

Tombstone: [Summoning Totem]

Overview

The Tombstone emanates an aura of chilling dread, installing fear and uncertainty in all who stand against The Undead Court. As the horde advances, the very air grows heavy with violent energy, causing hearts to race and minds to falter.

Units opposing the undead court must confront the harrowing reality of their presence, as each individual must steel themselves against the over whelming fear that threatens to consume them. With every step closer to the advancing horde, the grip of terror tightens, leaving foes trembling in its wake.

To take action in the face of such dread requires a supreme effort of will. Those who dare to resist the paralyzing fear must muster their courage and roll their **fate vs 5**. Only through sheer determination and unwavering resolve can they hope to maintain their composure amidst the relentless onslaught of the undead.

However, this aura of dread holds no power over the undead themselves, who march onward with unyielding determination, unfazed by the fear that grips their adversaries. Opposing Undead Court units are not affected. In the face of such an overwhelming force, only the bravest souls can stand firm and defy the chilling influence of the dreadful presence.

This summoning totem can only be used by a full undead court team.

Summary:

- At the start of each round, each unit on the opposing team must make a Fate v 5 check or cannot activate that round.
- To use this summoning totem every unit must be part of the Undead court.