

Map Key - Texarkana

Introduction

This document is tied to the *Life Among the Dead* campaign map, Texarkana, for *Dead Reign*. On the map, the numbers indicate relative location of an event or place of interest, as described below. The number itself indicates when the place was discovered. For example, a notation of “1.1” shows game session 1, first place of interest. A “2.3” would indicate game session 2, third place of interest, and so on.

Game Session 1 – September 23

- 1.1 Abandoned Home** – Blue shed outside. Backdoor broken in and animal tracks inside kitchen. Some windows partially boarded. Did not enter.
- 1.2 Junkyard** – Filled with old semis and trailers. No apparent cranes or heavy equipment. Did not enter.
- 1.3 Truck Stop** – Location includes an adult bookstore, a truck wash, a Flying J gas station, a used tire store, and a lounge. A large silver propane tank sits in front of the truck wash. A sloucher was killed at the propane tank. Several active zombies were spotted at the Flying J. Did not enter any buildings on first visit. In second visit, discovered kerosene tank at the Flying J along with numerous zombies inside.
- 1.4 Vehicle Graveyard** – Interstate 30 is clogged with abandoned cars in both directions.
- 1.5 Vehicle Graveyard** – Route 67 is clogged with abandoned cars in both directions. At this location four slouchers, a crawler, and a fast-attack zombie were encountered. The party was able to successfully flee.

Game Session 3 – October 7

- 3.1 Abandoned Homes** – Three large homes. One renovated farm house with family of four dead by suicide. Second log home with doors smashed open. Did not enter. Third burned out but with barn. Found a horse trailer and three zombies.
- 3.2 Junkyard** – Piles of junk, stacks of pipes, and cinder blocks. Did not enter.
- 3.3 Roadblock** – Discovered four cars purposefully blocking the road. Herb used a grenade to blow them up and caught himself in the blast.

Game Session 4 – October 12

- 4.1 School** – Abandoned elementary school with large temporary banner proclaiming “emergency hospital.” Looking in, saw blood splatter and footprints. Did not enter.

- 4.2 Methodist Church** – Entered and found several baby supplies in nursery. Discovered preacher dead in office. File cabinets were blocking a door; was not opened.
- 4.3 Abandoned Building Site** – Bulldozed area starting now to overgrow. Several building items such as cinder blocks and rebar. Did not explore.
- 4.4 Baptist Church** – Large multi-building facility. Entered near fellowship hall. Discovered a nest of zombies and nearly lost Ernesto. No time to find anything of value.
- 4.5 Boat Dealership** – Numerous small boats already on trailers. Left horse trailer (with lawnmower inside) at location and took one boat and trailer. Explored building in game session 5 and found tackle box and machinery to work on boats.
- 4.6 Peterbilt Dealership** – Across interstate I-30, found Peterbilt dealership, gas station, and Burger King. No exploration yet.

Game Session 5 – October 19

- 5.1 Bandits** – After passing the Peterbilt dealership, followed by two cars full of bandits who stole half the group's gas and ammunition.
- 5.2 School** – Abandoned elementary school. Did not enter.
- 5.3 Pleasant Grove Pharmacy** – Encountered a pattern zombie stocking the shelves. Several useful items were salvaged. Left when zombies were alerted to presence.
- 5.4 School** – Abandoned middle school. Did not enter.

Game Session 6 – November 2

- 6.1 Boat Ramp** – Found place to launch small boats and did some successful fishing.
- 6.2 Abandoned Home** – Along main highway; looted significantly. Found some baby clothes and toys inside garage.
- 6.3 Abandoned Farm** – Encountered nearly a dozen zombies including one that appeared to be able to think and command the other zombies. Group killed one sloucher and escaped after vehicle suffered minor damage.

Game Session 7 – November 9

- 7.1 Gander Mountain** – Mostly intact, looted by party for outdoor survival gear.