

◆ QUEST 7:

DEAD TRAIL

MEDIUM / 6+ SURVIVORS / 150 MINUTES

There is no way we can get any further unnoticed. That's good, for my fingers are itching for some zombie bashing, and I was getting tired of walking on tiptoe.

There are dark signs and symbols on the walls here. The necromancers are hanging around. We don't know what kind of ritual they are performing, but we must try to make it fail. Let's see what happens if we destroy these wicked scriptures...

Fortunately, this is the foundry district. These Orc weaponsmiths seem to know their job pretty well. New toys!

Tiles needed: 1R, 2R, 3V, 4R, 5V & 6V.



OBJECTIVES

Hinder the ritual. Here is the plan. You can achieve the first two objectives in any order.

- **Ruin the ritual.** Destroy the impious scriptures by taking all Objectives.
- **Get the artifacts.** Get both Vault artifacts.

Then, 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.
- **Wicked writings.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Heavy doors.** Both violet Vault doors cannot be opened until the blue Objective has been taken. The single yellow Vault door cannot be opened until the green Objective has been taken.

