

## ◆ QUEST 8:

# THE GHOST DOOR

HARD / 6 SURVIVORS / 150 MINUTES

**B**eing reliably sturdy and easy to defend, towers are havens of choice for any survivor group, and for Necromancers as well. The wealthy Wulfsburg is home to many towers built by merchants and nobles as headquarters for their guilds and testimonies to their wealth.

One of these towers bears the mark of the 'immortal' Necromancer that we killed yesterday. Taking a peek at his stuff could give us a clue about the Necromancers' master plan (if there even is such a thing). He had plenty of guards, but we're betting on some nice artifacts too!



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

Tiles needed: **1R, 2R, 3V, 5R, 6V, 7V, 8R, 9V & 10R.**

### OBJECTIVES

Reach the objectives in this order to win the game:

**1- Achieving power.** Get at least one Survivor to the Red Danger Level.

**2- Through the Ghost Door.** Reach the Exit Zone with a Survivor at the Red Danger Level. He may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

### SPECIAL RULES

• **Setup.** Put two random Vault artifacts in the Vault.

• **Nice artifacts.** Each Objective gives 5 experience points to the Survivor who takes it. It also grants him an Equipment card of your choice, taken either from the Equipment deck or the Equipment discard deck. The Survivor can then reorganize his Inventory for free. Shuffle the deck afterwards.



1R	9V	3V
2R	10R	5R
6V	8R	7V

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

