

Adversaries from Steel Road arc these are themed around infected and biological mutations.

Not Deer

"Cleverly disguised as animals these infected prowl the woods feeding on those who are looking to eat"

Tier 3 Skulk (2 BP)

DC:15 | Thresholds 15/31 | HP:6 St:5

HP | ☐☐☐☐☐☐ ST | ☐☐☐☐☐

ATK +3 | Bite/claw: Melee 3D8+3

Experiences

Imposter +3, Camouflage +2

Ambusher - Passive: When the Not Deer Succeeds on an attack that has advantage then that attack deals 3d10+10 damage *"Searing pain erupts, where did that come from?"*

Predators Instinct: Marks a stress and choose a location in far range the Not Deer moves to that location and makes an attack against a target in melee range for 3D8+3 *"Talons like daggers slash tearing at your flesh"*

Cloaked - Action: Become *Hidden* until after the Ambusher's next attack. Attacks made while *Hidden* from this feature have advantage.

The Howler

An infected with long thin limbs, smaller body and head with an oversized mouth that goes from ear to ear. They often inhabit higher areas that give them a vantage over an area.

"Dreaded by those who have survived encounters, the howler does very little alone, opting to emit a loud screeching howl that echos. Once this howl is heard the only thing that can be done is to get out of the area immediately as every infected that heard it is already moving to converge."

Tier 3 - Social - (1BP)

DC 14 | HP 4 | ST 4

Thresholds 15/30

HP | ☐☐☐☐ | ☐☐☐☐

HP | ☐☐☐☐ | ☐☐☐☐

ATK +0 Melee: Clawing hands 3D6+3

Features:

Dexterous Digits - Passive: This infected can move up and down textured (brick, stone, etc) buildings and trees at its normal movement speed.

Paralysing scream - Spend a fear to have all PC's in close range make a Presence (14) reaction roll; those who fail Must mark 1d4 stress.

Siren Call of the hungry - Once per scene the Howler screams with the volume of an air-raid siren calling infected in the region to its location.

Skuly Mc Skulface

An abomination with too many limbs once a Simiah now twisted and bloodthirsty but still knows how to climb
"they can climb better than any other infected out there, and are patient ambushers"

Tier 3 - Skulk - (2BP)

DC: 15 | HP: 4 | ST 4

HP | ○○○○ | ○○○○

HP | ○○○○ | ○○○○

Thresholds 18/30

ATK +4 Melee: Fanged mouth - 3D10 +2 +phy

Dexterous limbs- Passive this creature can climb along almost anything provided there is something to hold onto.

Off balance: Mark a stress to have Skulkface wrap its tail around an adversaries leg to gain advantage on the next attack, this hold can be broken with a DC:13 ST or AG roll.

Launch: Spend a fear to have Skulkface leap into the air and make an attack on a target, at advantage, if the attack is successful add 1D10 to the damage.

Vamperic: If a PC marks more than 2 HP from an attack Skulkface restores one HP.

Brutas the muscle bound

"This monster relies on sheer strength to get what he needs, good thing he aint green"

Tier 3 - Solo - (5 BP)

DC:17 | HP 10 | ST 5

Thresholds 19/35

ATK +5 Melee: Hooked fists - 3d12+4 Phy

HP: | ○○○○○○○○○○ Stress: 5 | ○○○○○

Relentless (2): Brutus the Musclebound may be spotlighted twice in a GM turn spend a fear as usual.

Aura of despondency: When a PC rolls with fear in close range of Brutus they lose one hope

Momentum: When Brutus the Muscle bound makes a successful attack the GM Gains a fear.

Blowback: Mark a stress to attack a target with a forceful blow, on a success PC must make a DC14 STR reaction roll, or be pushed back to close range. *"Throw mamma from a train"*

The Black Eyed Kids

Tier 2 - Solo's (5 BP)

Motive's *gain entry, consume energy, no-survivors*

Difficulty 15 | HP 9 | ST 5

Thresholds 19/26

Experiences: Let us in +3

Features

Behold the End - Passive: Before a PC would make an action roll that would affect the Black eyed kids, they must make a Knowledge Reaction Roll. On a failure, the PC loses a Hope. On a success, the PC is permanently unaffected by this feature.

Scream into the Void - Action: Spend a Fear to unleash a psychic scream. All targets within Close range must succeed on a Presence Reaction Roll or take **3d10** direct magic damage and **mark a Stress**.

You must comply - Action: Spend a fear to force target to make a presence roll on a failure that person must comply with the next spoken command. If this is done to a hostile PC the roll is made with advantage.

Mindbreaker - Action: Make a standard attack. On a success, **mark a Stress** to add a **d8** to the damage roll. If the target marks HP from this attack, they have disadvantage on their next action roll.

Sweeping Dread - Reaction: *Countdown (Loop 1d4)*. When the Black Eyed Kids sees a hostile target for the first time, activate the countdown. It ticks down when a PC rolls with Fear. When it triggers, the Black Eyed Kids makes a standard attack against up to three targets within melee range. Targets the Black Eyed Kids succeeds against lose a Hope.

Reject Reality - Reaction: When a creature within Far range of the Black Eyed Kids critically succeeds on an action roll, the Black Eyed Kid clears all Stress.

Tom Whitfield

Tier 2 Solo (5 BP)

Bloodthirsty criminal is set on a path of destruction and will eventually burn out, likely taking everyone with him.

DC:16 Thresholds 14/26 HP:8 ST:5

(RAGE | DC:14 Thresholds 12/24)

HP: ☒ ☒ ☒ ☒ ☐ ☐ ☐ ☐ (Rage at half HP)

ST: ☐ ☐ ☐ ☐ ☐

ATK: +4 (+6 RAGE) | **Revolver** Far | 2D10+5 Phy (3D10+5 phy RAGE)

Experience: Bloodthirsty +3

Relentless (2) this adversary may act twice on a GM turn, fear must be spent to activate additional turns.

Darksmoke: When a player declares an attack against Tom Whitfield you may use a charge of Darksmoke to increase the DC by 2, Tom has 3 charges

Dynamite: Choose an area in close range, all creatures in that area must make a DC 13 agility reaction roll on a Fail they take 1d12+3, on a success half and on a crit none.

Aimed shot: Mark a stress to make an attack with advantage.

Growing rage: When Tom Whitfield marks half of their hit points reduce all thresholds and Difficulty by 2, increases ATK by on (+4 → +6) to and increase damage by 1D10