

## QUEST B37:

# PLAGUELANDS

**HARD / 6+ SURVIVORS / 120 MINUTES**

Tales say that the region was attacked by a necromancer cabal using infected rats to spread the zombie plague the same way the real plague does. Four heroes, siblings belonging to the same chivalric order, stood against them and got rid of the accursed necromancers. Unfortunately, the heroes died from their wounds and their bodies were burned in a magic circle to prevent them from returning as zombies.

The rats... well, they never really left, as rats always do. The land is infected again, and the necromancers are back to claim it. The fabled knights are at unrest, and their angry ghosts roam the battlefield.

We are now the heroes. Finding the chivalric weapons will help us against our foes and burying them in the magic circle will put the heroes to eternal rest.

Material needed: **Zombicide: Green Horde, No Rest for the Wicked.**

Tiles: 12R, 13V, 14V, 15V, 18V, & 20R.

### OBJECTIVES

Complete these objectives in order to win the game:

- 1- **Gather the ancient weapons.** Take all objectives.
- 2- **Send these souls to peace.** The game is won as soon as 4 Survivors carrying a Vault weapon stand in the magic circle (on tile 18V) without any Zombies in it.

### SPECIAL RULES

- **Plagued hedges.** Rolling a 1 when a Survivor crosses a Hedge spawns a Swarm of Ratz, instead of an Orc Walker.
- **Haunted weapons.** Each Objective provides a random Vault Weapon to the Survivor who takes it. They can reorganize their inventory, for free. Then, spawn 4 Spectral Walkers in front of the building door where the Objective was picked up.
- **Magic resistance.** The Accuracy of Combat Spells used against Spectral Walkers is raised to [6]. Skills altering Accuracy, like +1 to dice roll, still apply.

20R 15V 12R

18V 14V 13V



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