

# **QUEST B60:** **THE LEGEND OF THE** **BATHEKO MONKS**

**HARD / 6 SURVIVORS / 75 MINUTES**

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Ancient scriptures from Wintergrad predicted that a time of evil would emerge from the depths of the icy hell, but we had no idea it would be so devastating. However, the same scriptures that warned us of evil also said that peace could return if the legendary lost scrolls of the Batheko monks were found and deciphered. After days of traveling and surviving in this devastated land, we arrived at the ruins of the ancient Batheko temple. To our relief, we found some monks willing to help us fight and decipher the scrolls if we found them. Maybe, just maybe, the dawn of a new day isn't just a fairy tale after all.

26R	31V	30R
32R	27V	28V





Material needed: Zombicide: White Death.  
Tiles needed: **26R, 27V, 28V, 30R, 31V, 32R.**

## OBJECTIVES

- ♦ **Decipher the protection scrolls.** Accomplish these objectives in order to win the game.
  - Take all 6 scrolls (Objectives).
  - Decipher all scrolls (See Special Rules).
- Exit with all Survivors. Once the Exit is revealed, any Survivor may exit through this Zone at the end of their Turn, as long as there are no Zombies in it.

## SPECIAL RULES

- ♦ **Setup.**
  - Shuffle the Blue and the Green Objectives randomly among the Red Objectives, facedown.
  - Place 6 Walkers and only 6 Guards as indicated on the map.

**Regular scrolls.** Each Red Objective gives 5 AP to the Survivor who takes it. When a Red Objective is taken, leave it faceup in its Zone and place a Noise token on it to represent an undeciphered scroll.

This Noise token does not count as Noise in this Zone.

- ♦ **Special scrolls.** The Blue and the Green Objectives give a random Vault Weapon to the Survivor who takes them (they can then reorganize their inventory for free) and gives 5 AP to ALL Survivors. When they are taken, leave the Objective faceup in the Zone.
- ♦ **Deciphering the scrolls.** A Survivor in a revealed Objective Zone may spend 1 Action to attempt to decipher the scroll. The player rolls a die.
  - If the Objective is Red, they must roll 5+ to decipher it.
  - If the Objective is Blue or Green, they must roll 6+ to decipher it.

The Survivor may roll 1 extra die for each Guard in their Zone. When a Scroll is deciphered, remove it and its associated Noise token from the board.

- ♦ **Cursed village.** When there are no Objectives left on the board, flip the Flag token to its Exit side. Survivors may now exit through this Zone.

