

## QUEST B18:

# NAEVOK, THE NECROMANCER

MEDIUM / 6 SURVIVORS / 60 MINUTES

*An Orc Necromancer is causing chaos in the little village of Zaragon. He's no easy target, so our only way to defeat him is by gathering all the herbs needed to make a potion that nullifies his protection spell.*

Material needed: **Zombicide: Green Horde.**  
Tiles needed: **17R, 18V, 19V, 20R**

### OBJECTIVES

**Gather the herbs.** Collect all Objectives.  
**Defeat Naevok.** Kill the Orc Necromancer by hitting him 3 times.

### SPECIAL RULES

- **Setup.**
  - Place the Orc Necromancer in the indicated Zone.
  - Place Orc Walkers, Runners, Fatties in the indicated Zones.
  - Put the green and blue Objectives randomly among the red Objectives facedown.

- **Good smelling herbs.** Each Objective gives 5 experience points to the Survivor who takes it. Taking a double-sided red Objective also grants a Vault artifact to the Survivor. The Survivor's Inventory may then be reorganized for free.

- **Naevok, the Necromancer.** The Orc Necromancer miniature represents Naevok. Standard Necromancer rules are not used in this Quest. Instead:

- Naevok starts on the board without the Necromancer Spawn Zone.
- Necromancer Zombie cards activate Naevok instead. However, based on the card, the Horde Zombies spawn as per normal.
- Naevok teleports instead of moving. Whenever he is activated, spawn a Zombie card in the Zone where Naevok is, then, roll two dice, one at a time. The first die represents the column where he will teleport and the second represents the row. Move the Necromancer to that location. (i.e. if players rolled a 6 and then a 5, Naevok would move to the Survivor's starting location)
- Protection spell. Naevok cannot be targeted by any attacks until the 4th Objective is taken.

- **Second form!** When all Objectives are taken, Naevok gets stronger and these new rules apply:

- After teleporting, activate each Zombie in the same and adjacent Zones to his.
- Set aside 3 Objectives. They represent Naevok's health. In each round, any successful attack to Naevok removes 1 of his health tokens and grants 2 experience points to each Survivor. Only 1 health token may be removed each round. When the last health token gets removed, Naevok is defeated.

19V	17R
20R	18V

			>
Player Starting Area	Objective (5 XP)	Column/Row number	
			>
Orc Fatty	Orc Runner	Orc Walker	
			>
Orc Necromancer	Open Door	Spawn Zone	

