

## QUEST B35:

# SLAY THE BEAST - PART 2

VERY HARD / 6 SURVIVORS / 120-180 MINUTES

**The ballista is here!** And your friends are ready for the battle against the dragon. But there is a catch: the beast is using spectral walkers to channel an immortality ritual and may become the next necromancer boss. We cannot allow this to happen!

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

Tiles Needed: **1V, 2R, 3V, 4V, 5R, 6R, 7V, & 9V.**

4V	5R	7V	6R
3V	9V	1V	2R

### OBJECTIVES

Accomplish these Objectives in order to win the game:

**1- Disrupt the ritual.** Take the Blue Objective.

**2- Slay the beast.** Kill the Dragon.

**(Optional) To arms!** Take the Red Objectives.

### SPECIAL RULES

#### • Setup.

- Place the Ballista, the Dragon, and 4 Spectral Walkers as shown on the map.

- Place 1 random Vault weapon in each Vault (not the Mace Gun kept from the first chapter of this campaign).

- Shuffle Swarm of Ratz, Spectral Walkers, and the Necromantic Dragon Zombie cards in the Zombie deck.
- The Survivor of your choice gets the Mace Gun Vault weapon. They can reorganize their inventory for free.

• **Immortality** – The Spectral Walkers on 6R can't be killed by normal means. They also can't move or leave their Zone in any way. If the Dragon is hit while these Spectral Walkers are on the board, place the Vulnerability card on the bottom of the deck instead of removing it from the game. Return the Dragon to its starting position.

• **A powerful spell.** Taking the Blue Objective earns the Survivor a random Vault Weapon. Then, remove the 4 Spectral Walkers on tile 6R and all Survivors earn 5 XP.

• **Reinforcements.** Taking a Red Objective earns 5 XP to all Survivors. Then, the player controlling the Survivor who took the Objective may look through the top 5 cards of the Equipment deck and take 1. They may then reorganize their inventory for free. The remaining cards are shuffled back into the Equipment deck.

