

QUEST B59:

THE ANCIENT TOMES

HARD / 2 SURVIVORS / 90 MINUTES

By Rodrigo Sonnesso and Toi Von Glehn.

Here we are, lost and bone-tired, trudging through the snowy ruins of some ancient, forgotten village. But we can't stop now! The Legendary Tomes are within reach, and if the stories are true, those magical words will finally bring us some peace! Of course, by now, it's just me, a partner, and a few limping guards left, but hey—no one said heroism was easy! We're close, and giving up? Ha, not a chance! We've come too far to throw in the towel now, even in a mess like this!

Material needed: **Zombicide: White Death.**

Tiles needed: **26V, 31R, 32R, & 34R.**

31R	34R
32R	26V

OBJECTIVES:

Finding the lost tomes! Accomplish these objectives in this order:

- 1- Find and take the 3 Ancient Tomes (Red Objectives).
- 2- Exit with the Survivors and at least 2 Guards. Any Survivor may exit through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

• Setup:

- Shuffle the Blue and Green Objectives randomly among the Red Objectives, face down.
- Survivors start with 2 Starting Weapons each.
- Remove all Necromancer cards from the Zombie deck. There is no Beacon in this Quest.

• **Ancient chests.** Each Objective gives 5 AP to the Survivor who takes it.

• **Noisy searching.** The Blue and Green Objectives give a random Vault Weapon to the Survivor who takes them. They can reorganize their inventory, for free. Then, spawn 1 Walker in each Ruin Zone on that tile.

• **Cursed village.** Each tile on the map is labelled with a number. At the end of the Zombie Phase, roll a die. Place 1 Walker in each Ruin Zone of the tile corresponding to the number rolled. If a 5 or 6 is rolled, nothing happens.



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