

◆ QUEST 2:

THE BLACK BOOK

EASY / 6+ SURVIVORS / 60 MINUTES

Now we know. It's not just our village. The zombie plague has spread across the land. What's going on? The Necromancer we killed held notes in his laboratory, most of them referring to a mysterious Black Book and other items of power. Exploring the surroundings could prove useful to get a better grasp about the threat we're facing. Of course, there are zombies on the way, familiar faces turned to monsters...

Hey, that one owed me money!

Tiles needed: 4V, 5R, 7V & 8R.



OBJECTIVES

Reach these objectives in any order to win the game:

- **Steal the Black Book.** Take the Objective in the central building (tile 8R).
- **Claim the artifacts.** Take both Vault artifacts.
- **Feel the power.** Get to the Red Danger Level with at least a Survivor.

SPECIAL RULES

• Setup:

- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put a Vault artifact randomly in each Vault.

• **Lost keys opening forbidden doors.** Each Objective gives 5 experience points to the Survivor who takes it.

• **What the...? Magic trap!** The green Spawn Zone is inactive until the green Objective is taken.

• **Doors and keys.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.

8R	5R
4V	7V

