

ZOMBIES ATTACK!



The characters' world is turned upside-down when a lich necromancer, Ythrail, is confronted by a band of heroes. The conflict far transcends the abilities of any of the characters, however—their only goal is to survive and escape the hellscape of ravenous undead created by Ythrail.

Suggested Level: 0

In order to facilitate level zero play, pre-made characters are provided at the end of this adventure, and printable character sheets are available online at lunchbreakheroes.com.

BACKGROUND

The lich necromancer, Ythrail, has been hunted by adventurers for many years. After endless trials and tribulations, they tracked down Ythrail to one of his lairs and flushed him out. However, they failed to end him then and there, and a frantic chase across the land ensued. The adventurers finally cornered Ythrail in the skies above the quiet town of Harcourt, where our adventure begins.

Ythrail is in possession of a powerful artifact that allows him to kill large numbers of people and instantly resurrect the corpses as mindless undead! It also animates any nearby corpses, such as those buried in Harcourt's cemeteries. Ythrail has not figured out how to control the undead created by the artifact, but he is more than willing to use them as a distraction.

The zombies created by Ythrail's artifact can themselves spawn further zombies, but not instantly. Living beings need to be bitten three times by one of these zombies before they start to turn, which takes place over the course of a day (see the "Zombies Consequences" sidebar).

RUNNING THIS ADVENTURE

This adventure is divided into three chapters:

Chapter I: Zombies Rise! The characters are thrown into a zombie apocalypse as Ythrail turns nearly all of Harcourt's citizenry into **Ythrail's zombies**. The characters are miraculously saved by a band of heroes, but before they can properly come to terms with these events, one goal pushes to the fore: survival.

Chapter II: Zombies Attack! This section presents the meat of the adventure, with multiple challenges for the characters to overcome and, ultimately, flee the city and escape the hordes of shambling undead.

Chapter III: Zombies Die! In the finale of the adventure, the characters must break through one final obstacle on their way out: a solid wall of zombies at the gates! This final feat consists of a hell-ride in an experimental gnomish vehicle that requires them to think on their feet, and to possess no small amount of luck.

CHAPTER I

ZOMBIES RISE!

The adventure begins on a sunny afternoon in the town of Harcourt. The townsfolk are out and about, generally minding their own business and going about their day.

Ask each of your players to briefly describe what their character is doing on such a fine day. The players can decide freely if they want to be in a group, or separately doing their own thing. Let them interact with the townsfolk for a short time. The only important thing is that they all end up in the same area at the start of the adventure.

Zombie Consequences

Level zero characters have few hit points and even fewer defenses. Use this system of consequences whenever a player character falls victim to a zombie.

Bite. Any time a character is hit by a zombie attack, or fails a narratively impactful saving throw in a situation where zombies are present, the player gains a *Bite* and they are to color in one of the circles on their character sheet.

Zombification. Once a player has accumulated three bites, their character becomes *Zombified*. They retain their personality and agency for the time being, but they are at death's door. A zombified character is no longer attacked by other zombies unless the zombified character attacks first.

Turning. When the adventure ends, all zombified characters succumb to their condition as their personality fades away and they become mindless killing machines, joining the ranks of the other zombies. Their stat blocks are replaced by that of a zombie, and they turn on any nearby allies who are still living.

When you are ready to begin, the everyday idyll is interrupted rather harshly. Read or paraphrase the following:

A sudden crack and a jolt of green lightning announce the arrival of a skeletal figure, floating above the roofs of your hometown. The figure is holding a sickly-green orb, illuminating a face that is little more than parchment-thin skin drawn across a skull.

Before you can wonder what is going on, a paladin, resplendent in golden armor and riding a griffon, tackles the skeletal figure out of the sky, crashing directly into your midst among the bustling street!

The skeletal figure raises his arm, a bony finger outstretched. CRACK! A burst of green lightning shoots down the street, and drops any of the panicking civilians where they stand!

Just before the lightning reaches you, a winged warrior lands on the ground in front of you, sparkling with protective energy. The lightning shatters on her armor, dispersing it into the surrounding crowd, but diverting from you.

The adventurers and their skeletal foe immediately race off into the sky. As you look around, assessing the situation, you are relieved to find the bodies of the fallen stir. However, they still spill guts from torn-open bellies, ripped off arms and legs litter the streets, and their faces stare slack and lifeless. As they begin to shamble toward you, you realize with a certainty that these are mindless, undead zombies!

CHAPTER II

ZOMBIES ATTACK!

In this section of the adventure, the players sequentially go through four scenes listed below.

The characters learn in Scene 1 that the city is rapidly being overrun with zombies, and that the most promising way out seems to be a mechanical vehicle in the town's gnomish workshop. This is the Apparatus of Dimspark (see Appendix B). The characters must obtain this contraption in Scene 4 and use it to escape the city in Chapter III.

Every scene is composed of challenges, which are designed to expose the characters to zombies until solved, and present opportunities to gain resources or allies. Solving each challenge quickly is the key to success, and will reduce the chance of getting bitten.

Story Events. Every pre-made character (see the stat blocks at the end of this adventure) comes with a table of story events. At the start of each scene, have every player roll a d20. On a roll of 10 or higher, have them roll a d4, and work the resulting story event into the scene as best as you can.

SCENE 1: TO SAFETY

The characters must first find a safe space to regroup. If they had not already acted as a group until now, they are drawn together by circumstance. Point them out to each other as the only other survivors in sight. Have them roll for initiative at this point, which lasts until they pass the first challenge, "Safe House."

CHALLENGES

Use the following challenges during this encounter to keep the party on their toes:

Safe House. To spot a safe location, one of the characters must succeed on a DC 15 Wisdom (Perception) check. For every two points the check is exceeded, the zombies require one additional success to break into the safe house during the "Zombie Break-In" challenge in Scene 2.

Pushing Through. To reach the safe location, every character must succeed on a DC 13 Strength (Athletics) check to push through the hordes of zombies.

Let Us In! No matter what, the safe location is already occupied. One character must succeed on DC 15 Charisma (Perception or Intimidation) check to gain entry. They can also force their way in with a successful Strength (Athletics) check of 15 or higher, but this reduces—by one—the number of successes the zombies need during the "Zombie Break-In" challenge in Scene 2.

Playing up the Zombie Threat

Unless specified, the zombies attacking the characters are an endless tide. No matter how many they defeat, there are more. Play up this factor and make it clear that the only chance of survival is to keep running. During combat sequences, use one zombie to attack one character at the end of each of their turns, unless otherwise specified.

Whenever the characters move in the open or unprotected, assault them with a group of 1d4 zombies. They must feel that their only chance of survival is to keep moving, and they must feel harassed constantly. If it looks like they are getting bogged down in planning in a location they feel safe in, throw some zombies at them: out of the walls, from the sewers, from anywhere!

SCENE 2: TIME TO BREATHE

The characters have a moment to regroup, discuss what to do with fellow survivors, and plan their next move, but only a brief moment. During this scene, one of the other survivors, the gnome Zimbira, tries to convince everyone that she knows a way out: a machine developed by renowned gnome inventor Dimspark the Unlikely, her mentor. It's stored in the gnomish workshop here in town.

When you are ready to move on, or the players get too cozy, begin the "Zombie Break-In" challenge.

CHALLENGES

Use the following challenges during this encounter to keep the party on their toes:

Making Friends. There are $2d4 + 4$ other survivors, and their attitudes range from scared to hostile. They are too angry and confused for any coordinated efforts. To change this, one character must succeed on a DC 15 Charisma (Persuasion) check. On a success, $1d4 + 2$ survivors follow them for the rest of the adventure. One of them is Zimbira, who gets eliminated last. Whenever one of the player characters would take a bite from a zombie, one of the following survivors takes it instead, eliminating them instantly.

Zombie Break-In. The hordes of undead begin to claw their way into the safe house. Roll for initiative. Every round, on initiative count 20 (winning all ties), the zombies continue their assault. The characters must succeed on a DC 17 group Strength (Athletics) check to prevent them from forcing their way in. The zombies break in after three successes (or more, as determined during the "Safe House" challenge in Scene 1).

If the characters come up with smart solutions to delay the zombies, allow them to compensate for a failed group check, possibly after another individual Skill Check.

Escape. There are two ways out: down into the tunnels of the sewage system, or up onto the roofs of the city. The hatches are small, and only one character or NPC can pass through per round. Anyone still inside when the zombies break in must defend themselves against the zombies' attacks until it is their turn. The players decide who escapes in which order, but when the last player character escapes, any NPCs left behind become zombie fodder.

SCENE 3A: INTO THE TUNNELS!

The tunnels under Harcourt are pitch-dark. Anyone without darkvision or a light source is blinded. In addition, the tunnels hold other hazards, as seen in the "Where Are We" challenge.

Challenges in the tunnels can be run theater-of-the-mind, or by using the map included with this adventure. The map is available as one large piece, or a segmented version can be used with each segment corresponding to a particular Tunnel Encounter.

If they manage to survive, characters will eventually find their way to a door that leads to Dimspark's workshop.

CHALLENGES

Use the following challenges during this encounter to keep the party on their toes:

Where Are We? The characters must find a way to the gnomish laboratory, where the potentially life-saving apparatus of Dimspark is located. This requires a total of three successful DC 13 Wisdom (Survival) checks, which are made by whichever character is taking the lead in exploring the tunnels. This check is made at disadvantage if the character cannot see in the dark. On a failed check, roll once on the Tunnel Encounters table.

| d6 | Tunnel Encounters |
|----|---|
| 1 | The party encounters a group of 1d4 other survivors, who join them if they succeed on DC 14 Charisma (Persuasion) check. |
| 2 | 1d4 frightened swarms of rats attack. |
| 3 | The party encounters 1d4 - 1 of Ythrail's zombies (minimum of 1). |
| 4 | The tunnel is submerged up to hip-height in sloshing sewage. Bypassing the sewage requires a DC 15 Dexterity (Acrobatics) check cling to the walls. Anyone who falls in must succeed on a DC 14 Constitution Saving Throw or be poisoned until the end of the scene. |
| 5 | A cowardly wererat named Hero tries to scare the characters away from his territory, but backs down if challenged. Hero knows the way to the gnomish workshop but is extremely suspicious. He leads them there upon a successful DC 17 Charisma (Persuasion or Intimidation) check. |
| 6 | The party encounters a pocket of flammable gases. If they carry an open flame, it ignites and every character must make a DC 13 Dexterity Saving Throw or take 2d6 fire damage, or half as much on a success. |

Sealed Door. The characters locate a door sealed with a *Glyph of Warding*. The trap can be disarmed with a DC 15 Intelligence (Arcana) check, or a DC 20 Dexterity check with thieves' tools. If the door is not disarmed successfully, it triggers a magical glyph that stores a *Confusion* spell (DC 17 Wisdom Saving Throw to resist).

If anyone is affected by the spell, roll for initiative to game out the effects; additionally, a horde of 1d4 - 1 of **Ythrail's zombies** (minimum of 1) is attracted by the commotion. The door opens after the trap is disarmed or triggered, and the characters can access the laboratory with a quick dash across the street.

SCENE 3B: TO THE ROOFS

If the characters escape onto the roof, they can get a great overview of the situation in town. In short: there are zombies everywhere. Dropping down into the streets is, effectively, suicide. On the bright side: the gnomish workshop is clearly visible in the distance, roughly six rooftops away.

If the characters are spotted by the zombies below, the zombies begin to clamber and climb over each other, forming corpse piles in order to climb onto the rooftops.

CHALLENGES

Use the following challenges during this encounter to keep the party on their toes:

Quiet, Now. The characters must succeed on a group DC 15 Dexterity (Stealth) check upon reaching the roof, or the zombies notice them and begin to climb up toward them. They must repeat the check whenever they do anything that makes noise, like stopping to discuss.

Flighty Birds. One rooftop is host to a roost of pigeons who will take flight if they are spooked by the characters, alerting the zombies below. Calming the birds requires a DC 13 Wisdom (Animal Handling) check. Failure will cause the birds to take flight immediately.

Jump! Jumping from one roof to another requires a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, the character slips and dangles above the hungry zombies, exposing themselves to one zombie attack. If the check fails by 5 or more, they fall into the horde of zombies, where they are exposed to three zombie attacks per round. Fallen characters can climb or be pulled up again with a DC 13 Strength (Athletics) check.

If detected by the zombies, characters can repeat their group Stealth check to lose the zombies after successfully jumping across two rooftops.

SCENE 4: TO THE WORKSHOP

Once the characters arrive in the workshop, the apparatus of Dimspark could not be more obvious. The humongous abomination of steel and gears dominates the center of the room, resembling a misshapen crab. Its eight legs and two menacing pincers stand still, for the time being.

The apparatus has enough room inside for the characters and whatever survivors are still with them. However, the survivors are too harried to help activate or operate the apparatus, leaving that task up to the characters.

CHALLENGES

Use the following challenges during this encounter to keep the party on their toes:

Apparatus, Activate! To get the apparatus of Dimspark to start up, the characters must succeed on a DC 19 Intelligence (Arcana) or a Dexterity (Sleight of Hand) check. If the characters still have Zimbira from Scene 2 with them, all checks to activate the apparatus of Dimspark are made with advantage. They can repeat the check as often as they like, but the noise they make alerts a large horde of zombies after the second failure.

Hold the Line. When the characters manage to start the apparatus of Dimspark, or they attract zombies with failed checks in the “Apparatus, Activate!” challenge, the clattering of the machine alerts a horde of zombies. The zombies burst through the laboratory’s windows and doors.

The rear hatch of the apparatus only closes once it is fully activated, which takes three rounds. During these rounds, characters must hold back the horde of zombies. The good news is that the hatch is so narrow that only three zombies can attack them at a time.

CHAPTER III

ZOMBIES DIE!

Armed and armored with the Apparatus of Dimspark, it is time for the characters to escape the zombie-infested hellscape that their beloved town of Harcourt has turned into.

ESCAPE

There is no time to figure out how the machine operates. Everything is labeled in code, and all the levers rotate around the passenger compartment in an incomprehensible pattern of gears and chains. The only way to operate the apparatus is by trial and error. Characters must grab whatever levers they can as they pass by on their chaotic rotation inside the machine.

The characters must move the machine towards the wall of zombies at the city gates and breach it. This sequence is organized as a chase: every round, the characters can act as the game master reveals new complications.

To win the race towards the city gates, the characters have to beat the race under the following conditions:

- The race ends after six rounds when the apparatus runs out of energy, as indicated by a fuel gauge inside. Reveal this fuel gauge and track its progress openly!
- The players must move the apparatus forward a total of three times to arrive at the gates in time and win the race. The race ends once this win condition is achieved.
- At the start of each race round, roll on the Escape Complications table to determine any race complications.
- The effects of operating the various levers are listed in Appendix B, and their consequences for the race and impact on race complications are listed on the following page.

The Wall of Zombies. Characters can breach the wall automatically if either the claws of the apparatus are out (Lever 4), or if the apparatus is set to “swim up” (Lever 9). Otherwise, the characters must fight off one final assault of zombies breaching the apparatus through its rear hatch: 1d4 + 2 of **Ythraill’s zombies** enter, breaking the hatch mechanism, and the characters must defend against them for three rounds before the apparatus finally breaches the wall with its momentum.

Operating the Apparatus

In secret each round, players turn a d8 to the number of the lever they wish to operate, and then point up or down with a thumb to indicate direction. Once everyone has made their choices, reveal the numbers. Players can also declare before the reveal that they don’t intend to operate any lever, and instead declare one other action.

If more than one character operates the same lever, opposite results cancel out.

| d10 | Escape Complication |
|-----|--|
| 1 | Grasping Zombies. 1d4 zombies make attacks by reaching into the apparatus. Only works if the window shutters are open (Lever 2). |
| 2 | Zombie Pile-On. A group of zombies piles onto the apparatus and prevents it from moving at all this round, unless the characters inside succeed on a DC 13 Strength (Athletics) check to jostle the apparatus from side to side to throw them off. |
| 3 | Engine Failure. The apparatus stalls. It will fix itself on the next round, but all lever actions of this round have no effect unless one character succeeds on an DC 15 Intelligence (Arcana) check to fix it. |
| 4 | Reversed Mechanism. All lever effects are reversed this round: up is down, and down is up. |
| 5 | Smart Zombie. One zombie has managed to open the rear hatch from the outside. |
| 6 | Blocked Road. An obstacle, such as a market stall or a pile of bodies blocks the way. The characters must execute a turn (Lever 7) to get around it, and can only see the obstacle if the window shutters are open (Lever 2). If they do not evade, the apparatus cannot make any forward progress this turn, but will climb over the obstacle the next turn. |
| 7 | The Road Less Traveled. A small avenue appears in the ever-shifting tide of zombies. Going for it does not require much adjustment (no action of Lever 7), but spotting it requires open window shutters (Lever 2) and a successful DC 13 Wisdom (Perception) check from one character. If the apparatus is moving forward on this turn, it gains two counts of forward movement instead of just one. |
| 8 | The Horror! A zombie has wriggled through an open window hatch (or else pried one open), but has not quite made it. The severed torso falls in, guts trailing, but the lower body stays behind. Not only does this count as one full zombie inside, but the grisly sight forces every character to succeed on a DC 15 Wisdom Saving Throw or lose their lever action this round. |
| 9 | Zombie Smash. A tide of zombies smashes into the apparatus from the side and turns it over. It can only be righted by rocking it with a successful DC 17 Strength (Athletics) check, or by using Lever 1 (either can happen on the same round, but all other lever actions are wasted). |
| 10 | Overheating. The apparatus overheats. Each passenger must succeed on a DC 13 Constitution Saving Throw or gain disadvantage on their next Skill Check. |

CONCLUSION

If the characters have made it this far, their adventure may culminate in one of two possibilities: escaping the town (success), or succumbing to the zombie horde (failure). The following sections detail the events and consequences of each scenario.

SUCCESS

In the event that characters navigate the apparatus to the city gate, the game master may narrate their daring escape.

Read or paraphrase the following:

The machine grinds its way through the undead bodies and toward the outer wall of the town. Suddenly, the clamoring of bodies crashing and groping against the bulkhead stops as the last of the zombies tumble off. You gather speed once more, and with a resounding CRASH! you are out, leaving behind the town that has become a grave.

Eventually, the apparatus runs out of fuel and the characters find themselves stranded on the side of the road or in the wilderness with uncertain futures ahead of them.

ZOMBIFICATION

Any characters who have reached the stage of *Zombified* by being bitten three or more times will eventually succumb to their condition.

Read or paraphrase the following:

As you catch your breath, you realize that some of your number appear more sickly than ever before. You rapidly see the light of consciousness dim in their eyes. You realize that this is your last chance to say goodbye, or to give them the swift release of death before they turn against you as mindless undead.

FAILURE

Losing the race and succumbing to the zombie horde is a distinct possibility. In this case, the game master may narrate the explosion of the apparatus as it is torn apart by zombies. However, this event is not without its silver lining, as the explosion creates a means of escape for other survivors.

Read or paraphrase the following:

The machine stalls. The scratching and moaning of the zombies outside grows ever louder, as you realize: this is it, this is where it ends. As you fight for your lives, in desperation, the zombies must have torn into something essential — a huge explosion rocks the machine, and you are blasted clear. As you tumble through the air, towards certain death, the last thing you glimpse is the enormous conflagration that rips through the hordes of undead below — and the few other survivors who are running for the breach created by it! You may not have made it out — but they took out most of the zombies, and cleared the way for other survivors!

MOVING ON

Characters who survive this adventure may continue their lives and their adventures. If you permit, players may give their surviving characters a single level in a class of their choosing.



CITY STREETS



CITY SEWERS

ADVENTURE STAT BLOCKS

CR
1/4

Swarm of Rats

Medium Swarm of Tiny Beasts, Unaligned

| HP | AC | Prof. Bonus | Pass. Perc. | | |
|-----|-----|-------------|-------------|-----|-----|
| 24 | 10 | +2 | 10 | | |
| STR | DEX | CON | INT | WIS | CHA |
| 9 | 11 | 9 | 2 | 10 | 3 |
| -1 | +0 | -1 | -4 | +0 | -4 |

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Damage Resistances: Bludgeoning, Piercing, Slashing

Senses: Darkvision 30 ft.

Speed 30 ft.

Features

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

CR
1/4

Ythrail's Zombie

Medium Undead, Unaligned

| HP | AC | Prof. Bonus | Pass. Perc. | | |
|-----|-----|-------------|-------------|-----|-----|
| 22 | 8 | +2 | 8 | | |
| STR | DEX | CON | INT | WIS | CHA |
| 13 | 6 | 16 | 3 | 6 | 5 |
| +1 | -2 | +3 | -4 | -2 | -3 |

Condition Immunities: Poisoned, Sleep

Damage Immunities: Poison, Necrotic

Languages: Understands the language it knew in life but can't speak

Senses: Darkvision 60 ft.

Speed: 20 ft.

Features

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 10 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 Bite or 2 (1d4) piercing damage.

SURVIVORS

Each of the five survivors below plays with classic “zombie apocalypse survivor” tropes. Each are unique in their own way and bring skills to the table that may help the group survive the zombie onslaught. Printable character sheets are available online at <https://lunchbreakheroes.com/>

CAMORRA

THE JOCK

A life spent training and competing has left Camorra with the toned physique necessary to tackle danger head-on, at least for a while. Her friends are sure to value her muscles, if not her ideas.

Perfect for... Players who want to knock things out of the park, who want to feel powerful even at level zero, and who are firmly in camp “brawn over brains.”

| d4 | Story Events |
|----|--|
| 1 | My Stick! Camorra spots her walloping stick, which got lost in the initial confusion. This unlocks her Walloping Stick attack action. |
| 2 | Coach! Camorra spots her former coach among the undead. If she cries out to him and succeeds on a DC 12 Charisma (Persuasion) check, a last spark of his personality responds and he brawls all other zombies out of the way. The zombies cannot act for one round. |
| 3 | Power Juice. Camorra spots a <i>Potion of Hill Giant Strength</i> . Drinking this potion increases one character’s Strength score to 21 for the duration of the scene. |
| 4 | Adrenaline Surge. Camorra’s adrenaline kicks into overdrive and she makes a DC 13 Strength Saving Throw. On a success, she swats away all nearby zombies during this scene and cannot be bitten. |

Camorra (The Jock)

Medium Humanoid

| Hit Points | | AC | Prof. Bonus | Pass. Perc. | |
|------------|-----|-----|-------------|-------------|-----|
| 11 | | 10 | +2 | 10 | |
| STR | DEX | CON | INT | WIS | CHA |
| 14 | 11 | 12 | 8 | 10 | 9 |
| +2 | +0 | +1 | -1 | +0 | -1 |

Languages: Common

Saving Throws: Strength +4

Skill Bonuses: Acrobatics +2, Athletics +4

Speed: 30 ft.

Features

Crushing Blow. Camorra scores a critical hit on a 17-20 result of a d20 Attack roll. Any critical hit scored by Camorra instantly kills a zombie.

Actions

Improvised Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage

Walloping Stick (conditional). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 2) bludgeoning damage.

Bulwark. Camorra blocks a passage as wide as 10 feet with her body until the start of her next turn. No zombies can move past her, but they all have advantage on attacks against Camorra.

DONOVAN

THE UNLUCKY

An unlucky but lovable fool whose bad luck seems to have a mind of its own, Donovan may surprise everyone by helping things turn out for the best.

Perfect for... Players who enjoy joking, and who lean into disaster when the dice are not in their favor.

Donovan (The Unlucky)

Medium Humanoid

| Hit Points | | AC | Prof. Bonus | | Pass. Perc. |
|------------|-----|-----|-------------|-----|-------------|
| 7 | | 12 | +2 | | 11 |
| STR | DEX | CON | INT | WIS | CHA |
| 10 | 14 | 9 | 8 | 12 | 11 |
| +0 | +2 | -1 | -1 | +1 | +0 |

Languages: Common, Undercommon

Saving Throws: Dexterity +4

Skill Bonuses: Sleight of Hand +4, Stealth +4

Speed: 30 ft.

Features

Failing Forward. If Donovan fails an ability check or a saving throw, he can choose to succeed instead. He automatically takes a Bite at the next possible opportunity after doing so.

Actions

Improvised Weapon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Reactions

Better You Than Me! (2/Day). When an attack would hit Donovan, he can redirect the attack toward an ally who is within 5 feet of himself.

d4

Story Events

- Accidental Burglary.** Donovan accidentally breaks through a floorboard. He is restrained until freed with DC 13 Strength (Athletics) check, but comes away with a potion in his hand that can be used to remove one Bite from a character.
- Butt of the Joke.** Zombies in this scene are very interested in attacking Donovan. All their attacks are made at disadvantage, and he can only be attacked by a maximum of three zombies per round.
- Bad-Luck Magnet.** Donovan cannot succeed on any Skill Check during this scene. However, every time he does meet the threshold of a Skill Check, the next time another character fails a check, they succeed instead.
- Unlucky by Association.** Donovan's bad luck is rubbing off. During this scene, zombies are not able to bite or damage Donovan. Instead, every successful zombie attack against Donovan causes a zombie to bite Donovan's nearest ally.

JENNIVER

THE TINKERER

The world is full of useful things that are just waiting to be put together by someone with the proper tools and intelligence. With enough time and raw materials, Jenniver is able to make nearly anything from scratch. The problem is, zombies don't allow for much downtime!

Perfect for... Players who like smart and composed characters, who want to come up with off-the-wall solutions using their immediate surroundings, and who are firmly in camp "brains over brawn."

| d4 | Story Events |
|----|---|
| 1 | Gadgetry. Jenniver spots an unlikely combination of scrap. With a DC 13 Intelligence (Arcana) check, she can assembling a small explosive device. This device can be used to eliminate any one zombie or to stun an entire group of zombies for one round. |
| 2 | What a Smell! Jenniver notices a particularly unwashed zombie, and can concoct a scented balm from its corpse that allows the entire group to be ignored by all zombies for one minute if she succeeds on a DC 13 Intelligence (Arcana) check. |
| 3 | Gnomish Notes. Jenniver spots a torn gnomish journal. She cannot read it, but the diagrams are instructive. If she succeeds on a DC 11 Intelligence (Investigation) check, she has advantage on all checks to activate the Apparatus of Dimspark. |
| 4 | Trash Shield. Jenniver straps together loose boards and other trash into a makeshift shield. It won't hold together for long, but for the rest of the scene no zombie can reach Jenniver. |

Jenniver (The Tinkerer)

Medium Humanoid

| Hit Points | | AC | Prof. Bonus | | Pass. Perc. |
|------------|-----|-----|-------------|-----|-------------|
| 9 | | 10 | +2 | | 13 |
| STR | DEX | CON | INT | WIS | CHA |
| 8 | 11 | 10 | 14 | 12 | 9 |
| -1 | +0 | +0 | +2 | +1 | -1 |

Languages: Common, Halfling

Saving Throws: Intelligence +4

Skill Bonuses: Arcana +4, Perception +3, Nature +4

Features

Rational Thought (2/Day). When Jenniver is present during any group ability check, she can add her Intelligence bonus to the result of all participating characters (including herself). She can do so after she knows the results rolled, but before the outcome is declared.

Actions

Improvised Weapon. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Bonus Actions

Think Before You Act! Jenniver can take the Help action as a bonus action.

PARRO

THE POPULAR GUY

Parro is one of the lucky individuals who seems to have everything in life handed to him. Good looks, money, friendship—he seems to have it all with little effort on his part. A zombie apocalypse is just the thing to see what Parro is really made of.

Perfect for... Players who like to be the “face” of the party, who enjoy solving problems by talking rather than smashing or thinking, and who love playing the entitled—but strangely compassionate and lovable—jerk.

Parro (The Popular Guy)

Medium Humanoid

| Hit Points | | AC | Prof. Bonus | | Pass. Perc. |
|------------|-----|-----|-------------|-----|-------------|
| 7 | | 11 | +2 | | 9 |
| STR | DEX | CON | INT | WIS | CHA |
| 11 | 12 | 9 | 10 | 8 | 14 |
| +0 | +1 | -1 | +0 | -1 | +2 |

Languages: Common

Saving Throws: Charisma +4

Skill Bonuses: Performance +4, Persuasion +4

Actions

Improvised Weapon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Bonus Actions

All Eyes on Me (2/Day). Parro can draw all attention to himself, giving him advantage on all Charisma checks for 1 minute. Alternatively, the strength of his personality is so overwhelming that he can even mesmerize the undead, stunning a group of zombies for 1 round.

Reactions

Too Pretty to Die (1/Day). When Parro would take a Bite from a zombie, it does not count.

d4

Story Events

1 **Zombie Love.** A zombie in this crowd was one of Parro’s former love interests. The zombie fawns over Parro, defends him against other zombies, and is indifferent towards other survivors as long as Parro is present, but turns feral at the end of the scene.

2 **Mirror, Mirror.** Parro comes across a broken mirror. If he succeeds on a DC 15 Charisma (Performance) check to touch up his appearance, his confidence increases and radiates outward: he and every ally within 30 feet gains a +2 bonus to all Saving Throws for the rest of the game, as long as Parro is alive.

3 **Magnetic Personality.** During this scene, an old friend of Parro’s who survived the initial blast joins the party.

4 **Lucky Day.** Parro’s natural luck comes into play, and no zombie attack can hit Parro for the rest of the scene.

YURDLE

THE DOOMSAYER

Every apocalypse has its prophets, and most of them are stunned when they're proven right—Yurdle is no exception. Shunned even by other doomsayers for not only his unconventional appearance, but also his wretched body odor, Yurdle's knowledge of the outlandish and strange has suddenly become exceedingly valuable.

Perfect for... Players who love playing a quirky and unconventional character and who like to shout, "We're all DOOMED!"

| d4 | Story Events |
|----|---|
| 1 | Premonition. Provide Yurdle with a true and useful—but brief—glimpse at what is going to happen in the next minutes in the adventure. |
| 2 | What Just Happened? Yurdle's latent magical ability manifests as he inadvertently casts a spell that turns all undead within 30 feet for two rounds. |
| 3 | Whispers. Yurdle can almost understand some meaning in the moaning of the zombies here. With a DC 13 Charisma (Persuasion) check, Yurdle can communicate simple concepts with the zombies and bargain with them. The zombies' main ambition is to eat brains, but they are quite gullible. |
| 4 | Fitting Right In. Yurdle's foul stench causes the zombies to mistake him for one of their own, resulting in no zombies attacking him for the duration of the scene. However, any character within five feet of Yurdle gains disadvantage on all Attacks and Saving Throws. |

Yurdle (The Doomsayer)

Medium Humanoid

| Hit Points | | AC | Prof. Bonus | Pass. Perc. | |
|------------|-----|-----|-------------|-------------|-----|
| 9 | | 10 | +2 | 14 | |
| STR | DEX | CON | INT | WIS | CHA |
| 9 | 11 | 10 | 13 | 14 | 8 |
| -1 | +0 | +0 | +1 | +2 | -1 |

Languages: Common, Elvish, Orc

Saving Throws: Wisdom +4

Skill Bonuses: Insight +4, Perception +4, Religion +3

Actions

Improvised Weapon. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage

Bonus Actions

Doom! Yurdle can pronounce doom upon the actions of any creature he can see within 30 feet of himself. The affected creature gains disadvantage on its next attack, ability check, or saving throw.

Reactions

I Have Seen The Truth! (2/Day). Yurdle can reverse the result of any saving throw, ability check, or attack roll made by any creature he can see within 30 feet of himself. Success becomes failure, and failure becomes success.

THE APPARATUS OF DIMSPARK

The Apparatus of Dimspark is the characters' way out of the zombie-infested city, obtained in Scene 4 of Chapter II, and used in Chapter III to break through the wall of zombies.

Eight levers are set in grooves around the passenger compartment, and move around on gears and chains constantly. Each lever is in a neutral position, able to move up or down. When the levers are used, effects occur within or to the apparatus. A creature inside the apparatus can use an action to move one lever up or down. After each use, a lever goes back to its neutral position. Each lever functions as explained below, which can only be determined by trial and error.

Lever 1. Makes the legs of the apparatus extend (lever up) or retract (lever down). On a round where the legs are extended, the apparatus avoids any physical obstacle by walking over it. On a round where the legs are retracted, the apparatus cannot move at all (Lever 6 and Lever 7). Either position rights the apparatus if it has been turned sideways or upside-down.

Lever 2. Opens the window shutters (lever up) of the apparatus, or closes them (lever down). The shutters must be open for the characters to see what is going on outside. This does not impact movement, but all Perception checks relating to anything on the outside are made at disadvantage when all shutters are closed. While the shutters are open, the characters can make attacks or cast spells towards the outside.

Lever 3. This lever extends the claws of the apparatus and makes them flail around (both positions). The apparatus shreds its way through any zombies ahead of the vehicle without slowing down on a round where this lever has been used.

Lever 4. This lever activates the experimental close-range defense systems of the apparatus (both positions). A concussive blast prevents any zombies from interfering with the apparatus from the outside for one round, but any creatures on the inside also must succeed on a DC 13 Constitution Saving Throw or become stunned until the end of their next turn.

Lever 5. This lever moves the apparatus forward (lever up), which counts as one of the three forward movements necessary to win the race, or backwards (lever down), which adds one additional movement to the number of movements necessary to win the race.

Lever 6. This lever turns the apparatus left (lever up) or right (lever down) by 90 degrees. After turning the apparatus, it has to be turned back by 90 degrees in the opposite direction before any of its forward progress (Lever 5) counts.

Lever 7. This lever moves the apparatus up (lever up) or down (lever down) in liquid. It also makes the apparatus rise on the tide of zombies, which can allow the characters to surf across the city walls rather than breaking through the gate. The lever has to be up on the turn the characters win the race for this to occur. While the lever is up, the number of zombies who can enter the apparatus with an open rear hatch (see Lever 8) is halved (rounded down).

Lever 8. This lever opens the rear hatch of the apparatus (lever up), or closes it (lever down). For every turn the hatch is open during the race (including the turn it is opened), 1d4 zombies enter the apparatus (a maximum of 4 zombies fit into the compartment at a time).

*Not approved
for field use!*

Exterior & Interior View



V1275

Apparatus of Dimspark

A Dimspark invention Patent pending