

QUEST B54:

THE RESCUE OF THE INCREDIBLY ANCIENT AND LEGENDARY WEAPON

MEDIUM / 4 SURVIVORS / 60 MINUTES

By Rodrigo Sonnesso and Toi Von Glehn.

We arrived at the ancient castle of the evil creature that stole the Incredibly Ancient and Legendary Weapon that has been protecting our village for centuries. A very peculiar evil creature, indeed. As the Black Plague continues to spread, we will need its protection now more than ever. Invading the castle won't be easy, as the evil Necromancer uses Zombies as meat shields for his stronghold. There's no turning back now! Facing this fate and recovering the Incredibly Ancient and Legendary Weapon is our only choice! The survival of our people depends on it!

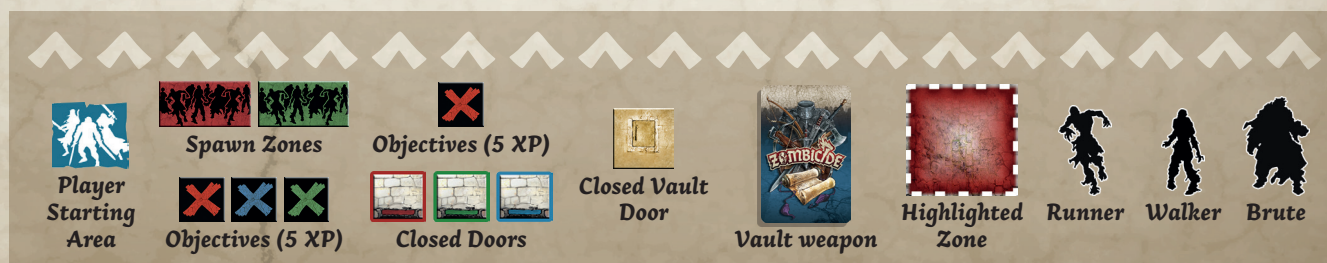
Material Needed: **Zombicide: Black Plague**

Tiles needed: **2V, 3R & 5V.**

OBJECTIVES:

To the tunnels! Accomplish these objectives in this order:

- 1- Collect the Vault weapon.
- 2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.



SPECIAL RULES

• Setup.

- Only up to 4 Survivors may undergo this Quest.
- Shuffle the Blue and Green Objectives among the Red Objectives, facedown.
- Place a random Vault weapon as indicated on the map, facedown.
- Place a Walker, a Runner, and a Brute inside the Vault as indicated on the map.

• **Fate!** Each Objective gives 5 XP to the Survivors who takes it.

• **The mysterious sapphire lock.** The Blue door can only be opened when the Blue Objective is taken.

• **The magical jade lock.** The Green door can only be opened when the Green Objective is taken.

• **Ancient, older than time.** Red Spawn Zones are only active on the same tiles which have at least one Survivor. Necromancer Spawn Zones are always active, even if there are no Survivors on their tile (Necromancer rules are not affected by this Special rule).

• **Even more olderer than that.** The Green Spawn Zone is inactive. When the Green door is open, immediately draw 1 Zombie card for the Green Spawn Zone. From now on, the Green Spawn Zone is active. It spawns even if there are no Survivors on that tile.

• **The Incredibly Ancient and Legendary Weapon.** A Survivor in the highlighted Zone may spend 1 Action to take the Vault weapon. There is no Vault weapon in the Yellow Vault tile.

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