

QUEST 8:

THE EVIL TEMPLE

HARD / 6+ SURVIVORS / 120 MINUTES

This is the center of necromantic power. Cursed idols are everywhere, and a huge Abomination is locked up in the temple. Plus, it seems the Necromancers have figured out how we're dealing with their biggest beasts. Dragon Bile is scarce, and our supplies gone. But, there are vaults here. All the old parts of town had them.

Killing that beast could draw the Necromancers to us. There may be thousands of zombies, but there can't be too many more Necromancers. ... Right?

Tiles needed: 1V, 2R, 4R, 5R, 8R & 9V.

OBJECTIVES

Exorcism, survivors' style: Zombicide! Take both Vault weapons and kill the Abomination to win the game.

8R	9V	1V
5R	4R	2R

SPECIAL RULES

Setup:

- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put aside the Dragon Bile and Torch cards. Set one Dragon Bile card and one Torch card in the yellow Vault.
- Put two random Vault artifacts in the violet Vault.

• **Destroying the cursed idols.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Caches.** The violet Vault door cannot be opened until the blue Objective has been taken. The yellow Vault door cannot be opened until the green Objective has been taken.

