basic members of the cult are troopers and their ranks are all initiated into the cult with a simple ceremony that includes the Blessing of Zaoth. This renders them no longer attractive to the zombies.

When The Zombies Rise

The zombies are the product of the presence of the Zaoth, the orbiting comet. After a few days in orbit the energy of the red comet permeated the atmosphere and the dead began to rise. The length of time it takes for the dead to rise is dependent upon the presence of the red eye of Zaoth in the sky. It rises at 4:36 AM and sets at 4:36 PM Greenwich Mean Time. The chart for US times is given below. When the eye is in the sky it takes the dead 23 minutes to rise. When not in the sky it takes the dead 6 hours and 53 minutes (413 minutes) to rise. The old dead need to claw their way out of the grave. This may take as much as several days or as little as a few hours. This can be abstracted as taking 3d10 hours. All of the dead will rise unless burnt to ash. The dead will not rise while being consumed by fire. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Zaoth Rise & Set

<u>Time</u>	<u>Rise</u>	<u>Set</u>	<u>GMT</u>
GMT	04:36 AM	04:36 AM	0
Eastern	11:36 PM	11:36 AM	-5
Central	10:36 PM	10:36 AM	-6
Mountain	09:36 PM	09:36 AM	-7
Pacific	08:36 PM	08:36 AM	-8

Zombie Statistics

There are two forms of zombies and these are the Old Dead which were in their graves or otherwise partly rotten and the Fresh Dead who have recently become deceased. The risen dead have the following statistics. Old Dead have their original DEX multiplied 0.25 and their original STR multiplied by 1.5. Fresh Dead have their original DEX multiplied by 0.5 and their original STR doubled. zombies have no INT, APP, EDU, or SAN.

	<u>Old Dead</u>	<u>Fresh Dead</u>
STR	3d6 x 1.5	3d6 x 2
CON	3d6	3d6
SIZ	2d6+6	2d6+6
INT	N/A	N/A
POW	3d6	3d6
DEX	3d6 x 0.25	3d6 x 0.5
APP	N/A	N/A
EDU	N/A	N/A
SAN	N/A	N/A

Base Weapon Skills: A zombie has the base of a weapon plus a value from 0 to 50 depending upon how pugnacious or familiar with the weapon that they were in life. This can be estimated by the Keeper or abstracted as a 1d100/2 roll. Most weapons can be used as clubs. (As a guideline zombies often retain a pseudo-memory of actions their bodies were trained to perform in life.)

Sanity Loss: 1/1d3

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Zombies can sense life to some degree within POW x 2 meters. These undead creatures do not rely on traditional senses, but instead perceive the world through some method that is not truly understood. Fresh dead have some limited senses and can hear and see to some extent. As a result survivors can reveal themselves with movement or noise even when beyond the nominal range of the life sense. The zombie may have a vague impression of life beyond this range but is not able to pinpoint the location and can be vaguely drawn to the area over time. Like all things this life sense is not 100% accurate and therefore a living being that hides long enough may still evade detection after a dozen or more hours. Zombies are possessed of a desire to extinguish life and will pursue it with vigor. The empathic may sense an implacable and horrific hatred of all that lives.

Zombies can use tools as weapons in a rudimentary manner and often retain possessions that were used in life such as a rifle, shovel, or fire axe.

A ritual preparation of the cultists using dust from a cometary fragment keeps the zombies from showing significant interest in members of the cult, including troopers. Any competent initiate can perform the Blessing of Zaoth. This is most often used to allow troopers to herd zombies toward the living with limited risk.

The Ritual of Transformation (The First Stage of An Exalted One)

This ritual is the first step in the transformation of an Initiate of Zaoth into a true servitor of the godlike horror becoming an Exalted One of the First Degree. This gives the changed one a number of abilities and exacts a price as well. To perform the ritual a suitable altar to the Great One must be erected. The altar typically takes the form of a stepped pyramid with 23 steps. A fragment of the comet of at least 413 grams is placed at the apex of the pyramid. 23 sacrifices are required to seal the ritual and it must be performed after the rise of Zaoth in the night sky. The red moon must be at least sporadically visible through the clouds. The initiate and his assistants (a minimum of 2 are required) begin a chant after the rising of the red eye. This odd atonal fluctuating chant, with the word Zaoth appearing asymmetrically, is performed for approximately 5 minutes and then the prospective sacrifices are brought up to the apex of the pyramid. The hearts of the victims are cut out while they live and are offered up to the alien god. Blood is collected from each victim and mixed with dust derived from a meteorite fragment. At the culmination of the ritual the aspirant consumes the mixture and the transformation begins.

During the transformation the aspirant is filled with the red radiance of Zaoth. The initiate is struck down and begins to enter an ecstatic seizure superficially similar to an epileptic fit. A red glow begins to pour forth from eyes, nose, and mouth after which the body becomes suffused with a red glow. The process of transformation takes approximately 3 minutes. At the conclusion of this process the aspirant is transformed into an Exalted One of the First Degree. The ritual has a small chance of failure. In the event of a roll of 96-100 the ritual fails and the aspirant is slain.

Exalted One of the First Degree – Initiate of Zaoth

An Exalted One of this rank has a number of powers and has paid a price as well. The transformed one has their STR multiplied by 1.5 and regenerates 1 HP per wound per round. He rises when HP recover

to 3 or more. To be truly killed he must be burnt and burning prevents regeneration. As with zombies, dismemberment can significantly slow the regeneration process. POW is increased by 5 as part of the essence of the god infuses the Exalted One.

The ability to command zombies within a range of POW x 20 meters is conferred. Each time command is exerted over a group of zombies 1 POW must be expended. Control lasts for 24 hours and then must be renewed. 50 zombies may be commanded for each point of POW statistic. The zombies may be directed to perform basic actions, but not fine manipulation. This power allows the controlled undead to be given a number of directives in groups. The number of separate directives that may be issued is INT divided by 5 rounding normally.

This transformation reduces the subject's Sanity to 0. The aspirant becomes part of the collective mind of the Exalted of Zaoth. As such he can tap into this mind with the expenditure of 1 POW. This permits him to transmit and receive information from the collective. The collective is able to make decisions as a group mind. The initiated has taken the first step toward true melding with the alien mind. Zaoth is able to exercise his will upon the collective. The experience of joining the collective causes a strange sense of ecstasy accompanied by a faint numbing sensation. While tapped into the group mind the Exalted is not able to perceive the physical world around him.

The Exalted is also able to use some influence upon the troopers and other organized cultists. For the expenditure of 1 POW mental influence can be applied to instill cooperation in the Blessed of Zaoth. This influence makes them more compliant.

Each time the powers are used by the Exalted Ones their eyes illuminate with a red glow from within.

Past Outcomes

This game is based upon a setting created for play as a campaign and then later adapted to this format for the Carnage 9 convention in Vermont, which took place in 2006. It has been run 7 times by the time of this writing. There were a number of different outcomes.

The original test group handled the scenario with aplomb. After going through the initial scenes, the group attacked the Carlisle Farm. Edmund Dearborn carefully scouted the area and then conducted the party in via a western approach where there is the least chance of observation. The party each brought two Molotov Cocktails made from gasoline taken from the lodge. Two teams of 4 covered the front and back of the house. Once the group was in place two clicks over the radio signaled

a go. The group shot the guards front and back with surprise (a plus 20% to hit bonus was awarded). After this the Molotovs were lobbed onto the house. Those that attempted to escape were shot. They were able to defeat a flanking attack from the McHenry house. A few of them fell back and took the chopper after the initial assault. In the end, Dearborn stayed to rescue the potential sacrifices, using the ten-wheel trucks, while the rest fled.

All of the groups that played handled the scenes leading up to the attack on Carlisle Farm well. Two Groups took the chopper and used it to hose down anything that moved and secured victory. In both of these cases the copter was used to support a careful advance toward the house and the leader was killed.

In two other cases a somewhat uncoordinated attack was led upon the objective and it resulted in disaster. In each of these cases a distraction was attempted that ended up raising the alarm. This caused the guards to be alert and the party could not stand up to the automatic weapons fire without surprise.

Staging Notes

The game was set up using a number of lights to help set the mood. Clip lights with colored bulbs and a handful of PAR 38 Can Lights were used in conjunction with 4 architectural dimmers. A blue wash was arranged over the table for a night look. As blue gel results in significantly muted lights a total of 4 200-watt PAR 38 units were controlled by 2 dimmers. A pair of white clip lights were arranged directly above the table to provide a daytime and indoor look. In addition a red clip light was placed shining down from above a table edge along with two more from below the table. This was to simulate the glow of the meteorite fragment.

The table was covered with a white tablecloth for maximum reflectivity. A reasonably convincing toy assault rifle was placed upon the table along with 2 zombie heads at the end of the table. Once Scene 2 – Return to the Lodge began, the players were asked to close their eyes for a moment and a dozen assorted rubber severed limbs and two rubber severed heads were distributed about the table.

The game was played to a soundtrack of metal. The bands played included Full Blown Chaos, Throwdown, Slayer, White Zombie, Sepultura, Pantera, and Devil Driver. Sound effects were used to help set the mood as well. A helicopter effect was played to enhance the scene at the crater. An insistent knocking was used for the 2nd scene at the lodge and a heartbeat was played during the rescue at the plane crash.

Coming To A Game Table Near You!

*A new tale of terror
and mayhem, the
exciting sequel in
the ongoing post-
apocalyptic saga of
horror, is now
currently in
production.*

Rise of the Dead: Part 2 – The Raid



February 22

Massive Cult Slaying

Socorro, NM – AP Authorities have announced the discovery of the most terrifying cult activity in the history of the United States. A compound located at a remote location in the Sacramento Mountains of New Mexico is the site of a horrifying mass slaying. While the site is still under investigation, the FBI has released a body count of 1,652 victims. The FBI has also announced that the victims were slain in a loathsome ritual fashion. The ritual sacrifices are believed to have been performed in early February. Details of this ritual have yet to be released.

INS has verified that the bulk of the victims were illegal immigrants. The majority were itinerant Mexican laborers. Details have yet to be released, but aerial photos revealed a large compound located upon a plateau high in the mountains. Experts have identified a spired pyramidal structure in the center of the compound as being surrounded by pits full of the slain.

The site has been abandoned. The FBI has released statements indicating that they were following numerous leads and would identify the culprits shortly. Currently little is known of the perpetrators or their beliefs.

March 2

Cult Slayings in South America

Lima, Peru – AP Peruvian investigators have announced finding a site in the Codillera Mountains virtually identical to that of the New Mexican Cult Slaying site. The Codillera site is organized in the same fashion as the New Mexican location. The slayings are believed to have taken place at about the same time as those in the United States.

Authorities state that the site is so remote that it was only discovered due to a government mining survey. The survey party had contacted the government immediately upon discovering the grisly site.

The Peruvian Police have begun an investigation to identify the victims. They have released a body count of 1,652 victims. The identities of the victims have not been released.

Amnesty International has announced that they will begin to investigate the site once the initial government site investigation has been concluded. The organization has released statements of concern, believing that the perpetrators have links to organized slavery. Other government agencies would not comment regarding this statement.

March 5

A Third Horrifying Cult Site Found

Rabat, Morocco – UP The Moroccan government has announced the discovery of yet a third ritual site in the Anti Atlas Mountains. The grisly horrors of early February seem to have been performed here in Morocco as well. The terrifying site is located at a high elevation and was spotted by an aerial mapping service, during routine operations. The Atlas site is organized identically to the Peruvian and New Mexican site.

The Moroccan government is in the process of identifying the bodies. The body count has been confirmed at 1,652. Authorities state that a statement will be made once the site has been thoroughly investigated.

According to the initial information available, the victims were subjected to the same horrifying ritual at all three locations. There has been increasing concern regarding the organization required to put on such large-scale grotesque acts in widely separate locations. The UN Anti-Terrorist Task Force (UNATTF) has issued a statement indicating that efforts will be redoubled. A clamor for justice has been raised worldwide.

March 6

Grisly Ritual Revealed

Socorro, NM – AP Authorities have released some details about the loathsome ritual performed in New Mexico. The site itself was clearly arranged with an eye towards minimizing aerial visibility. Photos and maps indicate that site contained a large well-organized prison structure, which was used to hold the victims. Signs indicate that this camp was in place for several months.

“It is very clear that the persons who perpetrated this vile crime were well organized and well equipped. The prison and campsite were well laid out and camouflaged. We estimate that a crew of 40-100 people operated the camps. A long fenced run was used to herd the victims to the sacrifice site. Very sick...”, stated Oswald Volchensky, FBI Crime Scene Investigator.

Volchensky added, “The site of the ritual consists of a large plaza occupied by a large stepped pyramidal structure, which is topped with a spire. The stepped pyramid was clearly manufactured with pre-cast concrete, wooden, steel, and polymer components. We believe the pyramid was assembled on site from these components much like staging for a rock show. We believe the site was kept camouflaged until the ritual was performed. It is clear that four platforms at the top of the were used as altars for the sacrifices. We believe that 4 leaders committed the murders with a dozen assistants each. Each victim had their heart cut out and was subjected to some kind of electro-chemical process, apparently at the same time. Each person, withered and burned was then cast down the pyramid and thrown into the pits below. Each of these horrific pits contained the bodies of 413 victims. They may as well have been cows as far as these sick perpetrators are concerned!”

Each altar had the word “Zaoth” written upon it. This name also appeared upon each of the 23 steps of the pyramid. The significance of this word is not yet known.

Authorities have disclosed no further details at this time.

March 10

Epic Disaster In The Making

Houston, TX – UP NASA scientists confirmed today that the Earth is in danger of being struck by a Comet. Astronomers are puzzled by the sudden appearance of a comet-like object hurtling toward earth. Experts state that this mass is moving toward Earth and streaming a trail of vapor in the same fashion as a comet. Analysts are concerned as to the unusual red color of the object. Scientists are unable to explain why such an object has not been observed previously.

The Comet has been dubbed the Pelman Comet, based upon its discovery by world famous astronomer Ian Pelman. Pelman is a member of the NASA astronomy team.

Current estimates indicate that the object is likely to strike the earth within six days. Scientists warn that even a near miss could be catastrophic.

“The consequences of such a strike could well herald the end of the world as we know it,” stated Maurice Wildemere, a NASA astronomer. “A Comet strike could affect us much the same way as an asteroid strike known as the Dinosaur Killer did the Dinosaurs, rendering us extinct. The effects could be similar to multiple nuclear strikes sending water vapor and debris into the atmosphere,” he stated further.

It is believed that the majority of this earthbound mass is not of an extremely high density, and this gives hope that the bulk of the material to strike Earth will break up in the atmosphere. Evidence suggests that the core is made up of denser material. Thus far this material has yet to be identified.

Government officials urge the public to remain calm. NASA and other agencies are evaluating the options available and state that the data has not yet been fully examined. Further information is expected shortly.

March 12

Comet to Strike Earth – End Near

Washington, DC – AP Senior white house officials have verified that the Pelman Comet is expected to strike earth. Officials state that pieces of the comet are expected to plunge into the atmosphere and strike the planet.

“Our calculations indicate that the comet will be so close to striking our planet that we expect pieces to calve off and fall into the gravity well,” stated Mary Gray, a NASA Astrophysicist. She also indicated the following, “While there is a slight chance that the comet may directly strike the planet, it seems most likely that the comet will pass closely through the outer atmosphere. Our observations and analysis indicates that the head of the comet is

composed of multiple masses of various sizes. We expect that a number of pieces of the comet will calve off from the head and enter the atmosphere. Some of these will not burn up in the atmosphere. The surviving portions will strike the planet. This will throw up a considerable amount of dust or water vapor into the atmosphere. Many are of the opinion that this could cause an Ice Age, due to an effect akin to an inverse of the Greenhouse Effect. Particles in the atmosphere are expected to generate a cooling effect by deflecting a large portion of the solar radiation striking earth. This effect could be minimal or very substantial and we can not reliably predict the most likely effect.”

The President has called for all citizens to remain calm. Efforts are being made to arrange for the evacuation of flood plains regions. Civil Defense officials, along with the National Guard, State Militia, and the Army, are organizing regional evacuation plans. The President was quoted as saying “We urge everyone to remain calm and work with local officials. By remaining calm and working together in this time of need we can survive the storm facing us. We, as people of a great nation under God, can come together and persevere even when faced with disaster.”

Evacuation information may be obtained from your local FEMA office.

March 13

World Leaders Assassinated

Washington, DC – UP An unprecedented wave of assassinations have struck down world leaders as they seek to escape to high elevations. Attacks have been made on a large number of the leaders around the world. Details are still being confirmed, but it appears that the President and a large number of senior Senate leaders have been slain.

The President was last seen leaving the White House in a helicopter, presumed to be moving to board Air Force One. It is believed that the President did not reach the plane. Secret Service officials declined further comment.

In addition to this, numerous large explosions devastated the Dulles airport. A large number of people were killed in the blasts including US Senators, staff members, and White House personnel. Officials have not yet released the names of the dead or the body count.

A large number of leaders seem to have been attacked overseas. These attacks all took place within two hours of the attacks in the US. There is great concern regarding the organizational infrastructure needed to perform such a series of attacks. The few available officials expressed concerns about the unprecedented timing of such terrorist strikes. Officials have not yet released detailed information regarding the coordinated terrorist strikes.

No information about the assassins has yet been made available. Investigation efforts have been hampered by the evacuation efforts. Further news will be released as it becomes available.

Player Introduction

It is approximately 8:00 PM on March 20th of the worst year of your life. Crime, horror, terrorists, bombers, assassins, thieves, serial killers, cultists, mass human sacrifice, and war all seem to have escalated to heights of insanity. The crowning news came about eight days ago. The Pellman Comet would strike Earth or come so close as to amount to the same thing. The best scenario would still herald the end of the world. At least you and your friends were better prepared than some folks.

Six days ago the hammer fell. The red comet did not strike the planet, but it was a near miss. Fragments smashed into the earth bringing tidal waves, storms, and fallout. In the United States the East Coast, West Coast, and Gulf Coast were devastated, smashed flat by waves and torn by storms. Giant storms raged across the rest of the country scouring homes from the land, tearing up phone and power lines, smashing dams, and flooding lowlands. This was a rage of elemental destruction that must have devastated most of the planet. Millions, perhaps even billions, have died. The storms have just begun to subside.

The main mass of the comet seems to have entered regular orbit. A red eye rises at night and glares balefully through an occasional rent in the near perpetual cloud cover: a hellish new moon added to the sky.

Communications are out. Some strange interference degrades long-range communications. Satellites seem to have been swept from the skies. There seem to be no television transmissions and little to be heard on the shortwave. The monitoring continues. Who knows what is happening out there?

Holding out in the lodge has paid off. It has sustained little damage in the storms. The plywood seems to have kept the windows intact. There is plenty of food, the well water seems to be fine, and it is likely some game can be found. Hopefully the brown rain will stop soon.

The Black Mountain Lodge was the best investment you and your friends have ever made. The group acquired the land and built the lodge. It has provided the perfect retreat for the last twelve years. Each person had something to contribute and Jim and Carol Stoltz put a lot of additional work into it, but then they were living there. It was convenient for everyone that she was an author and he a skilled carpenter. In recent years the stockpiling of supplies began, a semi-official slide into survivalist mode.

You hope that a few people that you invited may still make it, but hopes are not high. More skills in the pool would be good for everyone. All that can be done now is to learn what you can and survive. It seems like you will be on your own for some time.

Now that the storms have abated the time to scout out the area seems to be approaching. You dread the trip to town, the farms, the devastation, and death. An easy hike, if the roads have not been washed out.

Fragments of the red comet seem to still be falling from the sky on occasion. One has struck nearby, a red ember falling from the sky to hammer the earth. Terrance is excited about the chance to take a look at the meteor and maybe take a sample. This is what brings you out into the woods with the brown drizzle still falling from the sky: an expedition to a meteor strike a few miles to the north of the lodge.



Rise of the Dead: Part 1 - The Arrival



Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Terrance Carter
Occupation	Geologist
Colleges, Degrees	Masters Degree from Miskatonic University
Birthplace	Atlanta, GA
Mental Disorders	None

Characteristics & Rolls

Sex	M	STR	17	DEX	12	INT	15	Idea	75
		CON	18	APP	13	POW	17	Luck	85
Age	46	SIZ	16	SAN	85	EDU	18	Know	90
		99-Cthulhu Mythos			99	Damage Bonus			1d6

Sanity Points	85	Magic Points	17	Hit Points	17
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Investigator Skills

Accounting (10%)	10	Geology (01%)	71	Persuade (15%)	50
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	25
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	25		
Astronomy (01%)	1	Listen (25%)	40		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	21	Mech. Repair (20%)	40	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	40
Computer Use (01%)	21	Natural History (10%)	60	Spot Hidden (25%)	45
Conceal (15%)	15	Navigate (10%)	50	Swim (25%)	25
Craft (05%)		Occult (05%)	5	Throw (25%)	25
Carpentry	30	Opr. Hvy. Mch. (01%)	21	Track (10%)	10
		Other Language (01%)			
Credit Rating (15%)	30	Latin	21		
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	24				
Drive Auto (20%)	40				
Electr. Repair (10%)	25				
Electronics (01%)	1				
Fast Talk (05%)	5	Own Language (EDU x 5%)			
First Aid (30%)	40	English	90		

Firearms

Handgun (20%)	20
Machine Gun (15%)	15
Rifle (25%)	65
Shotgun (30%)	30
SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
30-06 Semi-Auto Rifle	2d4+4	65	00	110	1	5	12

Terrance Carter

Age 46

Geologist

Terrance is a rather large African American man in good shape with compelling eyes and an easy convincing manner. He is well spoken. He generally dresses in fatigue pants or other clothing with large cargo pockets and has a large collection of rock tee shirts and flannels.

Terrance was born in Atlanta, Georgia, and raised in Roxbury, Massachusetts. He graduated with a Masters Degree in Geology from Miskatonic University. He started his career working in the petroleum industry, but grew to find it particularly unpalatable. He successfully segued into a career supporting Paleontological and Anthropological work as well as some EPA consulting.

Terrance hopes that his friend Alex Halsey will still turn up. Alex and he met some 20 years ago at a tracking workshop and have kept in touch over the years. Alex is a retired Navy Captain who spent his years with ONI doing special projects. He is a practical man and seems gifted with common sense. Terrance has always felt that Alex was involved with some kind of deep secrets. He has always seemed to have some kind of special purpose.

Equipment

On Person

Mini LED Flashlight
LED Headlamp
10x Monocular
Leatherman Tool
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Digital Camera (Basic)
Measuring Tape
100' Orange Line
2 Black Ballpoint Pens
Memo Pad
Compass
Area Map
Emergency Poncho
2 Granola Bars
Roll Up Rain Hat
Chocolate Bar
30-06 Semi-Auto Rifle
6 x 5 Round Magazines
Survival Knife
Canteen (1L)
Walkie Talkie w/Ear Bud (Voice Activation)

Clothing

Fatigue Pants
Slayer Tee Shirt
Red Plaid Flannel
Hiking Boots
Fatigue Jacket
Wool Socks

Back Pack

Gieger Counter
Rock Hammer
Wedge
Sample Envelopes
5'x10' Tarp
50' Nylon Line (300 lb Test)
Sweatpants
Boxers
FM Radio
Basic Toolkit

At Lodge

Geological Testing Kit (Trunk)
4-Man Tent & Winter Sleeping Bag
Camp Stove
2 Gal White Fuel
Camping Lantern
How It Works Vols 1 & 2
Various Geology Texts
10 lbs Freeze Dried Coffee
Percolator
Water Purifying Pump
14 Assorted Rock Tee Shirts
5 Flannels
2 Hooded Sweats
5 Pairs Fatigue Pants
Assorted Socks and Underwear
Hand Cranked Flashlight
Hand Cranked Radio
2 Boxes of 50 30-06 Rounds
Blue Extended Cab Toyota Tacoma w/ Cap



Rise of the Dead: Part 1 - The Arrival



Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Graham Tenison
Occupation	U.S. Naval Officer - Retired
Colleges, Degrees	Bachelors from Annapolis
Birthplace	Rockland, ME
Mental Disorders	None

Characteristics & Rolls

Sex	M	STR	17	DEX	15	INT	16	Idea	80
		CON	12	APP	10	POW	15	Luck	75
Age	45	SIZ	12	SAN	75	EDU	16	Know	80
		99-Cthulhu Mythos		99	Damage Bonus				1d4

Sanity Points	75	Magic Points	15	Hit Points	12
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Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	15
Anthropology (01%)	1	Hide (10%)	20	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	45
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	25	Helicopter	61
Astronomy (01%)	21	Listen (25%)	40	Airplane	51
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	1	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	50
Computer Use (01%)	41	Natural History (10%)	10	Spot Hidden (25%)	75
Conceal (15%)	15	Navigate (10%)	30	Swim (25%)	25
Craft (05%)		Occult (05%)	15	Throw (25%)	25
Carpentry	15	Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)			
Credit Rating (15%)	30	Latin	21		
Cthulhu Mythos (00)	0	Greek	11		
Disguise (01%)	1	German	21		
Dodge (DEX x 2%)	50			Firearms	
Drive Auto (20%)	20			Handgun (20%)	40
Electr. Repair (10%)	10			Machine Gun (15%)	15
Electronics (01%)	1			Rifle (25%)	50
Fast Talk (05%)	5	Own Language (EDU x 5%)		Shotgun (30%)	30
First Aid (30%)	40	English	80	SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
.444 Marlin	1d8+1d6+4	50	98	90	1	5	12
.45 Auto	1d10+2	10	00	15	1	7	8

Graham Tenison

Age 45

Captain USN - Retired

Graham is of medium height, rather strong, and has blond hair, green eyes, and a buzz cut. He speaks with clipped precision. He is crisp in manner and tends to be distant to strangers. He generally dresses in jeans and button-down shirts, when in the field he wears camouflage fatigues.

Graham was born in Rockland, Maine. He attended a private military academy and then Annapolis. Graham graduated with high honors. He spent 24 years working for the Office of Naval Intelligence. The majority of his career was spent with aerial reconnaissance. Early in his career, he flew recon missions and spent the rest of his career learning the fine art of photo interpretation. He was involved in a number of secret projects mostly involving the monitoring of missiles and weapons of mass destruction.

Graham has been married to Eve for 16 years. They have a comfortable relationship. They both enjoy a witty wordplay.

He met Alex Halsey about 18 years ago at a briefing. Alex asked a few odd questions about a series of satellite shots taken of Cambodian Guerillas. The site was later bombed. On a number of occasions Alex has helped Graham out of a few tight spots. It always seemed as though he had a special purpose. He was supposed to fly in before the storms. Graham hopes he can still make it.

Equipment

On Person

Hand Cranked Flashlight
Compact HiRes Digital Camera
2 Packs of Gum
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
1 Bag Trail Mix
11 Canteen
Flask Of Vodka
.45 ACP
4 Spare .45 Magazines
LED Headlamp
Area Map
Survival Knife
Boot Knife
Old Dog Tags
2 Packs Camel Straights
Pocket Knife
Walkie Talkie w/Ear Bud (Voice Activation)
.444 Marlin Rifle
25 x .444 Marlin Rounds

Clothing

Black Fatigue Pants
Black Fatigue Jacket
Watch Cap
Boots

Back Pack

Night Vision Spotting Scope (12x)
Compass
First Aid Kit
Folding Shovel
Spare Fatigues
Sweatshirt
Lightweight Rain Suit
Swimming Goggles & Snorkel
8' x 6' Lightweight Tarp
Wire Cutters
Compact Film Camera
200' Black Nylon Line
6 Carbineer Clips
Spare 11 Canteen

At Lodge

2 Cases Vodka and 1 Case Scotch
12 Cartons Camels
24 Churchill Cigars
Cigar Cutter
Compact Photo Lab (Trunk)
Large Format Camera
100 Large Format Plates
Spare Clothing
5 Boxes of 50 x .444 Marlin Rounds



Rise of the Dead: Part 1 - The Arrival

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Eve Tenison
Occupation	Historian
Colleges, Degrees	PHD from University of California, Berkley
Birthplace	Charleston, SC
Mental Disorders	None

Characteristics & Rolls

Sex	F	STR	14	DEX	17	INT	14	Idea	70
		CON	12	APP	11	POW	12	Luck	60
Age	38	SIZ	13	SAN	60	EDU	18	Know	90
		99-Cthulhu Mythos			99	Damage Bonus			1d4

Sanity Points	60	Magic Points	15	Hit Points	13
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Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	30
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	70	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	75		
Astronomy (01%)	1	Listen (25%)	45		
Bargain (05%)	20	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	41	Psychology (05%)	25
Chemistry (01%)	1	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	30
Computer Use (01%)	21	Natural History (10%)	50	Spot Hidden (25%)	45
Conceal (15%)	15	Navigate (10%)	10	Swim (25%)	25
Craft (05%)		Occult (05%)	25	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)		Katana	45
Credit Rating (15%)	35	Japanese	21		
Cthulhu Mythos (00)	0	German	21		
Disguise (01%)	1	Latin	21		
Dodge (DEX x 2%)	64			Firearms	
Drive Auto (20%)	20			Handgun (20%)	20
Electr. Repair (10%)	10			Machine Gun (15%)	15
Electronics (01%)	1			Rifle (25%)	25
Fast Talk (05%)	5	Own Language (EDU x 5%)		Shotgun (30%)	30
First Aid (30%)	30	English	90	SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Katana	1d8+1+db	45	touch	1	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
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Eve Tenison

Age 38

Historian

Eve is a tall woman with brown hair, tanned skin, and deep blue eyes. Her long brown hair is usually kept braided. She is reserved but very warm to her friends. She is in excellent physical condition and practices Jujitsu and Kendo. Eve is a driven disciplined individual. She can be stubborn, but is well able to take criticism.

Eve was born in Charleston, South Carolina. She spent most of her life traveling from one military base to another. Her father was an Army ballistics expert and worked with artillery units testing new equipment. She is an expert on 20th Century political history and has authored a number of books, mostly surrounding the post World War II era. She has particularly strong opinions about the McCarthy hearings and similar witch-hunts.

Eve has been married to Graham for 16 years. They have a comfortable relationship. They both enjoy a witty wordplay.

Equipment

On Person

LED Headlamp
LED Penlight
Compact Leatherman Tool
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
3 Glow Sticks
Memo Pad
Fine Pen
Roll Up Rain Hat
Red Bandana
3 Packs Spearmint Gum
Walkie Talkie w/Ear Bud (Voice Activation)
30-30 Lever Action Carbine
18 30-30 Rounds

Clothing

Expedition Jacket
Red Flannel Shirt
Black Tee Shirt
Blue Jeans
Atlanta Braves Hat
Hiking Boots
Fingerless Gloves

Back Pack

1 Pound Trail Mix
Sketch Pad
Sketch Kit (Pencils, Gum Eraser, & Sharpener)
Measuring Tape
First Aid Kit

Common Medicines (Cold Medicines, etc.)
3 Pouches Apple Juice
4 Granola Bars
Spare Clothing
Rain Suite
50' Light Line
Toiletries
FM Radio
Small Mag Light
6 Fire Starters
Waterproof Matches
6'x8' Tarp (Lightweight)
Space Blanket
Wrap Sunglasses (Floating)

At Lodge

Lap Top
4 Packs Legal Pads
2 Packs Pencils
Pencil Sharpener
2 Kendo Practice Swords
Katana
Laptop & Charger
Spindle of 50 CDRs
3 Laptop Batteries
Percolator
14 lbs Freeze Dried Coffee
3 Sketch Pads
Dig Kit (Trunk)
4 Boxes of 50 x 30-30 Rounds
Hand Cranked Radio
Green Honda CRV



Rise of the Dead: Part 1 - The Arrival

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Lee Watt
Occupation	Guide
Colleges, Degrees	Bachelors from Miskatonic University
Birthplace	Lebanon, NH
Mental Disorders	None

Characteristics & Rolls

Sex	M or F	STR	13	DEX	16	INT	12	Idea	60
		CON	14	APP	16	POW	17	Luck	85
Age	37	SIZ	12	SAN	85	EDU	16	Know	80
		99-Cthulhu Mythos			99	Damage Bonus			1d4

Sanity Points	85	Magic Points	17	Hit Points	13
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Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	15
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	25	Airplane	56
Astronomy (01%)	21	Listen (25%)	40	Helicopter	31
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	21	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	1	Mech. Repair (20%)	40	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	50
Computer Use (01%)	1	Natural History (10%)	70	Spot Hidden (25%)	50
Conceal (15%)	15	Navigate (10%)	50	Swim (25%)	40
Craft (05%)		Occult (05%)	5	Throw (25%)	25
Carpentry	20	Opr. Hvy. Mch. (01%)	1	Track (10%)	50
		Other Language (01%)			
Credit Rating (15%)	20				
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	32				
Drive Auto (20%)	20				
Electr. Repair (10%)	10				
Electronics (01%)	1				
Fast Talk (05%)	50	Own Language (EDU x 5%)			
First Aid (30%)	50	English	80		

Firearms

Handgun (20%)	20
Machine Gun (15%)	15
Rifle (25%)	45
Shotgun (30%)	30
SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	35	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
30-06 Semi-Auto	2d6+4	45	98	130	1	5	12

Lee Watt

Age 37

Guide

Lee is stocky with short brown hair and green eyes. By nature, Lee is taciturn and prefers short clipped sentences designed to impart maximum information with the fewest words. Despite this, Lee is friendly and can be trusting almost to a fault.

Lee was born in Lebanon, New Hampshire, and graduated with a Natural History degree from Miskatonic University. Lee spent a number of years serving as an officer in the New Hampshire National Guard. As a guide, Lee enjoys a solid reputation and has actively led groups into the most remote areas of New England. Lee considers the Black Mountain Lodge to be a luxury home and often has joked about its creature comforts.

Lee is hoping that Naomi Wilde will still arrive safe and sound at the Lodge. Naomi is a friend who has gone on many of Lee's trips in earlier years and they have formed a strong bond. She is an environmental impact specialist with consulting work that has her traveling the country.

Equipment

On Person

LED Headlamp
LED Flashlight (Action Recharging)
Compact Rain Jacket & Pants
Compact Leatherman Tool
Waterproof Matches
Survival Pouch (Candy, Line, Hooks, Minor 1st Aid, etc.)
Compass
Compact Binoculars
Roll Up Rain Hat
4 Chocolate Bars
30-06 Semi-Auto Rifle
6 x 5 Round Magazines
Survival Knife
Canteen (1L)
9mm Semi-Auto Handgun
4x 8 Round 9mm Magazines
6" Buck Knife
Walkie Talkie w/Ear Bud (Voice Activation)
Fingerless Gloves
Self-Winding Watch

Clothing

Felt Hat
Camouflage Jacket
Camouflage Pants
Flannel Shirt & Turtleneck
Hiking Boots
Black Bandana

Back Pack

First Aid Kit

Large Mag Light
Compact Camp Stove
Compact White Fuel Lantern
11 White Fuel
Night Vision Gear
8'x8' Lightweight Tarp
4'x6' Lightweight Tarp
100' Nylon Line
Sunglasses
Toiletries Kit
Skinning Knife
200' Nylon Line
Folding Pruning Saw
12 Fire Starters
Waterproof Matches
Lighter
2 lbs Trail Mix
2 lbs Beef Jerky
3 Dehydrated Noodle Packs
2 L Water
Area Map
Whiskey Flask
Spare Compass
Flare Gun
6 Flares (2 Red, 2 Blue, 2 Green)

At Lodge

2 Cases Johnny Walker
6 Cases of 30-06 Ammo
Tanning Kit
16' Ultra Light Canoe
Fishing Gear
Red Chevy Tahoe



Rise of the Dead: Part 1 - The Arrival

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Zoe Kephalos
Occupation	Medical Doctor
Colleges, Degrees	MD Harvard University
Birthplace	Bronx New York, NY
Mental Disorders	None

Characteristics & Rolls

Sex	F	STR	10	DEX	17	INT	18	Idea	90
		CON	12	APP	16	POW	15	Luck	75
Age	42	SIZ	9	SAN	75	EDU	21	Know	95
		99-Cthulhu Mythos		99	Damage Bonus				-

Sanity Points	75	Magic Points	15	Hit Points	10
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Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	15
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	41
Archaeology (01%)	1	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	50		
Astronomy (01%)	1	Listen (25%)	55		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	21
Biology (01%)	61	Martial Arts (01%)	1	Psychology (05%)	35
Chemistry (01%)	1	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	85	Sneak (10%)	30
Computer Use (01%)	41	Natural History (10%)	10	Spot Hidden (25%)	65
Conceal (15%)	15	Navigate (10%)	10	Swim (25%)	25
Craft (05%)		Occult (05%)	20	Throw (25%)	25
Carpentry		Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)		Fencing	45
Credit Rating (15%)	55	Latin	41		
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	66				
Drive Auto (20%)	20				
Electr. Repair (10%)	10				
Electronics (01%)	1				
Fast Talk (05%)	5	Own Language (EDU x 5%)			
First Aid (30%)	80	English	95		

Firearms

Handgun (20%)	20
Machine Gun (15%)	15
Rifle (25%)	25
Shotgun (30%)	30
SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Sabre	1d8+1	45	touch	0	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
Ruger Mini-14	2d8	25	98	130	1	30	

Zoë Kephalos

Age 42

Medical Doctor

Zoë is a strong yet petite woman with brunette hair and deep brown eyes. She has an aquiline nose, a tanned complexion, and usually wears her long hair in a ponytail. She is a hard-worker, tough minded, and little inclined to tolerate laziness or failure to give 100% in any endeavor.

Zoë was born in the Bronx, New York, and spent her childhood there. She attended Harvard Medical School on a scholarship program and burned the candle at both ends to get where she is today. She has always enjoyed outdoor activities and got a taste of such things from her summer camp experiences as a little girl. She met the group through Terrance, whom she dated for a while about 15 years ago. She is admired for her work ethic and has been an important member of the group ever since. She spends many of her weekends at the lodge. Her practice is located in Manchester, New Hampshire.

Zoë has invited her friend and lover Tran Han, a well-respected surgeon, to join the group at the lodge. She had hoped that he could make it up before the strikes, but fears that he was trapped like many others. She still holds some dim hope that he will arrive, but secretly despairs his death. Zoë felt that they were particularly well matched and had hoped they'd marry.

Equipment

On Person

LED Headlamp
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
Roll Up Rain Hat
4 Chocolate Bars
Canteen (1L)
3" Buck Knife
Self-Winding Watch
Walkie Talkie w/Ear Bud (Voice Activation)
Ruger Mini – 14 5.56mm
4 x 20 Round 5.56mm Magazines

Clothing

Fatigue Jacket
Fatigue Pants
Watch Cap
Flannel and Tee Shirt
Smart Wool Socks
Hiking Boots
Blue Jeans

Back Pack

Medical Kit
4' x 6' Lightweight Tarp
50' Nylon Line
Sunglasses
Toiletries Kit

Lightweight Rain Suit
Spare Clothing and Socks
Sweatshirt
Waterproof Matches
Lighter
Folding Pruning Saw
Hatchet
6 Fire Starters
Lighter
FM Walkman
Compact Camp Stove
11 White Fuel
Candle Lantern
4 Candles
Cribbage Board
2 Decks of Cards
4 Dice
A Novel (Thriller)

At Lodge

Surgical Kit (Flight Case)
Medical Supplies (3 Cases, 1 Refrigerator)
Hand Cranked Short-Wave Receiver
Black Toyota Prius
8 Novels
5 lbs Chocolate
12 Cases 5.56 Ammo
Sabre
2 Fencing Sabers & Outfits w/ Masks



Rise of the Dead: Part 1 - The Arrival

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Edmund Dearborn
Occupation	Major U.S. Marines Retired
Colleges, Degrees	Bachelors Annapolis
Birthplace	Montpelier, VT
Mental Disorders	None

Characteristics & Rolls

Sex	M	STR	13	DEX	15	INT	13	Idea	65
		CON	12	APP	12	POW	17	Luck	85
Age	53	SIZ	14	SAN	85	EDU	16	Know	80
		99-Cthulhu Mythos			99	Damage Bonus			1d4

Sanity Points	85	Magic Points	13	Hit Points	13
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Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	5
Anthropology (01%)	1	Hide (10%)	40	Pharmacy (01%)	5
Archaeology (01%)	1	History (20%)	20	Photography (10%)	50
Art (05%)		Jump (25%)	25	Physics (01%)	65
		Law (05%)	20	Pilot (01%)	
		Library Use (25%)	25		
Astronomy (01%)	1	Listen (25%)	65		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	1	Mech. Repair (20%)	50	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	50
Computer Use (01%)	21	Natural History (10%)	40	Spot Hidden (25%)	65
Conceal (15%)	15	Navigate (10%)	40	Swim (25%)	25
Craft (05%)		Occult (05%)	25	Throw (25%)	25
Carpentry	25	Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)			
Credit Rating (15%)	30				
Cthulhu Mythos (00)	1				
Disguise (01%)	1				
Dodge (DEX x 2%)	50				
Drive Auto (20%)	40				
Electr. Repair (10%)	10				
Electronics (01%)	1				
Fast Talk (05%)	15	Own Language (EDU x 5%)			
First Aid (30%)	60	English	80		

Firearms

Handgun (20%)	20
Machine Gun (15%)	15
Rifle (25%)	65
Shotgun (30%)	30
SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
30-06 Semi-Auto	2d6+4	65	00	130	1	5	12

Edmund Dearborn

Age 53

USMC – Major, Retired

Edmund is a tall lanky man with close-cropped brown hair, a square jaw, and pale blue eyes. He has a very take-charge attitude and little tolerance for weakness. He can be difficult at times, but is well respected for his honesty and honor.

Ed was born in Montpelier, Vermont, and spent most of his early childhood years there. He spent his high school years in a suburb of Denver, Colorado. His father, Clifford, was an Insurance Adjuster and his mother, Doris, a seamstress. He graduated from the United States Naval Academy with honors. Most of his career was spent in special ops working for ONI.

His strangest experience as special ops was a secret reconnaissance in force into Cambodia, near the close of the Viet Nam war. His team was sent to a village of an obscure tribe that the briefing experts referred to as the Tcho-Tcho people. His mission was to recover a captured naval intelligence officer. It was a disaster that still brings nightmares to this day. The officer, Philip Whalen, was in the process of being sacrificed to some strange octopus-like god. The small pygmy-like tribesmen were vicious and uncannily able to melt into the jungle. Most of the team was wiped out. The crowning horror was the mountain of bones below the altar, some had to be hundreds of years old. It is something that he has never talked about since.

Ed met Alex Halsey at the debriefing after that fateful mission. He has always told the gang that they met off duty at a bar in the rear, but that is a well-polished lie. Alex is a retired Navy Captain who spent his years with ONI doing special projects. He is a practical man and seems gifted with common sense. Despite the fact that it probably breached security, Alex informed Ed that the whole area in Cambodia was carpet-bombed. Somehow this gave a sense of closure. Ed hopes that Alex will still show up at the lodge, but figures him dead.

Equipment

On Person

LED Headlamp
LED Penlight
Compact Leatherman Tool
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
Starlight Monocular
Survival Knife
2 Cigars In Case w/ Cigar Cutter & Lighter
Walkie Talkie w/Ear Bud (Voice Activation)
30-06 Semi-Auto Rifle
6 x 5 Round Magazines
Swiss Army Knife
Memo Pad & Pen

Clothing

Fatigue Pants & Fatigue Jacket
USMC Tee Shirt
Green Plaid Flannel
Hiking Boots & Smart Wool Socks

Back Pack

Compass
First Aid Kit
Spare Fatigues
Sweatshirt
Lightweight Rain Suit
Swimming Goggles & Snorkel
Whiskey Flask
Spare Compass
Night Vision Spotting Scope
Spare Clothing and Socks
Waterproof Matches
21 Water
8' x 6' Lightweight Tarp
Wire Cutters
200' Black Nylon Line

At Lodge

Black Toyota Tacoma Extended Cab Truck
Encyclopedia Set & Assorted Marine Manuals
3 Cases Of Vodka
144 Assorted Cigars in Humidor
3 Cases of 30-06 Ammo



Rise of the Dead: Part 1 - The Arrival

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Morgan Strand
Occupation	Engineer
Colleges, Degrees	Master's M.I.T.
Birthplace	Portland, ME
Mental Disorders	None

Characteristics & Rolls

Sex	M	STR	16	DEX	10	INT	14	Idea	70
		CON	17	APP	13	POW	18	Luck	90
Age	36	SIZ	14	SAN	90	EDU	20	Know	95
		99-Cthulhu Mythos			99	Damage Bonus			1d4

Sanity Points	90	Magic Points	18	Hit Points	16
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Investigator Skills

Accounting (10%)	10	Geology (01%)	30	Persuade (15%)	15
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	61
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	40	Boat	21
Astronomy (01%)	1	Listen (25%)	50		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	41	Mech. Repair (20%)	40	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	40
Computer Use (01%)	31	Natural History (10%)	25	Spot Hidden (25%)	25
Conceal (15%)	15	Navigate (10%)	10	Swim (25%)	25
Craft (05%)		Occult (05%)	20	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	21	Track (10%)	40
		Other Language (01%)		Demolition	25
Credit Rating (15%)	41	Mandarin	41		
Cthulhu Mythos (00)	0	Japanese	21		
Disguise (01%)	1	Spanish	21		
Dodge (DEX x 2%)	20			Firearms	
Drive Auto (20%)	20			Handgun (20%)	20
Electr. Repair (10%)	60			Machine Gun (15%)	15
Electronics (01%)	61			Rifle (25%)	40
Fast Talk (05%)	5	Own Language (EDU x 5%)		Shotgun (30%)	30
First Aid (30%)	30	English	95	SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
30-06 Semi-Auto	2d6+4	65	00	130	1	5	12

Morgan Strand

Age 36

Engineer

Morgan is of medium height, with dark brown hair and pale green eyes. He sports a Fu-Manchu and favors oxford shirts and khaki pants. He is easy going and soft-spoken. He is friendly yet strong-willed and determined. Morgan also can be obsessive about his projects and easily falls into a fugue-like state.

Morgan was born in Portland, Maine. He spent his early childhood in the Portland area and then moved to Reading, Massachusetts, where he went to high school. His undergraduate work was done at Northeastern and he obtained a Master's from MIT. Most of his career has been spent with power plant engineering, primarily hydropower. His work has had him traveling throughout the world. In recent years he has been involved in several projects in China.

Morgan is hoping that Naomi Wilde will still arrive at the Lodge. Naomi was introduced to the group by Lee and has gone on many of Lee's trips. She is an environmental impact specialist with consulting work that has her traveling the country. Morgan is particularly fond of Naomi.

Equipment

On Person

LED Headlamp
LED Penlight
Compact Leatherman Tool
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
100' Light Line
Leatherman
5" Buck Knife
Walkie Talkie w/Ear Bud (Voice Activation)
Self-Winding Watch
12 GA. Semi Auto Shotgun (w/ Flashlight)
24 x 12 Gauge Rounds
11 Canteen

Clothing

Green Fatigue Pants
Green Fatigue Jacket
Brown Watch Cap
Military Boots

Back Pack

Spare Fatigues
Lightweight Rain Suit
Whiskey Flask
100' Tape Measure (Reel)
300' String
Calculator
Slide Rule
Notebook

Pen, Pencils, and Pencil Sharpener
Sketch Pad
8 Energy Bars & 4 granola Bars
11 Spare Canteen
Small Rubber Mallet
50' Nylon Line & 8 Stakes
6'x8' Lightweight Tarp
Nesting Cookset & 8 Dehydrated Meals
6 Fire Starters & Lighter
Water Filter Pump
Collapsible Water Carrier (8l)
Digital Camera

At Lodge

How It Works Vols 1 & 2
Engineering Reference Texts
Drafting & Sketching Supplies
Laptop & Charger
4 Laptop Batteries
30-06 Semi-Auto Rifle
6 x 5 Round Magazines
4 Cases 30-06 Ammo
Electrical Toolkit
Carpentry Tool
Auto Related Toolkit
Laptop & Charger
3 Laptop Batteries
Honda Generator
10 x 5 Gal Gas Cans
Solar Batter Charger
Assorted Rechargeable Batteries
Red Ford Ranger Pickup



Rise of the Dead: Part 1 - The Arrival

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Rise of the Dead: Part 1 - The Arrival



Investigator Name	Sydney Barrows
Occupation	Anthropologist
Colleges, Degrees	Master's from Columbia
Birthplace	Great Falls, MT
Mental Disorders	None

Characteristics & Rolls

Sex	M or F	STR	11	DEX	13	INT	17	Idea	85
		CON	16	APP	15	POW	14	Luck	70
Age	39	SIZ	11	SAN	70	EDU	19	Know	95
		99-Cthulhu Mythos			99	Damage Bonus			-

Sanity Points	70	Magic Points	14	Hit Points	14
----------------------	----	---------------------	----	-------------------	----

Investigator Skills

Accounting (10%)	10	Geology (01%)	21	Persuade (15%)	65
Anthropology (01%)	71	Hide (10%)	10	Pharmacy (01%)	1
Archaeology (01%)	51	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	65	Boat	21
Astronomy (01%)	1	Listen (25%)	25		
Bargain (05%)	35	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	55
Chemistry (01%)	1	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	20
Computer Use (01%)	1	Natural History (10%)	50	Spot Hidden (25%)	75
Conceal (15%)	15	Navigate (10%)	50	Swim (25%)	25
Craft (05%)		Occult (05%)	20	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)		Machete	40
Credit Rating (15%)	65	Swahili	21		
Cthulhu Mythos (00)	0	Arabic	21		
Disguise (01%)	1	Dutch	21		
Dodge (DEX x 2%)	26			Firearms	
Drive Auto (20%)	30			Handgun (20%)	20
Electr. Repair (10%)	10			Machine Gun (15%)	15
Electronics (01%)	1			Rifle (25%)	25
Fast Talk (05%)	5	Own Language (EDU x 5%)		Shotgun (30%)	50
First Aid (30%)	30	English	95	SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Machete	1d6+db	40	touch	1	1	n/a

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
12 GA Pump Shotgun	4d6/2d6/1d6	50	00	10/20/50	1	5	14

Sydney Barrows

Age 39

Anthropologist

Sydney is of medium height with long blond hair, blue-gray eyes, and has a long pointed chin. Well spoken and conversationally aggressive, Sydney is a strict rationalist and can take pleasure in pointing out the logic errors in the arguments of others. A skilled persuader, Sydney could have probably have had an excellent career as a politician. The only thing that mitigates this is an acid wit.

Sydney was born in Great Falls, Montana. Undergraduate work was done at the Middlebury College in Vermont, with a Master's Degree in Anthropology from Columbia. Most of Sydney's career has been spent studying the origins of man at various sites in Africa. Sydney has a long list of published material and has led many expeditions as well. The most recent work has been in the Australian Outback tracking a fossil lead that proved to be a dead end.

Sydney has spent the least time at the lodge of any of the group, due to that fact that most of the fieldwork has taken place so far away. As such, Sydney values time at the Lodge highly and is particularly grateful for the retreat.

Equipment

On Person

LED Headlamp
LED Penlight
Swiss Army Knife
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
100' Light Line
Leatherman
5" Buck Knife
Self-Winding Watch
11 Canteen
Walkie Talkie w/Ear Bud (Voice Activation)
Machete
12 GA Pump Shotgun w/ Flashlight
24 12 GA Rounds

Clothing

Fatigue Pants
Red Tee Shirt
Red Plaid Flannel
Hiking Boots
Bandana
Fatigue Jacket
Smart Wool Socks

Back Pack

6 Fire Starters
1 Lighter
Water Filter Pump

Collapsible Water Carrier (8 Liter)
Digital Camera
Memo Pad
3 Pens
Sketch Pad
Pencil, Sharpener, and Erasers
Spare Compass
Binoculars
Spare Clothing and Socks
Sweatshirt
First Aid Kit
Spare Canteen (1 Liter)

At Lodge

Notebook & Pencils
Solar Batter Charger
Assorted Rechargeable Batteries
Laptop & Charger
3 Laptop Batteries
2 Spindles of CDRs
Anthropological Texts
K - 12 School Texts (Trunk)
1 Case Notepads
2 Cases Paper
Mimeograph Machine
Collection of Classic Literature (Trunk)
8 Boxes of 50 12 GA Rounds
9mm Sem-Auto Handgun
3 8 Round 9mm Magazines
3 Boxes 50 9mm Rounds
Silver-Gray Subaru Outback



Rise of the Dead: Part 1 - The Arrival



Rise of the Dead: Part One The Arrival - Character Name Tags

Terrance
Carter

Geologist
Age 46

Graham
Tenison

Captain USN - Retired
Age 45

Eve
Tenison

Historian
Age 38

Lee
Watt

Guide
Age 37

Zoë
Kephalos

Medical Doctor
Age 42

Edmund
Dearborn

Major USMC - Retired
Age 53

Directions For Use: Cut tags and paste with a glue stick to a 3" x 5" card folded in half.

Morgan
Strand

Engineer
Age 36

Sydney
Barrows

Anthropologist
Age 39

Rise of the Dead: Part One The Arrival Keeper Summary Card

Scene 1 – The Crater - 8:00 PM - March 20th: Paul stays to watch the back trail while the party approaches the crater. A helicopter approaches and shoots Paul while he radios a warning to the group. The copter crew recovers a comet fragment and leaves.

Scene 2 – Return to the Lodge: The party returns to the lodge to find Carol dying and a loud banging from the Storeroom. Body parts and blood are strewn throughout the Living Room. The banging is James, now a zombie, shut into the basement Storage Room.

Scene 3 – Crash: Alex radios that his plane is about to crash on the access road near the lodge. Shortly thereafter his plane makes a very rough landing in the trees at the base of the hill.

Scene 4 – Rescue: Alex is dying and trapped in the plane. A group of zombies is attempting to beat their way in. After defeating the undead, the group is presented with a mission to prevent the leader of a force at Carlisle Farm from becoming ritually transformed.

Scene 5 – Reflection: The party has a few minutes to reflect while an enemy team travels to investigate the crash and then the lodge.

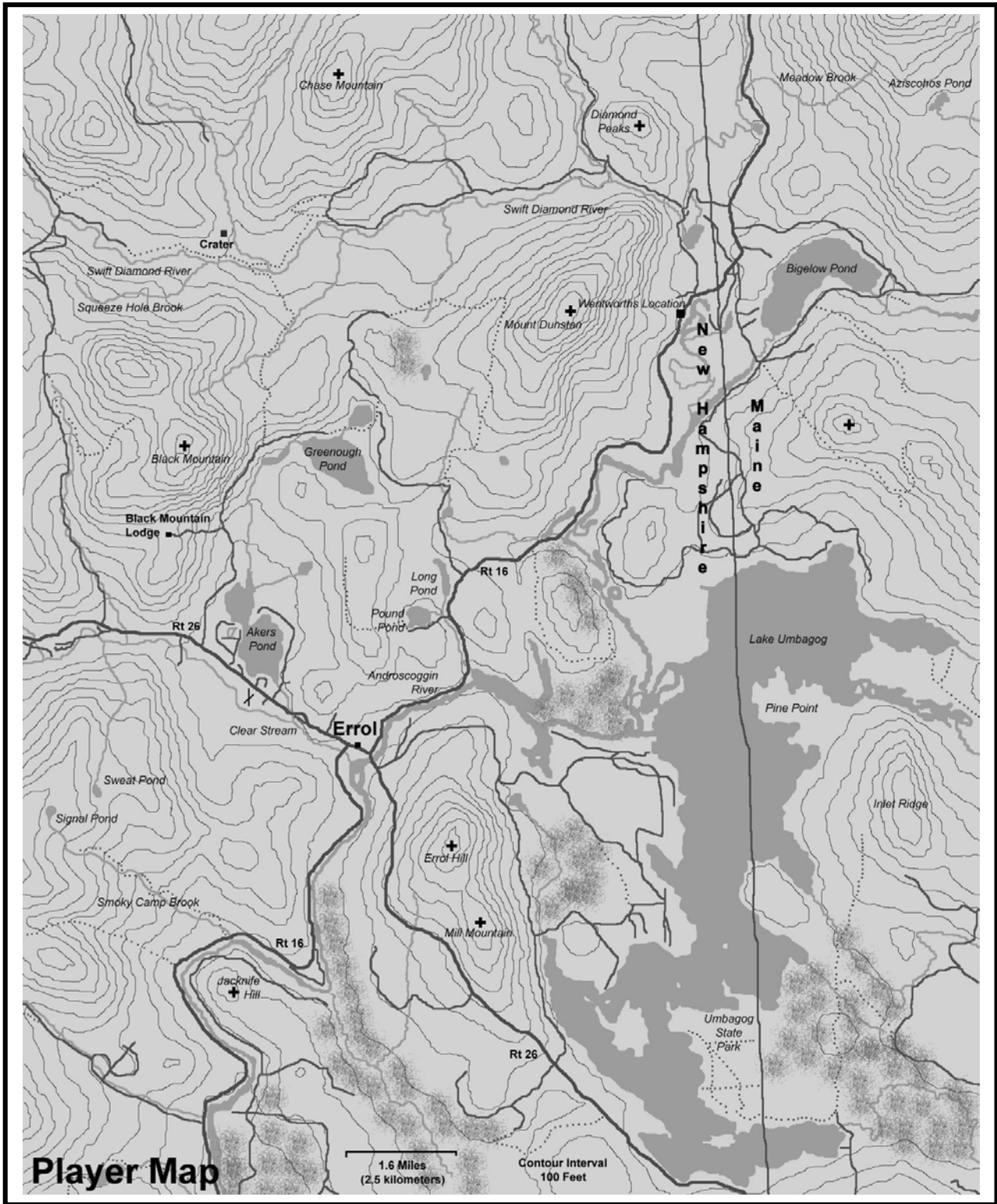
Scene 6 –The Raid: The party has the opportunity to raid the Carlisle Farm, which has been turned into a Headquarters by the Cult of Zaoth.



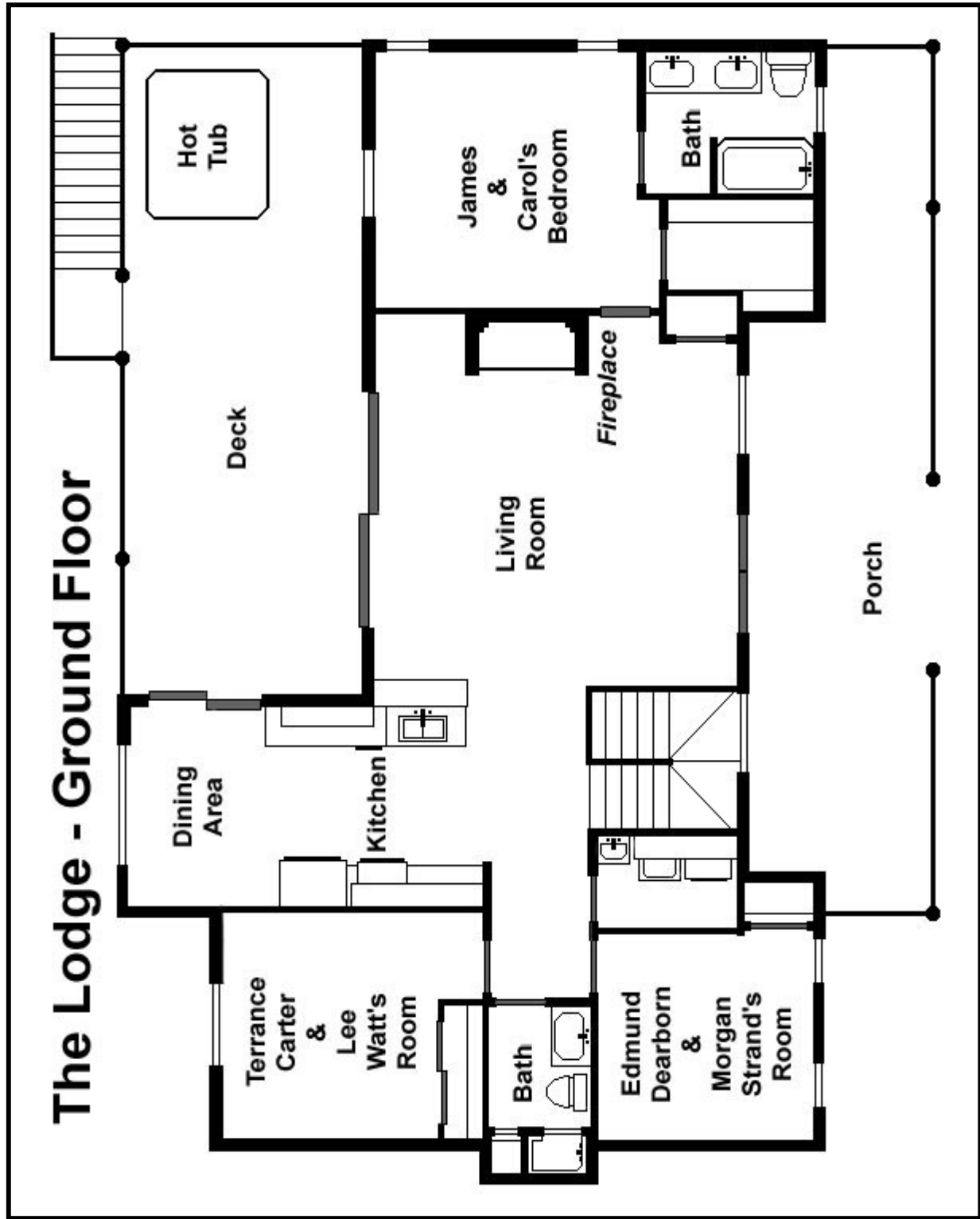
Player	Character Name	Profession	Conceal	Credit Rating	Cthulhu Mythos	Disguise	Fast Talk	Hide	Library Use	Listen	Locksmith	Navigate	Occult	Persuade	Psychology	Sneak	Spot Hidden	Track	POW	Luck	Idea	Know
	Terrance Carter	Geologist	15	30	0	1	5	10	25	40	1	50	5	50	5	40	45	40	17	85	75	90
	Graham Tenison	Captain USN - Retired	15	30	0	1	5	20	25	40	1	30	15	15	5	50	75	10	15	75	80	80
	Eve Tenison	Historian	15	35	0	1	5	10	75	45	1	10	25	30	25	30	45	10	12	60	70	90
	Lee Watt	Guide	15	20	0	1	50	10	25	40	1	50	5	15	5	50	50	50	17	85	60	80
	Zoe Kaphalos	Medical Doctor	15	55	0	1	5	10	50	55	1	10	20	15	35	30	65	10	15	75	90	95
	Edmund Dearborn	USMC Major Retired	15	30	0	1	15	40	25	65	1	40	25	5	5	50	65	10	17	85	65	80
	Morgan Strand	Engineer	15	41	0	1	5	10	40	50	1	10	20	15	5	40	25	40	18	90	70	95
	Sydney Barrows	Anthropologist	15	65	0	1	5	10	65	25	1	50	20	65	55	20	75	10	14	70	85	95



Rise of the Dead: Part 1 - The Arrival

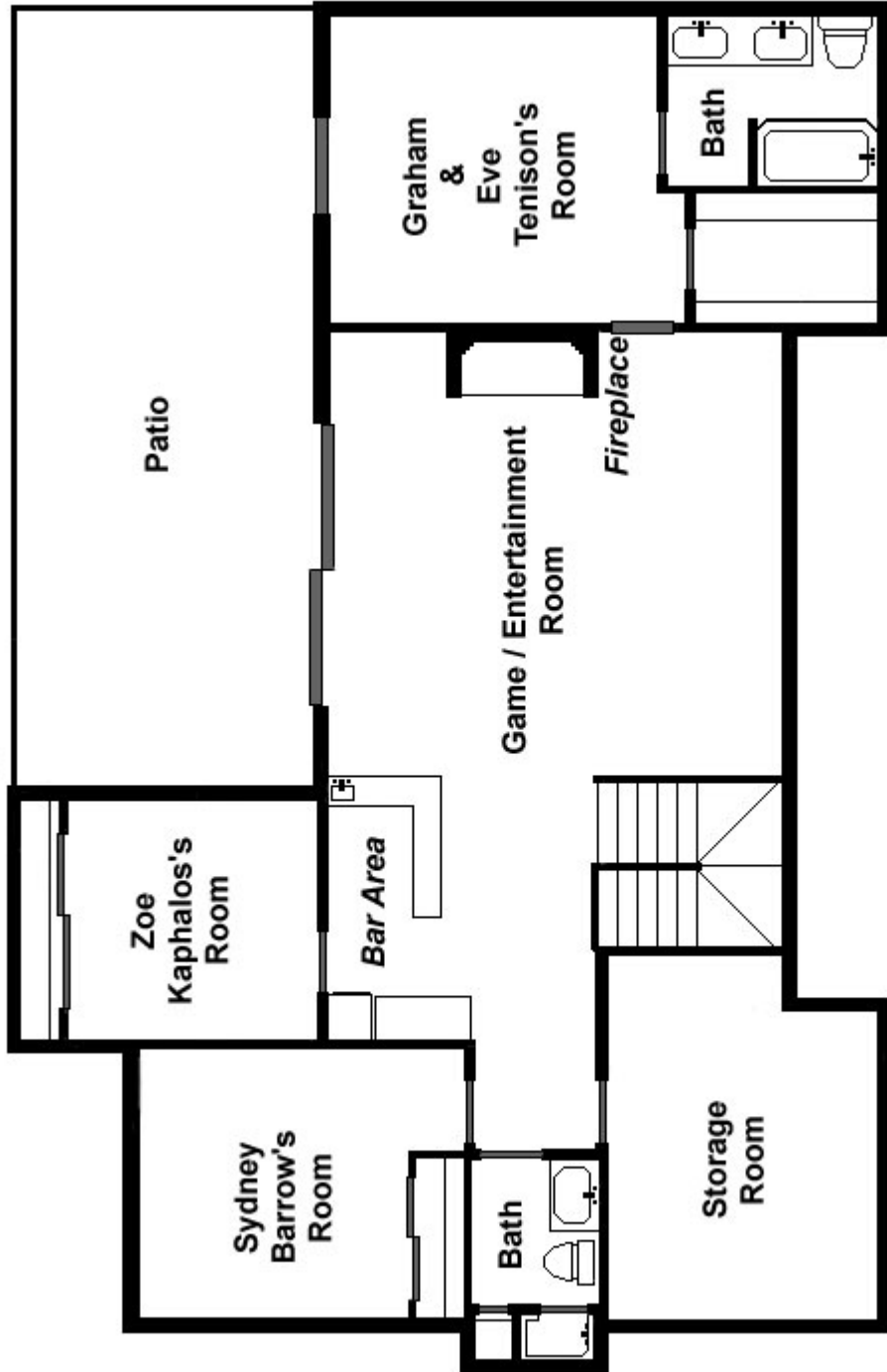


Rise of the Dead: Part 1 - The Arrival



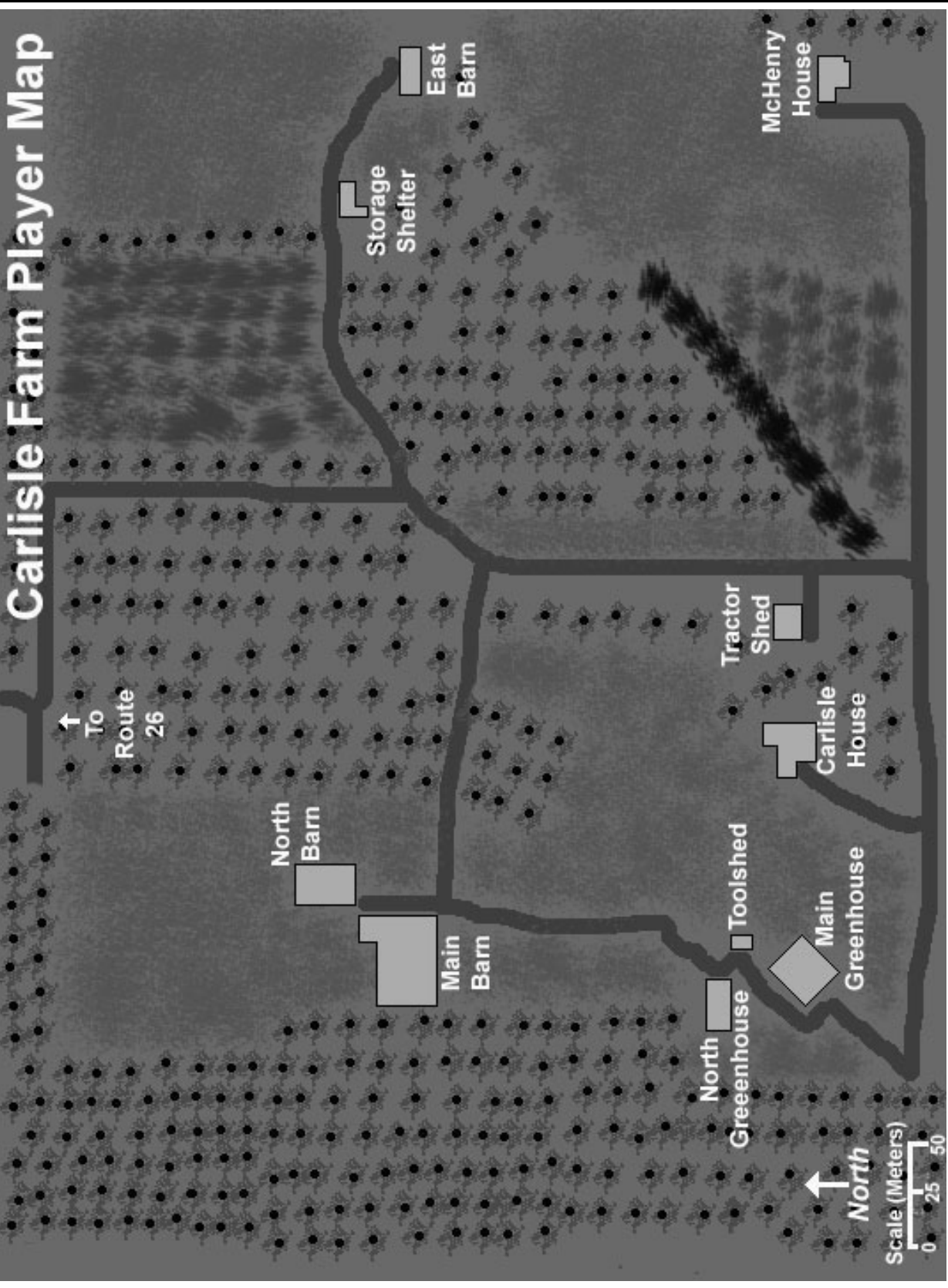
Rise of the Dead: Part 1 - The Arrival

The Lodge - Basement



Rise of the Dead: Part 1 - The Arrival

Carlisle Farm Player Map



Rise of the Dead: Part 1 - The Arrival

To: Uplift Group Kilo

From: High Circle

Time: *[Early This Morning]*

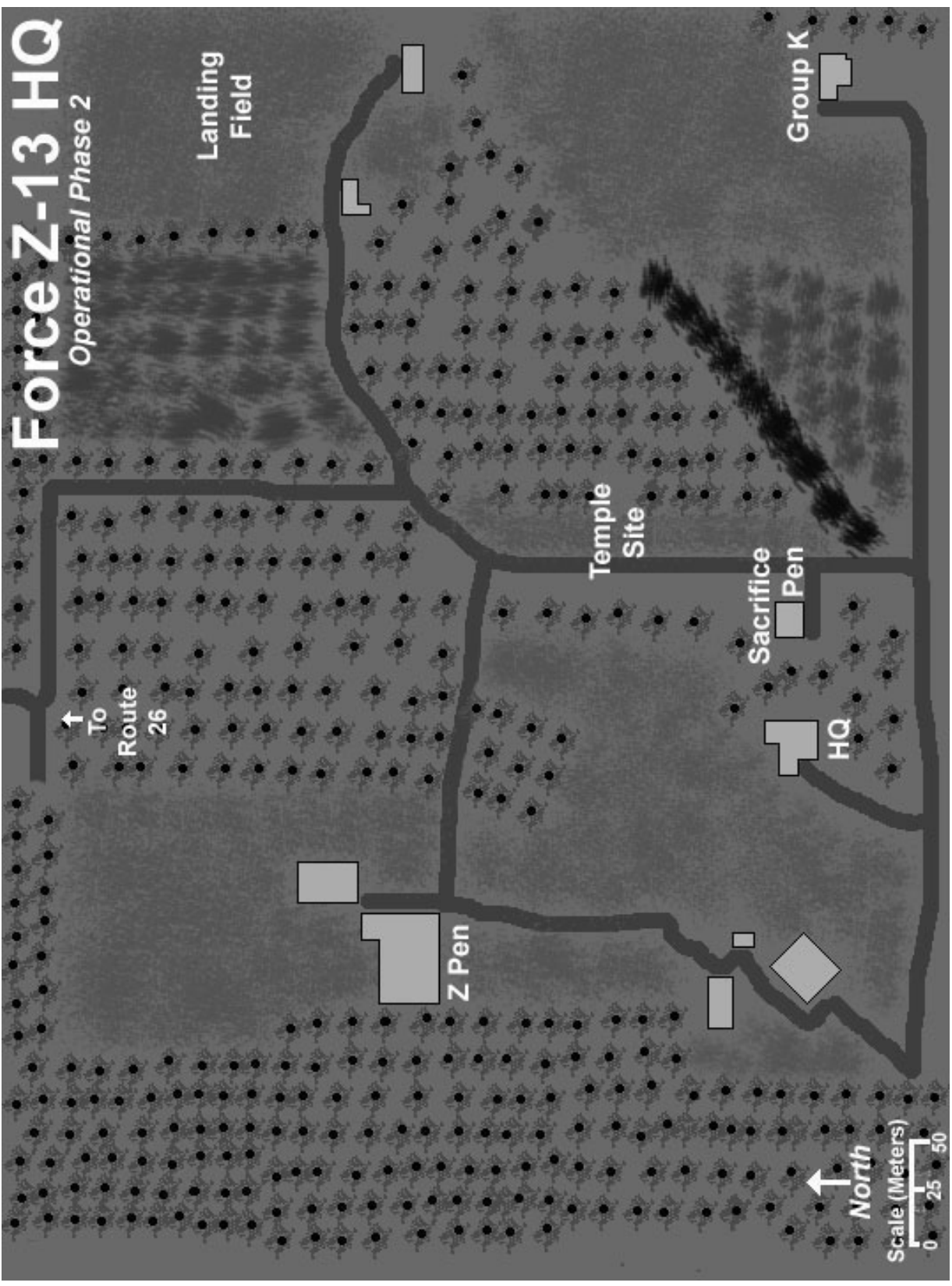
Authentication: Zulu Lima One Foxtrot
Two Three Alpha

Orders: Proceed immediately to Z-13 HQ and support The Becoming of Z-13 Command. Expedite operation. Becoming required for Phase Three initiation. Place a high priority on HS acquisition. Minimum priority placed on Z collection. Forward additional HS to Collection Point Three of your section. Request new orders upon completion of transformation.

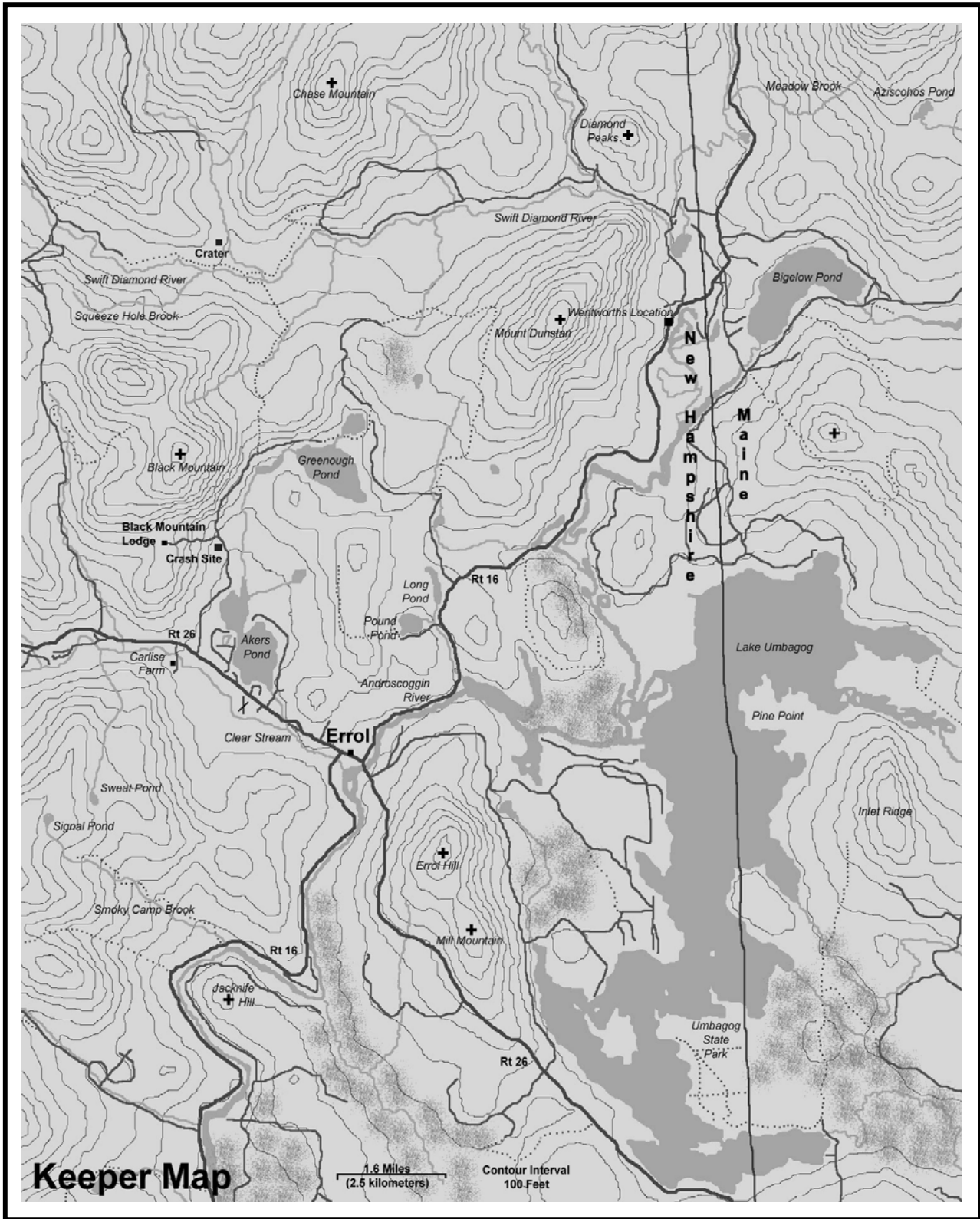
Transmission Ends

Force Z-13 HQ

Operational Phase 2

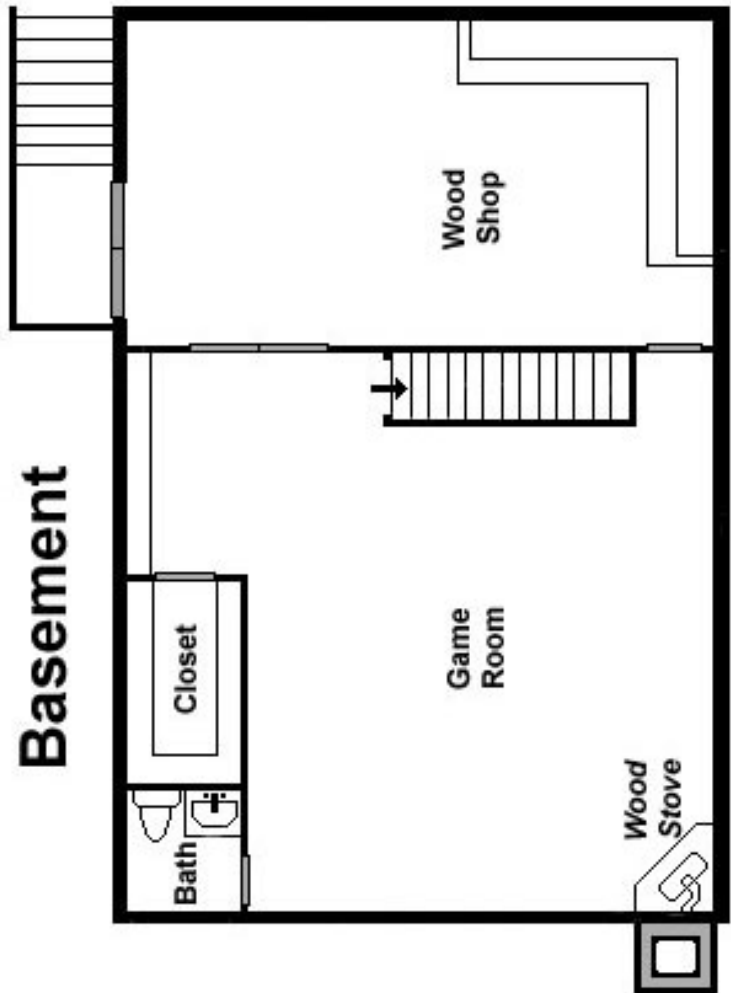


Rise of the Dead: Part 1 - The Arrival



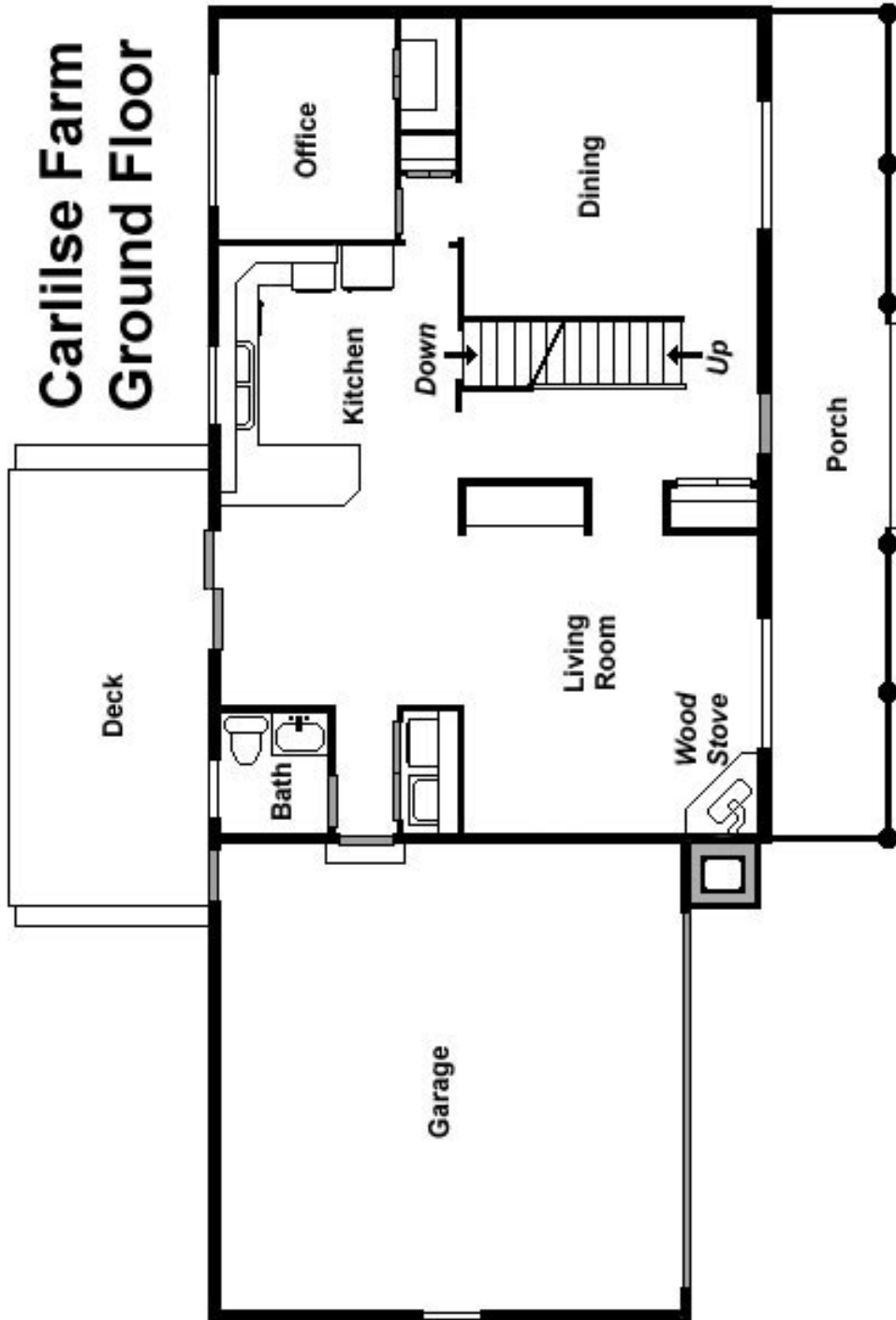
Rise of the Dead: Part 1 - The Arrival

Carlisle House Basement



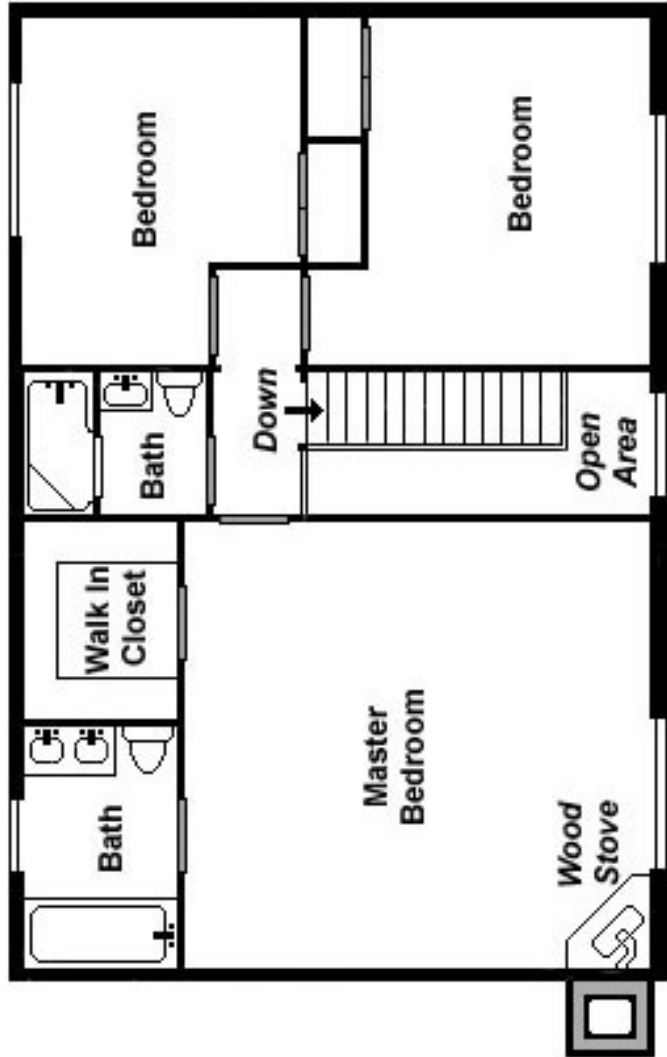
Rise of the Dead: Part 1 - The Arrival

Carlilse Farm Ground Floor



Rise of the Dead: Part 1 - The Arrival

Carlisle House Second Floor



Rise of the Dead: Part 1 - The Arrival



CHAOSIUM
INC.

RISE OF THE DEAD

...

**Six days ago the hammer fell.
The red comet did not strike the planet,
but it was a near miss. Fragments smashed into the earth
bringing tidal waves, storms, and fallout. This was a rage of
elemental destruction that devastated most of our world.
Millions, perhaps even billions, have died.**

It seems like you will be on your own for some time.

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