

The Siege of the Undead

Tier 2 Event | Difficulty 15

So you pissed off Lord Count himself, ruler of this forsaken lands, and now he decided to wipe your insolent town from the map. He sent wave after wave of undead, throwing themselves at your shabby barricades.

WHAT IS LEFT (PASSIVE)



The town has 2 barricades. Start a d8 Dynamic Countdown for each barricade's Fortitude. During the preparation phase, each PC may attempt one Preparation Action, by narrating out a scene. For each success or HOPE, tick the Fortitude up.

THE DEAD KEEP COMING (1 FEAR)



The horde surges. Choose one barricade. Tick down one Fortitude from it. If a *Tower of Flesh* is present at that front, tick down two instead.

EVERYONE WILL REMEMBER THAT



After a Failure with Fear, use the Spotlight and the generated Fear to force the PC to make a tough call. If an NPC dies, gain 1 Fear.

ALL AT ONCE (PASSIVE)



The siege presses on two fronts simultaneously. Whenever the GM uses the *The Dead Keep Coming* action, they must choose which barricade it targets. If a barricade has no PC actively defending it, tick down one Fortitude from it without spending the Fear.

THEY'RE BEHIND US! (1 FEAR)



Four *Zombie Packs* led by one *Skin Flapper* crest the rooftops. They bypass the barricades entirely and land inside the perimeter. Spotlight them immediately.

THEY'RE THROUGH! (REACTION)



When a barricade's Fortitude reaches ZERO, the dead flood the breach. The barricade is lost. Every PC at that front must immediately make a STR or AGI Reaction Roll or mark a Stress and be pushed back to Far range of the breach.

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SKIN FLAPPER ZOMBIE

Tier 2 Leader

An undead with a skin graft wing suit, commanding the battlefield from above.

Motives & Tactics: Oversee, Fly away from danger

Difficulty: 15 | **Thresholds:** 14/26 | **HP:** 6 | **Stress:** 6
ATK: +4 | **Claws:** Melee | **2d8+6** Physical

Experience: Screech +3, Eye for detail +2

HP: ☐ ☐ ☐ ☐ ☐ ☐

STRESS: ☐ ☐ ☐ ☐ ☐ ☐

FEATURES

Flight - Passive: While in Flight, start a **d6** Countdown. Everytime teh Flapper takes the Spotlight, or is otherwise attacekd or inconvenienced by the PCs, tick once. **Spend 1 Fear** to reset the Countdown.

Reinforcements - Action: Once per scene, **mark a Stress** to summon **2d4** additional Zombie Packs, which appear at Far range.

Tactician - Action: When you spotlight the Leader, **mark a Stress** to also spotlight two allies within Close range.

Screech - Action: **Spend 2 Fear** to spotlight the Flapper and an amount allies within Far range equal to the unmarked Stress of the Flapper. The Flapper lets out a loud Screech. All non-undead within Far make an Insitict Reaction Roll or become Vulnerable until they **mark 1 Stress**.

TOWER OF FLESH

Tier 2 Solo

A towering undead, encumbered by chains and battering rams.

Motives & Tactics: Ram, Grind down defenses, Wreck

Difficulty: 15 | **Thresholds:** 14/26 | **HP:** 10 | **Stress:** 3
ATK: +3 | **Ram:** Very Close | **2d12+4** Physical

Experience: Siege Engine +3

HP: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

STRESS: ☐ ☐ ☐

FEATURES

Relentless (3) - Passive: This adversary can be spotlighted up to 3 times per GM turn. **Spend Fear** as usual to spotlight them.

Slow - Passive: When you spotlight the Tower and they don't have a token yet, add a token on their statblock and describe what they are preparing to do. If they do have a token, act and remove the token.

Head First - Action: The Tower advances in a straight line towards a structure withing Close range. Attack everything in its path, for **2d12** Physical damage. Any target that marks HP falls to the ground prone. The strucutre takes maximum damage.

Stomp - Action: Make an attack against a Prone target, dealing **2d20** physical damage and leaving them Vulnerable until they clear at least 1HP.

Momentum - Reaction: When this adversary makes a successful attack against a PC, you gain a Fear.