

QUEST B15: THE BANSHEE

HARD / 6+ SURVIVORS / 120 MINUTES

The rumors were true. Grimwoorde village is haunted by ghosts. And rats. And zombies, of course. The story tells of a widow named Gail who, in the first hours of the zombie invasion, was accused of being a necromancer and sentenced to death. The zombies came, killed everyone, and now Gail wails for revenge as a banshee, raising her tormentors from the dead as spectral walkers. We have to find her body and put her to rest.

Oh, and we'll need combat spells too, in order to fight the spectral walkers.

The barbarian will love it!

Material needed: **Green Horde, No Rest For The Wicked.**

Tiles needed: **12R, 13V, 14V, 15R, 16V, 17R, 18V, 19R & 20V.**

OBJECTIVES

Reach the objectives in this order to win the game:

1 – Recover Gail's body and purify her place of execution.

Take the blue and the green Objectives.

2 – Put the poor soul to eternal rest. Create a Dragon Fire in Gail's house, in the flag Zone.

SPECIAL RULES

• Setting.

- The Necromantic Dragon is not used in this Quest.
- Set apart the Spectral Walker Zombie cards. Shuffle them into a dedicated deck to draw from.
- Put the blue and the green Objectives randomly among the red Objectives, facedown.
- Place the Necromancer in the indicated Zone.

• **Looking for eternal rest.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Townfolk ghosts.** Begin each Spawn Step with the Blue Zombie Spawn token. This Spawn Zone always spawns Spectral Walkers: draw from the dedicated Spectral Walker Zombie deck.

• **Gail, the Banshee.** The Necromancer miniature represents the Banshee. It has all the characteristics of an Orc Necromancer. However, Necromancer rules are not used in this Quest. Use these instead:

- Necromancer Zombie cards spawn and activate the Banshee instead. The Horde is still filled with the indicated content.
- The Banshee uses classic Zombie rules for Movement.
- Whenever the Banshee has a Line Of Sight on a Survivor at the end of an Action (or a Move Step), move the Blue Zombie Spawn token into the Banshee's Zone. Then, remove the Banshee miniature from the board (no XP is gained).





20V	16V	19R
18V	12R	15R
14V	13V	17R


Player
 Starting Area


Door


Objective
 (5 XP)


Gail's house


Open Door


Necromancer


Spawn Zones