

◆ QUEST B63: ~~MOM'S DELICIOUS~~ DELICIOUS TURKEY

HARD / 6 SURVIVORS / 90 MINUTES

By Keli L. CRUZ

Thanksgiving dinner was supposed to be a time of joy, but the celebration is now under threat. The Defiler Necromancer, frustrated by his failure to find the perfect Turkey for his mother's legendary recipe, has spread dark magic throughout the region, corrupting ingredients and recipes alike. Now, the Survivors must battle to save the spices and give the Necromancer exactly what he deserves: a well-seasoned Corrupted Turkey!

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

Tiles needed: **27V, 29R, 31V, & 33V.**

OBJECTIVES

- ◆ **Ensure dinner for everyone.** Accomplish the Objectives in this order to win the game:
 - 1. Collect the Spices.** Collect the Spices and Special Ingredient (Red and Blue Objectives) before they become corrupted.
 - 2. Corruption to taste.** Deliver the Corrupted Turkey to the Necromancer.

SETUP

- Place the Blue Objective randomly among the Red Objectives, facedown.
- Place Guards, Walkers, Brute and Defiler Necromancer (Note: Necromancer Spawn Zone is not used in this quest).
- Note: The Spawn Zone #4 starts deactivated.

SPECIAL RULES

- ◆ **Spices.** Red Objectives represent the Spices. Each Red Objective gives 5 AP and an Extra Action this turn to the Survivor who takes it. If a Corruption token enters a Spice Zone, it becomes corrupted and the Quest ends in defeat.
- ◆ **Special Ingredient.** The Blue objective represents a Special Ingredient. Blue Objective gives 5 AP to ALL Survivors and a random Vault Weapon to the Survivor who takes it. They can reorganize their inventory for free.

- ◆ **Corrupted Turkey.** The Green Objective represents a Corrupted Turkey. A Survivor in the Corrupted Turkey Zone can spend one Action to collect it and give 5 AP to ALL Survivors. Keep this Objective next to the Survivor's dashboard. It doesn't occupy an inventory slot and can be traded like an Equipment card. The Spawn Zone #4 is activated.
- ◆ **Defiler Necromancer:**
 - Acts normally, but when the Corruption token advances, place it in the next highlighted Zone.
 - Cannot be targeted by any attacks or effects.
 - A Survivor can discard a Spice, using one Action, to prevent the Necromancer from performing its next Activation.
 - When a Survivor spends one Action with the Corrupted Turkey in the Necromancer's Zone, the game ends in victory.
- ◆ **Did you add enough spice to that dish?** At the end of the game, the more Spices the Survivors still have in their possession, the more flavorful the meal will be:
 - ◆ **3 Spices:** A feast worthy of a Thanksgiving dinner!
 - ◆ **2 Spices:** Simple but satisfying meal.
 - ◆ **1 Spice:** Basic meal. Satisfies hunger, but lacks flavor.
 - ◆ **0 Spice:** Well, nobody's going to remember this meal!



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QUEST - ZOMBICIDE



 Survivor Starting Zone	 Beacon	4x  Cauldron	 Rope Ladder	 Corruption	12x  Guards
3x  Objectives	    Spawn Zones		3x  Walkers	 Brute	 Defiler Necromancer

33V	31V
29R	27V

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