QUESTS

◆ QUEST 0:
TUTORIAL: DANSE MACABRE

EASY / 4+ SURVIVORS / 45 MINUTES
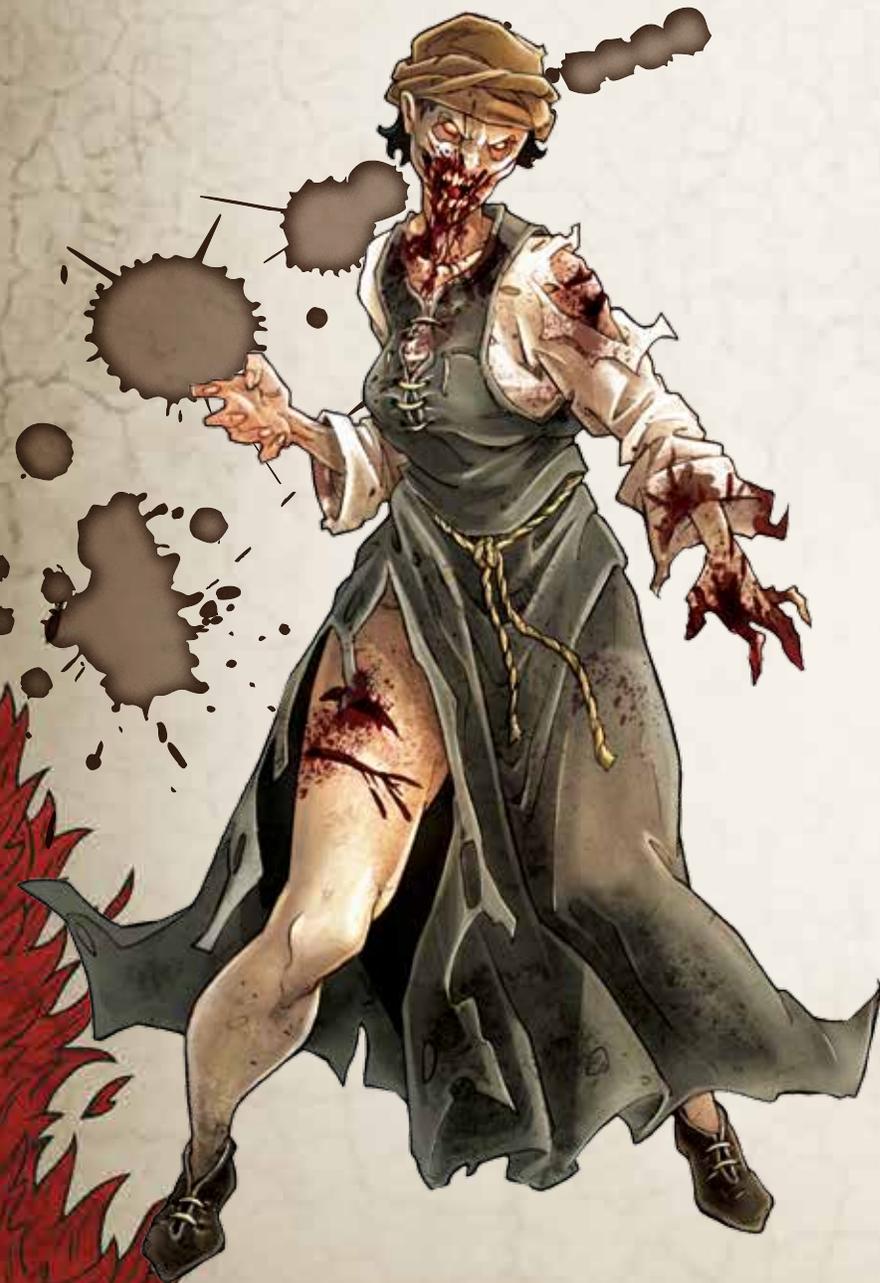
War is nothing new for us. Our counts and dukes are always fighting amongst themselves. For the peasantry, it usually just involves a change in taxes and rents, assuming you survive. But this time, the duke and his army went off and were never seen again. Well, not until the hordes emerged. Pretty sure a lot of the tougher ones came from his troops. Now everything's a brutal mess. Now we're all equals, facing the danse macabre together. There's no time for social snobbery when the hordes are at your door. We stand together, and throw death back in their teeth.

The magician among us is a case-in-point. He used to be the richest of the rich, powerful and influential. Now, he's one of us, holding to life with his fingernails. He's got a magic circle that can spirit us away. Better to escape and counterattack than stand here and get overwhelmed. But, there might be a few souls left to save, and we could all use a better weapon or two. He'll hold it until the last second. Good man that, without his nose in the air.

Tiles needed: **4V & 9R.**

OBJECTIVES

Use the magic circle to teleport to safety. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

9R | **4V**

Player starting area — **Walker** — **Runner** — **Fatty**

EXIT — **Exit Zone**

Spawn Zones

XX — **Objectives (5 XP)**

Open door — **Doors** — **Vault door**

Special Rules

· **Setup:**

- Put aside the Necromancer Zombie cards.
- Put the green Objective randomly among the red Objectives, face down.
- Put a Walker, a Fatty and a Runner in the marked Zones.

· **I don't think so.** Abominations are considered as Fatties when reading Zombie cards.

· **What's this?** Each Objective gives 5 experience points to the Survivor who takes it.

· **Doors and keys.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.

· **We shall pass.** The green Spawn Zone is inactive until the green Objective is taken.