

◆ QUEST 1:

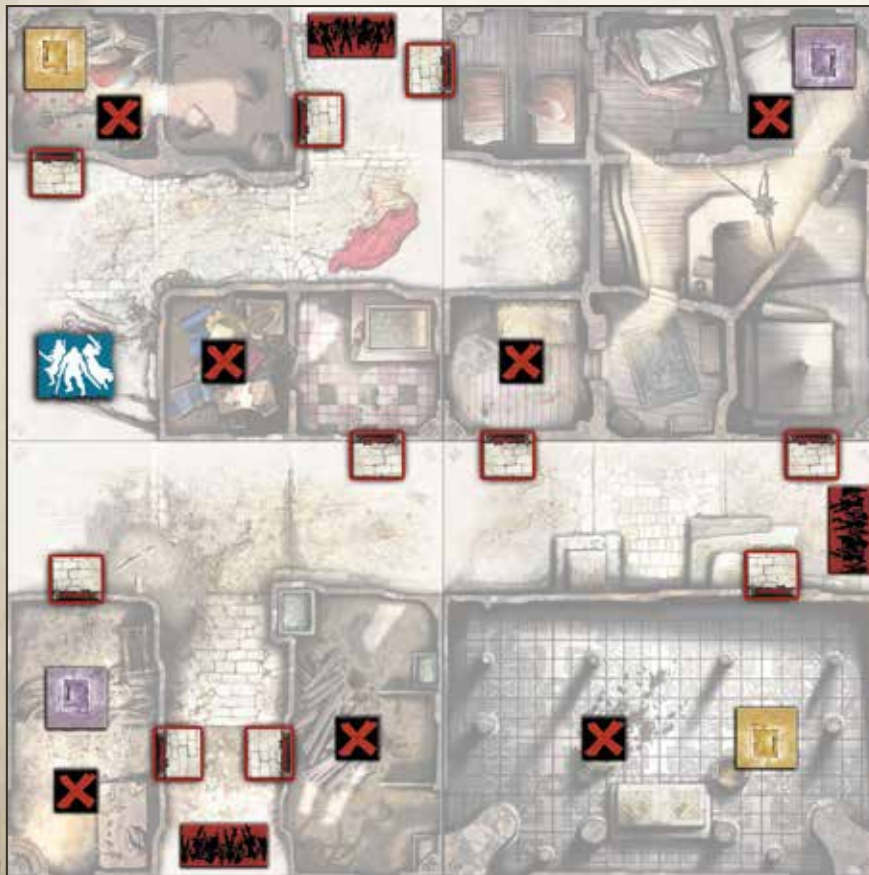
BIG GAME HUNTING

EASY / 6+ SURVIVORS / 60 MINUTES

We quickly discovered the starting point of the zombie invasion. Other survivors spotted a huge zombie wandering the streets, and some kind of sick wizard directing the horde to engulf us. It took us two days to pinpoint the Necromancer's location, and understand the Abomination can't be killed by any weapon at our disposal. Let's raid the Necromancer's laboratory and take them both out with a secret brew of our own: Dragon fire. Let the hunt begin!

Let the hunt begin!

Tiles needed: 1V, 2R, 8V & 9V.



OBJECTIVES

- Reach these objectives in any order to win the game:
- **Slay the beast and its master.** Kill at least one Abomination and one Necromancer.
 - **Raid the laboratory.** Take all Objectives.



SPECIAL RULES

- **Setup:**
 - Put the blue Objective randomly among the red Objectives, face down.
 - Put a Vault artifact randomly in each Vault.
- **Looking for the laboratory.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Torch'em!** Finding the blue Objective marks the laboratory's location! Immediately spawn a Necromancer in the Zone. If a Necromancer is already on the board, spawn an Abomination instead. If both are already on the board, nothing happens (but you still get the experience).

2R	8V
9V	1V

