

QUEST B43: SHAPESHIFTING POWERS

BASED ON AN ORIGINAL CONCEPT BY KURT PFEGL
MEDIUM / 90 MINUTES

We've stumbled upon an ancient artifact, the Shapeshifting Runes. They hold the power to transform their users into beasts. Necromancers are also on the hunt for these powerful runes, so we must act swiftly and take them before they do.

Material Needed: **Zombicide: Green Horde, Zombicide: Friends and Foes.**

Tiles needed: **12V, 13V, 15V, 17V, 18V, 19V, 21V, 22V, & 23V.**



OBJECTIVES

Get all the Druidic Runes! Accomplish the Objectives in this order to win the game:

- 1- Take all Objectives.
- 2- Reach the Exit with all Survivors, each holding a Red Objective. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

• Setup.

Shuffle the Familiars cards to form a Familiar deck.

• **Shapeshifting Runes.** A single Survivor cannot take more than 1 Red Objective during the game. When a Survivor takes a Red Objective, they draw the top card from the Familiar deck. The card shows their Familiar form.

• **Familiar form.** Once during each of their Turns, a Survivor may shapeshift into their Familiar form as a free Action. A Familiar:

- Has no Handler. It's the same Survivor in animal form.
- Has the same Movement and Combat characteristics as their Familiar form.
- May not use Skills or Equipment.

- Do not take damage from Tainted Blood Spray.

Once during each of their Turns, a Familiar may revert back to its Survivor form as a free Action.

• **Force of Nature.** Necromancers can only be killed by Familiars.



17V	13V	15V
22V	21V	12V
19V	23V	18V

