

# One-Shot: Head-Shot the Rot

## GM Tracking Sheet

By Zach Armstrong (Oct 30, 2021)

### Maps:

- Custom

### Minis:

- 6 x zombie shambler
- Female Half-elf bartender (Martelle)
- Male human gunsmith (Rickard)
- Female human gardener (Maggie)
- 2 x Herexen (bestiary 3)
- 3 x plague zombie

# Piercing Wind

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## Melee

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**Damage** 1d4 S; **Group** [Sword](#); **Traits** [Critical Fusion](#), [Finesse](#), [Forceful](#), [Sweep](#)

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## Ranged

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**Price** 15 gp; **Damage** 1d6 P; **Bulk** 1

**Hands** 1; **Range** 40 ft.; **Reload** 1

**Category** Martial

**Ammunition** [Firearm Ammunition \(10 rounds\)](#)

**Group** [Firearm](#); **Traits** [Combination](#), [Concussive](#), [Fatal Aim d10](#), [Uncommon](#)

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Favored by caravan guards who traverse the Mana Wastes, a piercing wind is similar to a [jezail](#), in that you can carry it in one hand as long as the other hand's free, by holding it under one arm. Additionally, it's fitted with an underslung curved blade.

## Traits

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### Combination:

Combination is a new trait for weapons that combine the functionality of melee weapons and firearms in unique or unusual ways. A combination weapon has a firearm form or usage and a melee weapon form or usage. The weapons table lists the firearm statistics first and the melee weapon statistics indented beneath, just above the ammunition. Switching between the melee weapon usage and the firearm usage requires an Interact action. However, if your last action was a successful melee Strike against a foe using a combination weapon, you can make a firearm Strike with the combination weapon against that foe without fully switching to the firearm usage, firing the firearm just as you hit with the melee attack. In this case, the combination weapon returns to its melee usage after the firearm Strike.

Since a combination weapon is one weapon with two usages, both usages share any fundamental runes. You can put a property rune on a combination weapon as long as it's appropriate for either of the two usages, but if only one of the usages meets the property rune's requirements, the effects of the property rune only apply for that usage. For instance, a [vorpal axe musket](#) only applies the *vorpal* property rune when you are using it as an axe. Due to their complexity, combination weapons can't have another weapon, such as a [bayonet](#) or [reinforced stock](#), attached to them.

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### Concussive:

These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

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### Critical Fusion:

Critical fusion is a new trait for combination weapons that grants you two additional options for the critical specialization effect when using the combination weapon's melee version to make a melee attack while the firearm is loaded. If you choose to use one of them, they replace the melee usage's normal critical specialization effect. First, you can discharge the firearm to create a loud bang and concussion, using the critical specialization effect for firearms instead of the melee weapon group's critical specialization effect. Second, you can choose to discharge the firearm to increase the critical hit's momentum or shoot the foe as you attack them in melee, dealing 2 additional damage per weapon damage die. Both of these options discharge the firearm, which typically means you have to reload it before firing it again.

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### Fatal Aim d10:

It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand as long as the other hand isn't holding a weapon, shield, or anything else you would need to move and position, to ensure the weapon doesn't slip out from under your arm. However, if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated than just releasing one hand from the weapon, so to switch between the two grips, you must do so with an Interact action rather than Releasing or as part of reloading.

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## HEREXEN

## CREATURE 2

NE MEDIUM UNDEAD

**Perception** +8; darkvision

**Languages** Common, Necril

**Skills** Athletics +6, Deception +7, Religion +10, Stealth +6

**Str** +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +3

**Items** dagger, defiled religious symbol of Pharasma

**AC** 17; **Fort** +5, **Ref** +8, **Will** +10

**HP** 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

**Final Blasphemy** (divine, necromancy, negative) When the herexen is destroyed, it explodes in a wave of negative energy with the effects of a 3-action *harm* spell (DC 20). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.

**Speed** 25 feet

**Melee** ✦ dagger +10 (agile, versatile S), **Damage** 1d6+4 piercing plus heretic's smite

**Divine Prepared Spells** DC 18; **1st** *harm* (×4)

**Cleric Domain Spells** 1 Focus Point, DC 20; **1st** *death's call* (Core Rulebook 391)

**Heretic's Smite** (divine, necromancy) While wielding the favored weapon of its former deity (such as a dagger for an ex-Pharasmin herexen), the herexen's Strikes deal an additional 1d6 evil damage against creatures that can cast divine spells.

## PLAGUE ZOMBIE

## CREATURE 1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

**Perception** +3; darkvision

**Skills** Athletics +7

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

**Speed** 25 feet

**Melee** ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Jaws** ✦ (attack) As zombie shambler (page 9), but with an attack bonus of +9 that deals 1d12+4 piercing damage. A creature damaged by the jaws is exposed to 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); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately

## ZOMBIE SHAMBLER

## CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

**Perception** +0; darkvision

**Skills** Athletics +5

**Str** +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie is permanently slowed 1 and can't use reactions.

**AC** 12; **Fort** +6, **Ref** +0, **Will** +2

**HP** 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Speed** 25 feet

**Melee** ➤ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

**Jaws** ➤ (attack) **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.