

ALL HALLOWS EVIL

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"If this is a joke, I'll kill you!"

Les Braven was a schlock horror director before the Zombies came. Hell, he even made movies about the walking dead. But no one appreciated his "masterpieces." He didn't react well to being shelved as a has-been when the world still worked. Now, he's determined to make a comeback when no one expects him to. He has rigged an old Victorian house with traps, sealed doors, and, of course, Zombies. Every room has cameras and he plans to lure a group of would-be heroes there, film them as they fight to remain alive, and then edit the footage after the last hero goes down.

It's Halloween and all the ghosts of film-flop past are out to wreak their vengeance for a petty man who always imagined himself more talented than he was. Will the Survivors find a way to escape and, possibly, end the career of the horror director?

- **District:** Suburbia (TL2)
- **Mission Type:** Rescue (apparently); Survival (reality)



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× INTRODUCTION

The Survivors receive a call for help from Simon, a younger member of their community, who was out searching for supplies. He was investigating a house on a small hill when he fell through its rotting floor. He is now trapped in the basement and fears that the dead are approaching.

Theoretically, all the Survivors need to do is to get into the house, save their companion, and get out with minimal Zombie contact. In fact, the whole thing is a trap. Simon's call for help was sent under extreme duress. Les Braven is holding Simon captive on the first floor of the house and forced him to send the message under the threat of a slow, gruesome death.



Welcome to Braven Mansion

The entire adventure takes place in and around Braven Mansion, an old, two-story Victorian house on a small hill. With a CONTACTS roll, the Survivors remember it belonged to Les Braven, a modest horror director with a reputation for being a little crazy.

Braven has rigged all the entrances (windows, doors, etc.) to close when he presses a button in his control room in the attic. He had the house built before the Zombies, already planning to lure people here and release the film on the web. He would have gone to jail for life, but that's no longer a consideration. Pretty great for him!

Once the Survivors are in, Braven uses an intercom system to taunt them as they progress. For example, he'll tell them they must get upstairs if they want to save their friend, but the stairs are blocked by metal bars. He suggests they look for the "fulcrum release lever." Below are sample dialogs which Les might say along the way.

HALLOWEEN SLASHER MOVIE

The adventure is a meat-grinder as designed. It's meant for one-shot fun with disposable characters. If you drop it into a regular campaign, you'll need to adjust the difficulty or allow the Survivors a Mulligan if they die. You could say the whole thing was a dream, or a drug-induced hallucination, or whatever else you like.

Skilled Survivors can certainly survive to the end. But they don't have to. Don't feel bad killing anyone off. This is a horror movie, after all.

An option for the GM is to assume Les rigged the doors with portcullis bars as well. Whenever Survivors split up, he can keep them divided by dropping bars in doorways. However, allow some method for the Survivors to get back together, be it an alternate route or Les performing a "sportsman-like gesture."

The cameras are well-hidden, but may be found (for example, with a SPOT test). Each is armored, though, so they are hard to destroy. Some creative ideas, or a SECURITY (DL2) test, are necessary to disable them.

- "Critic John Maine said, and I quote, 'a derivative snore-fest from a never-has-been.' I'm drinking coffee out of his skull right now."
- "Your friend seems to need air really badly. You better hurry up."
- "I worked with Vincent Price. Do you know the best advice he ever gave me? He said (doing a Vincent Price voice) 'Les, you're crazy. If I knew who the police were in this godforsaken country we're shooting in, I'd have called them on you by now.'"
- "Did you know Todd Coast performed his own stunts? All of them! On Mission: Unprobable, he even broke his head open. They replaced him with a Zombie. That's how the virus started!"
- "I never, ever ate a human being, despite what the tabloids said. At least, not one who didn't deserve it."
- "Your friend asked you to hurry. He's afraid I'm going to shoot him in the face, and he's right."
- "I'd like to thank my agent, manager, and you fine people at the Academy..."
- "My being admitted to the asylum was part of my process. The tabloids got it wrong!"

✖ LOCATIONS

Each floor of the mansion consists of a series of fully furnished rooms, many hiding traps. As a general rule, each room allows 1 Search.

Practically speaking, there isn't a way out unless the Survivors reach the controls in the attic. The adventure is designed to wear the Survivors down.

Ground Floor

A group of Walkers equal to the number of Survivors (x2), prowls here, all part of Eddie's staff. The GM may use the dead freely, for example to trigger ambushes or jump scares when a Survivor fails a roll.

Porch

The Survivors enter from the old, wooden porch. The ornately carved rail matches the spooky outside of the old Victorian house. As soon as everyone is inside, bars fall behind them, trapping everyone inside. If the GM chooses, they can start the scenario with the Survivors already inside the Foyer with the exit already closed. If the Survivors enter through another door or window, the same thing happens. Les Braven waits for everyone to get inside before locking everything down.

Foyer

This place smells of dust and mold. It's a sad smell. A tarnished mirror sits over an end table where wilting plants droop down to the floor. Stairs lead upward, but they are blocked by iron bars until the Survivors find the fulcrum release lever and operate it (see Bath & Laundry). All doors leading out of the Foyer are closed but not locked. A pair of intertwined skeletons hold each other under the stairs. They are real. They were part of Les' crew and died here. Luckily, there isn't enough flesh on them to come back from the grave.

Kitchen

A body hangs from a Casablanca-style ceiling fan. The refrigerator is from the early 50s, as are most of the other appliances. The stove is gas and works. That means the gas line is also active. Les uses it for fire traps elsewhere, but clever Survivors can rig it to explode (TINKER roll). Of course, the house would likely burn to the ground with them in it...

The corpse wears a nice suit. He was male. Braven speaks over the intercom. "Eddie, my manager. He fired me, but I thought I'd let him hang around!" He laughs maniacally at his own joke. The corpse has two fondue forks sticking out of its eyes.

Dining Room

Cobwebs trail from a fine chandelier to the wine glasses set below for a dinner that never happened. Fine China sits in an Asian-made medicine cabinet turned into a display case. Les Braven set a trap here, using 4 Claymore mines, explosive devices that send out a spray of steel balls when triggered. Each points towards the approximate center of the room, meaning all 4 cones of death overlap, creating quite a kill zone.

The mines can be noticed with a SPOT roll. Each spotted mine can be safely marked and avoided. Each mine can be defused, but without proper training and tools, it is very dangerous. It's a SECURITY (DL1) roll. If the Survivors search the room without noticing the mines, they inadvertently trigger them, causing an explosion with a *contained* Blast Level. All Survivors in the room suffer 3 points of damage (roll STUNT to reduce the damage suffered by 1 for each success).



Living Room

This is a well-appointed room with fine antique couches, a bricked-over fireplace, and an old, 1940s radio that plays Glen Miller as the Survivors enter. In the center of the room, there are tall spikes. It's not apparent why, but if the characters check the ceiling (they'll have to find a way to climb up 18 feet), they see there's a faint outline of a trapdoor.

Covered Patio

This rotting patio is sealed by steel bars.

Bath & Laundry

Not upgraded since the 70s, it has nasty shag carpeting and an overwhelming amount of avocado coloring. The toilet doesn't flush. That's because the mechanism to lift the metal bars blocking the stairs is concealed inside the tank.

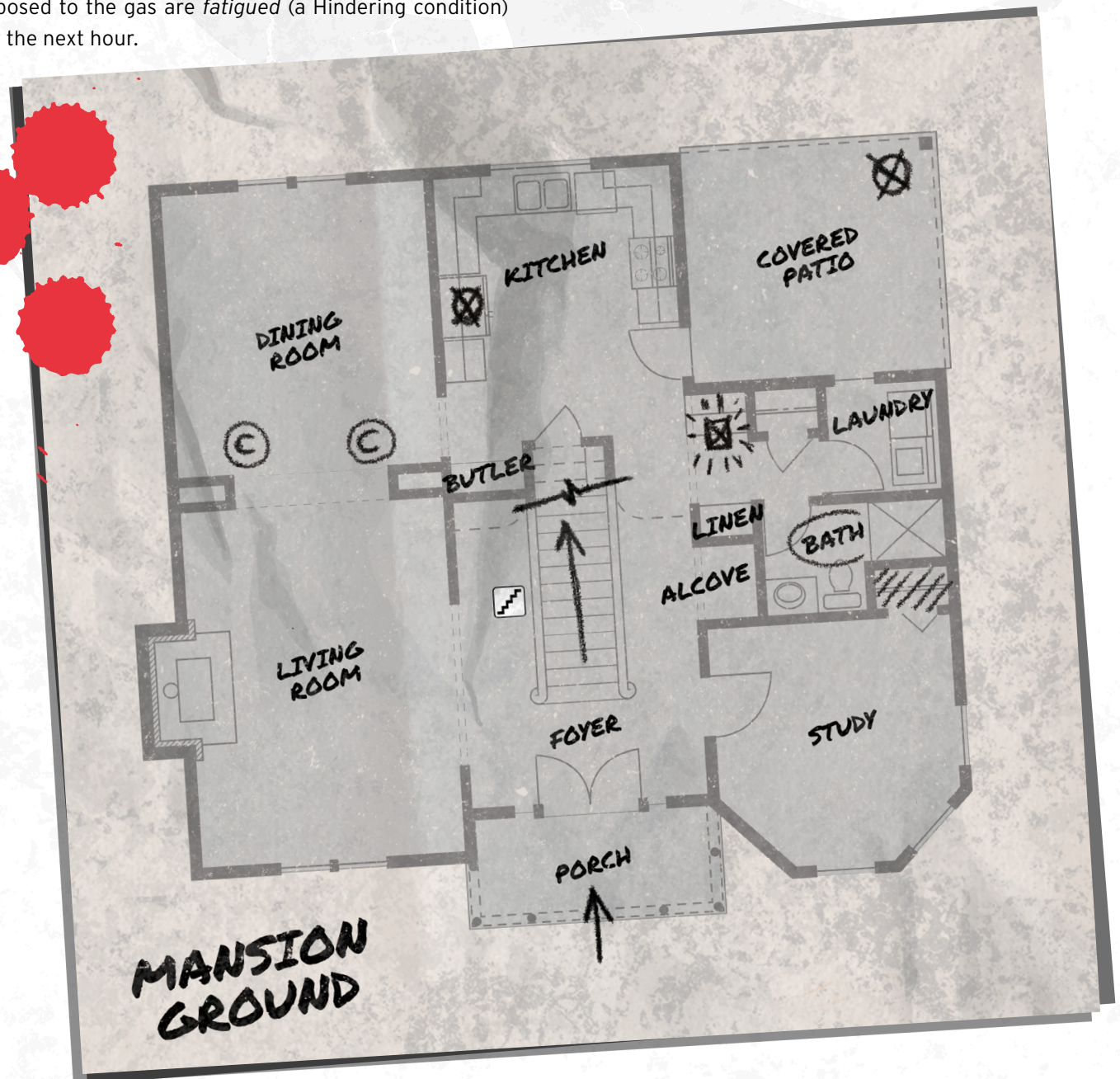
If the Survivors open the tank, they see the fulcrum release lever and can operate it. If they do, the bars on the stairs lift. However, the door to the bathroom becomes barred shut and poison gas begins to seep in!

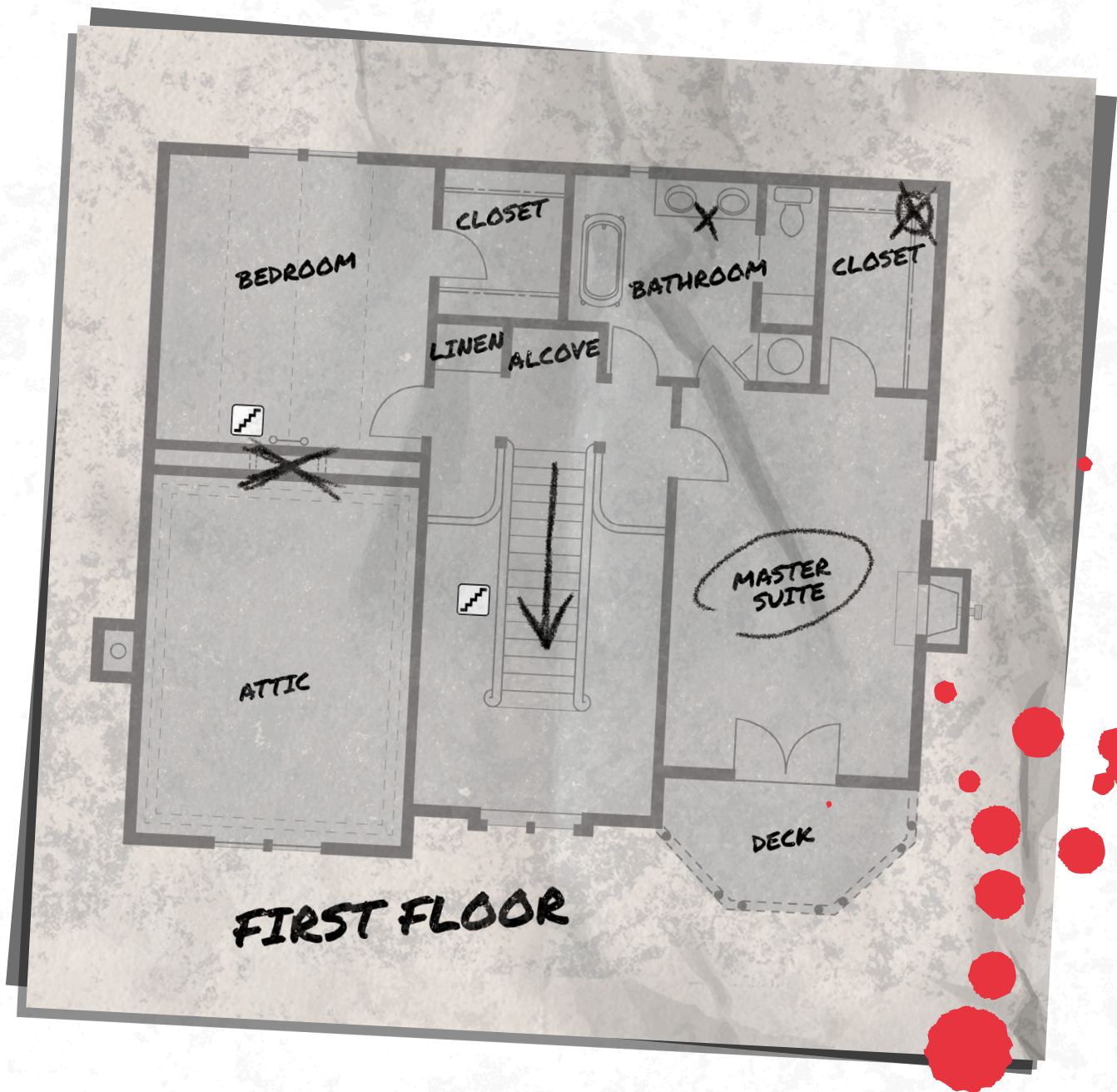
Survivors trapped in the room can hold their breath for a number of rounds equal to their MUSCLE score plus 1 round per success scored on an ENDURE roll. Then, they start losing 1 Hit Point each round. The gas dissipates after 6 rounds. Survivors who resisted after having been exposed to the gas are *fatigued* (a Hindering condition) for the next hour.

Study

This room is a study with an Edwardian look, full of shelves with old books; a desk; a large, free-standing globe; various high-backed chairs; and a Horde (x2). 2 Brutes are hidden inside a closet in the back. They enter the scene after the Survivors have fired off some shots.

When the fight is over, or when he deems it more appropriate, Les detonates the globe. Inside, is a nail bomb he made himself (he's very proud of it). Woe be to anyone happening to be playing with the globe when it goes off. It's another *contained* Blast Level, hitting only the closest Survivor for 3 points of damage (roll STUNT roll to reduce the damage suffered by 1 for each success).





First Floor

Once the metal bars are lifted, the players may go upstairs. Many Zombies lurk here, ready to assemble in Hordes and attack the exploring Survivors.

Master Suite

A king-sized bed sits against one wall. Two skeletons sit on it. These aren't real skeletons, but animatronics with speakers inside. If approached, they sit up and start singing "I am Henry the VIII I am" very loudly, attracting a Horde (x3).

Bathroom

The bathroom is ornate and gilded. It looks like something that might have been on the Titanic, or at least, in the movie. Inside the medicine cabinet, there is what amounts to a First Aid Kit.

A body holding what appears to be an Automatic Shotgun lies in the clawfoot tub.

The light won't turn on. This is because the bulb is missing. In fact, the socket now serves as a spout for a gas-powered flamethrower that attacks everyone in the bathroom.

The shotgun is real but is empty and acts as bait. Survivors falling for it are exposed to a *High-intensity* fire, causing 3 points of damage (roll ENDURE to reduce the damage suffered by 1 for each success).

Zombies from the Master Suite may hear the Survivors here. Les can also release zombies from the bedroom if he wants, leaving the characters caught between 2 Hordes with the bathroom as a redoubt... not a good one, though.

Deck

Inaccessible due to the steel bars.

Bedroom

This room is dark (the Survivors are *Impaired* without a light source). Inside, there is a Horde (x2) and 2 Brutes. The bedroom, itself, has a king-sized bed, a dresser, and is worth 1 additional Search as Les didn't clean this one out.

Attic

The hallway outside the attic has a pull-down stairway leading to this room. However, the door is locked tight. Les Braven didn't conceal the door. In fact, he wants the Survivors to go to the end of the hall and try to get in.

The attic is finished in dark wood paneling. Once, it was probably another bedroom. The crazed director converted it into his control room. Monitors show the camera feeds from each room. A large generator sits up here. The exhaust routes through a duct system up and out the roof. This powers everything in the house: traps, cameras, doors, etc.

A complex board with various switches and levers controls the doors, windows, and traps. Les sits in a nice, Swedish chair and holds an Assault Rifle if the Survivors break in before he can make his escape.

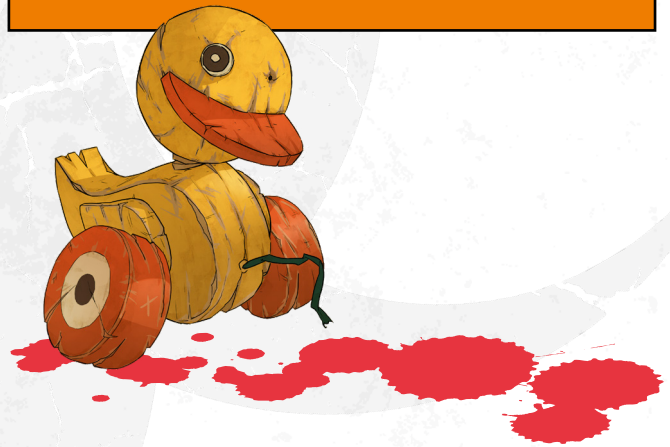
This is also where Simon, the Survivors' friend, is held in a reinforced glass cage. Les offers to let the prisoner live if the Survivors let him go.

"Welcome, boys! Before you do anything rash, let me say that your friend Simon is fine, but he won't be if I push this button, gassing him. It's up to you, really."

Les is telling the truth. He can kill Simon in two rounds, but the effect isn't permanent. The poor sod quickly comes back as an Abomination, crashing the glass cage as if it was made of cardboard.

LES BRAVEN

- **Name:** Les Braven, mad movie maker
- **Description:** A bearded, gray-haired man with a maniacal look. A total sociopath.
- **Motivation:** Kill as many people as possible in satisfying and cinematic ways.
- **Gear:** Assault rifle
- **Enemy Level:** Dangerous
- **Special Rules:** -



Les employs this plan if he needs to escape while the Survivors are in the room. His escape plan involves raising the steel bars on the window and using a rope to climb out.

If he succeeds, he scales down the side of the house to a waiting car, cackling madly. The car has a CB radio transponder for a reason. As a final stunt, Les rigged the floor in the center of the attic to collapse with the press of a button. This causes anyone standing in the area to fall onto the spikes in the Living Room downstairs. The fall causes 3 damage. A SPOT test reveals the floor trap, but there is no way to escape it.

Obviously, this is the same trick Les uses, when safe in the car if the Survivors are so foolish enough to let him go.

✘ AFTERMATH

Sadly, there isn't much in store for the Survivors at the end of this story. If you're playing a one-shot, they should have a chance to get their well-earned revenge on the mad director. If, for some reason, the slimy bastard managed to escape, Les Braven could come back and haunt your campaign later.