

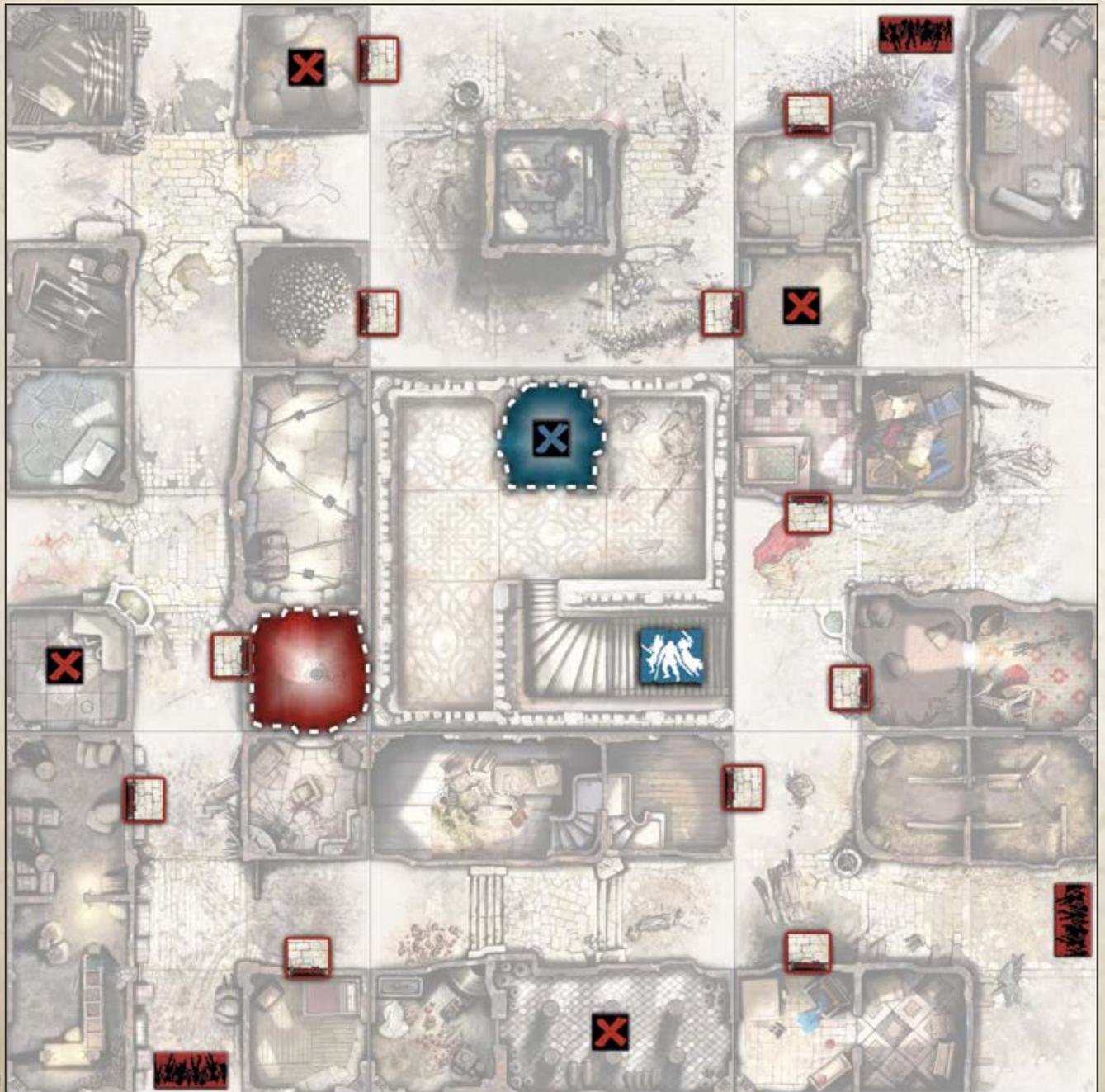
◆ QUEST 10:

A COIN FOR THE FERRYMAN

HARD / 6 SURVIVORS / 180 MINUTES

7V	6R	1R
5R	10R	2R
8R	4R	3V

Turns out the Necromancers are human after all. They've been using the towers to boost their egos and pile up plundered treasure, just like their former owners did. But, the Necromancers have also opened magical gates leading to some hidden place! The next step in their invasion, perhaps? Who knows? Finding these towers and sealing the gates will trap them here in Wulfsburg with us. Then we finish it, once and for all!





SPECIAL RULES

- **Setup.** Put a random Vault artifact in the marked Zone.
- **Mystical keys.** Each Objective gives 5 experience points to the Survivor who takes it.
- **The Necromancers' portal.** The Zone with the Blue Objective can only be entered when all red Objectives are taken.

Material needed: **Zombicide: Black Plague, Wulfsburg.**
 Tiles needed: 1R, 2R, 3V, 4R, 5R, 6R, 7V, 8R & 10R.

OBJECTIVES

Destroy the Necromancers' portal. Take the blue Objective representing the dark portal. And wish the Necromancers happy holidays!

	Player starting area	Door	Objectives (5 XP)
	Spawn Zone	Vault artifact	The Necromancer's portal

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Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown.

Made in China.

Zombicide: Wulfsburg

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THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.