

QUEST B50: THE CURSED VILLAGE - PART 2B

(If the players finished the first part in 15 Game Rounds or more)

VERY HARD / 3 SURVIVORS / 30 MINUTES

With a lot of effort, we've reached the underground tunnels. Despite the darkness, we noticed something strange. Our group is incomplete and now there are just three of us! A few minutes ago, our fourth member was here, complaining about an injury... Oh no! Far worse than the loss of a friend would be to see him transformed into one of these terrible monsters! There's this terrible noise coming from outside.. It took us a long time to get out of here, now we'll have to face the consequences of our delay...

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

Tiles needed: **4V, 6R, & 7V.**

7V 6R 4V



QUEST - ZOMBICIDE

B50

OBJECTIVES

Stop them! Accomplish the Objectives in any order:

- Eliminate the Necromancer and the Abomination placed on the board during Setup (see below).
- Find the Exit (see below).

THEN

Reach the Exit Zone with all Survivors. Any Survivor may escape through the Exit Zone at the end of their Turn as long as there are no Zombies in it.

SPECIAL RULES

• Setup.

- Choose 1 Survivor and remove them from the game (with all their Equipment cards). Place the 3 remaining Survivors in the Survivor Starting Zone.
- Shuffle the Blue and Green Objectives among the Red Objectives, facedown.
- Place the Brutes, Walkers, Abomination, and Necromancer in the indicated Zones.

• **Fragile doors.** Die rolls to open doors automatically succeed.

• **It's somewhere over here!** Red Objectives give 5 experience points to the Survivor who takes it. When the second Red Objective is taken, place the Exit token in that Zone.

• **That's what we need!** The Green and Blue Objectives give 5 experience points to ALL Survivors when taken.

- Taking the Green Objective also grants a Torch to the Survivor, taken from the Equipment deck (or discard pile). Shuffle the Equipment deck afterwards. The Survivor may then reorganize their inventory for free.
- Taking the Blue Objective also grants Magic Powder to the Survivor. This Equipment is represented by the Blue Objective. It does not take up any space in their inventory and can be traded like an Equipment card.

• **Farewell, my friend.** The starting Abomination may only be eliminated by Dragon Fire. The Survivor starting it also has to discard the Magic Powder token. A very sad ending for our old friend!

