THE GODS THAT SLEEP BENEATH

HUMANS VS ZOMBIES FALL 2025

What is HVZ?

» 2 Teams: Humans and Zombies

» Humans attempt to survive the week

- » Defend themselves to and from class
- » Play missions
- » Collect objectives
- » Win on Friday

» Zombies attempt to eat (tag) all Humans.

SAFETY

SAFETY IN UTICA

Rule Number 1:

Don't be a SCHMUCK.

» HvZ is an honor-based game, it exists solely on the honesty and integrity of players.

» Infractions will be carefully and delicately enforced by way of the unknowably vast cosmic and incomprehensible ban hammer.

SAFETY IN UTICA

Bullying and Hazing

» Bullying is repeated actions or threats of action directed toward a person by one or more people who have (or are perceived to have) more power or status than their target in order to cause fear, distress or harm.

» Bullying can be physical, verbal, psychological or any combination of these three.

» Hazing is any action taken or any situation created intentional that causes embarrassment, harassment or ridicule and risks emotional and/or physical harm to members of a group or team, whether new or not, regardless of the person's willingness to participate.

» Bullying or hazing are grounds for removal from club events and escalation to campus authorities.

SAFETY IN UTICA

Bounties

»Bounties and targeting of specific players is banned. If a player is upset about bounties on their head or is targeted, your moderators will step in.

» A bounty is any incentive placed on the infecting, stunning, etc. of a player, regardless of the value.

Code of Conduct

» ALL players regardless of student status here at Florida Poly are required to follow the Florida Poly Student Code of Conduct.

SAFETY IN UTICA

Personal Safety

» HvZ is physically active, and you should know your limits. There is no shame or consequence to quitting the game at any time.

» Players are expected to maintain responsibility for their own nutrition and hydration. Water may be available in some instances but is never guaranteed.

» Never endanger players or non-players during gameplay. This includes not entering areas that are in play but pose safety hazards. Be aware of your surroundings.

» If at any time you wish to leave the game for any reason, please reach out to a mod so they can officially remove you.

SAFETY IN UTICA

Emergencies & Game Pauses

»When a medical emergency occurs, call 911 first, then mods

»When you hear whistles go off, you are to immediately stop in place and cease ALL game actions

»Game pauses are rarely called and used to handle a situation or emergency quickly and safely

»Only mods may initiate a game pause, for this reason please do not carry / use coach whistles, emergency whistles or similar at any time during gameplay

SAFETY IN UTICA

Authorities

» Any campus official (police, professors, staff, etc.) has full authority over the game.

» If you are stopped by a campus authority, explain to them that you are participating in the HvZ game. If they inquire further, direct them to the nearest mod.

» If stopped, cease all gameplay operations while the current situation is being sorted out. Please report any failure to adhere to this to a moderator. Being tagged while stopped by any campus authority will NEVER count against you.

SAFETY IN UTICA

Non-Players

» Never involve a non-player in the game in any way.

» Do not inhibit non-player travel indoors or outdoors.

» Do not seek aid from non-players for shields, information, etc.

» If a non-player continues to involve themselves, seek out a mod immediately.

» Do not crowd moderators, mod carts, or the mod desk. You should only approach mods for questions, emergencies, or objective turn-ins. Otherwise, they do not exist.

SAFETY IN UTICA

Acceptable Terminology

» Your tools while engaging in the game are to be referred only as BLASTERS which are capable of firing DARTS.

» Under no circumstances should you be using the words "Gun", "Bullet", "Firearm", etc. while playing the game. These are not what you use, so don't call your blasters or darts anything else.

» Should you make this mistake you will be gently reminded by quite possibly every player taking part in the game around you.

IN THE EVENT OF AN EMERGENCY CALL 911 THEN INFORM THE MOD TEAM

Report safety concerns to University Police then inform the mod team

(863) 874 - 8472	- University Police
911	- Emergency Services

CAMPUS
RULES

Campus Rules

Lakes and You Pt. 1

» **DO NOT** fire darts into or around the lakes. (the university does not like it)

» If a dart ends up in the lake, take the following actions

1. Immediately remove yourself from play.
2. Seek out the nearest mod and aid them in retrieving the dart.

Further actions or penalties are dependent on mod ruling.

There shall be no entry to the campus lakes or the grassy areas near them.

Campus Rules

Lakes and You Pt. 2

» You may walk on the sidewalks near the lakes when not in play, but you should consider the sidewalks out of play when there is active play in the area. Repeatedly entering the sidewalks after mod warnings is a BANNABLE OFFENSE.

» You may cross the small bridges across the lakes, but you must cross from one side to the other without stopping or turning around. No gameplay advantage can be made while on the bridge.

» If an enemy player is exiting the bridge, you must stay back off the paved area to allow them to fully exit the bridge.

Campus Rules

Transportation

» While on campus, you are not allowed wheeled transportation such as a skateboard, bike, scooter, etc.. If you have a car, you should only be using it to leave or get to campus.

» Don't get dropped off at the IST if you can help it. If you need to be dropped off, please do so at Lot 4. Don't use the Shuttle during the game.

» If you are a Student worker, you may temporarily exit the game, please let a moderator know.

Campus Rules

Hours of Play

»All gameplay between the hours of 12 am and 6 am are prohibited by campus police.

Roads and Vehicles

» When crossing a road, you must keep your hands in the air and move briskly straight across the road.

» NO PLAY is allowed while crossing roads, allow appropriate room for players to exit roads

» Always stay clear of campus vehicles, such as golf carts, longboards, or police cruisers.

MAP

FA25

- NO PLAY ZONE
- SAFE ZONE
- NO ENTRY ZONE
- SOCK ONLY ZONE

***THE NO ENTRY ZONE IN L4 IS A TEMP POLICE STATION
GIVE IT AS MUCH SPACE AS POSSIBLE***

No Play Zones

These zones are indicated by a red color.

No play is allowed and immunity rules do not apply when leaving play zones.

These are not to be used to avoid combat.

Safe Zones

No play is allowed, applies special immunity rules, indicated by a blue color.

You may fire out of safe zones.

Humans have 5 seconds of immunity when leaving.

Zombies have 5 seconds of immunity when leaving but cannot make tags for 10 seconds.

Your car counts as a safe zone if not already in a safe zone. All parking lots are safe zones.

Your entire body and all equipment must be in the safe zone.

Sock Only Zones

These zones are indicated by a green color.

Only socks are permitted for use in these areas. Under no circumstances should a blaster be used. Do not fire into these regions.

No Entry Zones

These zones are indicated by a purple color.

Do not enter any of these zones while playing under *ANY* circumstance.

Failure to adhere to the no entry areas is a bannable offense.

Mod Desk

A mod will always be present here for any question or assistance.

This is where you are to deposit all objectives.

Trapezoid

The trapezoid shaped planter is *IN PLAY*.

This means you can enter and leave this zone freely. Objectives can be hidden here and tags/stuns that occur in this region do count.

MIDFIELD
FOREST
L4 FIELD

Missions

Day Missions:

» ~30-50 minutes long, generally shorter than night missions
» Easier objectives for both sides
» Mission Briefing times vary from 12:00 pm to 5 pm (depends on mod schedules)
» Humans & Zombies may be able to use perks, but generally will not be able to
»There are exceptions, vaccine and flashbang namely
»Zombies may be able to get a daytime perk, however, this is not guaranteed

Night Missions:

» ~45-75 minutes long
» Difficult objectives for both sides
» Humans & Zombies are able to use all perks purchased freely
» Mission briefing begins at 8:00 pm

Grace

» Grace means a ceasing of gameplay caused by in-game events, typically after a mission

» There will always be a grace period from 7pm - 8pm before the night mission

» Grace is called by moderators at the end of a mission
»Grace is **NEVER** a guarantee after a mission

»If **NO GRACE** is called after a mission, the sock bridges and circles become no-play

»Once you enter the sock circle / sock bridge area, you are considered out of play and cannot rejoin gameplay WHATSOEVER, that's the end of the mission for you

Quests

» Quests are gameplay activities given out by NPCs, found on the quest board at the mod desk, or announced discord

» Generally short in length (~20-30 minutes), with the exception of a few whose length be warned about before you can read / accept the quest

» Once you read a quest from the Quest board, you automatically accept the quest

» Once you accept a quest, you must complete it or otherwise ask to abandon it

» Both Humans and Zombies will be given quests, their rewards range from human / zombie coins, to perks.

Mission / Quest Symbols

RETRIEVAL / DROP OFF OBJ

ELIMINATION OBJ

BOSS OBJ

ESCORT OBJ

ZONE HOLD OBJ

PUZZLE OBJ

PHOTO OBJ

Object Types

Light - Able to move freely with the Objective, required to use at least one hand to hold

Heavy - Must Walk with Objective, and required to use at least one hand to hold

Super Heavy - Must Walk with Objective, cannot use socks or blasters while carrying

Fragile - Cannot be placed on the ground after picking it up or it will be reset back to its original position by a mod. May only be placed at a designated drop-off zone.

ALL OBJECTS MUST BE CARRIED IN YOUR HAND(S) REGARDLESS OF OBJECTIVE TYPE, THEY MAY NOT BE STORED OR CARRIED IN ANY OTHER WAY. THEY MAY NOT BE HIDDEN.

Mafia Dropoffs (Boxes)

Human Coin Box:
» Can be retrieved and returned by either faction. Rewards humans with coins or offers coin denial if turned in by corrupted Townsfolk (Zombies)

Zombie Coin Box:
» Can be retrieved and returned by either faction. Rewards corrupted Townsfolk (Zombies) with coins or offers coin denial if turned in by humans.

Human Objective Box:
» Cannot be interacted with by corrupted Townsfolk (Zombies). Humans must turn in for perks, mission intelligence, etc.

ABIES
HUMANS

Humans

What Makes you Human

» Humans must always wear their bandana on their arm while in play. The bandana must be worn between the shoulder and elbow and must be worn over all gear/clothing and remain clearly visible.

» Each human will be provided with a player ID card, sent to your DM via bot which contains a number used to log infections. You should always have access to this card. If it is lost, you should contact a mod immediately to get a replacement.

Humans

Faction Expectations

»Intentional assistance of another faction at the detriment of your own is NOT allowed.

» You may not eavesdrop comms from another faction or moderators. If you hear a group using a channel, change your channel.

» If you suspect somebody is listening in on communications from the opposing faction, report it to the moderators immediately.

Humans

Authorized Blasters

» All blasters must maintain a muzzle velocity of less than 125 Feet Per Second.

» Blasters must be sufficiently bright. All custom paint is subject to mod review.

» All blasters that are in a "pro" or "performance" line or have been customized or modded must be approved by a mod.

» Should your blaster meet these requirements, it is cleared for whacking the corrupted around town.

Humans

Unauthorized Blasters

» Any blaster that utilizes pre-compressed tanks

» Any blaster firing Nerf Hyper rounds

» Any gel-bead blasters

» Any blaster deemed by a senior mod or head mod to be unfit for play

» Should a mod disapprove your blaster, it is final. Do not argue with the decision. If you disagree, POLITELY take it up with the head moderator.

Humans

Indoor Blaster Conduct

» Treat blasters as if they are loaded at all times. Do not point your blaster at anything you are not intending to shoot at. Keep your finger off the trigger until you are ready to fire. Disarm all blasters when indoors.

» Blasters must be kept in bags if possible. You must remove the mag from a blaster if it uses them. If the battery is easily removable, remove it.

Humans

Throwables and Melee

» A hand-thrown sock may be used to eliminate zombies so long as they adhere to the following rules:

» All socks must be recently cleaned (no biohazards).

» The sock (or pair of socks) must be neatly bound into a ball and secured with tape.

» You are only permitted to throw 3 socks from your hands at any given time

» Melee is NOT PERMITTED unless provided by way of perk by the moderator.

Humans

Dart Cap

» The game will start with a dart capacity per blaster of 6 rounds. This will be raised or lifted throughout the week via objectives. Additional rounds may be stored on the blaster so long as a reload action is required to ready them.

Acceptable Darts

» Permitted ammunition types are: Elite, half, mega, mega XL, N1, rival, demolisher rockets. Darts may NOT be modified, however you may cut elite darts into half darts. Darts must consist of soft rubber and foam, no plastic. Once again: NO HYPER. NO GEL BEADS.

Humans

Human Stun

» Certain zombie perks or bosses will inflict incapacitation.

» When hit:
- » Take a knee.
- » You may rotate in place but not move significantly.
- » You will be notified if a mission contains human stun before entering the mission.

» When incapacitated, you can't use blasters, socks, or any other means of defense for 10 seconds. After 10 seconds, you're back up.

»Friendly fire is on and isn't Friendly.

Humans

Clothing and Miscellaneous Gear Pt. 1

» Your clothing should be light enough to feel a light tap through. If you are wearing heavier gear, you are still responsible for calling hits on yourself.

» Any clothing or other carried gear will be considered an extension of your body. (its if a zombie tags a blaster, you're tagged kiddo).

» If any gear, including blasters, equipment, or lanterns, are found on the ground, leave them there. If you think the gear is at risk of damage, you may notify a mod of its location.

Humans

Clothing and Miscellaneous Gear Pt. 2

»Masks / Clothing blocking the face are NOT ALLOWED
- »Medical masks are allowed
- »Face paint is allowed as long as the majority of the face isn't covered

» Flashlights are limited to 800 lumens and must be HELD, not mounted to your blaster or person. No headlamps. Light up shoes are encouraged. Lanterns are allowed and encouraged over flashlights.

» Remote Activation - devices such as drones, sentry turrets, or anything resembling claymores, mines, grenades, etc. are not allowed.

Humans

Clothing and Miscellaneous Gear Pt. 3

Don't try to get witty with remote activation rules.

**I promise, all the mods have heard it all before,
don't try to get around this.**

» Mods reserve the right to review and disallow any piece of gear at any time during the game.

Humans

Human Conduct

» If a zombie is already stunned, don't intentionally shoot them again. This is punishable when the act is blatant. If your Perses happens to hit a zombie a couple of time it is considered incidental.

» When you become infected, DO NOT attempt to hand off your blasters to the mods. You are responsible for your equipment.

Humans

Honor Duels Pt. 1

» Can be initiated when there is no clear answer about who was tagged out first. Honor duels should only be initiated when there is no other option.

» Honor duels happen between one human and one zombie. Spectating is allowed but is not safe.

» If possible, the players should seek out a mod to officiate the duel

» Both players will reach an agreeable distance before engaging.

Humans

Honor Duels Pt. 2

» The human may use only one piece of ammo. It can be a dart, missile, or sock.

» The human may not use any other ammo, but they may pick up and reuse the fired ammo.

» If the human tags out the zombie, the human is safe, if the zombie tags the human, the human becomes a zombie.

» The winning player receives 30 seconds of immunity to leave the area.

Humans

Perks

» Humans may purchase perks with any collected human coins

» Perks will be available each night before grace period, or occasionally from wandering merchants.

» Note that perks are NOT guaranteed, and the following list will not always be available in its entirety

VACCINE
PLOT ARMOR
CURE
HEAVY
BUCKLER
FLASHBANG
COMMANDO
FULLY LOADED
BARRICADE
AMMO CACHE

Vaccine

» This perk is a one-time denial of a tag.

» Upon being tagged while holding a vaccine, the user will give the zombie their vaccine in place of their ID and have 30 seconds of tag immunity.

» Can be held all week long until used. NOT STACKABLE.

Plot Armor

» You will be given a flag football strap with flags attached to it.

» Normal zombies will now have to pull a flag at either side of your waist to infect you.

» Only one flag needs be pulled.

»Spitter can still infect you!

Cure

» Instantly granted to a consenting zombie upon majority human nomination.

» These are not carried by an individual but rather granted as mission rewards to the faction.

» Zombies must always consent to being cured. OZs cannot be cured.

Heavy

» Human receives a durag and immune to all regular zombie tags

» This human is only susceptible to zombies with a perk

» Can Only Walk

Buckler

» A shield is given to a human with this perk

» The shield block incoming spitter balls, Banshee socks, and swords strikes.

» A regular zombie tag will still obliterate you

Flashbang

» The human is given a glowstick necklace.

» Upon cracking this and holding it in the air, they receive immunity for 10 seconds or until they drop the glowstick. Human is out of play during this time.

» The glowstick must clearly be overhead before immunity begins.

Commando

» Human receives a sword (short pool noodle)

» The sword can be used to stun juggernaut zombies, pierce zombie shields, deflect spitter balls, and parry Z sword strikes.

» Commandos CANNOT use socks, blasters, etc. There is only sword. Don't throw sword.

Fully Loaded

» One human with this perk can ignore the dart limit during a mission.

Barricade

» All zombies are incapable of passing this measly pool noodle on the ground.

» Can be picked up after placing it, however takes 5 seconds to pick up. You must count this time outloud

Ammo Cache

»Before a mission starts, fill a box with as many munitions as you can fit in it.

»This can be deployed in mission for a quick resupply.

»Zombies can't touch it, but they may guard it if they find it.

VACCINE
PLOT ARMOR
CURE
HEAVY
BUCKLER
FLASHBANG
COMMANDO
FULLY LOADED
BARRICADE
AMMO CACHE

ZOMBIES

Zombies

Inhumanity

» The game will start with several starting zombies called OZs.

» OZs are responsible for general leadership of the zombie faction by rallying the horde for missions, arranging dart turn-ins, and distributing purchased perks.

» Zombies must always wear their bandana around their head or neck while in play.

»While on the head or neck, the bandana must be worn visibly over all clothing and hair.

Zombies

Zombie Stun Pt. 1

» Whenever hit by any dart or sock a zombie must follow these steps:

1. Immediately stop advancing towards the human.
2. Pull your bandana down to your neck to show you are stunned.
3. Turn around and exit play as quickly as possible.
4. Stay out of area of play for the extent of your stun timer.

» Repeatedly approaching or interfering with play while stunned may result in a ban.

Zombies

Zombie Stun Pt .2

» Manipulating your stun for a competitive advantage (I.E. waiting to respawn with other z's) will result in a ban. That's to say, if you wait an additional 2 minutes to put your bandanna up past when you were supposed to, that's schmuckery.

» While stunned, you may NOT communicate with zombies that are up. This includes texting, Discord, and social media dms. Re-dead men tell no tales.

Zombies

Growing the Horde

» When a zombie tags a human, they should do the following :

1. Take note of the tagged human, identify yourself as the zombie who tagged them, and step out of play with the human.

2. Take Human ID from the human and keep it safe. If you lose the ID, you cannot register the tag. If the human refuses to provide an ID seek out a mod immediately.

3. Inform the new zombie of the zombie stun timer.

Zombies

Un-Growing the Horde

» Once a zombie makes a tag they have one hour to log the tag. If they make a tag during a night mission, they have one hour after the end of the night mission to log the tag.

» Failure to log a tag in this timeframe will result in the tagged player rejoining the humans, and your tag will not count.

» Additionally, a zombie may make only ONE tag every 15 seconds. Chain tagging will not result in multiple infects with one exception that will be discussed later.

Zombies

Boomer Cones

» Boomer cones are large cones placed by mods for a mission or as a reward. As soon as you touch one as a zombie, you are instantly revived regardless of your stun timer.

» Boomer cones will revive ANY zombie, including perk zombies ☺

»If a human is near a boomer cone, you are allowed to move towards the boomer cone and revive yourself, please be reasonable about this, don't lunge for it.

Zombies

Zombie Coins

» A Zombie Coin can be earned by collecting 50 darts

»Zombie coins can only be earned by OZs

»As a non-OZ zombie, you should turn collected darts into your OZs

» All ammunition types are worth the same, 1 dart

»You can find darts on the ground, and may collect them to gather darts to turn in

»You can collect darts while stunned, but must not be near gameplay

SWORD
SPITTER
SHIELD
SNAIL
JUGGERNAUT
ZEDIC
BANSHEE
WALLBREAKER

Sword

» Ability to tag normally is replaced by a full-length pool noodle.

» The sword can be used to deflect darts and socks so long as the sword isn't being bent.

» Functionally cannot infect Plot Armor users.

Spitter

» Ability to tag normally is replaced with a single dodgeball. This can the thrown and collected until user is stunned by humans.

» Humans may not interfere with a grounded ball.

» Ball will infect until it touches the ground. Only spitters may touch dodgeballs (other zombies may not reload spitters).

Juggernaut

» Highlighted by a high-visibility YELLOW vest, juggernauts are immune to all darts.

» Can freely move over the human barricade perk

» Can only be stunned by socks, nerf rockets and Mega XL.

Banshee

» Marked by a red jersey

» Immune to socks.

» Can pick up thrown socks (max 6 capacity) and throw them back to inflict human stun

» Can throw maximum of 2 socks at a time

»Can still infect via normal tagging

Shield

» Provided with a shield (there are two types, tier 1 and tier 2) to protect from ALL projectiles.

» User may still infect with normal tags.

» Commando's blade can pierce the shield.

Snail

» Upon Stun, Snail is invulnerable for 10 seconds, but may only walk with arms outstretched.

»Wearing a high visibility ORANGE vest.

» Cannot contest hold objectives, they effectively do not count towards hold objectives

Zedic

» Wears a small cone on their head

» May revive one zombie at a time, loudly counting to ten seconds.

» Stunned zombies must remain out of play and Zedic will beckon them over one by one.

» IF OUT OF PLAY ZOMBIES CONTINUE TO CROWD ZEDIC THE PERK WILL BE STRIPPED

Wallbreaker

» Given a Full boomer cone to be dropped when stunned

»Cannot tag while carrying the boomer cone

»Cannot use boomer cone directly after placing it, must wait until your stun timer is complete to do so

SWORD
SPITTER
SHIELD
SNAIL
JUGGERNAUT
BOWLER
ZEDIC
BANSHEE
WALLBREAKER

Bowler

» Ability to tag replaced by a yoga ball, the Yoga Ball can deflect shots like the shield perk.

» The Yoga Ball infects on hit

» Remains active until the bowler touches it again.

SAF
MODS

Mods

How do I know who is a mod?

»All mods wear a PINK bandana around their neck or arms at all times while out outside / moderating

»During Night Missions, mods will be using light up RED arm bands to be visible while it is dark

» Moderators whilst being NPCs will have a BLUE bandana on their arm as well as the Pink bandana on their person

E-Board & Officers

Not moderating ☹

President
Tristan S.

Vice President
Alex T.

Treasurer
Eli W.

Secretary & Game Designer
Chuck Y.

Head Game Design
Nico S.

Head Moderator & Head of Media
Danny D.

Moderators

Senior Moderator
Tyler C.

Game Designer & Moderator
Josiah F.

Moderator
Danya N.

Moderator
Jay R.

Moderator
Andi K.

Moderator
Jackson L.

Moderator
Edward B.

Junior Moderator
Quinn H.

Introduction to the Town

Where and When are we?

It's Fall of 1929, in the city of Utica (Yoo - tih - kuh)

Once a thriving industrial hub nestled in the mohawk valley, Utica is now but a shred of its former commercial might. The onset of the great depression hollowed out its factories and rusted away its trainyard leaving the city a shell of its former self.

Prohibition has turned the alleyways into smuggling routes and basements into speakeasys as the Todore crime family tightens its grip and the lines between man and monster are blurred beneath the gaslights.

But there's something much older than the rusted metal and crumbling bricks stirring. The canal runs sluggish through the city like a vein of inky black and madmen speak of things just below the surface of the water.

Introduction to the Town

Who's around town?

There are quite a couple of notable figures in town and some odd characters as well. You'll get to know them well in the coming tragedy about to befall the town.

Adrian Bellerose

Played by Chuck J.

Born and raised in New York with a fascination about the human mind.

The town doctor, specializing in psychiatric studies, services the townsfolk out of his office.

Just about everybody knows him or knows of him as he's a little eccentric in both his studies and his personality

Earl Cowan

Played by Danny D.

Owner of the most premiere speakeasy in town known as, "The Finest Hour" which he opened after fighting in The Great War and local to the town,

One of the most well respected individuals you'll find around here, not only because he keeps the drinks flowing, but because he won't ask where your money came from.

Oliver Thompson

Played by Tristian S.

Police Chief in Utica, local to the region, and a notorious figure around town.

Just good enough at his job to stay in charge and keep the paychecks rolling, but just bad enough, or just smart enough, to know to let the criminal underbelly go about its business.

Lillian Carpenter

Played by Andi K.

The town's newsie with papers hot off the press.

She can be found hawking the town's local papers on busy street corners at all hours of the day.

Nobody quite knows where she came from, but she knows everyone and everyone knows her.

Floyd Todore

Played by Tyler C.

The foremost figure in the local crime rings based in Utica and Heir to the Todore crime family throne.

Arrived here at the beginning of prohibition and swiftly began expanding "operations".

If you want something, odds are he can get it for you.

For the right price...

Tommy Lee

Played by Alex T.

A well-known moonshiner and supplier of the finest hour.

Known to hang around both Floyd and Earl, he seems to be well connected to both's businesses.

Has a thick Russian accent but says he's local to the area.

Sawyer Williams

Played by Nico S.

Made a business as a private eye for those with the money to pay for his work.

He's an old friend of Earl's after training in the same regiment .

Trusty with a heater and carrying an eye for detail he's made himself busy around town getting to the bottom of things.

Harper Glass

Played by Danya N.

Not much is known about this strange fellow.

Wandered into town recently and hasn't made themselves very clear in what they want here.

They seem to be well versed in ancient practices which may be helpful.