

## QUEST B47:

# SILAS' GATHERING

HARD / 1 SURVIVOR (SILAS) / 45 MINUTES

Silas dreamt of the day he could unite the Dwarves, Elves, and Humans against the undead menace. To set an example, he must first reunite with Clovis and Samson. And the common enemy they're uniting against? The ferocious Abominotaur.

Material needed: **Zombicide: Black Plague, Zombie Bosses Abomination Pack.**

Tiles needed: **5V, 7R, 8V & 9R.**

### OBJECTIVES:

This is a solo Quest, played with Silas. Accomplish the Objectives in any order to win the game:






- Activate Clovis and Samson.
- Kill the Abominotaur.
- Reach the Exit with all Survivors. 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.

- Place Silas in the Survivor Starting Zone. He starts with a Hammer and a Short Bow as Starting Equipment.
- Set aside 2 Dashboards with Clovis and Samson's ID Cards. Clovis has a Torch and 1 random Equipment card. Samson has a Dragon Bile and 1 random Equipment card. Place their miniatures in the indicated Zones. They do not play until activated.

7R	9R
5V	8V

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Player Starting Area	Objectives (5 XP)	Closed Doors	>
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Exit Zone	Spawn Zones	Abominotaur Random Spawn Zones	>

- Remove all Necromancer cards from the Zombie deck.
- Remove all Bile and Torch cards from the Equipment deck.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

• **Fragile doors.** Die rolls to open doors automatically succeed.

#### • The Abominotaur.

- Roll a die at the end of each Zombie Phase. On a 1-4, place the Abominotaur in the corresponding marked Zone. If it's already on the board, ignore this rule. The Abominotaur can only spawn once during the game.
- Whenever the Abominotaur has several routes to its destination Zone, it goes through a wall if possible.
- When the Abominotaur is eliminated, place a Zombie Spawn token in its Zone. Then, continue roll a die at the end of each Zombie Phase until you get a 1-4, and place the Exit token in the corresponding Zone.

• **Forging an alliance.** Clovis and Samson are inactive (but still can get Wounds) until another Survivor spends an Action in their Zone to activate them. Then, set their Danger Bar to the beginning of the Quest's current Danger Level. The player controls them. They play the Turn they are activated, right after the Survivor who activated them.

• **Food and drinks.** Taking a Red Objective grants 5 XP to the Survivor who takes it.

• **Powerful weapons.** The Blue and Green Objectives grant 5 XP to the Survivor who takes them. The Blue Objective also grants the Survivor the Inferno spell, while the Green Objective grants them the Orcish Crossbow (both are Vault Artifacts). They can then reorganize their inventory for free.

