QUEST B72:

CONTAINING THE CHAOS OF THE DIVINE BEASTS

VERY HARD / 6 SURVIVORS / 90 MINUTES
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The very fabric of reality is tearing apart. The four Divine Beasts, once the revered guardians of balance, have been corrupted by a profane force, turning their sacred domains into epicenters of absolute destruction. The world splinters under the weight of their fury, and the resulting chaos draws relentless hordes of the undead. If you fail to contain the spreading Corruption and defeat these colossal entities, one by one, the collapse of the realm is inevitable.

Material needed: **Zombicide: White Death, Divine Beasts Abomination Pack**.
Tiles needed: **26R, 27R, 30V, 31V, & 34V**.

Objectives

- **Purify the Divine Beasts!** Defeat all Divine Beasts to restore their divine essence.

Setup

- Place the Divine Beasts in their respective Territories (see the setup map) in the indicated Zone.

Special Rules

- **Territories.** Each Divine Beast has a corresponding Territory. The Territories start the game as **Inactive Territories**.
  - At the Start of each Round, if no Divine Beast is currently active, or whenever a Divine Beast's Action deck runs out, players must choose a new Territory to activate. This is now an **Active Territory**.
  - Only Active Territories AND the Central Zone (Tile 34V) can be accessed by Actors.

  Note: Spawn Zones in Inactive Territories start inactive. Once a Territory becomes Active, its corresponding Spawn Zone becomes permanently Active for the rest of the game.
- **Disorder.** In this Quest, Divine Beasts do not follow a predetermined order. Instead, if they are on an Active Territory, they are considered Active and may take Actions.
- **Chaos.** When any Divine Beast has no Action cards to draw, shuffle its discarded Action cards to create a new deck. Then, players **must** choose another Territory to activate. This allows multiple Divine Beasts to be active on the map at the same time.

  Note: - Divine Beasts are immune to each other's effects.
  - If an Abomination card is drawn, all Divine Beasts in Active Territories receive an Extra Action.
- **Divine Essence.** When a Divine Beast is defeated, all Survivors gain 5 AP.
- **Spoils of War.** The Red Objectives represent the treasures and glory of each Territory. Upon collecting a Red Objective, the Survivor gains 5 AP, keeps the Objective token, and draws two cards from the Equipment deck. Each Survivor can only carry one Red Objective at a time (it cannot be traded between players). The Survivor may discard the Objective token to gain +2 dice to all their Combat Attacks during their current turn.
- **Unlimited Corruption.** The Corruption never stops. For an Inactive Territory, when a Zombie Siege card is drawn, the effect is resolved as usual. Add the indicated Zombies to each Corruption Zone.







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