

## ◆ QUEST 10:

# TRIAL BY FIRE

**HARD / 6+ SURVIVORS / 180 MINUTES**

**W**e're in the heart of the city, the place where all zombies converged. It seems we're not the first ones to get here. Heroes or mercenaries of some sort tried to clean the place before us, and failed. However, they locked the most impressive Abomination we've seen so far in a nearby magic school. The beast is trapped and is waiting for someone – or something – to break its bonds. Its roaring lures every zombie around like a beacon.

*And the Necromancers are still nowhere to be seen.*

Tiles needed: **1V, 2R, 3R, 4V, 5R, 6R, 7R, 8V & 9V.**

### OBJECTIVES

**Slay the monster.** Kill the Abomination set on tile 1V.

### SPECIAL RULES

• **Setup:**

- Put the blue Objective randomly among the red Objectives, face down.
- Put aside all Dragon Bile cards. Set them in the violet Vault.
- Set an Abomination in the marked Zone.
- The north-eastern building Zone has no door on purpose.

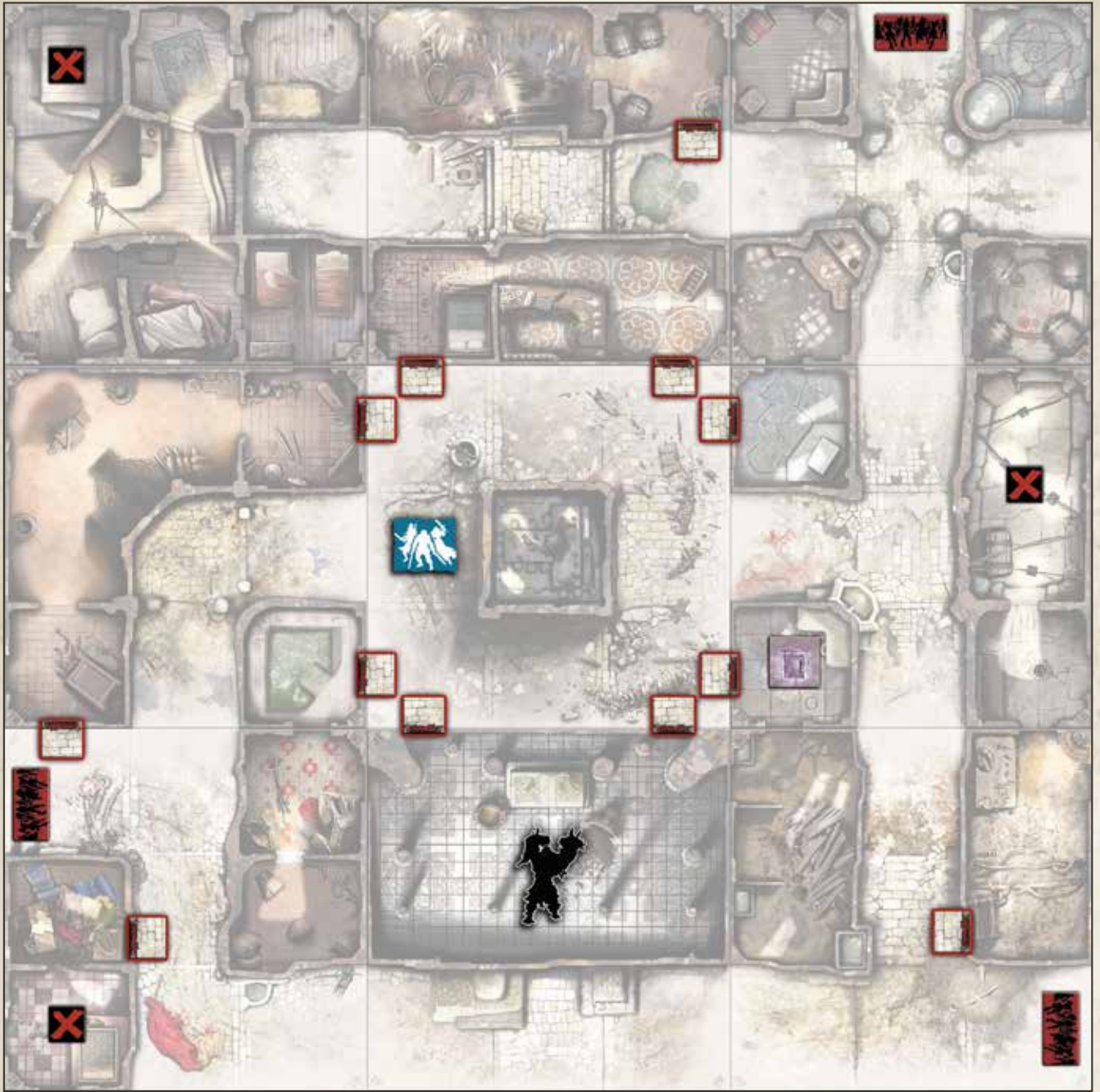
• **Three seals.** Each Objective gives 5 experience points to the Survivor who takes it.

• **A hero died here.** The blue Objective gives a random Vault artifact to the Survivor who takes it.

• **Sealed gate.** The violet Vault door cannot be opened until all Objectives have been taken.















 Player starting area	 Abomination	 Vault door
 Objective (5 XP)	 Spawn Zone	 Door

8V	3R	4V
7R	6R	5R
2R	1V	9V

