

◆ QUEST 9:

THE HELLHOLE

HARD / 6+ SURVIVORS / 150 MINUTES

I think we stumbled upon the place our Duke made his last stand before the town fell. All who sought his protection gathered in the temple, under the protection of the gods, the remaining soldiers and the Duke himself. It wasn't enough, unfortunately. After a huge fight, the zombies killed everyone. And now, this is a hellhole vomiting zombies. We have no choice but to fight them and destroy this forsaken place once and for all.

Hey, do I see the Duke? Nothing personal, Your Grace!

Tiles needed: 1V, 2R, 6V, 7R, 8V & 9R.

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| 7R | 9R | 8V |
| 2R | 1V | 6V |

OBJECTIVES

Reach the objectives in this order to win the game:

- 1- **Gather them all in one place...** Get all Spawn Zones on the board in the Hellhole, the marked Zone of tile 1V. Check the Necromancer rules P.29.
- 2- **...and call upon a dragon.** Create a Dragon Fire in the Hellhole.

SPECIAL RULES

- **That's the way we do alchemy.** Each Objective gives 5 experience points to the Survivor who takes it. It also allows the player to look for a Dragon Bile card in the Equipment deck and give it to the Survivor for free. If there are no Dragon Bile cards in the Equipment deck, look in the discard pile. Shuffle the Equipment deck afterward.

