## Round 1: Lure Undead

Get the zombies' attention away from the besieged Pathfinders:

- Acrobatics to get close without being mobbed
- Deception, Medicine, or Performance check to imitate an easy meal
- Religion or Undead Lore check to Recall
   Knowledge about mindless undead behavior

## Round 2: Outpace Undead

Make it through or around the horde as you lead them into the holding area:

- Acrobatics check to Squeeze through narrow side passages
- Athletics check to maintain a fast pace
- Architecture Lore, Pathfinder Society Lore, or Survival check to identify shortcuts to the chamber

# Round 3: Escape Confinement

Get out of the holding area:

- Acrobatics check to Tumble Through undead
- Athletics check to Climb over undead
- Stealth check to Avoid Notice of undead
- Perception check to notice a clear path
- Pathfinder Society Lore check to Recall Knowledge and remember a secret exit

Rescue Points: Start with 6xPCs points. Success if they have >4xPC Rescue Points at the end of the last round

				Levels 5-6	
				Lore:	DC 15
				Non-Lore:	DC 18
				Perception:	DC 20
				Levels 7	7-8
				Lore:	DC 18
(No max)				Non-Lore:	DC 21
			Perception:	DC 23	
					Lore: Non-Lore: Perception: Levels 7 Lore: Non-Lore:

The checks take place over 6 rounds. By using the minis I normally use for my own PCs, I was able to have a handful out on the table (started with one per PC), and as they failed skill checks (and opted not to take damage to avoid a loss of points), I would describe whatever character of mine being trapped due to them failing at a skill check and I would knock them prone (because they might get rescued at a later point in time).

## Round 4: Secure the Gate

Keep the zombies in the holding area:

- Athletics check to force the gate shut
- Crafting or Engineering Lore check to devise a better hold to the gate
- Perception check to locate an object to wedge the gate shut
- Thievery check to securely lock the gate

### Round 5: Tend Wounded

Provide aid to injured Pathfinders:

- Athletics check to control muscle spasms and reposition dislocated limbs
- Arcana, Occultism, Religion, or Undead Lore check to Recall Knowledge to identify injuries commonly inflicted by animated corpses
- Crafting check to fashion crutches and splints from available materials
- Medicine check to treat infected wounds
- Nature check to Recall Knowledge about helpful remedies

## Round 6: Rally Survivors

Encourage the injured and disheartened Pathfinders to continue their mission:

- Crafting check to repair broken armaments
- Diplomacy or Intimidation check to rally agents or focus them on the mission
- Pathfinder Society Lore, Performance, or Society check to recount inspiring tales.

Critical Success:	Gain 1 Rescue Point		
Success:	No change		
Failure:	Lose 1 Rescue Point		
Critical Failure:	Lose 2 Rescue Points		

Can auto succeed with a spell (slot), 4 vials of holy water, or expending another appropriate resource.
Can upgrade a Critical Failure to a Failure, or a Failure to a Success by taking damage with a **Basic Reflex** save:

Levels 5-6:	DC 20: 2d8+7 bludgeoning dmg		
	DC 18 Fort save vs Zombie Rot		
	DC 22, 2d10, 0 blodes as in a duse		
	DC 21 Fort save vs Zombie Rot		

Zombie Rot: (disease, necromancy) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; Saving Throw DC 18
Fortitude; Stage 1: carrier with no ill effect (1 day);
Stages 2-4: 1d6 negative damage (1 day); Stage 5: dead