Something is afoot in Woodinvale. Strange things have been sighted at night, a whisper on the wind and the whistling branches of the trees singing their eerie songs. It’s not just any other cold, Autumn day, but All Hallows Eve when the spirits roam the Earth and the dark shadows creep.

The townspeople have been restless of late, acting peculiar and keeping to themselves. There is death in the air and distrust in the streets. One of them has the darkest of secrets and tonight, using magik from an evil book, they will wake the dead to have their revenge!

**Game Set Up**

1) Set up the game board as normal with the Center of Town and 4 Random L-Shaped Outer Boards.

2) Remove the six Townsfolk cards from the Hero Card deck and place them face up on the table. The Zombie Player then places the six corresponding Townsfolk counters in Random Buildings around the board (limit one per building). Then randomly place (without looking) one of the Number counters (1-6) face down under each of the Townsfolk counters.

3) Roll a D6. The number rolled corresponds to the Number counter that represents the evil Townsfolk Zombie Master with the Book of the Dead.

4) All 4 Heroes automatically start in the Center of Town with a free Hero Card as if their Start Location were not on the board. The Zombie Player(s) start with 2D6 Zombies as normal.

**Special Rules**

**Townsfolk Counters**

The Townsfolk counters represent the individual Townsfolk around the town that are in hiding from the Zombies. When a Hero is in a space with a Townsfolk counter during their Ranged Attack phase, they may roll a D6 to find/interrogate them. On the roll of 4+, you may reveal the Number counter under the Townsfolk. The Hero may still make a normal Ranged Attack before or after rolling to find the Townsfolk.

If it is the number representing the Zombie Master, immediately replace the Number counter with the Book counter and remove all other Number counters from the Townsfolk around the board. The Zombie Master has been discovered.

If it is any other Number counter, remove it as well as the Townsfolk counter and take the corresponding Townsfolk Hero Card into hand.
If all of the Number counters have been revealed except for the one representing the Zombie Master, immediately replace the last Number counter with the Book as though he had been discovered normally (the Heroes have found him through process of elimination).

Until the Zombie Master has been discovered (and all of the Number counters are removed), Zombies may not interact with the Townsfolk counters in any way. Once the Zombie Master has been revealed (and all of the Number counters removed), any Zombie in a space with a Townsfolk counter and no Heroes during the Fight Heroes phase of the Zombie Turn, may roll a D6 to attack the Townsfolk. On the roll of 4+, the Townsfolk is overwhelmed and eaten (remove the counter from the board and the corresponding Hero Card from the game).

Heroes may still continue to rescue the Townsfolk counters and take the corresponding Hero Card (during their Ranged Attack phase on the roll of 4+), even after the Zombie Master has been revealed.

The Zombie Master

Once discovered, the Zombie Master immediately counts as a Zombie Hero in every way with 2 Health Boxes (use evil Townsfolk’s counter to represent the Zombie Master on the board and the evil Townsfolk’s Hero Card to place wound markers on). Note that if the Zombie Master was discovered by a Hero revealing his Number counter, that Hero must fight the Zombie Master this turn. Once defeated, remove the Zombie Master’s Townsfolk counter and corresponding Hero Card from the game.

The Book of the Dead

When the Zombie Master is defeated, any Hero in the same space may automatically take the Book (it counts as an Item and may be traded during the Exchange Items phase). If there are no Heroes there, the Book is dropped in the space and any Hero may pick it up during their Exchange Items phase. If a Hero that has the Book is killed, it is immediately dropped in their space.

To burn the Book and destroy it, a Hero must have both the Book and a Keyword Fire Item and give up their Hero Turn (they must still survive any Zombie fights there before the Book is destroyed).

Scenario Objectives

1) The Heroes must discover which one of the Townsfolk is the Zombie Master, secretly controlling the Zombie horde with the Book of the Dead, and defeat him.

2) Once the Heroes have defeated the Zombie Master and recovered the Book of the Dead, they must burn the book to stop the Zombies. To burn the Book, a Hero must have both the Book and a Fire Item and give up their Hero Turn. The Hero must survive any Zombie fights in their space before the Book is burned.

3) Zombies win by preventing the Heroes from burning the Book of the Dead (and achieve a Major Victory if the Zombie Master is still alive at the end of the game!)

Scenario Search Items

Any (Fire) Item.