

◆ QUEST 5:

IMMORTAL

MEDIUM / 6 SURVIVORS / SPECIAL

Night has fallen, and the zombies are still dozzing our footsteps by the dozen. To make matters worse, we seem to have killed the same Necromancer at least four times. He keeps coming back, over and over. He's rallying his hordes and summoning more. We're experienced survivors, but we're still just mortals. We either figure out how to kill him permanently, or die from exhaustion. The wizards say he likely has some kind of magical anchors binding him to this area. If we destroy them, we can probably kill him for good and take a rest. (And then I can enjoy some of that Elven brew I found before. Don't tell anyone!)

11R	3V
6R	10V
8V	1V

Material needed: **Zombicide: Black Plague, Wulfsburg.**

Tiles needed: 1V, 3V, 6R, 8V, 10V & 11R.

OBJECTIVES

Reach the objectives in this order to win the game:

- 1- **Destroy the anchors.** Take all Objectives.
- 2- **Purge the evil.** You win the game when there are no colored Spawn Zones and no Necromancers on the board.

NOTE: This Mission's duration relies in great part on luck.

SPECIAL RULES

- **The anchors.** Each Objective gives 5 experience points to the Survivor who takes it.



- **Weak points.** The blue and the green Spawn Zones are active at the start of the game. They can't be removed when a Necromancer is killed (see below).

- **Immortal (?)** Necromancers don't add a Necromancer Spawn Zone token when they spawn on the board. However, when they spawn through a colored Spawn Zone (blue or green), that Spawn Zone token is replaced with a Necromancer Spawn Zone token.