Timeline of the outbreak

August - A previously unidentified Egyptian mummy in the basement of the St. Louis Museum of natural history was identified as the body of Hunefer, the ancient Egyptian priest of Osirus who is tied to many of Egypt’s afterlife myths.

December – the museum opens a new exhibit about the Egyptian Book of the Dead, Egyptian afterlife beliefs, and Hinefer’s mummy to world-wide attention.

May 16th – The Hinefer exhibit travels to the Smithsonian.

Late May – Mystery flu begins spreading through-out the region.

June 5rd – CDC issues alert that many major metropolitan areas report outbreak of highly contagious disease that causes mild flu-like symptoms and respiratory difficulty. They recommend bed rest, antibiotics, and see your doctor.

June 10th – Many hospitals complain that they are crowded to capacity but the situation doesn’t seem critical.

Saturday, June 13th – Hectic news reports come-in that many weaker infected people are mysteriously dying. Due to being the weekend, a rapid rise in the number of sick is slow to be noticed.

The CDC announces that the outbreak may have begun in St. Louis.

Sunday, June 14th – The CDC News reports are full rumors and concerns about economic impact. Sirens are heard in the distance off-and-on all day and night. News casters have government-issued instructions on how to deal with family members that have symptoms of what they are jokingly calling ‘St. Louis Rabies’,

The CDC has announced that the mystery illness resembles rabies and warns against coming near anybody with rabid symptoms.

The Church at the Mall has a special Rapture service.

Monday, June 15th – News reports that the CDC has identified a blood-born parasite as the source of the new sickness.

Helicopters and small planes fly over in unusual numbers, including military transports.

Many hospitals and emergency services in major world cities are reporting wide-spread deaths and are losing their ability to cope with the number of sick.

News is full of Rioting breaking-out in many areas, making life difficult for emergency services. There are reports of rioters that seem to ignore bodily injury and are attempting to bite people. There is a national crisis of sick calls and a fear that basic services can keep working at full capacity.

Tuesday, June 16th – Panicky reports that the victims of St. Louis Rabies are rampaging in the streets, attacking anybody they come across. Listeners are urged to stay indoors.

Many large metropolitan areas have only limited communication.

The Dept. of Homeland Security has raised the alert level to RED to help mobilize the proper resources, coordinated through FEMA.

Sirens outside have become a rarity and only the occasional military aircraft flies overhead, many of them coming from, or going to the Spirit of St. Louis Airport three miles to the north-west .

Wednesday, June 17th - The President is reported to be en-route to Martha’s Vineyard to set-up a temporary seat of government during the emergency.

Most communication channels have switched-over to the Emergency Broadcasting System, which repeats government announcements.

June 17th – Television and radio stations switch to all EBS and begin dropping off-air.

One television station has a repeating recording of a scientist talking about the parasite until it eventually begins losing power and the signal slowly fades.

*“Toxoplasmosa gondii is a brain parasite that infests the brains of rats but reproduces in the intestines of cats. The interesting part is that the parasite takes over the rats brain, and the rat unknowingly allows itself to be eaten by the cat.*

*In a nutshell- step 1) toxoplasmosa gondii takes over rats brain (as in mind control). step 2) toxoplasmosa gondii must reproduce in the intestines of a cat to complete its life cycle. step 3) toxoplasmosa gondii forces the rat to be submissively eaten by the cat, whearpon it will shed its eggs to be picked up by other rats and animals.*

*toxoplasmosa gondii* ***exists in the brains of over half the world’s population (over three billion people).*** *human and rat brains share the same basic anatomy and neurotransmitters, which is why rats are common in human drug experiments. The possibility of viral mutation brings the possibility that the virus could adapt to the human anatomy and have us behave in the same way as the rats, bringing a loss of self preservation and willpower. “*

Information and Plot Points

**Hunefer**

An ancient Egyptian scribe of the 19th Dynasty (about 1285 BC) was detailed in the infamous Book of the Dead as having his soul weighed and found to be eligible for eternal afterlife. While Hunefer’s tomb has been excavated, it doesn’t appear to have ever had a sarcophagus, though it had been looted sometime in the 19th century.

Of curious interest are carvings in the tomb of Ramses II which state that Hunefer the undying was present at his appointing of Crown Prince and became his personal scribe. This would have been approximately four years after Hunefer’s death. There is also a cryptic statement that upon Seti’s death, Ramses returned Hunefer to his father to aid him in the Afterlife.

Egyptologists consider this to mean that Hunefer actually died after 1279 BC and was involved in the funerary arrangements for Seti I.

In August of last year a previously unidentified Egyptian mummy from the tomb of Seti I, in the basement of the St. Louis Museum of natural history was identified as the body of Hunefer, by a cartouche that had been with it, in storage. The mummy immediately underwent extensive tests to determine the validity of the identification.

**The Parasite**

The parasite was dormant in Hunefer’s mummy until being exposed to the air. A few microscopic parasites spread to the researchers and the surrounding area as the mummy was moved. It took about a month for the parasites to multiply in a host, before they became noticeably sick. When infected by adult parasites, a host can succumb within a week.

The parasites form a kind of network of fibrous threads through the host’s vascular system taking-over the host’s neural and biological functions, eventually ‘killing the host. The parasites, having formed a simple neural network ‘brain’ set the host to trying to spread the parasites by biting or attacking other people. The parasites don’t seem interested in being eaten or attacking animals, though they will go to scavengers, to help spread the parasites.

The parasites live as a hive in each host and after a host is fully controlled, a queen will mature, to better control the host’s brain. There is a 2-in-10 chance that a queen will ‘come out’ of a killed zombie. If the queen is killed in the open, any parasite-controlled zombies within 10 meters of it will lose control and effectively cease to function.

Outside of a host body, the parasites die within a few hours.

**The Zombies**

The zombies have three stages. In the early stage when the parasites are still taking control of the host, the zombie will wander around in a daze, possibly not completely dead or still under partial control of the person. Zombies at this stage will react violently to stimulus but are not aggressive initially.

Once the parasites have taken complete control of a host, it will have one goal, to subdue potential new hosts and spread the parasites through blood contact.

After about three weeks, the parasites start losing control of the host as its body begins to fail. Rotting, bloated zombies will begin trying to attract scavengers to eat the parasites, to spread them that way. Occasionally, a queen will attempt to escape an expiring zombie and try to infect a new host directly.

Zombies will usually shuffle around looking for new hosts or lean against something apparently inert. When something moves near them, they will take interest and move towards it. If they discover a living creature, they will sigh excitedly, drawing the attention of other zombies. If pursuing a living person, they will moan loudly, causing large groups to howl in anticipation. If a queen is nearby, they will grunt monkey-like.

**Average Zombie Master Zombie**

Str 2 Con 2 Str 2 Con 2

Dex 1 Int 0 Dex 2 Int 2

Prc 1 Will 2 Prc 2 Will 2

Speed 2 Speed 4

Dead Points Dead Points

Head 20 Head 30

Limb 15 Limb 15

Body 30 Body 30

Infect +0 infect +2

**The Church at the Mall**

On Saturday-night they have a prayer meeting for the sick. By some miracle, most of the members leave unharmed just as the PC’s movie gets out. Later, this is taken as a sign. Pastor Joe and his deacons stay behind to have an all-night prayer vigil. He comes to the conclusion that the end of the world is at hand and anybody that are not ‘chosen’ to be saved, will join the living dead in Hell on Earth.

Sunday Morning, church members arrive outside The Church at the Mall, in cars and several busses that made rounds to safely pick-up people. They stay in their cars, surrounded by a group of zombies. Eventually, a new car pulls-up and people get out of it, then panic and run away when they are attacked. The rest of the congregation uses the distraction to run in to the church. This is taken as a sign that the attacked where weak in faith.

Later, Pastor Joe runs outside to help a friend that is being attacked and accidentally kills a queen, discovering the zombie’s weakness. He decides that a small amount of squished queen mixed with the sacrificed blood of a gentile will protect The Chosen.

Somehow, Paster Joe has captured a master zombie and has it chained-up behind the alter. Late, Sunday night, he sends several cultists, lead by decon Touch, to retrieve the Scottish Claymore from Excalibur Gifts on the second floor, using Pastor Joe’s mall key. With the ‘sacrificial’ sword, he plans to sacrifice people to the master zombie, to keep ‘the chosen’ safe until The Rapture takes them to heaven.

**The Spirit Airport**

The Spirit of St. Louis airport in Chesterfield MO. Was closed with the blanket halting of air travel, on Tuesday, June 16th. On that same day, FEMA designated it as an emergency services hub to support the investigation of St. Louis as ground zero of the outbreak. Over the next couple days a FEMA command post was set up, an ARMY field hospital, and a light battalion (headquarters company, two mechanized infantry companies, one military police company, an engineer company, and a forward support company) for security.

The airport has been surrounded by a temporary fence behind a dirt wall with constant armed surveillance. The Army has a dozen Blackhawk helicopters for transport, assault, and med-evac missions, including a support unit.

By Friday, June 19th, they have completely pulled-back to their base and are on full-defense mode to protect it from attackers. To gain entry to the base, anybody has to approach the main gate slowly, entry a fenced enclosure, submit to a blood test through the fence. If the test is negative, the person is allowed into a quarantine area set-up in the airport offices until evacuation can be arranged.

Saturday, June 13th

Saturday night, the PCs go to a movie at the mall, seeing light traffic and an unusual number of street people wandering around. The might notice people going into The Church at the Mall.

After the movie, most of the movie-goers exit through the upper-level exit but the PCs take the escalator down to the main doors since they’re parked right outside. There’s a small crowd around the doors and they’re blocked from exiting. Outside the doors are a crowd of zombies attacking the last people that went outside. With a perception check, they can see people also leaving The Church at the Mall. There are seven people in the food court, besides the PCs. Three men are guarding the doors, a young trendy looking couple are in one corner, whispering and gesturing towards the doors, two women that don’t appear to know each other are standing in the table area looking lost.

**The Food court Doors**

There are three men hurriedly shoring-up the doors against the frenzied poundings of slowly growing horde of about 20 zombies. They are grunting, since there is a queen with them. The men ask the PCs to get benches or anything they can find, to help block the doors. Being night-time, the sliding doors are already set to lock and cannot be opened from the outside. The side doors have simple push-bars to open them outwards but are locked from the outside. There are also several movie-goers standing around, wondering what to do.

There are security partitions down across the mall, effectively separating the sections. Bill Molar has one key; other keys are in the security and main offices.

**Break-in at the Theater**

The people leaving from the theater’s upper-level exit where attacked by zombies and the door was propped open by the body of a victim, allowing zombies to enter the theater. 6 zombies will enter the theater about the time the PCs go downstairs. Every fifteen minutes, another 1D6 zombies will find their way into the theater until the exit door is shut. After a half-hour they will begin falling down the escalator. The theater also has pull-down security gates that could be used to seal it off from the mall.

**Break-in at the food court doors**

After about a half-hour, a panicky couple decides to make a run for their car, pushing open one of the side doors, inadvertently allowing a bench to wedge it open. The make it to their car, but are attacked and killed, trying to get in it. Zombies at the doors push their way inside the mall. Bill Molar, the security person, is attacked if he is there, followed by a fight between the zombies and anybody in the food court.

**Options**

When the zombies get into the mall through the food court doors and/or the theater, Bill Molar will try to fight them to pull the doors closed. If he is not killed, he will direct the survivors towards the food court bathrooms, to the open service door behind the fast-food stands. Other than killing the zombies and re-securing the doors, the PCs have three options, to take the back hall behind the food stands, open a security gate to go into the rest of the mall, or to break the windows of one of the stores that are on both sides of a security gate.

**Church at the Mall Doors**

In the food court, in between Panda Express and the escalator is a large boarded-up ‘Coming Soon’ partition. Behind the partition are display windows and a locked double-door with plywood securely covering the inside. A couple Church at the Mall flyers are taped to the outside of the double doors. If characters listen or look, they can detect music and see that there is light behind the doors. If they rattle the doors, a commanding voice will eventually shout at them to ‘*be gone in the name of the lord’* and such-like. If the doors are opened, Pastor Joe and his deacons will attack anybody they see.

Food Court Cast

**Bill Molar** str 3, dex 1, con 2, int 2, per 1, will 2

Intro: Head of mall security Life: 25

Start: Food court, Saturday the 13th

Looks: 40, overweight, mall jacket

State: In shock, knows he’s in charge and it’s his duty to protect the mall. Believes the info about rabies.

Goal: make sure nobody opens the doors

Note: has handgun, stunner, radio, mall keys

**Jesse Markowitz** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: Just jumped in the doors Life: 20

Start: Food court, Saturday the 13th

Looks: 30ish, cocky, fit

State: out of breath from running across the parking lot from circus site. Angry at the zombies and life in general

Goal: Be safe until help comes

Note: Armed with tire iron

**Todd Jensen** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: Taco bell manager trying to go home Life: 20

Start: Food court, Saturday the 13th

Looks: tired, unkempt, slightly overweight and out of shape

State: very tired

Goal: Just wants to go drop off the night deposit and crash

Note: Has a large bag with the deposit in one hand and a large mountain dew in the other. He will become agitated if anything happens to the deposit.

**Hilde Dansritter** str 2, dex 3, con 1, int 2, per 2, will 2

Intro: Movie patron Life: 20

Start: Food court, Saturday the 13th

Looks: 50-ish, frail, traditionally German

State: Worried about her brother

Goal: find out what happened to her brother

Note: She asks people if they have seen her brother, a tall thin man with short white hair and a brown leather jacket.

**Danielle Furst** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: mystery movie buff Life: 20

Start: food court, Saturday the 13th

Looks: Tall, fit, self absorbed in solving the mystery

State: In her own shock-induced murder mystery

Goal: Has to discover what is behind this. Has been to the museum

Note: If allowed, she will research Hunefer and conclude what is happening.

Sunday, June 14th

Sunday morning, several cars and a white-painted bus are pulled-up outside The Church in the Mall. The parishioners are trying to figure out how to safely enter the mall. Eventually, a couple drive-up next to the doors and the passenger gets out. Not being aware of the outbreak, the take no precautions. When she is immediately attacked, he driver jumps out to help her, then they both run towards the food court doors. If they are allowed in, or if the doors are not secured, they will enter the mall.

The congregation will take this opportunity to enter the church. After a few more minutes, another car will drive-up and several people will get out, carrying rifles and shotguns. They are attacked by a zombie master and Pastor Joe runs out to grapple the zombie. After a short fight, the zombie is drug inside the church.

Not being stupid, the queen in the master zombie feeds Pastor Joe’s belief that the zombies are the damned and that the second coming is at hand. If he helps the master zombie infect the damned, his flock will be left alone until the rapture.

**Sunday Afternoon**

Sears

Sunday afternoon, the Survivalists in Sears spread lines of wire across the hall outside the Sears doors as a zombie-fence. They leave the glass sliding doors open but the metal link barrier is still locked. They have nothing personally against the PCs but don’t like competition for ‘their’ resources. If a PC crosses the zombie fence, they will be shot at, with single rifle shots. Inside the doors is a barricade made of what looks like tool boxes and tool display walls.

Outside

Occasionally, a car drives through the mall parking lot, and either leaves or parks and is attacked.

A large convoy of military vehicles and some civilian emergency vehicles drive past on the highway, including siren-blaring police escorts. Shortly afterwards, there is a huge explosion from a gas station that an out-of-control car plowed into. The power goes out and a light rain starts.

Later, a news van drives around the mall. If the PCs don’t help it, it stops by The Church at the Mall and the people run inside.

If the PCs help it, the driver/cameraman is injured by several nasty claw-marks on his arm. The reporter tells about following the convoy and when they saw the explosion, they turned around to check it out. They couldn’t get close enough to see anything interesting and the zombie horde made them turn into the mall instead of getting back on the highway.

**Sunday Night**

It rains

Around 10pmDecon Brown and a group of four men open the upper level food court gate and go to the Yankee Candle Company, then Excalibur. The men have tainted blood coating their rain coats, to keep zombies off of them. It takes an average Perception check to hear them break the glass of Yankee Candle Company. It takes about 5 minutes to loot a couple sacks of large candles.

After 15 minutes, there are zombies lurching towards the PCs as well as Sears. The PCs will be woken-up by two rifle shots, if they aren’t already. 6 zombies are in the hallway, with the gate open. Several more are outside Sears, stopped against the fence. Brown and his men will go back through the gate, leaving it open. There are about a dozen zombies in the food court area that will follow the cultists. After the cultists get back to their church, the zombies will move towards the PCs.

The Church at the Mall

The lobby is occupied by Deacon Brown and the four henchmen are armed with axes. They will try to capture anybody they see, to become sacrifices to the master zombie.

In the foyer there is a table, with a large pot of gooey parasite-smeared blood/zombie repellent. There’s constant crying and wailing coming from the sanctuary.

The congregation of two dozen men, women and children are huddled in the pews, praying for salvation. Pastor Joe is always at the altar, with the chained-up master zombie, who is constantly whispering things to him. There are several people bound and gagged, in the choir loft as well as a dying woman hanging by the alter with her blood draining into a small tub. Pastor Joe will occasionally cut the master zombie and pour blood over it, which drains back into the tub. On the other side of the alter is a portable camp stove, with a large pot on it, slowly simmering the contaminated blood.

On the altar, behind the master zombie, is a manikin that has a bloody eye-shape painted on it. The claymore is stuck through it as a holder.

If the master zombie is threatened, the dying girl will rise up as a zombie, to attack the PCs. After that, the master zombie will begin howling like a wolf, causing the press of zombies outside the doors and windows to begin throwing themselves at the glass until it breaks.

. **Pastor Joe** str 2, dex 2, con 3, int 2, per 2, will 3

Intro: Crazed cult leader boss Life: 25

Looks: A 50-ish Hispanic man with perfect black slicked hair, his grey suit and covering baptismal robe are soiled and torn

State: consumed by righteous determination

Goal: See his flock through by using the devil’s minions against themselves

Note: He’s invincible, just ask him?

**Deacon Brown** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: the grim right-hand of fate Life: 20

Looks: A 70ish tough old man, Brown is seeing the rapture that he has expected all his life.

State: consumed by righteous determination

Goal: Do what is neccessary

Note: God will see him through?

**Cultist Henchmen** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: raincoat wearing cultists Life: 20

Looks: The all have a haunted look about them in their green plastic raincoats

State: more scared of Pastor Joe then the zombies

Goal: Kill the unbelievers

Note: armed with an axe (2d6 x (3)?

Around the Mall

**Dillards**

Several people that where doing stocking where attacked by zombies at the loading dock. The PCs can see them fighting inside the closed mall doors.

**Excalibur Cutlery**

Excalibur just moved out of location 560 and is mostly moved-in to location 564 next door. The Excalibur sign is still over the closed 560 shop. 564 has a *COMING SOON* panel in front of the door with only a small printed form for building inspection that labels it as Excalibur.

Besides the usual gifts and nick-knacks, there is a large Scottish claymore in a glass case on the counter. Hanging on the wall behind the counter is a set of samurai swords that are good quality. There are also half-a-dozen display quality swords that have a -2 penalty and will bend if struck to hard.

**Sears**

A group of survivors have holed-up on Sears and will attack anybody they see, to defend their stash of guns, food, supplies, and four girls they have captured as their harem.

**Security Office**

The security office has a work desk with several monitors, a computer, and walky-talky rack. A couple filing cabinets, a scruffy couch, and two coat cabinets.

A set of mall keys and three walky-talkies are on the desk.

A side door leads to two store rooms and an electrical room.

If Bill molar was killed by zombies at the food court, he will be sitting here, having turned into a zombie master.

Dillards Cast

**Linda Stallins** str 1, dex 2, con 2, int 2, per 2, will 1

Intro: Dillards manager overseeing stocking Life: 20

Start: Dillards

Looks: 50ish, unkempt, has painful shoulder bite injury

State: In pain, constantly bosses her employees around

Goal: write-up her crew for leaving the loading door open

Note: She is infected.

**Scott Wesley** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: Kung-fu stock boy Life: 20

Start: Dillards

Looks: 18, tight t-shirt and jeans

State: hyped about whacking zombies

Goal: gotta trade-up his lead pipe

Note: has martial arts 2

**Sarah Meyer** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: Slacker stuck working on a Saturday night Life: 20

Start: Dillards

Looks: 18, slightly overweight in a short skirt and tight blouse

State: pissed at her boss, her job, and scott, but in denial about the zombies

Goal: Wants to quit and leave… but can’t

Note: insists that she’s going to join the rioting mob if people don’t start treating her with respect.

**Ghan Rejnish** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: Just trying to work his shift and leave Life: 20

Start: Dillards

Looks: neatly dressed Indian man

State: confused and unsure what is expected of him

Goal: wants a clue

Note: Being a recent immigrant and new employee, he assumes that the current panic will resolve itself shortly

Sears Cast

**Name** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: What he has to do with the plot Life: 20

Start: Where and When, Saturday the 13th

Looks: looks

State: In shock

Goal: gotta have goals man

Note: gots guns?

Church at the Mall Cast

**Name** str 2, dex 2, con 2, int 2, per 2, will 2

Intro: What he has to do with the plot Life: 20

Start: Where and When, Saturday the 13th

Looks: looks

State: In shock

Goal: gotta have goals man

Note: gots guns?