

◆ QUEST 5:

THE COMMANDRY

MEDIUM / 6+ SURVIVORS / 120 MINUTES

This capital has been taken. People died by the thousands, but some areas are still unharmed. The Necromancers seem content to battle the nobility in the castle, and leave the commoners corralled for when their zombie hordes need ready reinforcements.

We need a way in, to establish communications with the people still alive. It's also been suggested we learn more about the infection. The Black Book says little on it. If we can learn more, we can plan a bold move to end this.

First we need a way past the city walls. Some survivors we rescued speak of a secret passage beneath the commandry nearby. However, it's guarded. Clearly the Necromancers are aware of it. If we can dispatch the guardians, we can get inside, and get our plan in motion.

Tiles needed: 4R, 5R, 6R, 7R, 8R & 9R.



OBJECTIVES

Use the underpass to escape. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

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.

• **Hidden clues.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Reinforced doors.** 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.

