

QUEST B34:

SLAY THE BEAST - PART 1: ALONE IN THE DARKNESS

HARD / 1 SURVIVOR / 45-60 MINUTES

Nobody wants a ravenous dragon on top of a zombie invasion, do we? The beast is preying on a small survivor community and they need any help they can find. No compromise! You know a big problem needs a big solution. Show me the way to the next weaponsmith! Everybody needs a ballista.

Materials Needed: **Zombicide: Black Plague & Zombicide: No Rest for the Wicked.**

Tiles Needed: **1R, 2R, 3R, & 9V.**

OBJECTIVES:

Accomplish these Objectives in order to win the game:

- 1- **Find the weaponsmith.** Take the Green Objective.
 - 2- **Open the siege room.** Take the Red Objective.
 - 3- **Let's slay some dragons.** Bring the Ballista to the Exit Zone.
- (Optional) – Take the Blue Objective.

SPECIAL RULES

• Setup.

Hidden Treasure. Set aside the Mace Gun Vault Weapon. If you don't have the card, you can print the second page of this document

Ballista. Set aside the Ballista miniature.



- **The weaponsmith.** The Green door cannot be opened until the Green Objective is taken. Taking the Green Objective earns 5 XP to the Survivor. Then, place an additional Survivor of your choice in the Zone. They have 7 XP, no Equipment, and can be played normally.

• **Shiny as new!** Taking the Red Objective earns all Survivors 5 XP. Then, place the Ballista in the Zone.

• **Blue Objective.** Taking the Blue Objective earns all Survivors 5 XP. The Survivor who took it also get the Mace Gun Vault Weapon set aside during the setup. They can reorganize their inventory for free. This Vault weapon can be kept for the second chapter of this campaign.

1R	9V
2R	3R



Mace Gun



Vault.



0
0-1

1
1

3+
4+

1
2