

## QUEST B9: HELP KANTA SLAUS

MEDIUM / 4+ SURVIVORS / 90 MINUTES

**T**raditionally, during the Winter Night (the longest night of winter), the Winter God Kanta Slaus gives gifts to nice people and curses those who committed evil during the past year. Of course, necromancers know that they won't get gifts from Kanta Slaus, so they try to steal them from the god.

The winter temple is in this town. From this temple, the pocket realm in which Kanta Slaus creates his gifts can be reached. Fortunately, it has been closed tight, but necromancers are lurking in the area, looking for a way to enter. We also need to enter, because it's the Winter Night. We must help the god send gifts to nice people and curses to bad people. Especially to necromancers. I hope it isn't too late...

Material needed: **Zombicide: Black Plague**.

Optional: **Any other Black Plague core box or expansion.**

Tiles needed: 1V, 2R, 3V, 4V, 5R & 7V.

### OBJECTIVES

**1 – Find the key to Winter Temple.** Take Objectives until you find the blue one.

**2 – Help the Winter God send his gifts and curses.** Reach the marked Zone with all starting Survivors and spend six Actions per Survivor while there are no Zombies in the Zone. The Quest is fulfilled as soon as the last Action needed is spent.

**Defeat condition:** If a Necromancer activates in the marked Zone, he steals all Kanta Slaus' gifts. The Quest fails.

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|----|----|----|
| 2R | 1V | 3V |
| 5R | 4V | 7V |





## SPECIAL RULES

• **Setting:** Put the blue Objective randomly among eight red Objectives, face down (for a total of nine Objective tokens). Shuffle them, place seven of them on the board, and set the remaining two aside in an Objective pile, without revealing them.

• **Necromancers have begun stealing Kanta Slaus' gifts!** Whenever a Necromancer is eliminated, draw one of the Objectives previously set aside.

• **Is it the temple key or a Kanta Slaus gift?** Taking an Objective grants 5 experience points and a Vault weapon to the Survivor who takes it. If there are no Vault Weapons available, the Survivor gets a random Equipment card instead. Draw from the Equipment card pile of any Black Plague core game or expansion, even one you aren't using for this game. If an "Aaahh!!" card is drawn this way, ignore it and draw another card.



• **Release the Winter God!** Once the blue Objective has been taken, the following rules apply:

- The blue door can be opened.

- Necromancers want to steal all of Kanta Slaus' gifts! The marked Vault Zone is considered to be the noisiest Zone on the board, and Necromancers now go toward it instead of the nearest Spawn Zone.

- Help Kanta Slaus! If all starting Survivors are in the Kanta Slaus' pocket Realm without any Zombies, they can help the Winter God to send gifts or curses. A Survivor can spend one Action to send a gift to any Survivor (including themselves). Draw an Equipment card from any Black Plague core box or expansion, even one you aren't using for this game, for the Survivor. If an "Aaahh!!" card is drawn this way, ignore it and draw another card. A Survivor can also spend two Actions to send a curse to a Necromancer. Move the Necromancer one Zone in the direction of your choice. Count the Actions spent by setting the corresponding number of Noise tokens in the Kanta Slaus pocket realm. Once each starting Survivor has spent six Actions this way, the Quest is fulfilled.

