

CHOOSING A HOLDOUT

Unlabeled Homes (6 barriers): Most unlabeled homes have holes in them somewhere. Each of these has simple wooden and plaster walls, usually with four windows and two exterior doors (one in the living space and one in the kitchen).

Lady's Hill Shrine (3 barriers): While this building is mostly intact and has only two doors and a single window, there's a hole in the floor underneath that's always destroyed simply because it's too large to repair.

Pick and Pint (14 barriers): The tavern is the largest building in town but contains many openings and spaces to defend. Six windows are reinforced, and five are intact. The main doors are broken, and a hole in the back wall leads underground. The back door to the office and storage room is intact but requires the undead to take an indirect path, so it can be safely ignored as long as the doors between it and the main room are closed. This building's stone base means the walls are immune to collapse.

Spring Manor (21 barriers): This building's numerous windows—none of which are fortified, a few of which are broken—and gigantic hole in the kitchen make it very difficult to use as a base. You might try barricading the stairs to the second floor, but doing so may cause the undead to concentrate there.

The servants' quarters has eight barriers. All are intact, but none are reinforced.

Warland's Yard (9 barriers): All the doors and windows here are intact, but none are fortified. This building is made from stone, making it immune to collapse.

In the Open: If the PCs don't take shelter in one of the buildings, there's nothing to protect them from the dead.

FORTIFICATIONS

Doors, windows, and other barriers are rated at up to four levels of protection:

- reinforced
- intact
- broken
- destroyed

Repairs: Spend 1 hour to make a DC 17 Crafting check to improve a barrier. If you succeed you complete the repairs in 1 hour, and if you fail you get them done in 2 hours. A crit success improves the barrier by 2 steps; a crit fail means no progress.

Replacing a Barrier: Replacing a destroyed barrier requires finding a replacement door or window, etc. This consumes enough time that the barrier will still be broken after and must be further repaired to be functional.

Simultaneous Activities: You can do one 10-minute activity while in the process of making repairs but have to hurry a bit to get the job done. This increases the Crafting DC to 20. You can't do more than one 10-minute activity as part of the repairs, but you can always forgo repairs to do other things.

Hazards and Traps: In addition to repairing doors and windows, the you might also set up hazards and rudimentary traps. These require Crafting checks (DC 15 or 20, depending on the complexity) and should take at least 30 minutes each to put into place. These traps probably function like simple snares or create temporary environmental impediments (like difficult terrain).

Collapse: After a wave, if there are no intact barriers the building will collapse.

UNDEAD TACTICS

- Undead will swarm the weakest barriers.
- Leaving even one open entrance (with the barrier broken or destroyed) will let undead enter with no impediment, which is very dangerous.
- It's useful to have barriers reinforced, but more important to have them all intact.